

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()
```

std::string

bdsBunch distribType

BDSBunch

```
# distribType  
# bdsBunch  
  
+ BDSBunch()  
+ ~BDSBunch()  
+ SetOptions()  
+ GetNextParticle()  
+ GetDistributionType()  
+ GetBDSBunchInterface()
```

bdsBunch

BDSPrimaryGeneratorAction

```
- particleGun  
- weight  
- bdsBunch  
  
+ BDSPrimaryGeneratorAction()  
+ ~BDSPrimaryGeneratorAction()  
+ GeneratePrimitives()
```