

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