

decodeBytes:(void \*)buffer count:(int)count

Decodes data (of size count bytes) into buffer.

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

Decodes a data structure, whose fields are indicated by the character string type, into the buffer indicated by data. type is specified with the following format characters:

decodeMachPort:(port\_t \*)portPointer

Decodes a Mach port and returns it in the variable indicated by portPointer.

decodeObject

Decodes and returns an object. The object could have been encoded with either encodeObject: or encodeObjectBycopy:.

decodeVM:(void \*\*)bufferPointer count:(int \*)count

Decodes memory, returning the buffer in the variable indicated by bufferPointer and the size in the variable pointed to by count.