

`BDSScintillatorScreen::BuildContainerLogicalVolume`

```
graph LR; A[BDSScintillatorScreen::BuildContainerLogicalVolume] --> B[BDSGlobalConstants::Instance]; B --> C[BDSGlobalConstants::BDSGlobalConstants];
```

`BDSGlobalConstants::Instance`

`BDSGlobalConstants::BDSGlobalConstants`