

Ntw::UdpReceiver

- sf::UdpSocket _socket
- unsigned short _port
- std::queue< std::unique_ptr< ReceivedPacket > > _packetQueue
- std::mutex _mutex
- std::thread _thread
- bool _running

- + UdpReceiver(unsigned short port)
- + ~UdpReceiver()
- + void start()
- + void stop()
- + void join()
- + bool getPacket(ReceivedPacket &packet)
- + unsigned short getPort() const
- void receiveLoop()