

- oneway void
(client does not wait for a response.)
- in
(A receiver is going to read the value but not change it.)
- out
(A value is changed by the receiver by not read)
- inout
(receiver is to both read and write the value).
- bycopy
(argument is archived before sent and de-archived
in the receiver's process space)
- byref
(the argument is represented by proxy).