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()
```