

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()
```



BDSBunchEShell

```
# shellX
# shellXp
# shelly
# shellyp
# shellXWidth
# shellXpWidth
# shellyYWidth
# shellypWidth
# FlatGen
```

```
+ BDSBunchEShell()
+ BDSBunchEShell()
+ ~BDSBunchEShell()
+ SetOptions()
+ GetNextParticle()
+ GetShellX()
+ GetShellXp()
+ GetShellyY()
+ GetShellypY()
+ GetShellXWidth()
+ GetShellXpWidth()
+ GetShellyYWidth()
+ GetShellypYWidth()
# SetShellX()
# SetShellXp()
# SetShellyY()
# SetShellypY()
# SetShellXWidth()
# SetShellXpWidth()
# SetShellyYWidth()
# SetShellypYWidth()
```