NSBundleAdditions

Inherits From: NSObject

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

Class Description

This "class" is really two categories that add three methods to the Foundation Framework's NSBundle class. One method, **pathForImageResource:**, is used to locate image resources. The remaining two methods are used to load nib files.

Note: These methods become part of the NSBundle class only for those applications that use the Application Kit.

For information on bundles, see the NSBundle class specification in the *Foundation Framework Reference*.

Method Types

Loading nib files	+ loadNibFile:externalNameTable:withZone:
	+ loadNibNamed:owner:
Locating NSImage resources	– pathForImageResource:

Class Methods

loadNibFile:externalNameTable:withZone:

+ (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 memory zone specified by *zone*. The *context* argument is a name table—a 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, or NO if the specified nib file couldn't be loaded.

This method is declared in **NSNibLoading.h**.

loadNibNamed:owner:

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

Similar to **loadNibFile:externalNameTable:withZone:**, but the name table's only element is the object specified by *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.

This method is declared in **NSNibLoading.h**.

See also: + **bundleForClass:** (NSBundle)

Instance Methods

pathForImageResource:

– (NSString *)**pathForImageResource:**(NSString *)*name*

Returns the absolute pathname of the file containing the specified image resource, or **nil** if the specified resource can't be located. Image resources are those files in the bundle which are recognized by NSImage without filtering (essentially, a file whose type is one of those returned by the **imageUnfilteredFileTypes** method). The resource *name* is simply the filename without the path of its bundle directory; the filename extension is optional.

This method is declared in **NSImage.h**.

See also: – **pathForResource:ofType:** (NSBundle)