

BDSAcceleratorComponent

```
# name  
# arcLength  
# type  
# chordLength  
# angle  
# tiltOffset  
# precisionRegion  
# beamPipeInfo  
# lengthSafety  
# emptyMaterial  
- readOutLV  
- itsSPos  
- itsGFlashVolumes  
- itsMultiplePhysicalVolumes  
  
+ BDSAcceleratorComponent()  
+ ~BDSAcceleratorComponent()  
+ GetName()  
+ GetType()  
+ GetPrecisionRegion()  
+ GetAngle()  
+ GetTiltOffset()  
+ GetArcLength()  
+ GetChordLength()  
+ GetReadOutLogicalVolume()  
+ PrepareField()  
+ GetParameterValue()  
+ GetParameterValueString()  
+ GetSPos()  
+ SetSPos()  
+ SetGFlashVolumes()  
+ GetGFlashVolumes()  
+ SetMultiplePhysicalVolumes()  
+ GetMultiplePhysicalVolumes()  
# Initialise()  
# Build()  
# BuildContainerLogicalVolume()  
- BDSAcceleratorComponent()  
- operator=(  
- BDSAcceleratorComponent()  
* GetParameterValue()  
* GetParameterValueString()  
* GetSPos()  
* SetSPos()  
* SetGFlashVolumes()  
* GetGFlashVolumes()  
* SetMultiplePhysicalVolumes()  
* GetMultiplePhysicalVolumes()  
* name  
* arcLength  
* type  
* chordLength  
* angle  
* tiltOffset  
* precisionRegion  
* beamPipeInfo
```



BDSCollimatorBase

```
# collimatorSolid  
# innerSolid  
# vacuumSolid  
# outerDiameter  
# xAperture  
# yAperture  
# collimatorMaterial  
# vacuumMaterial  
  
+ BDSCollimatorBase()  
+ ~BDSCollimatorBase()  
# Build()  
# BuildContainerLogicalVolume()  
# BuildInnerCollimator()
```



BDSCollimatorElliptical

```
+ BDSCollimatorElliptical()  
+ ~BDSCollimatorElliptical()  
+ BuildInnerCollimator()
```

BDSCollimatorRectangular

```
+ BDSCollimatorRectangular()  
+ ~BDSCollimatorRectangular()  
+ BuildInnerCollimator()
```