

## BDSXSBiasPhysics

```
# _wasActivated  
+ BDSXSBiasPhysics()  
+ ~BDSXSBiasPhysics()  
+ ConstructProcess()  
+ ConstructParticle()  
# ReplaceDiscreteProcess()  
- BDSXSBiasPhysics()
```



## BDSMuonPhysics

```
+ BDSMuonPhysics()  
+ ~BDSMuonPhysics()  
+ ConstructProcess()  
+ ConstructParticle()  
- WrapXSBias()  
- WrapXSBias()  
- WrapXSBias()
```