

ReplayBehaviour

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

The diagram illustrates a class hierarchy. At the top is the 'ReplayBehaviour' class, represented by a white box with a grey border and two empty internal compartments. Below it is the 'VehicleAudioReplay' class, represented by a grey box with a grey border. A blue arrow points from the top of the 'VehicleAudioReplay' box to the bottom of the 'ReplayBehaviour' box, indicating inheritance.

VehicleAudioReplay

- + IsShifting
- + accellInput
- + RPM
- + traction
- + MotorWheelsSlip
- + CurrentSpeed
- + CurrentSurface
- + OnReplayEvent()