

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()
```



BDSBunchSquare

```
# envelopeX
# envelopeY
# envelopeXp
# envelopeYp
# envelopeT
# envelopeE
# FlatGen
```

```
+ BDSBunchSquare()
+ BDSBunchSquare()
+ ~BDSBunchSquare()
+ SetOptions()
+ GetNextParticle()
+ GetEnvelopeX()
+ GetEnvelopeY()
+ GetEnvelopeXp()
+ GetEnvelopeYp()
+ GetEnvelopeT()
+ GetEnvelopeE()
# SetEnvelopeX()
# SetEnvelopeY()
# SetEnvelopeXp()
# SetEnvelopeYp()
# SetEnvelopeT()
# SetEnvelopeE()
```