

## 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()
```



## BDSMultiFacetLayer

```
- _facet
- _facetPos
- _gapWidth
- _nFacets
```

```
+ BDSMultiFacetLayer()
+ ~BDSMultiFacetLayer()
- computeDimensions()
- build()
- buildScreen()
- placeFacet()
- placeFacets()
```