

```

BDSAcceleratorComponent
+ itsOuterLogicalVolume
+ itsMarkerLogicalVolume
+ itsTunnelLogicalVolume
+ itsTunnelFloorLogicalVolume
# itsBlmLocationR
# itsName
# itsLength
# itsXLength
# itsYLength
# itsOuterR
# itsBpRadius
# itsXAper
# itsYAper
# itsAngle
# itsMaterial
# itsVisAttributes
# itsBlmLocZ
# itsBlmLocTheta
# itsTunnelMaterial
# itsXOffset
# itsYOffset
# itsZOffset
# itsTunnelRadius
# itsTunnelOffsetX
# itsType
# itsTilt
# itsPhiAngleIn
# itsPhiAngleOut
# itsMagScaleFactor
# itsPhi
# itsTheta
# itsPsi
# itsK1
# itsK2
# itsK3
# itsRotation
# itsPosition
# itsOuterStepper
# itsUserLimits
# itsOuterUserLimits
# itsMarkerUserLimits
# itsInnerBeampipeUserLimits
# itsInnerMostLogicalVolume
# itsTunnelCavityMaterial
# itsPrecisionRegion
# itsMarkerSolidVolume
# itsTunnelSolid
# itsSoilSolid
# itsInnerTunnelSolid
# itsTunnelCavity
# itsLargerTunnelCavity
# itsTunnelFloor
# itsLargerInnerTunnelSolid
# itsTunnelMinusCavity
# itsTunnelSizedBlock
# itsBLMLogicalVolume
# itsBlmCaseLogicalVolume
# itsBLMPhysiComp
# itsSoilTunnelLogicalVolume
# itsTunnelCavityLogicalVolume
# itsTunnelMinusCavityLogicalVolume
# itsTunnelPhysiInner
# itsTunnelPhysiComp
# itsTunnelFloorPhysiComp
# itsTunnelPhysiCompSoil
# itsTunnelUserLimits
# itsSoilTunnelUserLimits
# itsInnerTunnelUserLimits
- nullRotationMatrix
- tunnelRot
- VisAtt
- VisAtt1
- VisAtt2
- VisAtt3
- VisAtt4
- VisAtt5
- itsBIMSolid
- itsBlmOuterSolid
- itsSPos
- itsCopyNumber
- itsBDSEnergyCounter
- itsSensitiveVolume
- itsMultipleSensitiveVolumes
- itsGFlashVolumes
- itsMultiplePhysicalVolumes

+ ~BDSAcceleratorComponent()
+ GetName()
+ SetName()
+ GetType()
+ SetType()
+ GetPrecisionRegion()
+ SetPrecisionRegion()
+ BuildTunnel()
+ BuildBLMs()
+ BuildGate()
+ GetAngle()
+ SetLength()
+ GetLength()
+ GetZLength()
+ GetXLength()
+ GetYLength()
+ GetArcLength()
+ GetPhiAngleIn()
+ GetPhiAngleOut()
+ GetPhi()
+ SetPhi()
+ GetTheta()
+ SetTheta()
+ GetPsi()
+ SetPsi()
+ GetXOffset()
+ GetYOffset()
+ GetZOffset()
+ GetTunnelRadius()
+ GetTunnelOffsetX()
+ GetAperX()
+ GetAperY()
+ GetK1()
+ GetK2()
+ GetK3()
+ SetK1()
+ SetK2()
+ SetK3()
+ GetRotation()
+ GetPosition()
+ SetPosition()
+ GetTilt()
+ GetMarkerLogicalVolume()
+ GetTunnelLogicalVolume()
+ GetTunnelCavityMaterial()
+ GetBDSEnergyCounter()
+ SetBDSEnergyCounter()
+ GetCopyNumber()
+ GetSPos()
+ SetSPos()
+ SetCopyNumber()
+ SetSensitiveVolume()
+ GetSensitiveVolume()
+ SetMultipleSensitiveVolumes()
+ GetMultipleSensitiveVolumes()
+ SetGFlashVolumes()
+ GetGFlashVolumes()
+ SetMultiplePhysicalVolumes()
+ GetMultiplePhysicalVolumes()
+ SetInnerMostLogicalVolume()
+ GetInnerMostLogicalVolume()
+ GetInnerBPUserLimits()
+ GetUserLimits()
+ BDSAcceleratorComponent()
+ BuildOuterFieldManager()
+ PrepareField()
+ SynchRescale()
+ AlignComponent()
+ getParameterValue()
+ getParameterValueString()
+ BDSAcceleratorComponent()
+ BDSAcceleratorComponent()
+ GetVisAttributes()
# CalculateLengths()
- ConstructorInit()

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```

std::vector< G4VTrajectory * >
- elements

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```

std::list< BDSEnergyCounterSD * >
- elements

```

```

std::list< BDSAcceleratorComponent * >
- elements

```

```

BDSEventAction
- verbose
- verboseStep
- verboseEvent
- verboseEventNumber
- isBatch
- nptwiss
- SamplerCollID_plane
- SamplerCollID_cylin
- LWCalorimeterCollID
- drawFlag
- printModulo
- itsOutputFileName
- itsRecordSize
- Traj
- trajEndPoint
- trajEndPointThreeVector
- interestingTrajectories
- iBeam
- iEC
- LastComp

+ BDSEventAction()
+ ~BDSEventAction()
+ BeginOfEventAction()
+ EndOfEventAction()
+ SetDrawFlag()

```

