

UDP

UDP (User Datagram Protocol)UDPgudp.Servergudp.Conn

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

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

```
type Server
func GetServer(name ...interface{}) *Server
func NewServer(address string, handler func(*Conn), names ...string) *Server
func (s *Server) Close() error
func (s *Server) Run() error
func (s *Server) SetAddress(address string)
func (s *Server) SetHandler(handler func(*Conn))
```

GetServer/ServerSetAddressSetHandlerServerNewServerServer

```
package main

import (
    "fmt"
    "github.com/gogf/gf/v2/net/gudp"
)

func main() {
    gudp.NewServer("127.0.0.1:8999", func(conn *gudp.Conn) {
        defer conn.Close()
        for {
            if data, _ := conn.Recv(-1); len(data) > 0 {
                fmt.Println(string(data))
            }
        }
    }).Run()
}
```

UDPServer

LinuxUDP

```
echo "hello" > /dev/udp/127.0.0.1/8999
```