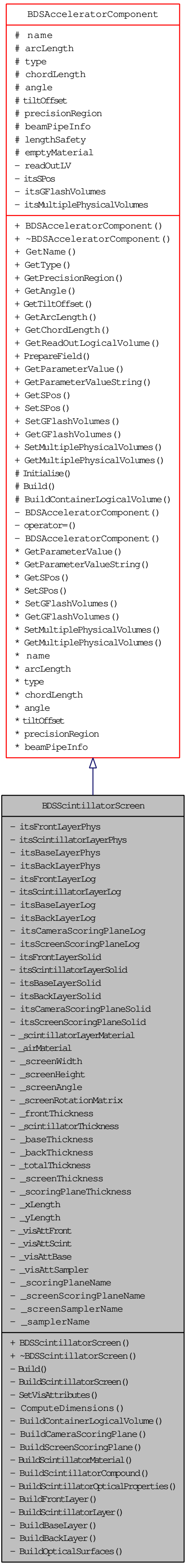
BDSAcceleratorComponent
name
arcLength
type
chordLength
angle
tiltOffset
precisionRegion
beamPipeInfo
lengthSafety
emptyMaterial
- readOutLV
- itsSPos
- itsGFlashVolumes
- itsMultiplePhysicalVolumes
+ BDSAcceleratorComponent()
+ ~BDSAcceleratorComponent()
+ GetName()
+ GetType()
+ GetPrecisionRegion()
+ 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
BDSScintillatorScreen
- itsFrontLayerPhys
- itsScintillatorLayerPhys
- itsBaseLayerPhys
- itsBackLayerPhys
- itsFrontLayerLog
- itsScintillatorLayerLog
- itsBaseLayerLog
- itsBackLayerLog
- itsCameraScoringPlaneLog
- itsScreenScoringPlaneLog
- itsFrontLayerSolid
- itsScintillatorLayerSolid
- itsBaseLayerSolid
- itsBackLayerSolid
- itsCameraScoringPlaneSolid
- itsScreenScoringPlaneSolid
- _scintillatorLayerMaterial
- _airMaterial
- _screenWidth
- _screenHeight
- _screenAngle
- _screenRotationMatrix
- _frontThickness
- _scintillatorThickness
- _baseThickness
- _backThickness
- _totalThickness
- _screenThickness
- _scoringPlaneThickness
- _xLength
- _yLength
- _visAttFront
- _visAttScint
- _visAttBase
- _visAttSampler
- _scoringPlaneName
- _screenScoringPlaneName
- _screenSamplerName
- _samplerName
+ BDSScintillatorScreen()
+ ~BDSScintillatorScreen()
- Build()
- BuildScintillatorScreen()
- SetVisAttributes()
- ComputeDimensions()
- BuildContainerLogicalVolume()
- BuildCameraScoringPlane()
- BuildScreenScoringPlane()
- BuildScintillatorMaterial()
- BuildScintillatorCompound()
- BuildScintillatorOpticalProperties()
- BuildFrontLayer()
- BuildScintillatorLayer()
- BuildBaseLayer()
- BuildBackLayer()
- BuildOpticalSurfaces()