

encodeBytes:(const void \*)buffer count:(int)count

Encodes the buffer (of size count bytes) indicated by buffer.

encodeData:(void \*)data ofType:(const char \*)type

Encodes the data structure pointed to by data, whose fields are indicated by the character string type, consisting of the following values:

encodeMachPort:(port\_t)port

Encodes the Mach port port.

encodeObject:anObject

Usually encodes a proxy to anObject. The object to be encoded is determined by sending anObject an encodeRemotelyFor:freeAfterEncoding:isBycopy: message, which will, by default, return a proxy to anObject.

encodeObjectBycopy:anObject

Usually encodes anObject, so that a copy will be instantiated on the other end of the connection the object to be encoded is determined by sending anObject an encodeRemotelyFor:freeAfterEncoding:isBycopy: message. anObject must conform to the NXTransport protocol.

