

# UDP-

gudp

```
import "github.com/gogf/gf/v2/net/gudp"
```

<https://pkg.go.dev/github.com/gogf/gf/v2/net/gudp>

```
func Checksum(buffer []byte) uint32
func NewNetConn(raddr string, laddr ...string) (*net.UDPConn, error)
func Send(addr string, data []byte, retry ...Retry) error
func SendPkg(addr string, data []byte, retry ...Retry) error
func SendPkgWithTimeout(addr string, data []byte, timeout time.Duration, retry ...Retry) error
func SendRecv(addr string, data []byte, receive int, retry ...Retry) ([]byte, error)
func SendRecvPkg(addr string, data []byte, retry ...Retry) ([]byte, error)
func SendRecvPkgWithTimeout(addr string, data []byte, timeout time.Duration, retry ...Retry) ([]byte, error)
```

gudp

1. NewNetConnnet.UDPConn
2. SendSendRecvUDP ServerUDP
3. \*Pkg