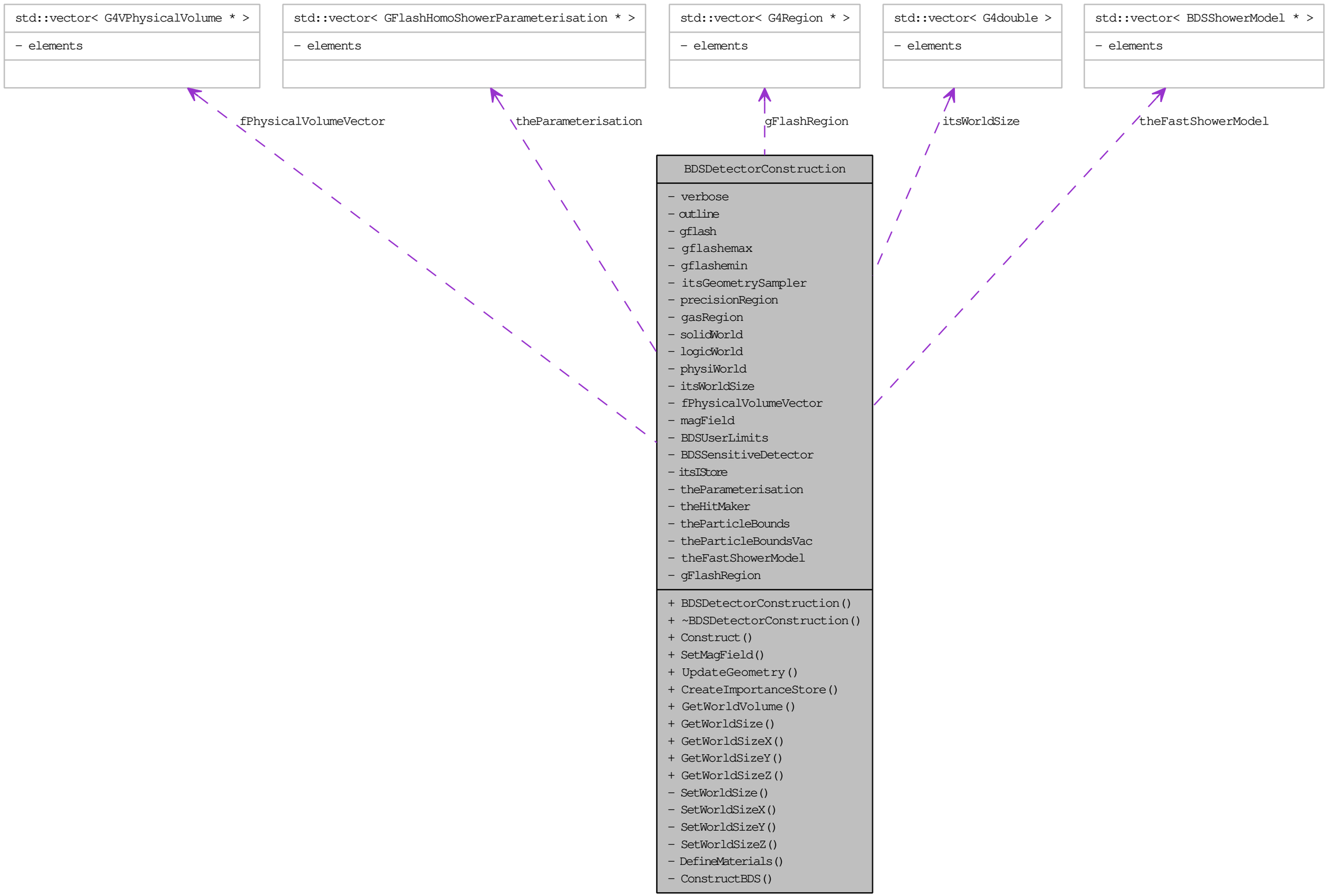
std::vector< G4VPhysicalVolume * >
- elements
std::vector< GFlashHomoShowerParameterisation * >
- elements
std::vector< G4Region * >
- elements
std::vector< G4double >
- elements
std::vector< BDSShowerModel * >
- elements
fPhysicalVolumeVector
theParameterisation
gFlashRegion
itsWorldSize
theFastShowerModel
BDSDetectorConstruction
- verbose
- outline
- gflash
- gflashemax
- gflashemin
- itsGeometrySampler
- precisionRegion
- gasRegion
- solidWorld
- logicWorld
- physiWorld
- itsWorldSize
- fPhysicalVolumeVector
- magField
- BDSUserLimits
- BDSSensitiveDetector
- itsIStore
- theParameterisation
- theHitMaker
- theParticleBounds
- theParticleBoundsVac
- theFastShowerModel
- gFlashRegion
+ BDSDetectorConstruction()
+ ~BDSDetectorConstruction()
+ Construct()
+ SetMagField()
+ UpdateGeometry()
+ CreateImportanceStore()
+ GetWorldVolume()
+ GetWorldSize()
+ GetWorldSizeX()
+ GetWorldSizeY()
+ GetWorldSizeZ()
- SetWorldSize()
- SetWorldSizeX()
- SetWorldSizeY()
- SetWorldSizeZ()
- DefineMaterials()
- ConstructBDS()