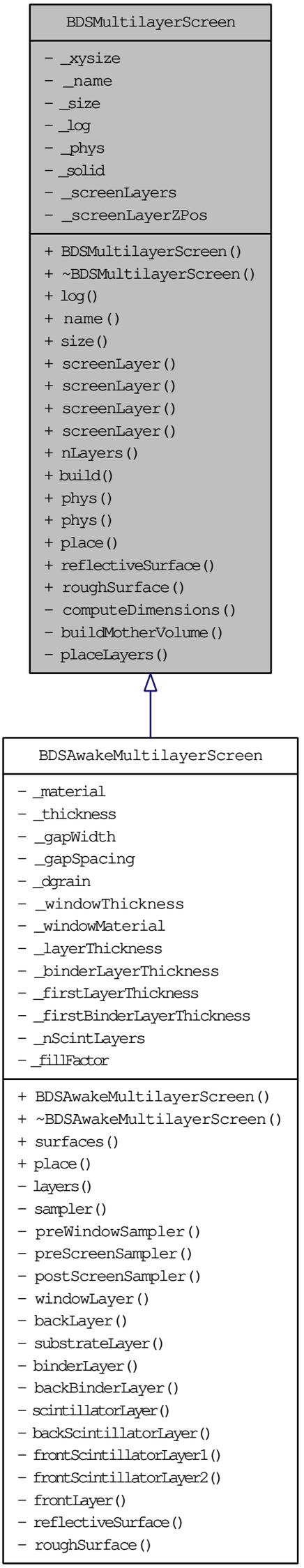
BDSMultilayerScreen
- _xysize
- _name
- _size
- _log
- _phys
- _solid
- _screenLayers
- _screenLayerZPos
+ BDSMultilayerScreen()
+ ~BDSMultilayerScreen()
+ log()
+ name()
+ size()
+ screenLayer()
+ screenLayer()
+ screenLayer()
+ screenLayer()
+ nLayers()
+ build()
+ phys()
+ phys()
+ place()
+ reflectiveSurface()
+ roughSurface()
- computeDimensions()
- buildMotherVolume()
- placeLayers()
BDSAwakeMultilayerScreen
- _material
- _thickness
- _gapWidth
- _gapSpacing
- _dgrain
- _windowThickness
- _windowMaterial
- _layerThickness
- _binderLayerThickness
- _firstLayerThickness
- _firstBinderLayerThickness
- _nScintLayers
- _fillFactor
+ BDSAwakeMultilayerScreen()
+ ~BDSAwakeMultilayerScreen()
+ surfaces()
+ place()
- layers()
- sampler()
- preWindowSampler()
- preScreenSampler()
- postScreenSampler()
- windowLayer()
- backLayer()
- substrateLayer()
- binderLayer()
- backBinderLayer()
- scintillatorLayer()
- backScintillatorLayer()
- frontScintillatorLayer1()
- frontScintillatorLayer2()
- frontLayer()
- reflectiveSurface()
- roughSurface()