

# G4ReflectionFactory

fInstance : G4ReflectionFactory\*  
fReflectedLVMap : LogicalVolumesMap

Place()  
Replicate()  
SetVerboseLevel()  
<<const>> GetVerboseLevel()  
<<static>> Instance()

# G4ReflectedSolid

fDirectTransform3D : G4Transform3D\*  
fPtrSolid : G4VSolid\*

ComputeDimensions()  
SetDirectTransform3D()  
<<const>> CalculateExtent()  
<<const>> DistanceToIn()  
<<const>> DistanceToOut()  
<<const>> GetDirectTransform3D()  
<<const>> Inside()  
<<const>> SurfaceNormal()

# G4Transform3D (from global)

fDirectTransform3D

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# G4VSolid (from management)

fshapeName : G4String

G4VSolid()

-fPtrSolid

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