OOL)argumentsRetained	Returns YES if arguments are retained.
id)getArgument:(void *)argumentLocation atIndex:(int)index	Copies the argument stored at index into the storage pointed to by argumentLocation where 2 is the index of the first argument, 3 is the index of the second, and so on.
id)getReturnValue:(void *)retLoc	Copies the invocation's return value into the storage pointed to by retLoc.
SMethodSignature *)methodSignature	Returns the invocation's method signature object.
id)retainArguments	By default, target and arguments are not retained, and C strings are not copied. This method instructs the invocation to retain its arguments, target, and make copies of C strings. This method is invoked automatically by timers. This method should be invoked whenever the dynamic scope of the invocation can exceed its arguments.
EL)selector	Returns the invocation's selector.
id)setArgument:(void *)argumentLocation atIndex:(int)index	Sets the argument stored at index to the storage pointed to by argumentLocation where 2 is the index of the first argument, 3 is the index of the second, and so on..
id)setReturnValue:(void *)retLoc	Sets the invocation's return value to that indicated by retLoc.
id)setSelector:(SEL)selector	Sets the invocation's selector to selector.
id)setTarget:(id)target	Sets the invocation's target to target.
)target	Returns the invocation's target returns nil if there is no target.
id)invoke	Causes the message encoded in the invocation to be dispatched to its target.
id)invokeWithTarget:(id)target	Causes the message encoded in the invocation to be dispatched to target.