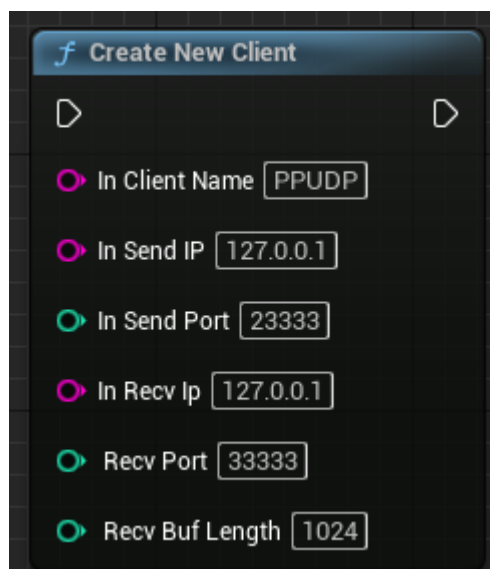


PP UDP Event

This Module is an easy to use udp client send or receive message . send message is blocked thread , and listen receive data in detached thread.

It can easily create a UDP client from the blueprint, listen to messages, and send messages from the client. And it includes several messaging methods.

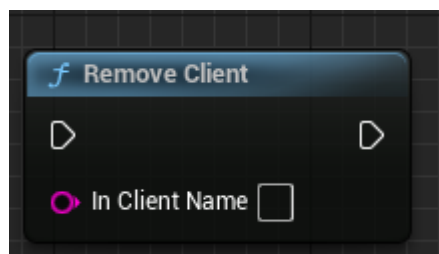
Create Client Or Remove Client



Set Client name ,it will used at add listener or send message.

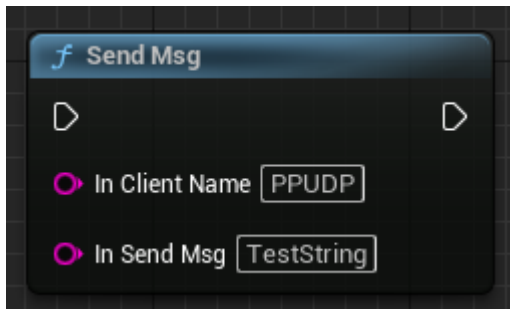
To set send IP and Port, to set recv IP and port . This Client will worked between theses 2 addresses.

The Recv Buffer determines the size of the cache area for receiving data. If more messages need to be transmitted, please set a larger value.

