

BDSMagField

- + rotation
- + translation

- + BDSMagField()
- + ~BDSMagField()
- + DoesFieldChangeEnergy()
- + GetFieldValue()
- + Prepare()
- + SetOriginRotation()
- + SetOriginTranslation()
- + GetHasNPoleFields()
- + GetHasUniformField()
- + GetHasFieldMap()

std::vector< std::vector< double > >

- elements



BDSXYMagField2

- xField
- yField
- zField
- nx
- ny
- minx
- maxx
- miny
- maxy
- dx
- dy
- invertX
- invertY

- + BDSXYMagField2()
- + GetFieldValue()