

## Ui\_FrameServerControlWidget

- + verticalLayout
- + groupBox
- + verticalLayout\_2
- + horizontalLayout
- + closeBtn
- + stopBtn
- + startBtn
- + horizontalLayout\_2
- + label\_2
- + fpsInput
- + label
- + scaleSlider

- + setupUi()
- + retranslateUi()