



val

BDSTypeSafeEnum< def, inner >

- val

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

beamPipeType

BDSBeamPipeInfo

+ beamPipeType  
+ aper1  
+ aper2  
+ aper3  
+ aper4  
+ vacuumMaterial  
+ beamPipeThickness  
+ beamPipeMaterial  
+ BDSBeamPipeInfo()  
+ BDSBeamPipeInfo()