

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