

```
std::vector< std::vector< std::vector< double > > >
```

```
- elements
```



```
zField
```

```
yField
```

```
xField
```

### STANDALONE

```
- xField  
- yField  
- zField  
- nx  
- ny  
- nz  
- minx  
- maxx  
- miny  
- maxy  
- minz  
- maxz  
- dx  
- dy  
- dz  
- fZoffset  
- invertX  
- invertY  
- invertZ  
- _lenUnit  
- _fieldUnit
```

```
+ BDS3DMagField()  
+ GetFieldValue()  
- Prepare()
```