## BDSAcceleratorComponent

+ itsOuterLogicalVolume
+ itsMarkerLogicalVolume
+ itsTunnelLogicalVolume
+ itsTunnelFloorLogicalVolume
+ itsBlmLocationR
+ itsName
+ itsLength
+ itsXLength
+ itsYLength
+ itsOuterR
+ itsBpRadius
+ itsXPer
+ itsYPer
+ itsAngle
+ itsMaterial
+ itsVisAttributes
+ itsBlmLocZ
+ itsBlmLocTheta
+ itsTunnelMaterial
+ itsXOffset
+ itsYOffset
+ itsZOffset
+ itsTunnelRadius
+ itsTunnelOffsetX
+ itsType
+ itsTilt
+ itsPhiAngleIn
+ itsPhiAngleOut
+ itsPhi
+ itsTheta
+ itsPsi
+ itsK1
+ itsK2
+ itsK3
+ itsOuterStepper
+ itsUserLimits
+ itsOuterUserLimits
+ itsMarkerUserLimits
+ itsInnerBeampipeUserLimits
+ itsInnerMostLogicalVolume
+ itsTunnelCavityMaterial
+ itsPrecisionRegion
+ itsMarkerSolidVolume
+ itsTunnelSolid
+ itsSoilSolid
+ itsInnerTunnelSolid
+ itsTunnelCavity
+ itsLargerTunnelCavity
+ itsTunnelFloor
+ itsLargerInnerTunnelSolid
+ itsTunnelMinusCavity
+ itsTunnelSizedBlock
+ itsBLMLogicalVolume
+ itsBlmCaseLogicalVolume
+ itsBLMPhysiComp
+ itsSoilTunnelLogicalVolume
+ itsTunnelCavityLogicalVolume
+ itsTunnelMinusCavityLogicalVolume
+ itsTunnelPhysiInner
+ itsTunnelPhysiComp
+ itsTunnelFloorPhysiComp
+ itsTunnelPhysiCompSoil
+ itsTunnelUserLimits
+ itsSoilTunnelUserLimits
+ itsInnerTunnelUserLimits
+ readOutLV
− nullRotationMatrix
− tunnelRot
− VisAtt
− VisAtt1
− VisAtt2
− itsBLMSolid
− itsBlmOuterSolid
− itsSPos
− itsCopyNumber
− itsGFlashVolumes
− itsMultiplePhysicalVolumes

+ ~BDSAcceleratorComponent()
+ GetName()
+ GetType()
+ GetPrecisionRegion()
+ GetAngle()
+ GetYLength()
+ GetXLength()
+ GetArcLength()
+ GetChordLength()
+ GetPhiAngleIn()
+ GetPhiAngleOut()
+ GetPhi()
+ GetTheta()
+ GetPsi()
+ GetXOffset()
+ GetYOffset()
+ GetZOffset()
+ GetTunnelRadius()
+ GetTunnelOffsetX()
+ GetAperX()
+ GetAperY()
+ GetK1()
+ GetK2()
+ GetK3()
+ GetRotation()
+ GetPosition()
+ SetTilt()
+ GetTilt()
+ GetMarkerLogicalVolume()
+ GetTunnelLogicalVolume()
+ GetTunnelCavityMaterial()
+ GetBDSEnergyCounter()
+ SetBDSEnergyCounter()
+ GetCopyNumber()
+ GetSPos()
+ SetSPos()
+ SetGFlashVolumes()
+ GetGFlashVolumes()
+ SetMultiplePhysicalVolumes()
+ GetMultiplePhysicalVolumes()
+ SetInnerMostLogicalVolume()
+ GetInnerMostLogicalVolume()
+ GetInnerBPUserLimits()
+ GetUserLimits()
+ GetReadOutLogicalVolume()
+ PrepareField()
+ getParameterValue()
+ getParameterValueString()
+ BDSAcceleratorComponent()
+ BDSAcceleratorComponent()
+ GetVisAttributes()
# Initialise()
# Build()
# BuildTunnel()
# BuildBLMs()
# SetName()
# SetType()
# SetPhi()
# SetTheta()
# SetPsi()
# SetPrecisionRegion()
# SetK1()
# SetK2()
# SetK3()
− BDSAcceleratorComponent()
− BuildMarkerLogicalVolume()
− SetVisAttributes()
− operator=()
− BDSAcceleratorComponent()
− ConstructorInit()
− CalculateLengths()

## BDSCollimator

− itsPhysiComp
− itsPhysiComp2
− itsSolidLogVol
− itsTempSolidLogVol
− itsInnerLogVol
− itsInnerSolid
− itsOuterSolid
− itsSolid
− itsSoilTube
− itsTunnelTube
− itsInnerTunnelTube
− itsInnerTunnelLogicalVolume
− itsSoilTunnelLogicalVolume
− itsTunnelUserLimits
− itsSoilTunnelUserLimits
− itsInnerTunnelUserLimits
− itsBpRhs
− itsCollimatorMaterial
− itsOuterR

+ BDSCollimator()
+ ~BDSCollimator()
# Build()
− BuildMarkerLogicalVolume()
− BuildBLMs()
− BuildInnerCollimator()
− BuildCollimatorTunnel()
− SetVisAttributes()