

## sim\_utilities.CrystalStr

AtomPos : list  
AtomZs : list  
Gs : list, recarray  
PrimA : recarray  
PrimB : recarray  
PrimC : recarray  
RecipA  
RecipB  
RecipC  
name : str  
syntype : str, NoneType

addAtom()  
calStructFactor()  
getGs()  
getRecipVec()  
setPrim()

## sim\_utilities.Detector

CoordOrigin : list, recarray  
Jvector : recarray, list  
Kvector : list, recarray  
NPixelJ : int  
NPixelK : int  
Norm : list, recarray  
PixelJ : float  
PixelK : float

BackProj()  
Idx2LabCord()  
IntersectionIdx()  
Move()  
Print()  
Reset()