

## 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()
```



## BDSBunchComposite

```
# xBunch  
# yBunch  
# zBunch
```

```
+ BDSBunchComposite()  
+ ~BDSBunchComposite()  
+ SetOptions()  
+ GetNextParticle()
```