

# Openinganibfile;↵Opening a nib file

[arrow.eps](#) ↵ Double-click a nib file in Project Builder.

Or

[arrow.eps](#) ↵ Double-click a nib file in the Workspace's File Viewer.

Or

[arrow.eps](#) ↵ In Interface Builder, choose Document[arrow.eps](#) ↵ Open and select a nib file in the Open panel.

You'll usually open a nib file from Project Builder, since that is the central tool for application development. When you create an application project, Project Builder creates a nib file that has the same name as the project and, like all nib files, ends with the extension **.nib**. Opening a nib file switches control to the Interface Builder application, which you use to create the interface.

[\\_OpeningNibFile1.eps](#) ↵

You can also open nib files using the standard methods of opening files, such as using the Open panel.

[\\_OpeningNibFile2.eps](#) ↵

Nib files (files that have a **.nib** extension) are file packages that archive the class definitions, objects, and the connections between objects when you create an interface in Interface Builder. See <sup>a</sup>[What's in a Nib File](#)<sup>o</sup> in this chapter for some conceptual background. [;ComposingConcepts.rtf](#);What'sinaNibFile;↵

**Related Concept:** [;ComposingConcepts.rtf](#);linkMarkername WhenInterfaceBuilderStartsUp;, When Interface Builder Starts Up

**Related Concept:** [;ComposingConcepts.rtf](#);linkMarkername NeXT'sBasicUIDesignPhilosophy;, NeXT's

Basic UI Design Philosophy