

## BDSBunchInterface

```
# X0  
# Y0  
# Z0  
# T0  
# Xp0  
# Yp0  
# Zp0  
# sigmaT  
# sigmaE
```

```
+ BDSBunchInterface()  
+ BDSBunchInterface()  
+ BDSBunchInterface()  
+ ~BDSBunchInterface()  
+ SetOptions()  
+ GetNextParticle()  
+ GetX0()  
+ GetY0()  
+ GetZ0()  
+ GetT0()  
+ GetXp0()  
+ GetYp0()  
+ GetZp0()  
+ GetSigmaE()  
+ GetSigmaT()  
# CreateMultiGauss()  
# CalculateZp()
```



## BDSBunchCircle

```
# envelopeR  
# envelopeRp  
# envelopeT  
# envelopeE  
# FlatGen
```

```
+ BDSBunchCircle()  
+ BDSBunchCircle()  
+ ~BDSBunchCircle()  
+ SetOptions()  
+ GetNextParticle()  
+ GetEnvelopeR()  
+ GetEnvelopeRp()  
+ GetEnvelopeT()  
+ GetEnvelopeE()  
# SetEnvelopeR()  
# SetEnvelopeRp()  
# SetEnvelopeT()  
# SetEnvelopeE()
```