MailReceiver # messages # mutex # isQueueLock + sendMail() # nextMessage()

MainGameLoop

- # isWork # watchers # gamersList # gamersItems
 - map
- instance
- + ~MainGameLoop()
- + startLooper()
- + getLooperInstance()
- # run()
- # getÄllMapAsDiff()
- MainGameLoop()
- proccessGamerMessage()
- processWatcherMessage()
- getProccessorForMessage()