

initInStore:

initFromBlock:inStore:
freeFromStore
+ freeFromBlock:inStore:
getBlock:andStore:

NXReference addReference

free
references

openAtOffset:forLength:

readAtOffset:forLength:
copyAtOffset:forLength:
close

Managing the block size resizeTo:

size

Archiving an object in an IXStoreBlock

readObject
writeObject:

close

Closes the block of storage managed by the IXStoreBlock. To destroy the block of storage, send a freeFromBlock:inStore: message to the IXStoreBlock (this will also free the IXStoreBlock). Returns the IXStore containing the block.

copyBlock:atOffset:forLength: (IXStore)

(void *)openAtOffset:(unsigned int)anOffset forLength:(unsigned int)aLength

Returns a pointer to the portion of the IXStoreBlock's block specified by anOffset, of aLength bytes. IXStore open it for writing. If your code writes outside of the specified area, the IXStore's contents may be corrupted.

readAtOffset:forLength:, openBlock:atOffset:forLength: (IXStore), readBlock:atOffset:forLength:

(void *)readAtOffset:(unsigned int)anOffset forLength:(unsigned int)aLength

Returns a pointer to the portion of the IXStoreBlock's block specified by anOffset, of aLength bytes. IXStore open it for reading. If you write to the block, the IXStore's contents may be corrupted.

openAtOffset:forLength:, openBlock:atOffset:forLength: (IXStore), readBlock:atOffset:forLength:

readObject

Unarchives and returns the object that was previously archived in the IXStoreBlock's block. The object must implement the read: method in order to be unarchived.

writeObject:, read: (Object), write: (Object)

resizeTo:(unsigned int)size

Resizes the IXStoreBlock's block to be size bytes long, and returns self. The block can only be read if it is open.

size, resizeBlock:ToSize: (IXStore), sizeOfBlock: (IXStore)

(unsigned int)size

Returns the size of the IXStoreBlock's block, in bytes.

resizeToSize:, sizeOfBlock: (IXStore), resizeBlock:ToSize: (IXStore)

writeObject:(unsigned int)anObject

Archives anObject into the IXStoreBlock's block. anObject must implement the write: method in order to be archived. The block is resized to fit the archived object if necessary. Returns self.

readObject, write: (Object), read: (Object)