

```

BDSAcceleratorComponent

# name
# arcLength
# type
# chordLength
# angle
# tiltOffset
# precisionRegion
# beamPipeInfo
# lengthSafety
# emptyMaterial
- readOutLV
- itsSPos
- itsGFlashVolumes
- itsMultiplePhysicalVolumes

```

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+ BDSAcceleratorComponent()
+ ~BDSAcceleratorComponent()
+ GetName()
+ GetType()
+ GetPrecisionRegion()
+ GetAngle()
+ GetTiltOffset()
+ GetArcLength()
+ GetChordLength()
+ GetReadOutLogicalVolume()
+ PrepareField()
+ GetParameterValue()
+ GetParameterValueString()
+ GetSPos()
+ SetSPos()
+ SetGFlashVolumes()
+ GetGFlashVolumes()
+ SetMultiplePhysicalVolumes()
+ GetMultiplePhysicalVolumes()
# Initialise()
# Build()
# BuildContainerLogicalVolume()
- BDSAcceleratorComponent()
- operator=()
- BDSAcceleratorComponent()
* GetParameterValue()
* GetParameterValueString()
* GetSPos()
* SetSPos()
* SetGFlashVolumes()
* GetGFlashVolumes()
* SetMultiplePhysicalVolumes()
* GetMultiplePhysicalVolumes()
* name
* arcLength
* type
* chordLength
* angle
* tiltOffset
* precisionRegion
* beamPipeInfo

```

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BDSSamplerSD

+ itsHCID
- SamplerCollection
- itsType
- itsCollectionName

+ BDSSamplerSD()
+ ~BDSSamplerSD()
+ SetType()
+ Initialize()
+ ProcessHits()

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std::vector< G4String >

- elements

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BDSSamplerCylinder

+ outputNames
- itsRadius
- nThisSampler
- nSamplers
- SensitiveDetector

+ BDSSamplerCylinder()
+ ~BDSSamplerCylinder()
+ GetNSamplers()
+ AddExternalSampler()
+ GetSensitiveDetector()
- BuildContainerLogicalVolume()

```



SensitiveDetector /outputNames