

BDSComptonEngine

- itsScatteredEl
- itsScatteredGam
- itsIncomingEl
- itsIncomingGam
- ntryMax

- + BDSComptonEngine()
- + BDSComptonEngine()
- + ~BDSComptonEngine()
- + PerformCompton()
- + PerformHighEnergyCompton()
- + PerformHighEnergyCompton2()
- + ComptonDifferentialCrossSection()
- + PeakAmplitudeOfComptonDifferentialCrossSection()
- + SetIncomingPhoton4Vec()
- + SetIncomingElectron4Vec()
- + GetScatteredElectron()
- + GetScatteredGamma()



itsComptonEngine

BDSLaserCompton

- itsLaserWavelength
- itsLaserDirection
- itsLaserEnergy
- itsComptonEngine

- + BDSLaserCompton()
- + ~BDSLaserCompton()
- + IsApplicable()
- + GetMeanFreePath()
- + PostStepDoIt()
- + SetLaserDirection()
- + GetLaserDirection()
- + SetLaserWavelength()
- + GetLaserWavelength()
- # ComputeMeanFreePath()
- operator=()
- BDSLaserCompton()