SSString *)currentMode   Returns the current run loop mode.

SDate *)limitDateForMode:(NSString *)mode   Polls timers and platform-specific input managers for their limit date (if any). Timers will fire if appropriate. Returns nil if there are no input sources for this mode.

id)addTimer:(NSTimer *)aTimer   Registers the timer aTimer with input filter mode. The run
    forMode:(NSString *)mode   loop causes the timer to fire at its scheduled fire date. Note that timers are removed from modes if they supply nil as their fire date.

id)acceptInputForMode:(NSString *)mode   Runs the run loop, accepting input from the input sources
    beforeDate:(NSDate *)limitDate   for the mode specified by mode until the time specified by limitDate.

id)run   Runs the run loop in the default mode until there is nothing to do.

OOL)runMode:(NSString *)mode   Runs the run loop, accepting input from filter mode
    beforeDate:(NSDate *)limitDate   until limitDate or until the earliest limit date for input sources in this mode. Returns NO without starting the run loop if there are no limit dates set for input sources (that is, there's nothing to do).

id)runUntilDate:(NSDate *)limitDate   Runs the run loop until limitDate or until there are no limit dates set for input sources (that is, there's nothing to do).