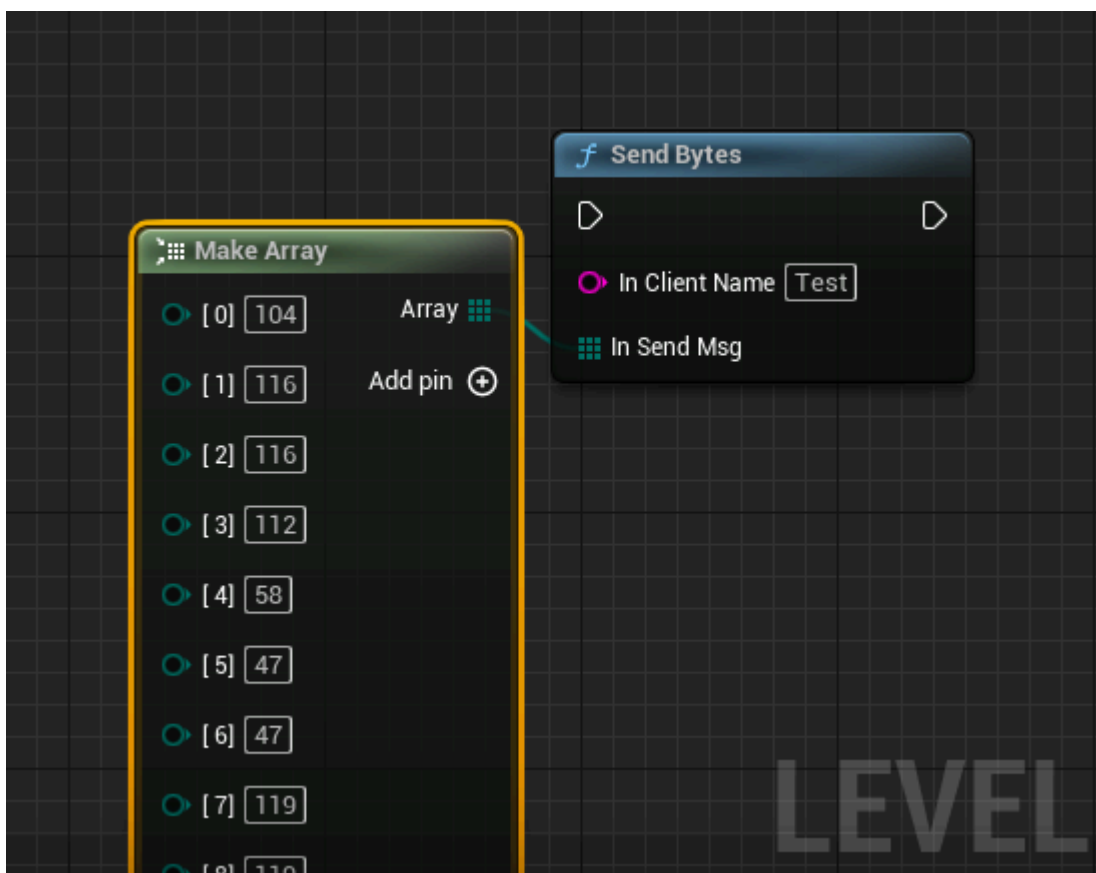


Use node to let Client close by Client Name.

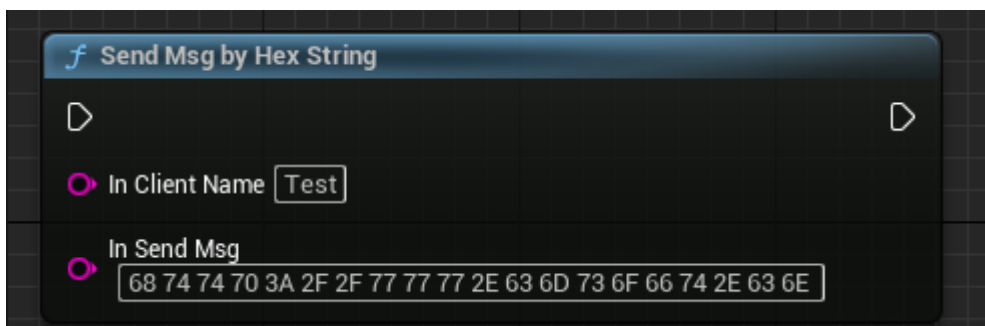
SendMessage



Send Message By String Message: send you string message direct.



