

<code>initWithReadingWithData:(NSData *)data</code>	Initializes an NSUnarchiver object from data object data. Raises <code>NSInvalidArgumentException</code> if the data argument is nil.
<code>decodeArrayOfObjCType:(const char *)itemType count:(unsigned int)count at:(void *)array</code>	Decodes an array of count data elements of the same Objective C data itemType. It is your responsibility to release any objects derived in this way.
<code>isAtEnd</code>	Returns YES if the end of data is reached, NO if more data follows.
<code>objectZone</code>	Returns the allocation zone for the unarchiver object.
<code>setObjectZone:(NSZone *)zone</code>	Sets the allocation zone for the unarchiver object to zone. If zone is nil, it sets it to the default zone.
<code>systemVersion</code>	Returns the system version number for the unarchived data.
<code>classNameDecodedForArchiveClassName:(NSString *)nameInArchive</code>	Returns the class name used to archive instances of the class (nameInArchive). This may not be the original class name but another name encoded with <code>NSArchiver's encodeClassName:intoClassName</code> .
<code>decodeClassName:(NSString *)nameInArchive asClassName:(NSString *)trueName</code>	Decodes from the archived data a class name (nameInArchive) substituted for the real class name (trueName). This method enables easy conversion of unarchived data when there are name changes in classes.