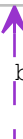


```
std::vector< BDSBeamlineElement * >
```

```
- elements
```

beamline



BDSBeamline

```
- beamline  
- totalChordLength  
- totalArcLength  
- maximumExtentPositive  
- maximumExtentNegative  
- previousReferenceRotationEnd  
- previousReferencePositionEnd  
- previousSPositionEnd  
- xARS  
- yARS  
- zARS  
- xARM  
- yARM  
- zARM  
- xARE  
- yARE  
- zARE
```

```
+ BDSBeamline()  
+ BDSBeamline()  
+ ~BDSBeamline()  
+ AddSingleComponent()  
+ AddComponent()  
+ ApplyTransform3D()  
+ PrintAllComponents()  
+ GetFirstItem()  
+ GetLastItem()  
+ GetTotalChordLength()  
+ GetTotalArcLength()  
+ size()  
+ GetMaximumExtentPositive()  
+ GetMaximumExtentNegative()  
+ GetMaximumExtentAbsolute()  
+ front()  
+ back()  
+ begin()  
+ end()  
+ rbegin()  
+ rend()  
+ begin()  
+ end()  
+ rbegin()  
+ rend()  
+ empty()  
- operator=( )  
- BDSBeamline()  
* xARS  
* yARS  
* zARS  
* xARM  
* yARM  
* zARM  
* xARE  
* yARE  
* zARE
```