G4VDiscreteProcess



- # highEnergyLimit
- # lowEnergyLimit
- # processMaxEnergy
- # screeningKey
- # generateRecoils
- # avoidReactions
- # recoilCutoff
- # physicsCutoff # registerDepositedEnergy
- # IonizingLoss
- # NIEL
- # MFPScale
- # hardeningFraction
- # hardeningFactor
- # externalCrossSectionConstructor
- # collisionStages
- # crossSectionHandlers
- # validCollision
- # kinematics
- # NIELPartitionFunction
- + G4ScreenedNuclearRecoil()
- + ~G4ScreenedNuclearRecoil()
- + GetMeanFreePath()
- + PostStepDolt()
- + IsApplicable()
- + BuildPhysicsTable()
- + DumpPhysicsTable()
- + CheckNuclearCollision()
- + GetNewCrossSectionHandler()
- + GetNIEL()
- + ResetTables()
- + SetMaxEnergyForScattering()
- + GetScreeningKey()
- + AllowEnergyDeposition()
- + GetAllowEnergyDeposition()
- + EnableRecoils()
- + GetEnableRecoils()
- + SetMFPScaling()
- + GetMFPScaling()
- + AvoidNuclearReactions()
- + GetAvoidNuclearReactions()
- + SetRecoilCutoff()
- + GetRecoilCutoff()
- + SetPhysicsCutoff()
- + GetPhysicsCutoff()
- + SetNIÉLPartitionFunction()
- + SetCrossSectionHardening()
- + GetHardeningFraction()
- + GetHardeningFactor()
- + GetCurrentInteractionLength()
- + SetExternalCrossSectionHandler()
- + GetVerboseLevel()
- + GetCrossSectionHandlers()
- + ClearStages()
- + AddStage()
- + GetKinematics()
- + SetValidCollision()
- + GetValidCollision()
- + DepositEnergy()
- + GetParticleChange()

F04StepMax

- + F04StepMax()
- + F04StepMax()
- + ~F04StepMax()
- + IsApplicable()
- + SetStepMax() + GetStepMax()
- + PostStepGetPhysicalInteraction Length()
- + PostStepDolt()
- # GetMeanFreePath()