

# Object (MiscBundleLoader)

**Declared In:** <misckit/MiscBundleLoader.h>

## Category Description

This category adds a class method, **+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 **+loadClassBundle:** returns the desired class; otherwise an attempt is made to load the class.

## Method Types

Loading a bundled class                      + loadClassBundle:

## Class Methods

## **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:** ± **classNameNamed:** (NXBundle) and ± **getPath:forResource:ofType:** (NXBundle)