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## SatelliteConstructionConfig1.hh

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```
//
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// *****
//
/// \file electromagnetic/TestEm3/include/SatelliteConstructionConfig1.hh
/// \brief Definition of the SatelliteConstructionConfig1 class
//
// $Id$
//
//...ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....
//...ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....

#ifndef SatelliteConstructionConfig1_h
#define SatelliteConstructionConfig1_h 1

#include "globals.hh"
#include <vector>

class G4Box;
class G4SubtractionSolid;
class G4LogicalVolume;
class G4VPhysicalVolume;
class HEPDSWMaterial;

//...ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....

class SatelliteConstructionConfig1
{
public:

    SatelliteConstructionConfig1();
    ~SatelliteConstructionConfig1();

    void SetBlanketMaterial(G4String aMat);
    void SetWallMaterial(G4String aMat);

    void Builder(G4VPhysicalVolume* motherVolume);

private:
    void ComputeObjectsPositioning();

    G4String blanketMaterial;
    G4String wallMaterial;

    G4double fBlanket_X;
    G4double fBlanket_Y;
    G4double fBlanket_Z;
```

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```
G4double fWall_X;
G4double fWall_Y;
G4double fWall_Z;

G4double fWallHole_X;
G4double fWallHole_Y;
G4double fWallHole_Z;

G4double transWallHole_X;
G4double transWallHole_Y;

G4double fPhysiBlanket_Z;

G4double fPhysiWall_X;
G4double fPhysiWall_Y;
G4double fPhysiWall_Z;

HEPDSWMaterial* pMaterial;

G4Box* fSolidBlanket;
G4SubtractionSolid* fSolidWall;

G4LogicalVolume* fLogicBlanket;
G4LogicalVolume* fLogicWall;

G4VPhysicalVolume* fPhysiBlanket;
G4VPhysicalVolume* fPhysiWall;

};

//...ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....ooo00000ooo.....

#endif
```