ReplySpeaker

CLASS DESCRIPTION

The ReplySpeaker class sends responses to invitations to play from the Ragnarok application.

INSTANCE VARIABLES

Inherited from Object	Class	isa;

Inherited from Speaker	port_t	sendPort;
	port_t	replyPort;
	int	sendTimeout;
	int	replyTimeout;
	id	delegate;

Declared in ReplySpeaker   (none)

METHOD TYPES

    Accepting an invitation   - invitationAcceptedMyFace:length:

    Rejecting an invitation   - invitationRejected

INSTANCE METHODS

invitationAcceptedMyFace:length:
   -(int)**invitationAcceptedMyFace** : (char *) *myFace*
      length : (int) *mflen*

   Sends a remote message to the receiving Ragnarok application that the last invitation was accepted.   The TIFF data for the computer opponent's face image is in *myFace*, which of length *mflen*.

invitationRejected

    -(int)**invitationRejected**

Sends a remote message to the receiving Ragnarok application that the last invitation was rejected.