

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

TRecorderReplaying
fRecorder
fFile
fCanv
fTimer
fWinTree
fGuiTree
fCmdTree
fExtraTree
fWin
fGuiEvent
fCmdEvent
fExtraEvent
fRegWinCounter
fGuiTreeCounter
fCmdTreeCounter
fExtraTreeCounter
fWinTreeEntries
fMutex
fWindowList
fNextEvent
fPreviousEventTime
fWaitingForWindow
fEventReplayed
fShowMouseCursor
fFilterStatusBar
fglsA
@~TRecorderReplaying
ReplayStop
PrepareNextEvent
RemapWindowReferences
CanOverlap
FilterEvent
TRecorderReplaying
Initialize
GetState
Pause
Continue
RegisterWindow
ReplayRealtime
Class
Class_Name
IsA
ShowMembers
Streamer
StreamerNVirtual