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# NSMessagePort Class Reference

[Cocoa](#) > [Interapplication Communication](#)



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# NSMessagePort Class Reference

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<b>Inherits from</b>	NSPort : NSObject
<b>Conforms to</b>	NSCoding (NSPort) NSCopying (NSPort) NSObject (NSObject)
<b>Framework</b>	/System/Library/Frameworks/Foundation.framework
<b>Availability</b>	Available in Mac OS X v10.0 and later.
<b>Declared in</b>	Foundation/NSPort.h
<b>Companion guide</b>	Distributed Objects Programming Topics

## Overview

`NSMessagePort` is a subclass of `NSPort` that can be used as an endpoint for distributed object connections (or raw messaging). `NSMessagePort` allows for local (on the same machine) communication only. A companion class, `NSSocketPort`, allows for both local and remote communication, but may be more expensive than `NSMessagePort` for the local case.

`NSMessagePort` defines no additional methods over those already defined by `NSPort`.

**Note:** `NSMessagePort` conforms to the `NSCoding` protocol, but only supports coding by an `NSPortCoder` object. `NSPort` and its subclasses do not support archiving.



# Document Revision History

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

Date	Notes
2006-05-23	First publication of this content as a separate document.

## REVISION HISTORY

### Document Revision History