

| 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 |