



val

```
BDSTypeSafeEnum< def, inner >
```

```
- val
```

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

tunnelType

```
BDSTunnelInfo
```

```
+ tunnelType  
+ aper1  
+ aper2  
+ aper3  
+ aper4  
+ tunnelThickness  
+ tunnelMaterial  
+ soilThickness  
+ tunnelOffsetX  
+ tunnelOffsetY  
  
+ BDSTunnelInfo()  
+ BDSTunnelInfo()
```