

## BDSTunnelCavitySection

- `_name`
- `_radius`
- `_length`
- `_angle`
- `_positionOffset`
- `_rotation`
- `_material`
- `_logicalVolume`
- `_solid`
- `_physi`
- `_nullRotationMatrix`
- `_acceleratorComponent`

- + `BDSTunnelCavitySection()`
- + `~BDSTunnelCavitySection()`
- + `BDSTunnelCavitySection()`
- + `visAttributes()`
- + `rotation()`
- + `logicalVolume()`
- + `solid()`
- + `physi()`
- + `positionOffset()`
- + `rotation()`
- + `length()`
- + `angle()`
- + `radius()`
- + `name()`
- + `material()`
- + `logicalVolume()`
- + `solid()`
- + `acceleratorComponent()`



`_tunnelCavitySection`

## BDSTunnelCavitySectionBuilder

# `_tunnelCavitySection`

- + `~BDSTunnelCavitySectionBuilder()`
- + `BDSTunnelCavitySectionBuilder()`
- + `createNewTunnelCavitySection()`
- + `tunnelCavitySection()`
- + `build()`