

```
std::vector< G4VPhysicalVolume * >  
- elements
```

```
std::vector< GFlashHomoShowerParameterisation * >  
- elements
```

```
std::vector< G4Region * >  
- elements
```

```
std::vector< G4double >  
- elements
```

```
std::vector< BDSShowerModel * >  
- elements
```

```
BSDDetectorConstruction  
- verbose  
- itsGeometrySampler  
- precisionRegion  
- gasRegion  
- solidWorld  
- logicWorld  
- physiWorld  
- itsWorldSize  
- fPhysicalVolumeVector  
- magField  
- BDSUserLimits  
- BDSSensitiveDetector  
- theParameterisation  
- theHitMaker  
- theParticleBounds  
- theFastShowerModel  
- gFlashRegion  
- _globalRotation  
  
+ BSDDetectorConstruction()  
+ ~BSDDetectorConstruction()  
+ Construct()  
+ GetWorldVolume()  
- operator=()  
- BSDDetectorConstruction()  
- ConstructBDS()  
- SetMagField()  
- BuildBeamline()  
- BuildWorld()  
- ComponentPlacement()  
- SetGFlashOnVolume()
```

