

<code>(unsigned)count</code>	Returns the number of blocks in the NSByteStore at transaction level 0. That is, if you have created or freed some blocks but those changes have not been committed at transaction level 0, count will not reflect those changes.
<code>(void)empty</code>	Frees all blocks of memory in the NSByteStore. If transactions are enabled, this method starts and commits a new transaction.
<code>(void)getBlocks:(unsigned *)blocks</code>	Returns in blocks a C-style array of block numbers at transaction level 0. The caller must free the returned array.
<code>(unsigned)rootBlock</code>	Returns the number of the root block, which by convention is used as a table of contents or a directory.
<code>(unsigned)createBlockOfSize:(unsigned)size</code>	Returns a block number for a new block of size bytes with the contents initialized to zero. Creating a block with size 0 is allowed.
<code>(unsigned)copyBlock:(unsigned)aBlock</code>	Returns a block number for a new block whose size and

<code>void * readBlock:(unsigned)aBlock range:(NSRange)range</code>	Opens for reading the memory region in block aBlock, specified by range. A pointer to the region is returned.
<code>void closeBlock:(unsigned)aBlock</code>	Closes the block aBlock.
<code>void resizeBlock:(unsigned)aBlock toSize:(unsigned)size</code>	Resizes the block aBlock to size bytes. This method may change the location of the block as well.
<code>(unsigned)sizeofBlock:(unsigned)aBlock</code>	Returns the size in bytes of the block aBlock.
<code>(unsigned)startTransaction</code>	Begins a new transaction, enabling transactions if necessary in the current context. This transaction will be aborted or committed when the next abortTransaction or commitTransaction message is received. Returns a number that both identifies the transaction and indicates the number of transactions outstanding.
<code>void abortTransaction</code>	Reverts the NSByteStore to the state it was in before the last startTransaction message or the last commitTransaction message. Any blocks opened are made available to other store contexts.
<code>void commitTransaction</code>	Commits all changes made to blocks opened since the last startTransaction message. Returns YES if successful. If transaction fails, the nesting level becomes 0, this method makes all of the blocks opened available to other contexts.
<code>(BOOL)areTransactionsEnabled</code>	Returns YES if transactions are enabled for the NSByteStore. Transactions are enabled by the method startTransaction.
<code>(unsigned)nestingLevel</code>	Returns the number of transactions pending against the NSByteStore.
<code>(unsigned)changeCount</code>	Returns the number of changes made to the NSByteStore's contents since it was initialized. This number equals the number of commitTransaction and abortTransaction messages the NSByteStore has received.
<code>void copyBytes:(const void *)newData toBlock:(unsigned)aBlock range:(NSRange)range</code>	Copies the series of bytes pointed to by newData into the memory region in block aBlock specified by range. This method will expand the block's size if the data will not fit in the region specified by range.
<code>(NSData *)contentsAsData</code>	Creates a virtual memory image of the NSByteStore.
<code>void replaceContentsWithData:(NSData *)data</code>	Replaces the contents of the NSByteStore with virtual memory image data. This method ignores and erases any pending writes to the NSByteStore.