

## 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**