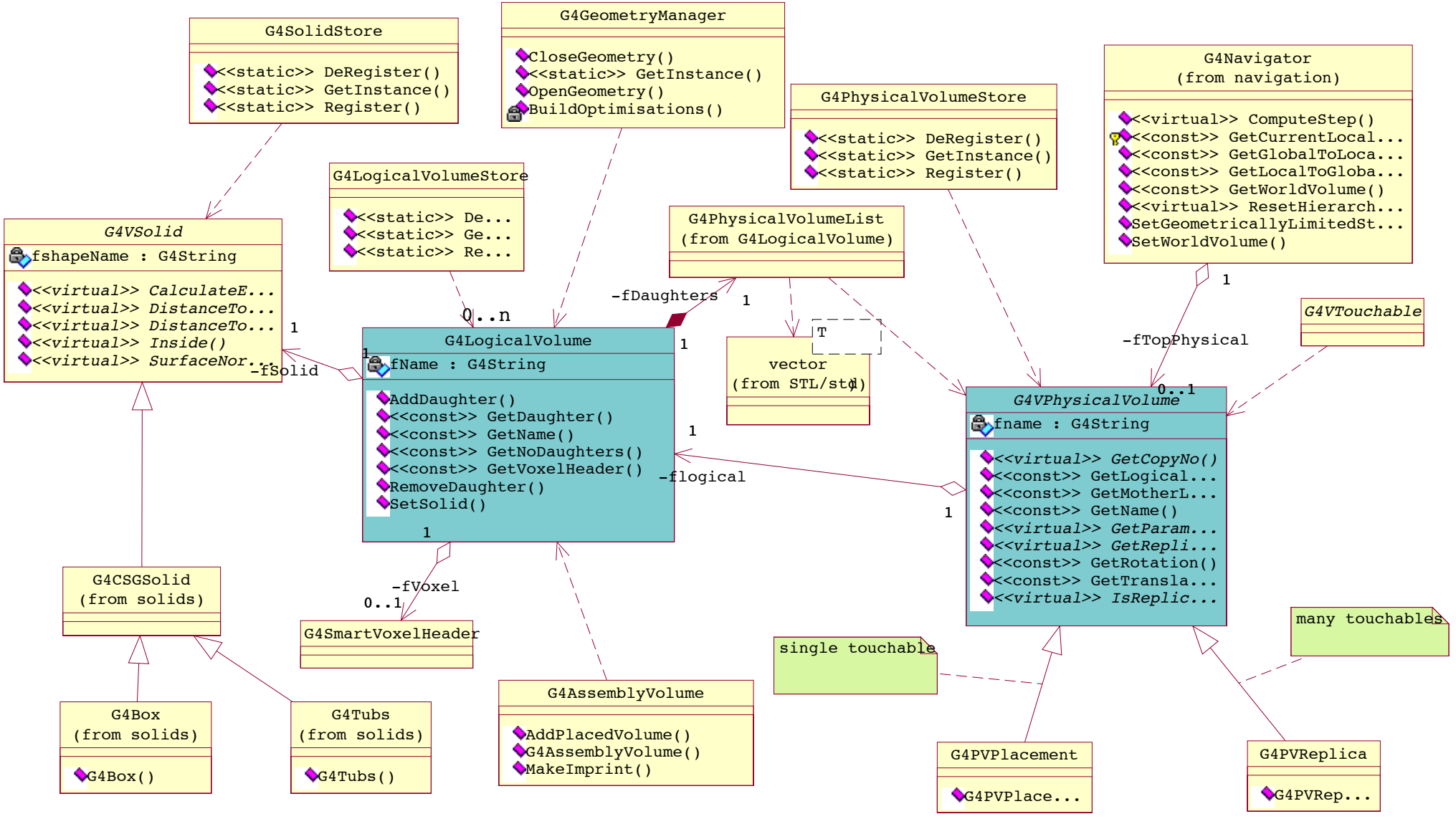
G4SolidStore
<<static>> DeRegister()
<<static>> GetInstance()
<<static>> Register()
G4GeometryManager
CloseGeometry()
<<static>> GetInstance()
OpenGeometry()
BuildOptimisations()
G4PhysicalVolumeStore
<<static>> DeRegister()
<<static>> GetInstance()
<<static>> Register()
G4Navigator
(from navigation)
<<virtual>> ComputeStep()
<<const>> GetCurrentLocal...
<<const>> GetGlobalToLoca...
<<const>> GetLocalToGloba...
<<const>> GetWorldVolume()
<<virtual>> ResetHierarch...
SetGeometricallyLimitedSt...
SetWorldVolume()
G4LogicalVolumeStore
<<static>> De...
<<static>> Ge...
<<static>> Re...
G4PhysicalVolumeList
(from G4LogicalVolume)
G4VSolid
fshapeName : G4String
<<virtual>> CalculateE...
<<virtual>> DistanceTo...
<<virtual>> DistanceTo...
<<virtual>> Inside()
<<virtual>> SurfaceNor...
-fSolid
1
0..n
-fDaughters
1
1
G4LogicalVolume
fName : G4String
AddDaughter()
<<const>> GetDaughter()
<<const>> GetName()
<<const>> GetNoDaughters()
<<const>> GetVoxelHeader()
RemoveDaughter()
SetSolid()
T
vector
(from STL/std)
1
-fTopPhysical
1
0..1
G4VTouchable
G4VPhysicalVolume
fname : G4String
<<virtual>> GetCopyNo()
<<const>> GetLogical...
<<const>> GetMotherL...
<<const>> GetName()
<<virtual>> GetParam...
<<virtual>> GetRepli...
<<const>> GetRotation()
<<const>> GetTransla...
<<virtual>> IsReplic...
-flogical
1
1
1
-fVoxel
0..1
G4SmartVoxelHeader
G4CSGSolid
(from solids)
G4Box
(from solids)
G4Box()
G4Tubs
(from solids)
G4Tubs()
G4AssemblyVolume
AddPlacedVolume()
G4AssemblyVolume()
MakeImprint()
single touchable
many touchables
G4PVPlacement
G4PVPlace...
G4PVReplica
G4PVRep...