

```
std::vector< BDScreenLayer * >
```

```
- elements
```

```
std::vector< G4double >
```

```
- elements
```

```
_screenLayers
```

```
_screenLayerZPos
```

```
BDSMultilayerScreen
```

```
- _ysize  
- _name  
- _size  
- _log  
- _phys  
- _solid  
- _screenLayers  
- _screenLayerZPos
```

```
+ BDSMultilayerScreen()  
+ ~BDSMultilayerScreen()  
+ log()  
+ name()  
+ size()  
+ screenLayer()  
+ screenLayer()  
+ screenLayer()  
+ screenLayer()  
+ nLayers()  
+ build()  
+ phys()  
+ phys()  
+ place()  
+ reflectiveSurface()  
+ roughSurface()  
- computeDimensions()  
- buildMotherVolume()  
- placeLayers()
```