

udp

Return Types

[JSPacket](#)

Method Summery

[JSPacket](#) [#createNewPacket\(\)](#)
Create a new empty packet.

[JSPacket](#) [#getReceivedPacket\(\)](#)
Get a packet from recieve buffer, read buffer until empty (null is returned).

[Boolean](#) [#sendPacket\(ip/host, packet, \[port\]\)](#)
Send a packet.

[Boolean](#) [#startSocket\(portnumber, methodToInvokeWhenPacketReceivedAndBufferIsEmpty\)](#)
Start a UDP socket for a port.

[void](#) [#stopSocket\(\)](#)
Stop the UDP socket for a port.

[Boolean](#) [#testPacket\(packet\)](#)
Put a test packet in the receive buffer to test your method call and getReceivedPacket.

Method Details

[createNewPacket](#)

[JSPacket](#) **[createNewPacket\(\)](#)**

Create a new empty packet.

Returns

[JSPacket](#)

Sample

```
var packet = plugins.udp.createNewPacket()  
packet.writeUTF('hello world!')//writes UTF  
packet.writeInt(12348293)//writes 4 bytes  
packet.writeShort(14823)//writes 2 bytes  
packet.writeByte(123)//writes 1 byte
```

[getReceivedPacket](#)

[JSPacket](#) **[getReceivedPacket\(\)](#)**

Get a packet from recieve buffer, read buffer until empty (null is returned).

Returns

[JSPacket](#)

Sample

```
var packet = null  
while( ( packet = plugins.udp.getReceivedPacket() ) != null)  
{  
    var text = packet.readUTF()  
    var count = packet.readInt()  
}
```

[sendPacket](#)

[Boolean](#) **[sendPacket\(ip/host, packet, \[port\]\)](#)**

Send a packet.

Parameters

ip/host

packet

[port]

Returns

[Boolean](#)

Sample

```
var packet = plugins.udp.createNewPacket()  
packet.writeUTF('hello world!')  
plugins.udp.sendPacket('10.0.0.1', packet)
```

startSocket

Boolean **startSocket**(portnumber, methodToInvokeWhenPacketReceivedAndBufferIsEmpty)

Start a UDP socket for a port.

Parameters

portnumber

methodToInvokeWhenPacketReceivedAndBufferIsEmpty

Returns

Boolean

Sample

```
plugins.udp.startSocket(1234, my_packet_process_method)
```

stopSocket

void **stopSocket**()

Stop the UDP socket for a port.

Returns

void

Sample

```
plugins.udp.stopSocket()
```

testPacket

Boolean **testPacket**(packet)

Put a test packet in the receive buffer to test your method call and getReceivedPacket.

Parameters

packet

Returns

Boolean

Sample

```
var packet = plugins.udp.createNewPacket()  
packet.writeUTF('hello world!')  
plugins.udp.testPacket(packet)
```