

RpcServer

This page describes the [RpcServer](#) API in more detail

For clarity, the server instance of a `QObject` subclass that is to be used in the `Rpc` mode of binding, described in [Rpc Binding](#), will be known as *server object*.

Public Methods

Method

[RpcServer](#)(`QObject*` parent = 0)

Description

Construct an [RpcServer](#) given parent `QObject`.

Method

[bool registerReceiver](#)(`QObject*`, `qint16` port)

Description

Register a server object at the specified port, *port*. The server will listen for connections to the named object at the port given. The object name must be the same as the object name of any client that wants to bind to this object.

Method

[bool disconnect](#)(`QObject*` clientObject)

When called by the server, this method disconnects any clients that are connected to the client object, *clientObject*.

Signals

Signal

[void serverStatusChanged](#)(`Rpc::Status` status, `QObject*` object)

Description

This signal is emitted whenever the status of the server changes. For example, when a client has associated with a server object. Connect to it to monitor the activity of the server.