```
FrameServer< Tlmg >
 + captureFrame()
 + hasNext()
 + releaseServer()
 + ~FrameServer()
FrameServerDetData
       < Tlmg >
+ FrameServerDetData()
+ ~FrameServerDetData()
+ captureFrame()
+ hasNext()
```

+ releaseServer() + getObjects() + forward() + setForward()