

TGeolterator
fTop fMustResume fMustStop fLevel fType fArray fMatrix fTopName fglsA
@~TGeolterator IncreaseArray TGeolterator TGeolterator TGeolterator operator= operator() Next GetCurrentMatrix GetIndex GetLevel GetNode GetPath GetTopVolume GetType Reset SetType SetTopName Skip Class Class_Name IsA ShowMembers