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graph LR; A[BDSScintillatorScreen::Build] --> B[BDSScintillatorScreen::BuildContainerLogicalVolume]; A --> C[BDSScintillatorScreen::BuildScintillatorScreen]; A --> D[BDSScintillatorScreen::ComputeDimensions]; A --> E[BDSScintillatorScreen::SetVisAttributes];
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BDSScintillatorScreen::BuildContainerLogicalVolume

BDSScintillatorScreen::BuildScintillatorScreen

BDSScintillatorScreen::Build

BDSScintillatorScreen::ComputeDimensions

BDSScintillatorScreen::SetVisAttributes