

Initialize a condition lock  
With:(int)conditionInitialize and set condition

nditionReturn the condition

ckGrab the lock  
ckWhen:(int)conditionWait for the condition  
lockRelease the lock  
lockWith:(int)conditionRelease and set the condition

codeRemotelyFor:Has the data copied across a connection  
    (NXConnection \*)connection  
    freeAfterEncoding:(BOOL \*)flagp  
    isBycopy:(BOOL)isBycopy  
codeUsing:(id <NXEncoding>)portalEncodes the data across a connection  
codeUsing:(id <NXDecoding>)portalEncodes the data across a connection

tWithSize:(unsigned int) sizeAllocates memory for data  
tWithData:(void \*)dataWraps preexisting data  
    size:(unsigned) size  
    dealloc:(BOOL) flag  
eFrees the object

taReturns the data

eReturns the size of the data

Reference Adds a reference

Remove Removes a reference, but doesn't free object

Reference Returns number of references

Initialize Initializes an instance

Free Frees an instance

IsValid Marks the object as invalid

IsValid Returns whether object is valid

RegisterForInvalidationNotification: Ensures object will be notified when receiver dies  
(id <NXSenderIsInvalid>)anObject

RegisterForInvalidationNotification: Removes object for notification list  
(id <NXSenderIsInvalid>)anObject

Lock Grab the lock

Unlock Release the lock

codeRemotelyFor:Has the port copied across a connection

(NXConnection \*)connection

freeAfterEncoding:(BOOL \*)flagp

isBycopy:(BOOL)isBycopy

codeUsing:(id <NXEncoding>)portalEncodes the port across a connection

codeUsing:(id <NXDecoding>)portalEncodes the port across a connection

Free an NXPort object

machPortReturns the embedded mach port

hashReturns a hashtable value for the object

initWithObject:anObjectInitializes a new object

forProtocol:(Protocol \*)proto

forward:(SEL)sel:(void \*)argsPasses allowed messages to its delegate

struct objc\_method\_description \*)

descriptionForMethod:(SEL)selRequired for the run-time system

Free the checker and/or its delegate

lockGrab the lock

lockRelease the lock

