```
std::vector< G4Transform3D * >
```

– elements

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()