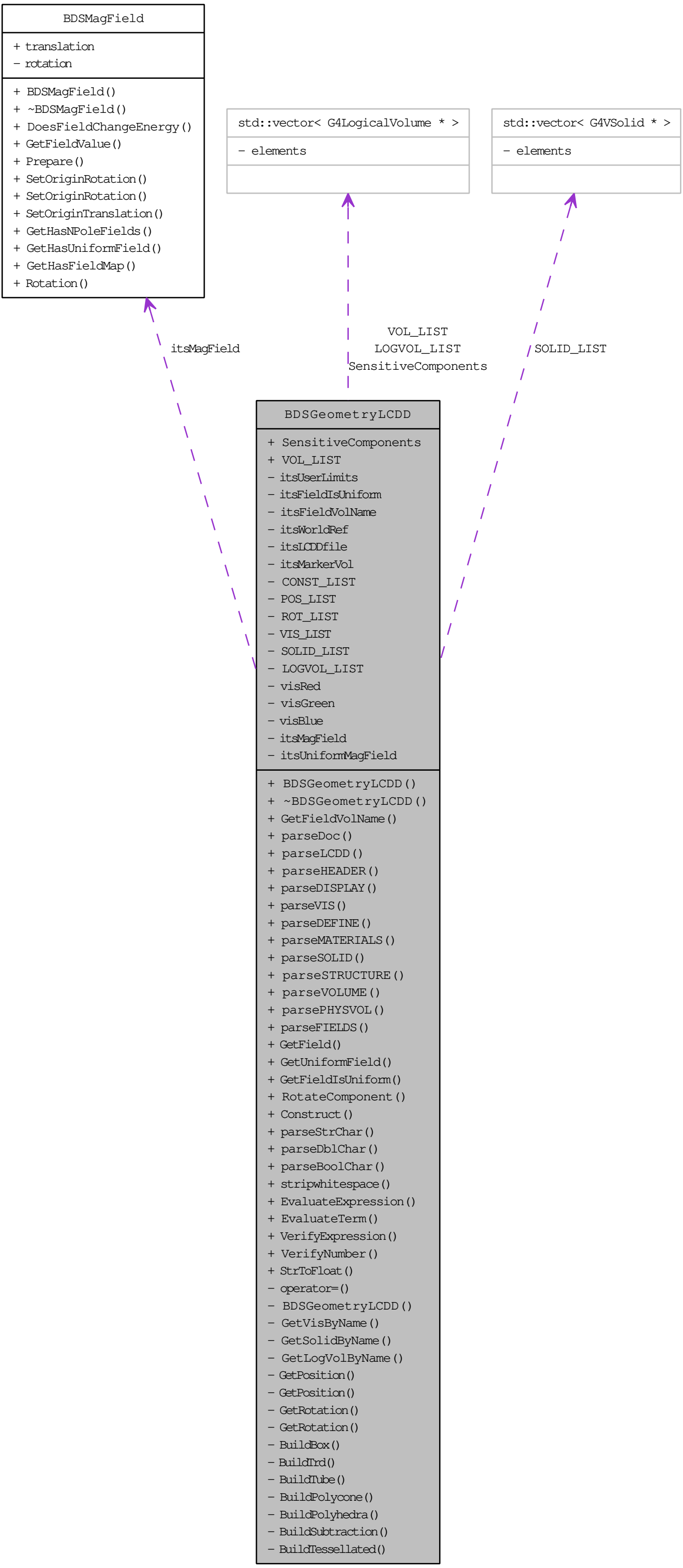
BDSMagField
+ translation
- rotation
+ BDSMagField()
+ ~BDSMagField()
+ DoesFieldChangeEnergy()
+ GetFieldValue()
+ Prepare()
+ SetOriginRotation()
+ SetOriginRotation()
+ SetOriginTranslation()
+ GetHasNPoleFields()
+ GetHasUniformField()
+ GetHasFieldMap()
+ Rotation()
std::vector< G4LogicalVolume * >
- elements
std::vector< G4VSolid * >
- elements
itsMagField
VOL_LIST
LOGVOL_LIST
SensitiveComponents
SOLID_LIST
BDSGeometryLCDD
+ SensitiveComponents
+ VOL_LIST
- itsUserLimits
- itsFieldIsUniform
- itsFieldVolName
- itsWorldRef
- itsLCDDfile
- itsMarkerVol
- CONST_LIST
- POS_LIST
- ROT_LIST
- VIS_LIST
- SOLID_LIST
- LOGVOL_LIST
- visRed
- visGreen
- visBlue
- itsMagField
- itsUniformMagField
+ BDSGeometryLCDD()
+ ~BDSGeometryLCDD()
+ GetFieldVolName()
+ parseDoc()
+ parseLCDD()
+ parseHEADER()
+ parseDISPLAY()
+ parseVIS()
+ parseDEFINE()
+ parseMATERIALS()
+ parseSOLID()
+ parseSTRUCTURE()
+ parseVOLUME()
+ parsePHYSVOL()
+ parseFIELDS()
+ GetField()
+ GetUniformField()
+ GetFieldIsUniform()
+ RotateComponent()
+ Construct()
+ parseStrChar()
+ parseDblChar()
+ parseBoolChar()
+ stripwhitespace()
+ EvaluateExpression()
+ EvaluateTerm()
+ VerifyExpression()
+ VerifyNumber()
+ StrToFloat()
- operator=()
- BDSGeometryLCDD()
- GetVisByName()
- GetSolidByName()
- GetLogVolByName()
- GetPosition()
- GetPosition()
- GetRotation()
- GetRotation()
- BuildBox()
- BuildTrd()
- BuildTube()
- BuildPolycone()
- BuildPolyhedra()
- BuildSubtraction()
- BuildTessellated()