

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

TRecorderPaused
fReplayingState fgIsA
@~TRecorderPaused TRecorderPaused GetState Resume ReplayStop Class Class_Name IsA ShowMembers Streamer StreamerNVirtual