

## 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()



## 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()