

1.2 NSPorts

NSPorts is a classic method that has been available since the early days of NeXT. It is a remote object mechanism that:

- Provides objects via proxy
- Publishes services via discovery mechanisms such as Bonjour (Rendezvous)
- Provides distributed objects via marshalling and un-marshalling methods (archiving and unarchiving by Cocoa terminology).

An `NSConnection` object has two instances of `NSPort`: one receives data and the other sends data. An `NSPort` is a superclass to all other ports. `NSMachPort` uses Mach messaging and is typically used solely on the machine itself. `NSSocketPorts` use socket to go between machines.