

TIterator
fglsA
@~TIterator
operator=
GetCollection
GetOption
Next
Reset
operator()
Class
Class_Name
IsA
ShowMembers

TListIter
fList
fCurCursor
fCursor
fDirection
fStarted
fglsA
@~TListIter
TListIter
TListIter
TListIter
operator=
operator=
GetCollection
GetOption
SetOption
Next
Reset
Class
Class_Name
IsA
ShowMembers

TFileIter	
fFileBackUp	fEventNumber
fDirectoryBackUp	fCursorPosition
fRootFile	fOwnTFile
fEventName	fglsA
fRunNumber	
@~TFileIter	GetCurrentKey
operator=	GetKeyName
Initialize	operator=
ReadObj	operator=
RestoreFileScope	operator+=
SaveFileScope	operator-=
NextEventKey	operator++
TFileIter	operator--
TFileIter	operator*
TFileIter	operator const char*
CurrentCursorPosition	operator const TFile*
GetTFile	operator int
MapName	operator==
GetResourceName	operator@!=
GetDefaultMapFileName	Next
GetLocalFileNameKey	Next
GetForeignFileSystemKey	Next
NextEventGet	Rewind
NextEventPut	operator()
SetCursorPosition	operator()
SetCursorPosition	Class
GetObjlen	Class_Name
TotalKeys	IsA
SkipObjects	ShowMembers
GetObject	