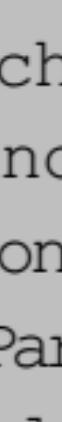


## BDSBunchInterface

```
# 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()
```

```
+ GetEnvelopeX()  
+ GetEnvelopeY()  
+ GetEnvelopeXp()  
+ GetEnvelopeYp()
```

```
+ GetEnvelopeT()  
+ GetEnvelopeE()  
# SetEnvelopeX()  
# SetEnvelopeY()  
# SetEnvelopeXp()  
# SetEnvelopeYp()
```

```
# SetEnvelopeT()  
# SetEnvelopeE()
```