


```
;; At this point, the "ToAbilityInfo" MEMBER of this object will be immediately
available. It should
;; remain available until the cache is cleared/reset (which is not very often.)

    echo "- ${Counter}. ${MyAbilitiesIterator.Value.ToAbilityInfo.Name} (ID:
${MyAbilitiesIterator.Value.ID}, IsReady: ${MyAbilitiesIterator.Value.IsReady})"
    Counter:Inc
    Timer:Set[0]
}
while ${MyAbilitiesIterator:Next(exists)}
}
else
    echo "NONE"
echo "-----"
;;
;;;;;;;;;;;;;
}
```