

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

<b>TRecorderPaused</b>
<b>fReplayingState</b>
<b>fgIsA</b>
<b>@~TRecorderPaused</b>
<b>TRecorderPaused</b>
<b>GetState</b>
<b>Resume</b>
<b>ReplayStop</b>
<b>Class</b>
<b>Class_Name</b>
<b>IsA</b>
<b>ShowMembers</b>
<b>Streamer</b>
<b>StreamerNVirtual</b>