

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()
```

```
std::vector< double * >  
- elements
```

BDSBunchPtc

```
- nRays  
- fileName  
- iRay  
- ptcData
```

```
+ BDSBunchPtc()  
+ ~BDSBunchPtc()  
+ SetOptions()  
+ GetNextParticle()  
- LoadPtcFile()  
- SetDistribFile()
```

ptcData

