
NSDistantObjectRequest Class Reference

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NSDistantObjectRequest Class Reference

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|------------------------|---|
| Inherits from | NSObject |
| Conforms to | NSObject (NSObject) |
| Framework | /System/Library/Frameworks/Foundation.framework |
| Availability | Available in Mac OS X v10.0 and later. |
| Companion guide | Distributed Objects Programming Topics |
| Declared in | NSConnection.h |

Overview

`NSDistantObjectRequest` objects are used by the distributed objects system to help handle invocations between different processes. You should never create `NSDistantObjectRequest` objects directly. Unless you are getting involved with the low-level details of distributed objects, there should never be a need to access an `NSDistantObjectRequest`. To intercept and possibly process requests yourself, implement the `NSConnection` delegate method `connection:handleRequest:`.

Tasks

Getting Information About a Request

- [connection](#) (page 6)
Returns the `NSConnection` object involved in the request.
- [conversation](#) (page 6)
Returns the token object representing the conversation in which the receiver was created.
- [invocation](#) (page 6)
Returns the `NSInvocation` object for the request.

Raising a Remote Exception

- [replyWithException:](#) (page 7)
Sends a reply back to the remote object making the distant object request.

Instance Methods

connection

Returns the `NSConnection` object involved in the request.

```
- (NSConnection *)connection
```

Return Value

The `NSConnection` object involved in the request.

Availability

Available in Mac OS X v10.0 and later.

Declared In

`NSConnection.h`

conversation

Returns the token object representing the conversation in which the receiver was created.

```
- (id)conversation
```

Return Value

The token object representing the conversation in which the receiver was created.

Discussion

If both ends of the distributed objects connection has `independentConversationQueueing` set to `NO` (the default), the conversation object is always `nil`. Otherwise, it is either a proxy (or a copy) of the object created by the sender of the message or a locally created object, depending which end of the connection has independent queueing on.

Availability

Available in Mac OS X v10.0 and later.

See Also

`createConversationForConnection:` (`NSConnection`)

Declared In

`NSConnection.h`

invocation

Returns the `NSInvocation` object for the request.

```
- (NSInvocation *)invocation
```

Return Value

The `NSInvocation` object for the request.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSConnection.h

replyWithException:

Sends a reply back to the remote object making the distant object request.

- (void)replyWithException:(NSException *)*exception*

Parameters

exception

The exception to send.

Discussion

If *exception* is nil, the return value of the receiver's invocation is sent; otherwise, *exception* is sent and is automatically raised when it arrives at its destination.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSConnection.h

Document Revision History

This table describes the changes to *NSDistantObjectRequest Class Reference*.

| Date | Notes |
|------------|---|
| 2007-01-22 | Updated for Mac OS X v10.5. |
| 2006-05-23 | First publication of this content as a separate document. |

REVISION HISTORY

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