

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