



BDSTypeSafeEnum< def, inner >

- val

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

geometryType

BDSMagnetOuterInfo

+ geometryType
+ outerDiameter
+ outerMaterial

+ BDSMagnetOuterInfo()
+ BDSMagnetOuterInfo()