```
std::vector< G4LogicalVolume * >

– elements
```

allSensitiveVolumes
allLogicalVolumes

```
BDSGeometryComponent

# containerSolid
# containerLogicalVolume
# extentX
# extentY
# extentZ
# allLogicalVolumes
# allSensitiveVolumes
# placementOffset

+ BDSGeometryComponent()
+ BDSGeometryComponent()
+ ~BDSGeometryComponent()
+ GetName()
+ GetContainerSolid()
+ GetContainerLogicalVolume()
+ GetPlacementOffset()
+ SetPlacementOffset()
+ GetExtentX()
+ GetExtentY()
+ GetExtentZ()
+ GetExtentPositive()
+ GetExtentNegative()
+ SetExtentX()
+ SetExtentY()
+ SetExtentZ()
+ SetExtentX()
+ SetExtentY()
+ SetExtentZ()
+ RegisterLogicalVolume()
+ RegisterLogicalVolumes()
+ RegisterSensitiveVolume()
+ RegisterSensitiveVolumes()
+ GetAllLogicalVolumes()
+ GetAllSensitiveVolumes()
# BDSGeometryComponent()
```