

## TIterator

**fgIsA**

**@~TIterator**

operator=  
GetCollection

**GetOption**

Next  
Reset

**operator()**

Class  
Class\_Name

IsA  
ShowMembers

## TBtreeIter

**fTree**

**fCursor**  
**fDirection**  
**fgIsA**

**@~TBtreeIter**

**TBtreeIter**

**TBtreeIter**

**TBtreeIter**

**operator=**

**operator=**

**GetCollection**

**Next**

**Reset**

**Class**

**Class\_Name**

**IsA**

**ShowMembers**