

Network_Adapter

```
Network_Adapter(unit = ANY)
Network_Adapter(adapter)
Network_Adapter(id)

reset()
get_status(status)

send(to, message, length)
receive(from, message, length)

connect(to, connection)
disconnect(connection)
read(connection, buffer, length)
write(connection, buffer, length)

invoke(at, handler, arguments)

export(start, length, mode, segment)
unexport(segment)
map(segment, start)
unmap(segment, start)
```