decodeUsing:(id <NXDecoding>)portal

A newly allocated instance is sent this message in order to initialize itself when an object has been sent by copy over a connection. The instance is not initialized, so it should generally invoke the object's designated initializer. You must send messages (from the NXDecoding protocol) to the portal object to fetch any data that was encoded these messages may be sent before or after initializing the new instance.

This method generally returns self to indicate that self is the object that is to be used as the local copy of the sent object. If it returns another object, that object is used as the local copy, and the instance that received this message is freed.

encodeUsing:

encodeRemotelyFor:(NXConnection *)connection
freeAfterEncoding:(BOOL *)flagp
isBycopy:(BOOL)isBycopy

This method is responsible for returning the object that must be encoded to send the receiver over connection. The default implementation inherited from the Object class returns a local proxy to the receiver which, when encoded, yields a remote proxy that forwards all messages to the original object.

You can override this method to change how an object is transported. If you return another object (like self), that object will be encoded instead. The returned object must conform to the NXTransport protocol. You may wish to test the isBycopy flag and return self only if the object (rather than a proxy) is to be copied across the connection. If you want the receiving object to be freed after it is encoded, you can set the boolean pointed to by flagp to YES.

A typical implementation of this method simply ensures that the object or a proxy gets encoded, based on the value of isBycopy:

encodeUsing:(id <NXEncoding>)portal