

```
std::map< G4String, G4Colour * >
```

- keys
- elements

```
std::map< G4int, G4String >
```

- keys
- elements

colours

magnetName

BDSMagnetColours

- magnetName
- colours
- _instance

- + ~BDSMagnetColours()
- + GetMagnetColour()
- + GetMagnetColour()
- + Instance()
- BDSMagnetColours()

_instance