

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

TRecorderRecording	
fRecorder	fGuiEvent
fFile	fCmdEvent
fTimer	fExtraEvent
fMouseTimer	fCmdEventPending
fBeginPave	fRegWinCounter
fWinTree	fFilteredIdsCount
fGuiTree	fFilteredIds
fCmdTree	fFilterEventPave
fExtraTree	fglsA
fWin	
@~TRecorderRecording	RecordMousePosition
IsFiltered	RecordPave
SetTypeOfConfigureNotify	RecordText
CopyEvent	FilterEventPave
TRecorderRecording	StartEditing
StartRecording	RecordExtraEvent
GetState	Class
Stop	Class_Name
RegisterWindow	IsA
RecordCmdEvent	ShowMembers
RecordGuiEvent	Streamer
RecordGuiBldEvent	StreamerNVirtual
RecordGuiCNEvent	