

<pre>initWithReadingWithData:(NSData *)data</pre>	<p>Initializes an NSUnarchiver object from data object data. Raises <code>NSInvalidArgumentException</code> if the data argument is nil.</p>
<pre>(id)decodeArrayOfObjCType:(const char *)itemType count:(unsigned int)count at:(void *)array</pre>	<p>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.</p>
<pre>(BOOL)isAtEnd</pre>	<p>Returns YES if the end of data is reached, NO if more data follows.</p>
<pre>(NSZone *)objectZone</pre>	<p>Returns the allocation zone for the unarchiver object.</p>
<pre>(id)setObjectZone:(NSZone *)zone</pre>	<p>Sets the allocation zone for the unarchiver object to zone. If zone is nil, it sets it to the default zone.</p>
<pre>(unsigned int)systemVersion</pre>	<p>Returns the system version number for the unarchived data.</p>
<pre>(NSString *)classNameDecodedForArchiveClassName:(NSString *)nameInArchive</pre>	<p>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>.</p>
<pre>(id)decodeClassName:(NSString *)nameInArchive asClassName:(NSString *)trueName</pre>	<p>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.</p>