

## NSBundle Additions

**Inherits From:** NSObject

**Declared In:** AppKit/NSImage.h  
AppKit/NSNibLoading.h

### Class Description

The Application Kit adds these methods to the Foundation Kit's NSBundle class. These methods become part of the class for all applications that use the Application Kit, but not for applications that don't.

### Getting the Location of Images in the File System

- (NSString \*)**pathForResource:**(NSString \*)*name*

Returns the absolute pathname of the file containing the specified image resource. (The *name* of the resource is simply the filename without the path of its bundle directory; the filename extension need not be included.)

### Loading an Interface Builder File

+ (BOOL)**loadNibFile:**(NSString \*)*fileName*  
**externalNameTable:**(NSDictionary \*)*context*  
**withZone:**(NSZone \*)*zone*

Unarchives the contents of the nib file whose absolute path is *fileName*. Objects from the nib file are allocated in the specified zone of memory. The *context* argument is a name table dictionary whose keys are names like "NSOwner" and whose values are existing objects that can be referenced by the newly unarchived objects. Returns YES upon success. (A nib file is a object archive whose file format is currently implementation specific. A public specification of this file format will be available at a later date.)

+ (BOOL)**loadNibNamed:**(NSString \*)*aNibName*  
**owner:**(id)*owner*

Similar to **loadNibFile:externalNameTable:withZone:**, but the name table's only element is the specified owner (stored with the key "NSOwner"). Objects from the nib file are allocated in *owner*'s zone. If there's a

bundle for *owner's* class, this method looks in that bundle for the nib file named *aNibName* (this argument need not include the `°.nib°` extension); otherwise, it looks in the main bundle. (A nib file is a object archive whose file format is currently implementation specific. A public specification of this file format will be available at a later date.)