

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
```



BDSElement

```
- itsGeometry
- itsBmap
- itsFieldVolName
- itsFieldIsUniform
- fChordFinder
- itsFStepper
- itsFEquation
- itsEqRhs
- itsMagField
- itsCachedMagField
- itsUniformMagField
- itsOuterR
- itsBmapZOffset
- align_in_volume
- align_out_volume

+ BDSElement()
+ ~BDSElement()
+ PrepareField()
+ AlignComponent()
- BuildContainerLogicalVolume()
- SetVisAttributes()
- BuildElementMarkerLogicalVolume()
- BuildGeometry()
- PlaceComponents()
- BuildMagField()
```