)init

Initialize a newly allocated NSConnection suitable for a new registry and new name.

OOL)isValid

Identifies that the receiver is a valid connection.

OOL)registerName:(NSString *)name

Registers the connection with name on the local system and returns YES if the registration was successful, NO otherwise.

)delegate

Returns the connection's delegate.

id)setDelegate:(id)anObject

Sets the connection's delegate.

)rootObject

Returns the root object served.

SDistantObject *)rootProxy

Returns an NSDistantObject proxy to the root object served by this connection.

id)setRootObject:(id)anObject

Sets the root object being served to anObject if the root object already exists, replaces it with anObject. Be aware that if the root object is replaced while a connection is active, existing root proxies on the client side of the connection

OOL)independentConversationQueueing Returns conversationQueuing mode. The default value is I

id)setIndependentConversationQueueing:(BOOL)flag

If flag is YES, unrelated requests are queued for later proc
server to use distributed objects freely in its implement
for the consistency of its internal state. Note that this c
among peers.

STimeInterval)replyTimeout Returns the reply timeout time interval.

STimeInterval)requestTimeout Returns the request timeout time interval.

id)setReplyTimeout:(NSTimeInterval)interval Sets the reply timeout to the time interval interval.

id)setRequestTimeout:(NSTimeInterval)interval Sets the request timeout to the time interval interval.

SDictionary *)statistics Returns statistics for this connection.

OOL)makeNewConnection:(NSConnection *)connection
sender:(NSConnection *)ancestor Asks permission to create a new connection connection w
ancestral connection returns YES if connection allowe