```
FrameServer< TImg >
  + captureFrame()
  + hasNext()
  + releaseServer()
  + ~FrameServer()
FrameServerDetData
     < Tlmg, TObj >
+ FrameServerDetData()
+ ~FrameServerDetData()
+ captureFrame()
+ hasNext()
+ releaseServer()
+ getObjects()
+ forward()
+ setForward()
```