

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

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