BDSTypeSafeEnum< def, inner >

– val

+ BDSTypeSafeEnum()
+ BDSTypeSafeEnum()
+ underlying()
* operator==
* operator!=
* operator<
* operator<=
* operator>
* operator>=
* operator<<

outputFormat

BDSExecOptions

_instance
– inputFilename
– visMacroFilename
– visDebug
– batch
– circular
– seed
– setSeed
– itsBDSIMPATH
– setSeedState
– seedStateFilename
– outputFilename
– outputFormat
– outline
– outlineFilename
– outlineFormat
– gflash
– gflashemax
– gflashemin
– verbose
– verboseEvent
– verboseStep
– verboseEventNumber
– verboseRunLevel
– verboseEventLevel
– verboseTrackingLevel
– verboseSteppingLevel

+ ~BDSExecOptions()
+ Usage()
+ Print()
+ GetInputFilename()
+ GetVisMacroFilename()
+ GetVisDebug()
+ GetOutputFilename()
+ GetOutputFormat()
+ GetOutline()
+ GetOutlineFilename()
+ GetOutlineFormat()
+ GetGFlash()
+ GetGFlashEMax()
+ GetGFlashEMin()
+ GetVerbose()
+ GetVerboseEvent()
+ GetVerboseStep()
+ GetVerboseEventNumber()
+ GetBatch()
+ GetVerboseRunLevel()
+ GetVerboseEventLevel()
+ GetVerboseTrackingLevel()
+ GetVerboseSteppingLevel()
+ GetCircular()
+ GetSeed()
+ SetSeed()
+ GetBDSIMPATH()
+ SetSeedState()
+ GetSeedStateFilename()
+ Instance()
+ Instance()
# BDSExecOptions()
– BDSExecOptions()
– Parse()
* outputFilename
* outputFormat
* outline
* outlineFilename
* outlineFormat
* gflash
* gflashemax
* gflashemin
* verbose
* verboseEvent
* verboseStep
* verboseEventNumber
* verboseRunLevel
* verboseEventLevel
* verboseTrackingLevel
* verboseSteppingLevel

_instance