```objc
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#import "MyClass.h"

#define CURRENT_VERSION 3

@implementation MyClass

+ initialize
{
    if ( self == [MyClass class] )
        [MyClass setVersion:CURRENT_VERSION];

    return self;
}

...

- read:(NXTypedStream *)stream
{
    int version;

    [super read:stream];

    version = NXTypedStreamClassVersion(stream,"MyClass");

    if ( version == CURRENT_VERSION ) {
        NXReadTypes(stream,"@@I",&otherObjects,&delegate,&allowsChanges);
    } else if ( version == 2 ) {
        NXReadTypes(stream,"@@",&otherObjects,&delegate);
        allowsChanges = YES;
```

```
    } else if ( version == 1) {
        NXReadType(stream,"@",&otherObjects);
        delegate = nil;
        allowsChanges = YES;
    }

    return self;
}

- write:(NXTypedStream *)stream
{
    [super write:stream];

    NXWriteTypes(stream,"@@I",&otherObjects,&delegate,&allowsChanges);

    return self;
}

@end
```