

Nwk::SafeQueue< Nwk ::InputState >
- queue_ - mutex_
+ SafeQueue() + push() + pop()

Nwk::SafeQueue< std ::vector< Nwk::EntityUpdate > >
- queue_ - mutex_
+ SafeQueue() + push() + pop()

+inputsToSend

+receivedUpdates

Nwk::UdpClient
- m_socket - m_serverIp - m_serverPort - m_running - m_sendThread - m_recvThread
+ UdpClient() + ~UdpClient() + start() + stop() + join() - sendThread() - receiveThread()