

TIterator

fgIsA

@~TIterator

operator=
GetCollection

GetOption

Next

Reset

operator()

Class

Class_Name

IsA

ShowMembers

TMapIter

fMap

fCursor

fDirection

fgIsA

@~TMapIter

TMapIter

TMapIter

TMapIter

operator=

operator=

GetCollection

Next

Reset

Class

Class_Name

IsA

ShowMembers