1. The camera is not animated when a recording is played back. This is due to the fact that recordings use defaulted values for camera parameters. In order to have an animated camera in the playback of a recording, one would have to override the default values that recordings use and instead pass in a list of the different values that were set for the camera in a test case, then run the assignment methods on those new values.
2. Default agent discs replaced with pyramids (see CurveAgent.cpp)