

```
std::vector< G4ThreeVector >
```

```
- elements
```



```
_facetPos
```

BDSLensFacet

```
- __name  
- __size  
- __angle  
- __totalHeight  
- __baseHeight  
- __rotation  
- __logName  
- __solidName  
- __material  
- __log  
- __solid  
- __visAtt  
- __facetPos
```

```
+ BDSLensFacet()  
+ ~BDSLensFacet()  
+ log()  
+ name()  
+ size()  
+ angle()  
+ totalHeight()  
+ baseHeight()  
+ rotation()  
- computeDimensions()  
- build()  
- visAtt()
```