

TRecorderState
fgIsA
ChangeState @~TRecorderState Start Stop Replay Pause Resume ReplayStop ListCmd ListGui PrevCanvases GetState Class Class_Name IsA ShowMembers Streamer StreamerNVirtual operator=

TRecorderInactive
fCollect fgIsA
@~TRecorderInactive TRecorderInactive ListCmd ListGui Start Replay GetState DumpRootEvent DisplayValid PrevCanvases Class Class_Name IsA ShowMembers Streamer StreamerNVirtual