

ReplayRecordableBehaviour



ParticipantOrderReplayComponent

+ m_participantOrder

+ AllComponents

+ Awake()

+ OnDestroy()

+ Start()

+ OnReplayCapture()

+ OnReplayEvent()

+ OnReplaySerialize()

+ OnReplayDeserialize()

+ SetParticipantOrder()

+ SetParticipantOrderAsChar()

+ GetParticipantOrder()

+ GetParticipantOrderAsChar()