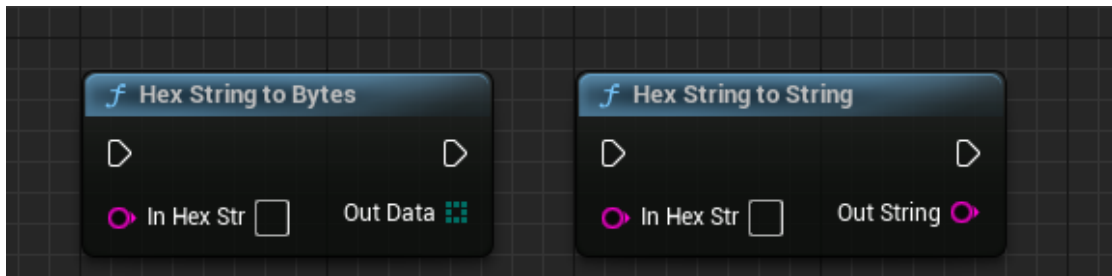
Send Bytes



Send message by Hex String

Converter Functions

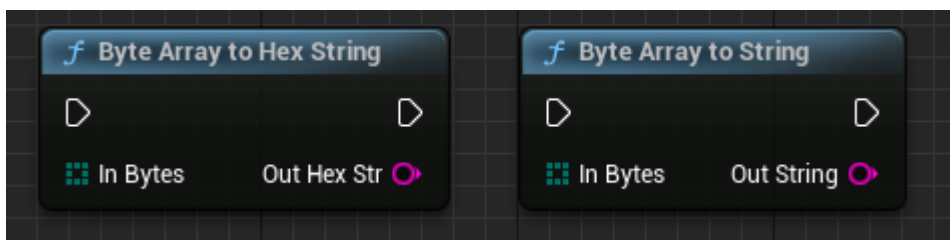
Can convert String, Hex String, and Bytes Array to each other



Hex String To Others.



FString To Each Other



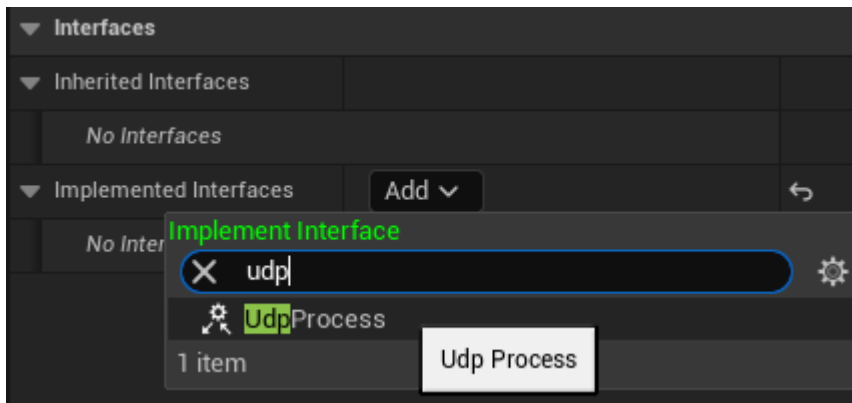
Byte Array To Each Other

Recieve Message Data

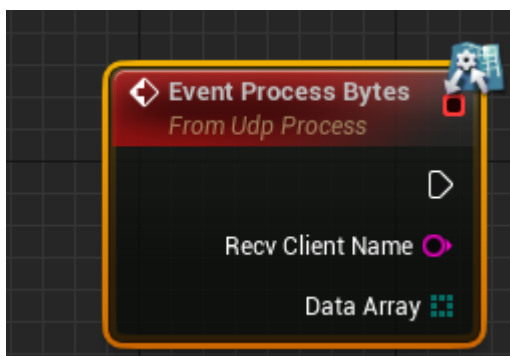
The way to receive message data is very easy.

1. Implement Interface

Defined a Interface `UdpProcess` , Only implement this interface and implement events.



Call when binded client recieved data, and converted data to FString named Message param.



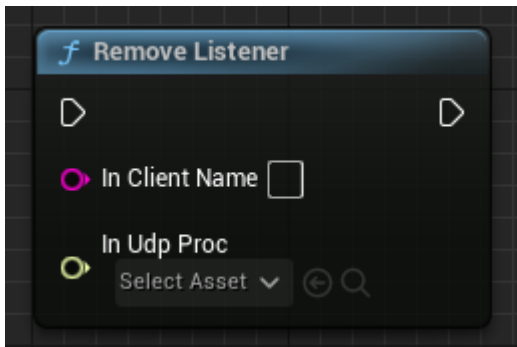
Call when binded client received datas, and return `TArray<uint8>` to use. You can use this data to convert everything you want.

2. Add Listener Or Remove

Add a Listener to a created client by client name you defined.



This Node need to pass a ClientName variable and an object that implements the UdpProcess interface.
And then client will boardcast data to this object.



Remove Listener will clean listener by client. It will let object mute.