

initWithReadingWithData:

Decoding Objects+ unarchiveObjectWithData:

+ unarchiveObjectWithFile:
decodeArrayOfObjCType:count:at:

Managing an NSUnarchiver isAtEnd

objectZone
setObjectZone:
systemVersion

Substituting One Class for Another

+ classNameDecodedForArchiveClassName:
+ decodeClassName:asClassName:
classNameDecodedForArchiveClassName:
decodeClassName:asClassName:

(NSString *)classNameDecodedForArchiveClassName:
(NSString *)nameInArchive

Returns the class name used to archive instances of the class (nameInArchive). This may not be the same as the class name but another name encoded with NSCoder's encodeClassName:intoClassName.

(void)decodeArrayOfObjCType:(const char *)itemType count:(unsigned int)count at:(void *)a

Decodes an array of count data elements of the same Objective C data itemType. It is your responsibility to create the objects derived in this way.

(void)decodeClassName:(NSString *)nameInArchive
asClassName:(NSString *)trueName

Decodes from the archived data a class name (nameInArchive) substituted for the real class name (trueName). This method enables easy conversion of unarchived data when there are name changes in classes.

(id)initForReadingWithData:(NSData *)data

Initializes an NSUnarchiver object from data object data. Raises NSInvalidArgumentException if data is nil.

(BOOL)isAtEnd

Returns YES if the end of data is reached, NO if more data follows.

(NSZone *)objectZone

Returns the allocation zone for the unarchiver object.

(void)setObjectZone:(NSZone *)zone

Sets the allocation zone for the unarchiver object to zone. If zone is nil, it sets it to the default zone.

(unsigned int)systemVersion

Returns the system version number for the unarchived data.