

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()	