Object (MiscBundleLoader)

Declared In: <misckit/MiscBundleLoader.h>

Category Description

This category adds a class method, ;ΜισχΒυνδλεΛοαδερ.ρτφ;λοαδΧλασσΒυνδλε:;←**+loadClassBundle:**, to the Object class.   This method allows loading of code for Objective-C classes which are contained inside of NXBundles.   If the class has already been linked into the application (either dynamically or via static linking) then ;ΜισχΒυνδλεΛοαδερ.ρτφ;λοαδΧλασσΒυνδλε:;←**+loadClassBundle:** returns the desired class; otherwise an attempt is made to load the class.

Method Types

Loading a bundled class   ;ΜισχΒυνδλεΛοαδερ.ρτφ;λοαδΧλασσΒυνδλε:;←+ loadClassBundle:

Class Methods

loadClassBundle:;¬loadClassBundle
    +   (Class)**loadClassBundle:**(const char *)*className*

Returns a class object for the class named *className*.   If the class is not already loaded into the application, then an attempt is made to load a bundle named *className*.bundle from either the main bundle (app wrapper) or from the bundle for the receiving class.   (So, for example, one bundle with a class in it could conceivably contain other bundles containing classes in them, with each set of bundles being loaded on an on-demand basis.)   If the class cannot be found nor can it be loaded, then nil is returned and an appropriate error message is printed to the console.

See also: **± classNamed:** (NXBundle) and **±getPath:forResource:ofType:** (NXBundle)