## 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()

## BDSBunchHalo

− betaX
− betaY
− alphaX
− alphaY
− emitX
− emitY
− gammaX
− gammaY
− envelopeX
− envelopeY
− envelopeXp
− envelopeYp
− FlatGen
− weightParameter
− weightFunction

+ BDSBunchHalo()
+ BDSBunchHalo()
+ ~BDSBunchHalo()
+ SetOptions()
+ GetNextParticle()
+ GetBetaX()
+ GetBetaY()
+ GetAlphaX()
+ GetAlphaY()
+ GetEmitX()
+ GetEmitY()
+ GetEnvelopeX()
+ GetEnvelopeY()
+ GetEnvelopeXp()
+ GetEnvelopeYp()
+ GetWeightParamer()
+ GetWeightFunction()
# SetBetaX()
# SetBetaY()
# SetAlphaX()
# SetAlphaY()
# SetEmitX()
# SetEmitY()
# SetEnvelopeX()
# SetEnvelopeY()
# SetEnvelopeXp()
# SetEnvelopeYp()
# SetWeightParameter()
# SetWeightFunction()