
NSPortCoder Class Reference

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





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NSPortCoder Class Reference

Inherits from	NSCoder : 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	NSPortCoder.h

Overview

`NSPortCoder` is a concrete subclass of `NSCoder` used in the distributed objects system to transmit object proxies (and sometimes objects themselves) between `NSConnection` objects. An `NSPortCoder` instance is always created and used by an `NSConnection` object; you should never need to explicitly create or use one directly yourself.

Tasks

Creating an NSPortCoder Object

- + `portCoderWithReceivePort:sendPort:components:` (page 6)
Creates and returns a new `NSPortCoder` object.
- `initWithReceivePort:sendPort:components:` (page 8)
Initializes and returns an `NSPortCoder` object.

Getting the Connection

- `connection` (page 7)
Returns the `NSConnection` object that uses the receiver.

Encoding NSPort Objects

- [encodePortObject:](#) (page 8)
Encodes a given port so it can be properly reconstituted in the receiving process or thread.
- [decodePortObject](#) (page 7)
Decodes and returns an NSPort object that was previously encoded with any of the general `encode...Object: messages`.

Checking for Encoding

- [isBycopy](#) (page 9)
Returns a Boolean value that indicates whether the receiver is encoding an object by copying it.
- [isByref](#) (page 9)
Returns a Boolean value that indicates whether the receiver is encoding an object by reference.

Dispatching

- [dispatch](#) (page 7)
Processes and acts upon the distributed object message with which the receiver was initialized.

Class Methods

portCoderWithReceivePort:sendPort:components:

Creates and returns a new NSPortCoder object.

```
+ (id)portCoderWithReceivePort:(NSPort *)rcvPort sendPort:(NSPort *)sndPort
  components:(NSArray *)comps
```

Parameters

receiverPort

The receiver port.

sendPort

The send port.

components

An array containing an encoded distributed objects message.

Return Value

A new NSPortCoder object connected to the communication ports *receiverPort* and *sendPort*, with an encoded distributed objects message stored in *components*.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [dispatch](#) (page 7)

- [initWithReceivePort:sendPort:components:](#) (page 8)

Declared In

NSPortCoder.h

Instance Methods

connection

Returns the `NSConnection` object that uses the receiver.

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

Return Value

The `NSConnection` object that uses the receiver. In an object's `encodeWithCoder:` method, this is the sending (server) connection. In `initWithCoder:` this is the receiving (client) connection.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSPortCoder.h

decodePortObject

Decodes and returns an `NSPort` object that was previously encoded with any of the general `encode...Object:messages`.

```
- (NSPort *)decodePortObject
```

Return Value

An `NSPort` object that was previously encoded with any of the general `encode...Object:messages`.

Discussion

This method is primarily for use by `NSPort` objects themselves—you can always use `decodeObject` to decode any object.

`NSPort` invokes this method in its `initWithCoder:` method so the appropriate kernel information for the port can be decoded. A subclass of `NSPortCoder` shouldn't decode an `NSPort` by sending it an `initWithCoder: message`. See [Subclassing NSCoder](#) for more information.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSPortCoder.h

dispatch

Processes and acts upon the distributed object message with which the receiver was initialized.

- (void)dispatch

Availability

Available in Mac OS X v10.0 and later.

See Also

+ [portCoderWithReceivePort:sendPort:components:](#) (page 6)

- [initWithReceivePort:sendPort:components:](#) (page 8)

Declared In

NSPortCoder.h

encodePortObject:

Encodes a given port so it can be properly reconstituted in the receiving process or thread.

- (void)encodePortObject:(NSPort *)aPort

Parameters

aPort

The port to encode.

Discussion

This method is primarily for use by NSPort objects themselves—you can always use the general `encode...Object:` methods to encode any object.

NSPort invokes this method in its `encodeWithCoder:` method so that the appropriate kernel information for the port can be encoded. A subclass of NSPortCoder should not encode an NSPort by sending it an `encodeWithCoder:` message. See [Subclassing NSCoder](#) for more information.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSPortCoder.h

initWithReceivePort:sendPort:components:

Initializes and returns an NSPortCoder object.

- (id)initWithReceivePort:(NSPort *)receiverPort sendPort:(NSPort *)sendPort
components:(NSArray *)components

Parameters

receiverPort

The receive port.

sendPort

The send port.

components

An array containing an encoded distributed objects message.

Discussion

Initializes a newly allocated `NSPortCoder` object connected to the communication ports `receiverPort` and `sendPort`, with an encoded distributed objects message stored in `components`.

Availability

Available in Mac OS X v10.0 and later.

See Also

+ [portCoderWithReceivePort:sendPort:components:](#) (page 6)

- [dispatch](#) (page 7)

Declared In

`NSPortCoder.h`

isBycopy

Returns a Boolean value that indicates whether the receiver is encoding an object by copying it.

- (BOOL)isBycopy

Return Value

YES if the receiver is encoding an object by copying it, NO if it expects a proxy.

Discussion

See *Distributed Objects Programming Topics* for more information.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [isByref](#) (page 9)

Declared In

`NSPortCoder.h`

isByref

Returns a Boolean value that indicates whether the receiver is encoding an object by reference.

- (BOOL)isByref

Return Value

YES if the receiver is encoding an object byref, NO if it expects a copy.

Discussion

See *Distributed Objects Programming Topics* for more information.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [isBycopy](#) (page 9)

Declared In

NSPortCoder.h

Document Revision History

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

Date	Notes
2007-01-29	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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