

codeBytes:(void *)bytes Decodes untyped data
count:(int)count
codeData:(void *)d Decodes typed data
ofType:(const char *)t
codeMachPort:(port_t *)ppDecodes a Mach port
codeObjectDecodes an object
codeVM:(void **)bytes Decodes virtual memory pages
count:(int *)count

codeBytes:(const void *)bytes Encodes untyped data
count:(int)count
codeData:(void *)data Encodes typed data
ofType:(const char *)type
codeMachPort:(port_t)portEncodes a Mach port
codeObject:anObjectEncodes an object as a proxy
codeObjectBycopy:anObjectEncodes a copy of an object
codeVM:(const void *)bytes Encodes virtual memory pages
count:(int)count

codeRemotelyFor:Determines what to encode across a connection
(NXConnection *)connection
freeAfterEncoding:(BOOL *)flagp
isBycopy:(BOOL)isBycopy
codeUsing:(id <NXEncoding>)portalEncodes an object across a connection
codeUsing:(id <NXDecoding>)portalDecodes an object over a connection