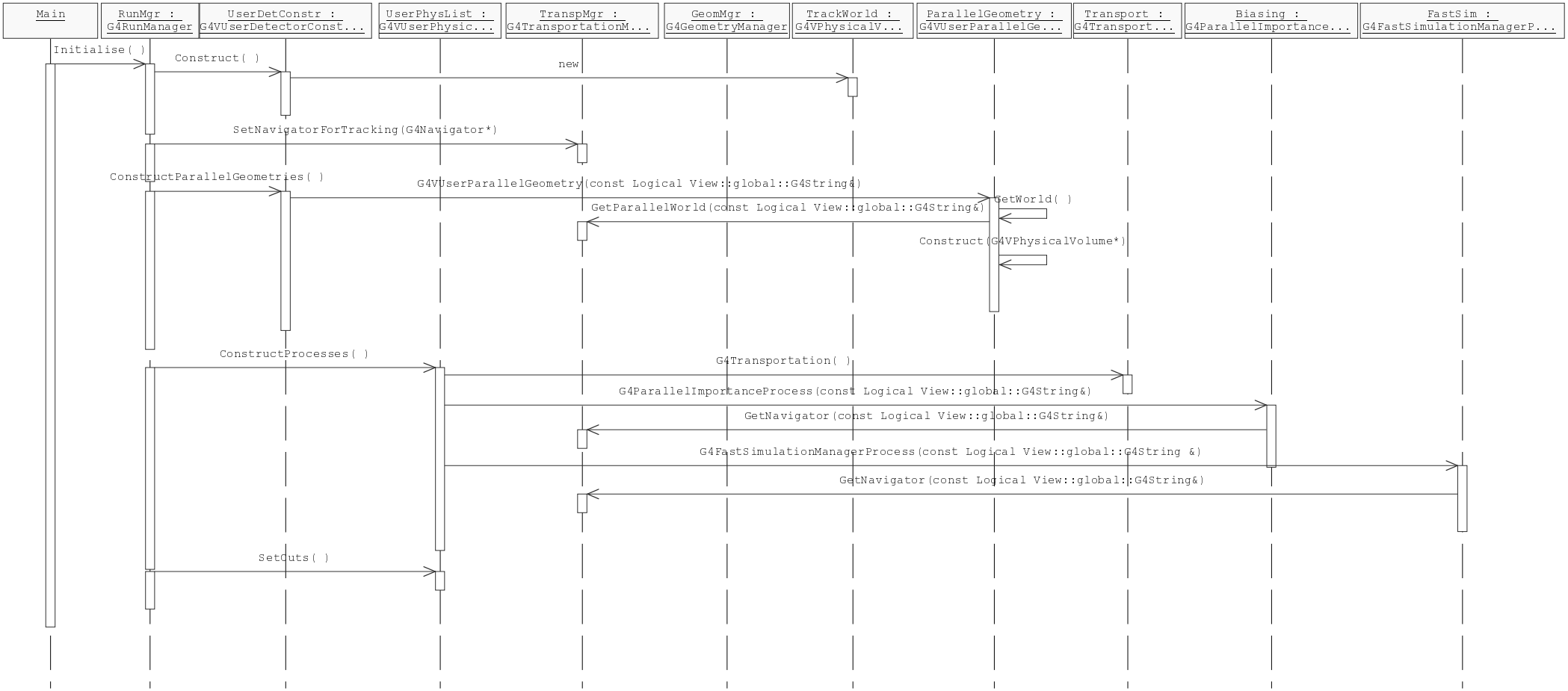
Main
RunMgr : G4RunMa...
UserDetConstr : G4VUserDetectorCo...
UserPhysList : G4VUserP...
TranspMgr : G4TransportationM...
GeomMgr : G4GeometryM...
TrackWorld : G4VPhysica...
ParallelGeometry : G4VUserPara...
Transport : G4Transpo...
Biasing : G4ParallelImportanceProcess
FastSim : G4FastSimulationManagerProcess
Main
RunMgr : G4RunManager
UserDetConstr : G4VUserDetectorConst...
UserPhysList : G4VUserPhysic...
TranspMgr : G4TransportationM...
GeomMgr : G4GeometryManager
TrackWorld : G4VPhysicalV...
ParallelGeometry : G4VUserParallelGe...
Transport : G4Transport...
Biasing : G4ParallelImportance...
FastSim : G4FastSimulationManagerP...
Initialise( )
Construct( )
new
SetNavigatorForTracking(G4Navigator*)
ConstructParallelGeometries( )
G4VUserParallelGeometry(const Logical View::global::G4String&)
GetWorld( )
GetParallelWorld(const Logical View::global::G4String&)
Construct(G4VPhysicalVolume*)
ConstructProcesses( )
G4Transportation( )
G4ParallelImportanceProcess(const Logical View::global::G4String&)
GetNavigator(const Logical View::global::G4String&)
G4FastSimulationManagerProcess(const Logical View::global::G4String &)
GetNavigator(const Logical View::global::G4String&)
SetCuts( )