

RpcClient

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

The public API is very simple. For clarity, the local instance of a QObject subclass that is to be used in the Rpc mode of binding, described in [RpcBinding](#), will be known as *local object*.

Public Methods

Method

[RpcClient\(QObject* parent\)](#)

Description

Constructs an [RpcClient](#) object, with the given parent.

Method

[~RpcClient\(\)](#)

Description

Destructor.

Method

[QUuid bind\(const QByteArray& className, const QString& hostAddress, qint16 remotePort\)](#)

Description

Subscribe to an object of *className* that exists on the host *hostAddress* at port *remotePort* and return the unique identifier associated with that object. Host address may be localhost or the IP address of another node on the network. The QUuid of the remote object is returned on success, otherwise an empty QUuid.

Method

[bool bind\(QObject* client, const QString& hostAddress, qint16 remotePort\)](#)

Description

This overloaded method binds the local object to a remote instance of an object of the same type. It accepts a base pointer to the local object, *client*, the host address *hostAddress* and port, *remotePort*. An instance of an object of the same type must have been registered on the remote system corresponding to the host address and port supplied. The object name of the client must match the object name of the bound object on the server. The method will return false if the operation failed.

Method

[bool connectSignalToRemoteSlot\(QObject* source, const QByteArray& signal, const QByteArray& slot, const QUuid& remoteId, Rpc::BlockingMode mode = Rpc::Asynchronous\)](#)

Description

Connect the signal, *signal* on the local object, *source*, to the slot, *slot* on the remote object with QUuid *remoteId*. An object of the same type must be registered on the server and a QUuid obtained for the remote object in a previous call to *bind* with the IP and port of the designated object's server.

Method

[bool connectRemoteSignalToSlot\(const QUuid& remoteObjectId, int remoteSignal, QObject* target, int slot, Rpc::BlockingMode = Rpc::Asynchronous\)](#)

Description

Not yet implemented.

Signals

Signal

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

Description

This signal is emitted whenever the client status changes. Connect to it in the client application to monitor the connection status of the object with the target QUuid.