```
//
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// ********************************************************************
//
/// \file electromagnetic/TestEm3/include/HEPDBoxConstructionConfig4.hh
/// \brief Definition of the HEPDBoxConstructionConfig4 class
//
// $Id$
//
//....oooOOOOOooo........oooOOOOOooo........oooOOOOOooo........oooOOOOOooo......
//....oooOOOOOooo........oooOOOOOooo........oooOOOOOooo........oooOOOOOooo......

#ifndef HEPDBoxConstructionConfig4_h
#define HEPDBoxConstructionConfig4_h 1

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

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

//....oooOOOOOooo........oooOOOOOooo........oooOOOOOooo........oooOOOOOooo......

class HEPDBoxConstructionConfig4
{
public:

  HEPDBoxConstructionConfig4();
  ~HEPDBoxConstructionConfig4();

  void SetBlanketMaterial(G4String aMat);
  void SetWallMaterial(G4String aMat1,G4String aMat2);

  void Builder(G4VPhysicalVolume* motherVolume);

private:
  void ComputeObjectsPositioning();

  G4String blanketMaterial;
  G4String wallMaterial;
  G4String wallHoneyCombMaterial;

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



```
  G4double fWallExternal_X;
  G4double fWallExternal_Y;
  G4double fWallExternal_Z;

  G4double fWallHoneyComb_X;
  G4double fWallHoneyComb_Y;
  G4double fWallHoneyComb_Z;

  G4double fWallHole_X;
  G4double fWallHole_Y;
  G4double fWallHole_Z;

  G4double transWallHole_X;
  G4double transWallHole_Y;

  G4double fPhysiBlanket_Z;

  G4double fPhysiWallExternalIn_X;
  G4double fPhysiWallExternalIn_Y;
  G4double fPhysiWallExternalIn_Z;

  G4double fPhysiWallHoneyComb_X;
  G4double fPhysiWallHoneyComb_Y;
  G4double fPhysiWallHoneyComb_Z;

  G4double fPhysiWallExternalOut_X;
  G4double fPhysiWallExternalOut_Y;
  G4double fPhysiWallExternalOut_Z;

  HEPDSWMaterial*  pMaterial;

  G4Box* fSolidBlanket;
  G4SubtractionSolid* fSolidWallExternal;
  G4SubtractionSolid* fSolidWallHoneyComb;

  G4LogicalVolume* fLogicBlanket;
  G4LogicalVolume* fLogicWallExternal;
  G4LogicalVolume* fLogicWallHoneyComb;

  G4VPhysicalVolume* fPhysiBlanket;
  G4VPhysicalVolume* fPhysiWallExternalIn;
  G4VPhysicalVolume* fPhysiWallHoneyComb;
  G4VPhysicalVolume* fPhysiWallExternalOut;


};

//....oooOOOOOooo........oooOOOOOooo........oooOOOOOooo........oooOOOOOooo......

#endif
```