

BDSComponentFactory::addCommonProperties

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graph LR; A[BDSComponentFactory::addCommonProperties] --> B[BDSAcceleratorComponent::SetK1]; A --> C[BDSAcceleratorComponent::SetK2]; A --> D[BDSAcceleratorComponent::SetK3]; A --> E[BDSAcceleratorComponent::SetPrecisionRegion]; A --> F[BDSAcceleratorComponent::SetTilt]; A --> G[BDSAcceleratorComponent::SetType];
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BDSAcceleratorComponent::SetK1

BDSAcceleratorComponent::SetK2

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BDSAcceleratorComponent::SetPrecisionRegion

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BDSAcceleratorComponent::SetType