# SD-3 : Assignment 02 Neeraj Jairam

# Project Details, Controls & Notes

***Github Repository Link: -***https://github.com/nee4545/Guildhall/tree/D3D/Networking

***Note: -***

1. If the link does not work, please contact me via slack or email. Git Release name: “UDPMessaging”
2. the branch and the project branch is called D3D/Netowrking
3. Use folder Networking under for demonstration.

**Special Notes for DevConsole: -**

* Devconsole can be toggled using the tilde(~) key.
* My devconsole features copying and pasting data from windows clipboard so using example usage might help for testing.
* You can also use Shift and arrow keys to select and ctrl+x/c/v (cut/copy/paste) copy things from the devconsole to the windows clipboard.

The following commands have been added for the networking project.

* 1. **OpenUDPPort :-** *start a UDP port. The sendPort parameter is optional and defaults to 48000, the bindPort parameter is optional and defaults to 48001.*
     1. Example Usage –
        1. OpenUDPPort:bindPort=48000|sendPort=48001
  2. **SendUDPMessage**:- *Sends a UDP message on to send address on the open port.*
     1. Example Usage –
        1. SendUDPMessage: msg=hello
  3. **CloseUDPPort** :- *Close the started UDP port.*
     1. Example Usage-
        1. CloseUDPPort
  4. **help**:- *Displays currently supported Network devconsole commands.*
     1. Example Usage-
        1. Help

**Sample Output:**



