

BDSscreenLayer::InternalMirror

- \_side  
- \_solid  
- \_log  
- \_phys  
- \_motherSize  
- \_motherMaterial  
- \_motherLog  
- \_motherPhys  
- \_thickness  
- \_pos

+ InternalMirror()  
+ ~InternalMirror()  
+ geom()  
+ compute()  
+ place()  
+ optical()  
- InternalMirror()



internalMirror

BDSscreenLayer

# \_size  
# \_name  
# \_log  
# \_phys  
# \_solid  
- \_internalMirror  
- \_material  
- \_logName  
- \_solidName  
- \_grooveLog  
- \_grooveSolid  
- \_grooveWidth  
- \_grooveSpatialFrequency  
- \_nGrooves  
- \_color

+ BDSscreenLayer()  
+ ~BDSscreenLayer()  
+ log()  
+ name()  
+ size()  
+ phys()  
+ phys()  
+ color()  
+ backInternalMirror()  
+ frontInternalMirror()  
+ sampler()  
# BDSscreenLayer()  
- build()  
- buildGroove()  
- buildScreen()  
- visAtt()  
- cutGroove()  
- cutGrooves()