

## TIterator

**fgIsA**

**@~TIterator**

operator=

GetCollection

**GetOption**

Next

Reset

**operator()**

Class

Class\_Name

IsA

ShowMembers

## TRefArrayIter

**fArray**

**fCursor**

**fDirection**

**fgIsA**

**@~TRefArrayIter**

**TRefArrayIter**

**TRefArrayIter**

**TRefArrayIter**

operator=

operator=

**GetCollection**

Next

Reset

Class

Class\_Name

IsA

ShowMembers