

# NXNetNameServer

**Inherits From:** Object

**Declared In:** machkit/NXNetNameServer.h

## Class Description

This class provides an object-oriented interface to the Network Name Server. It can be useful for making NXPort objects (which correspond to Mach ports) available over the network, and for accessing those ports from other applications.

## Instance Variables

None declared in this class.

## Method Types

Making a port available	+ checkInPort:withName:
Removing a port	+ checkOutPort:withName:
Getting ports	+ lookUpPortWithName: + lookUpPortWithName:onHost:

## Class Methods

### **checkInPort:withName:**

+ **checkInPort:**(NXPort \*)*port* **withName:**(const char \*)*aName*

Makes the NXPort object *port* available with the name *aName*. Returns **self** if the port is successfully checked in, **nil** otherwise.

### **checkOutPortWithName:**

+ **checkOutPortWithName:**(const char \*)*name*

Removes the port identified by *name* from the Network Name Server; the port can be removed only by the application that checked it in. Returns **self** if the port is successfully removed, **nil** otherwise.

### **lookUpPortWithName:**

+ (NXPort \*)**lookUpPortWithName:**(const char \*)*name*

Returns an NXPort object for the port registered (via the Network Name Server) on the local machine under the name *name*, or **nil** upon failure.

### **lookUpPortWithName:onHost:**

+ (NXPort \*)**lookUpPortWithName:(const char \*)name onHost:(const char \*)hostName**

Returns an NXPort object for the port registered (via the Network Name Server) on host *hostName* under the name *name*, or **nil** upon failure. If *hostName* is <sup>a\*</sup> the search will be conducted for each host on the subnet, although this might take a bit of time.