

init

initWith:

Get the condition of the lock condition

Acquire or release the lock lock

lockWhen:

unlock

unlockWith:

(int)condition

Returns the lock's current condition. This condition can be set with the initWith: or unlockWith: methods.

init

Initializes a newly allocated NXConditionLock instance and sets its condition to 0.

Waits until the lock isn't in use, then grabs the lock. The lock can subsequently be released with either `unlock` or `unlockWith:.`

`lockWhen:(int)condition`

Waits until the lock isn't in use and the lock's `condition` matches `condition`, then grabs the lock. The lock's `condition` can be set by `initWith:` or `unlockWith:.` The lock can subsequently be released with either `unlock` or `unlockWith:.`

`unlock`

Releases the lock but doesn't change its `condition`.

`unlockWith:`

`unlockWith:(int)condition`

Sets the lock's `condition` to `condition` and releases the lock.

`unlock`