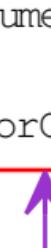


BDSTunnelCavitySection

- _name
- _radius
- _length
- _angle
- _positionOffset
- _rotation
- _material
- _logicalVolume
- _solid
- _physi
- _nullRotationMatrix
- _acceleratorComponent

- + BDSTunnelCavitySection()
- + ~BDSTunnelCavitySection()
- + BDSTunnelCavitySection()
- + visAttributes()
- + rotation()
- + logicalVolume()
- + solid()
- + physi()
- + positionOffset()
- + rotation()
- + length()
- + angle()
- + radius()
- + name()
- + material()
- + logicalVolume()
- + solid()
- + acceleratorComponent()



tunnelCavitySection



BDSTunnelCavitySectionBuilder

- # _tunnelCavitySection

- + ~BDSTunnelCavitySectionBuilder()
- + BDSTunnelCavitySectionBuilder()
- + createNewTunnelCavitySection()
- + tunnelCavitySection()
- + build()



tunnelCavitySectionBuilder



BDSTunnelCavitySectionGenerator

- _tunnelCavitySectionBuilder

- + BDSTunnelCavitySectionGenerator()
- + ~BDSTunnelCavitySectionGenerator()
- + tunnelCavitySectionBuilder()
- + tunnelCavitySection()
- + constructTunnelCavitySection()