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

Encodes a proxy for the receiving object over the supplied connection to ensure that all objects are capable of being remotely accessed.

This method is responsible for returning the object that must be encoded to send the receiver over connection. The default implementation 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.

(BOOL)isProxy

Returns NO to indicate that the receiver is a normal object and not a proxy. This method is also implemented by the NXProxy class (where it returns YES), so you can send this message to any object to determine whether it is a real object or a proxy.