MailReceiver **QThread** # messages # mutex # isQueueLock + sendMail() # nextMessage() MainGameLoop # isWork # watchers # gamersList # gamersItems - map - instance + ~MainGameLoop() + startLooper() + getLooperInstance() # run() # getAllMapAsDiff() MainGameLoop() proccessGamerMessage() proccessWatcherMessage() getProccessorForMessage()