

ReplayBehaviour

```
classDiagram
    class ReplayBehaviour
    class VehicleAudioReplay {
        +IsShifting
        +acellInput
        +RPM
        +traction
        +MotorWheelsSlip
        +CurrentSpeed
        +CurrentSurface
        +OnReplayEvent()
    }
    VehicleAudioReplay --|> ReplayBehaviour
```

The diagram illustrates a class hierarchy. At the top is the 'ReplayBehaviour' class, represented by a rectangle with three horizontal compartments. The top compartment contains the class name. Below it are two empty compartments. A blue arrow points from the 'VehicleAudioReplay' class below to the 'ReplayBehaviour' class, indicating inheritance. The 'VehicleAudioReplay' class is represented by a rectangle with a dark grey header and a light grey body. The header contains the class name. The body contains a list of attributes and a method, each preceded by a '+' sign. The attributes are 'IsShifting', 'acellInput', 'RPM', 'traction', 'MotorWheelsSlip', 'CurrentSpeed', and 'CurrentSurface'. The method is 'OnReplayEvent()'.

VehicleAudioReplay

+ IsShifting

+ acellInput

+ RPM

+ traction

+ MotorWheelsSlip

+ CurrentSpeed

+ CurrentSurface

+ OnReplayEvent()