

BDSRunManager

- nptwiss  
- fRunManager

+ BDSRunManager ( )  
+ ~BDSRunManager ( )  
+ DoEventLoop ( )  
+ BeamOn ( )  
+ RunInit ( )  
+ GetRunManager ( )  
- GetNumberOfMesh ( )

fRunManager

```
graph LR; fRunManager --> BDSRunManager; BDSRunManager -.- RunInit;
```