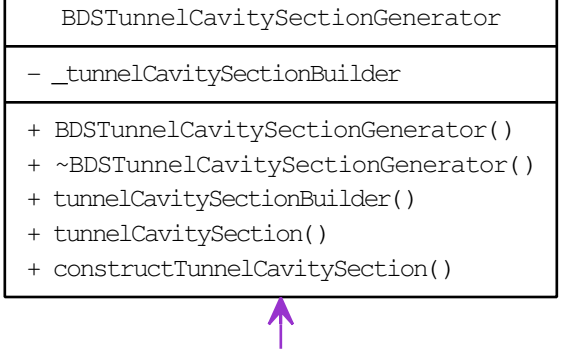
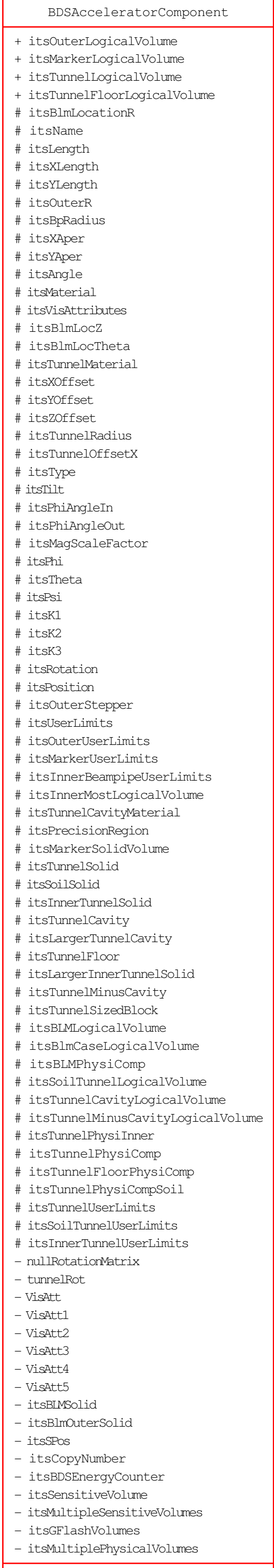
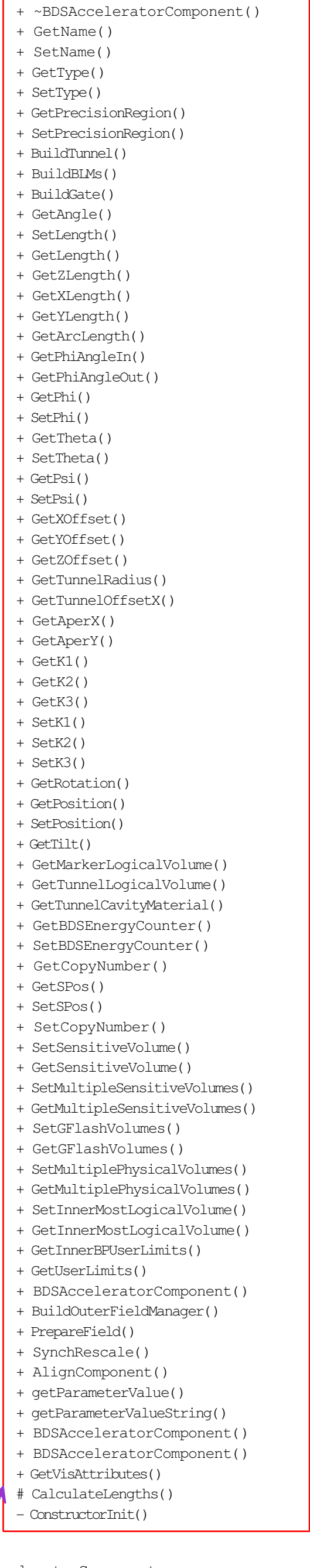


tunnelCavitySectionBuilder

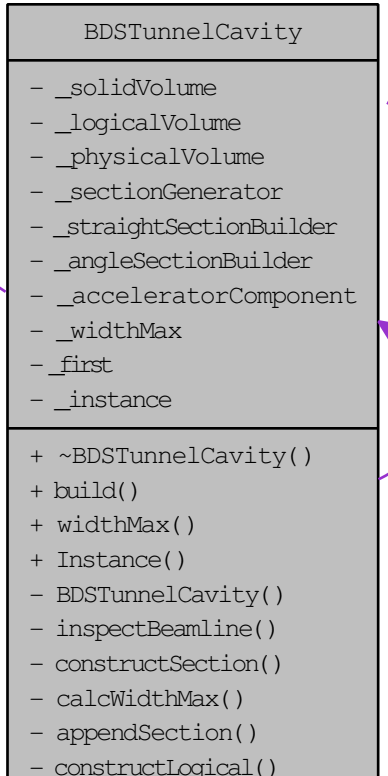


\_angleSectionBuilder  
\_straightSectionBuilder



\_sectionGenerator

\_acceleratorComponent



\_instance

