

## 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  
- itsLCDfile  
- 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()  
- BuildIrd()  
- BuildTube()  
- BuildPolycone()  
- BuildPolyhedra()  
- BuildSubtraction()  
- BuildTessellated()