

```
std::list< G4ThreeVector * >  
- elements
```

```
std::list< G4RotationMatrix * >  
- elements
```

```
std::list< BDSAcceleratorComponent * >  
- elements
```

```
std::list< G4double >  
- elements
```

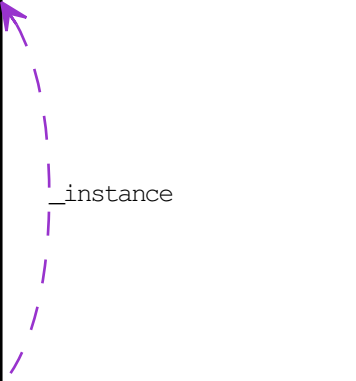
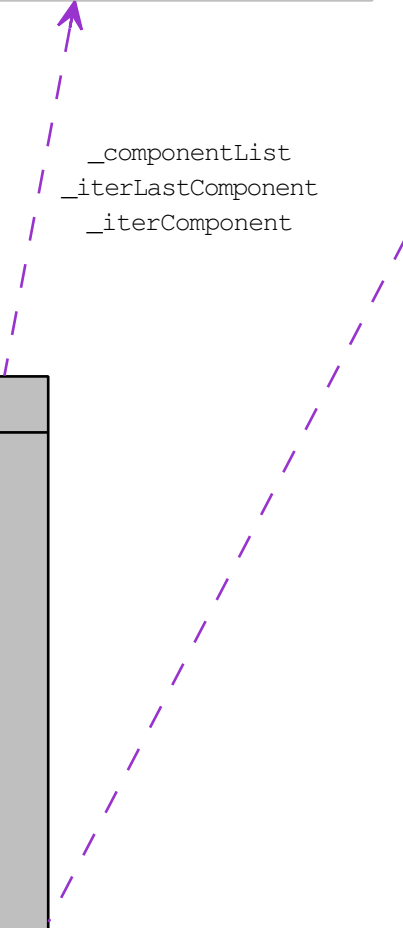
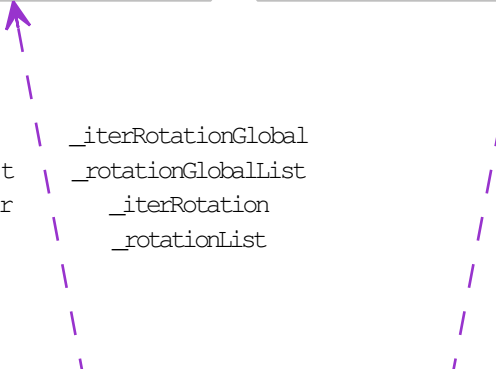
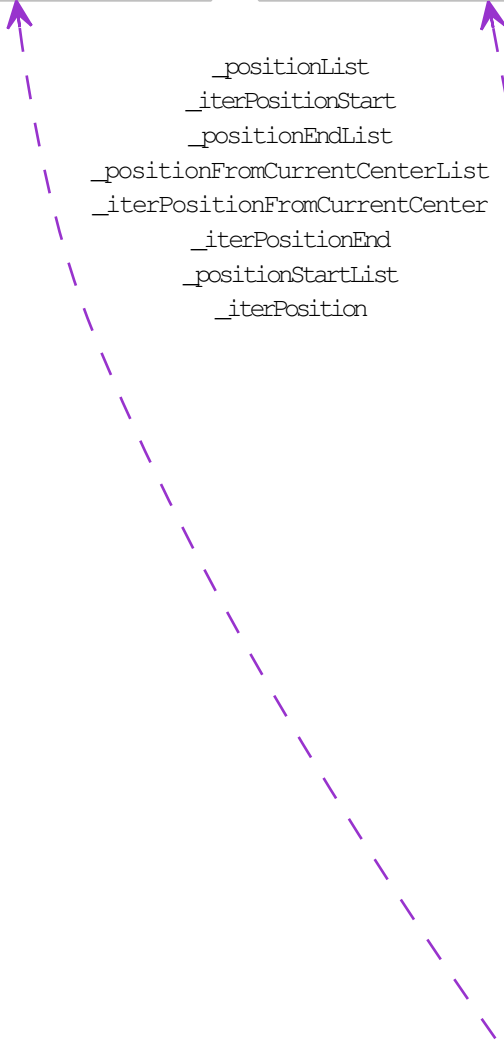
```
_positionList  
_iterPositionStart  
_positionEndList  
_positionFromCurrentCenterList  
_iterPositionFromCurrentCenter  
_iterPositionEnd  
_positionStartList  
_iterPosition
```

```
_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