



`XZone *)defaultZone`Returns default zone for all connections

`Delegate:anObject`Sets the connection's delegate

`delegate`Returns the connection's delegate

`XPort *)inPort`Returns the connection's in port

`XPort *)outPort`Returns the connection's out port

`RootObject`Returns the connection's root object

`Root:anObject`Sets the connection's root object

`RemoteObjects`Returns the connection's remote proxies

`LocalObjects`Returns the connection's local proxies

`Local:anId`Returns an object's local proxy

`Remote:(unsigned)anObject` Creates a remote proxy for an object  
`withProtocol:(Protocol *)p`

`Run`Runs the connection and blocks

`WithTimeout:(int)t`Runs the connection for a while

`InNewThread`Runs the connection asynchronously

`FromAppKit`Runs the connection from DPS client

`FromAppKitWithPriority:(int)priority`Runs the connection from DPS client

`Free`Frees the connection

`Reference`Adds a reference

ProxyFrees the proxy but not its real object

proxyIdentifies the receiver as a proxy

ProtocolForProxy:(Protocol \*)protoSets the proxy's protocol for efficiency

codeRemotelyFor:Transports an object using a proxy

(NXConnection \*)connection

freeAfterEncoding:(BOOL \*)flagp

isBycopy:(BOOL)isBycopy

BOOL)isProxyIdentifies the receiver as an object