

BDSXSBiasPhysics

# \_wasActivated

+ BDSXSBiasPhysics()

+ ~BDSXSBiasPhysics()

+ ConstructProcess()

+ ConstructParticle()

# ReplaceDiscreteProcess()

- BDSXSBiasPhysics()



BDSMuonPhysics

+ BDSMuonPhysics()

+ ~BDSMuonPhysics()

+ ConstructProcess()

+ ConstructParticle()

- WrapXSBias()

- WrapXSBias()

- WrapXSBias()