std::vector< G4Transform3D * >	std::list< G4ThreeVector * >	std::list< G4RotationMatrix * >
– elements	– elements	– elements

_positionList
_iterPositionStart
_positionEndList
_positionFromCurrentCenterList
_iterPositionFromCurrentCenter
_iterPositionEnd
_positionStartList
_iterPosition

_iterRotationGlobal
_rotationGlobalList
_iterRotation
_rotationList

BDSBeamlineNavigator

- _localX
- _localY
- _localZ
- _position
- _positionStart
- _positionEnd
- _positionFromCurrentCenter
- _zHalfAngle
- _rotationLocal
- _rotationGlobal
- _rotation
- _rotationList
- _rotationGlobalList
- _positionList
- _positionStartList
- _positionEndList
- _positionFromCurrentCenterList
- _iterRotation
- _iterRotationGlobal
- _iterPosition
- _iterPositionStart
- _iterPositionEnd
- _iterPositionFromCurrentCenter
- _s_local
- _s_total

+ BDSBeamlineNavigator()
+ ~BDSBeamlineNavigator()
+ addComponent()
+ print()
+ rotation()
+ rotationGlobal()
+ position()
+ positionStart()
+ positionEnd()
+ positionFromCurrentCenter()
+ s_total()
+ first()
+ isDone()
+ next()