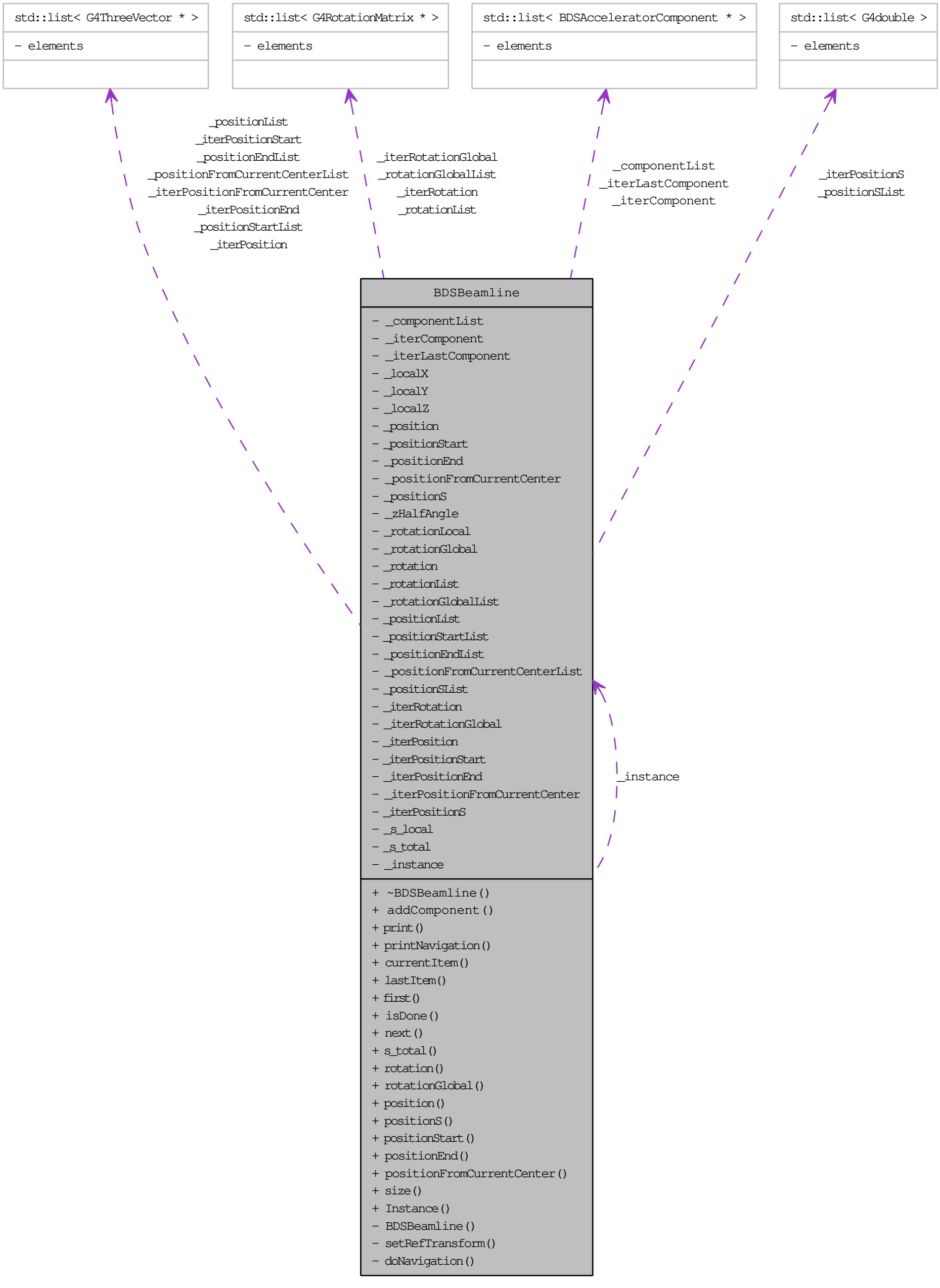
std::list< G4ThreeVector * >
- elements
std::list< G4RotationMatrix * >
- elements
std::list< BDSAcceleratorComponent * >
- elements
std::list< G4double >
- elements
_positionList
_iterPositionStart
_positionEndList
_positionFromCurrentCenterList
_iterPositionFromCurrentCenter
_iterPositionEnd
_positionStartList
_iterPosition
_iterRotationGlobal
_rotationGlobalList
_iterRotation
_rotationList
_componentList
_iterLastComponent
_iterComponent
_iterPositionS
_positionSList
BDSBeamline
- _componentList
- _iterComponent
- _iterLastComponent
- _localX
- _localY
- _localZ
- _position
- _positionStart
- _positionEnd
- _positionFromCurrentCenter
- _positionS
- _zHalfAngle
- _rotationLocal
- _rotationGlobal
- _rotation
- _rotationList
- _rotationGlobalList
- _positionList
- _positionStartList
- _positionEndList
- _positionFromCurrentCenterList
- _positionSList
- _iterRotation
- _iterRotationGlobal
- _iterPosition
- _iterPositionStart
- _iterPositionEnd
- _iterPositionFromCurrentCenter
- _iterPositionS
- _s_local
- _s_total
- _instance
+ ~BDSBeamline()
+ addComponent()
+ print()
+ printNavigation()
+ currentItem()
+ lastItem()
+ first()
+ isDone()
+ next()
+ s_total()
+ rotation()
+ rotationGlobal()
+ position()
+ positionS()
+ positionStart()
+ positionEnd()
+ positionFromCurrentCenter()
+ size()
+ Instance()
- BDSBeamline()
- setRefTransform()
- doNavigation()
_instance