NSPortNameServer

Inherits From:	NSObject
Conforms To:	NSObject (NSObject)
Declared In:	Foundation/NSPortNameServer.h

Class Description

NSPortNameServer provides an object-oriented interface to the port registration service used by the distributed objects system. NSConnection objects use it to contact each other and to distribute objects over the network; you should rarely need to interact directly with an NSPortNameServer.

You get an NSPortNameServer by using the **defaultPortNameServer** class method; never allocate and initialize an instance directly. With the default server object you can register an NSPort under a given name, making it available on the network, and also unregister it so that it can’t be looked up (although other applications that have already looked up the NSPort can still use it until it becomes invalid). See the NSPort class specification for more information.

Method Types

Getting the server object	+ defaultPortNameServer
Looking ports up	– portForName: – portForName:onHost:
Registering ports	– registerPort:forName: – removePortForName:

Class Methods

defaultPortNameServer

+ **defaultPortNameServer**

Returns the single instance of NSPortNameServer for the application.

Instance Methods

portForName:

– (NSPort *)**portForName:**(NSString *)*portName*

Looks up and returns the NSPort registered under *portName* on the local host (by invoking **portForName:onHost:** with **nil** as the host name). Returns **nil** if no such NSPort exists.

See also: – **portForName:onHost:**

portForName:onHost:

– (NSPort *)**portForName:**(NSString *)*portName* **onHost:**(NSString *)*hostName*

Looks up and returns the NSPort registered under *portName* on the host named *hostName*, which is an Internet domain name (for example, “sales.anycorp.com”). Returns **nil** if no such NSPort exists.

If *hostName* is **nil** or empty then only the local host is checked for *portName*. If *hostName* is “*” then all hosts on the local subnet are queried for the requested NSPort; where there are duplicates an arbitrary host’s NSPort is returned. That host is then used for every subsequent request by the local host.

registerPort:forName:

– (BOOL)**registerPort:**(NSPort *)*aPort* **forName:**(NSString *)*portName*

Makes *aPort* available on the network under *portName* and the local host’s name (or names). Returns YES if successful, NO otherwise (for example, if another NSPort has already been registered under *portName*). An NSPort can be registered under multiple names; if it is, it must be unregistered for each name with **removePortForName:** to make it completely unavailable.

removePortForName:

– (void)**removePortForName:**(NSString *)*portName*

Unregisters the NSPort for the name *portName* on the local host, so that it can no longer be looked up by that name. Other applications that already have the NSPort can continue to use it until it becomes invalid.