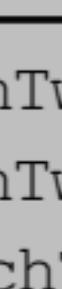


## BDSBunchInterface

```
# 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()
```



## BDSBunchTwiss

```
- betaX  
- betaY  
- alphaX  
- alphaY  
- emitX  
- emitY  
- gammaX  
- gammaY  
- GaussMultiGen  
- meansGM  
- sigmaGM
```

```
+ BDSBunchTwiss()  
+ BDSBunchTwiss()  
+ ~BDSBunchTwiss()  
+ SetOptions()
```

```
+ CommonConstruction()
```

```
+ GetNextParticle()
```

```
+ GetBetaX()
```

```
+ GetBetaY()
```

```
+ GetAlphaX()
```

```
+ GetAlphaY()
```

```
+ GetEmitX()
```

```
+ GetEmitY()
```

```
- SetBetaX()
```

```
- SetBetaY()
```

```
- SetAlphaX()
```

```
- SetAlphaY()
```

```
- SetEmitX()
```

```
- SetEmitY()
```