

initWithDirectory:

Getting and freeing an NXBundle

+ mainBundle
+ bundleForClass:
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Finding a resource getPath:forResource:ofType:

+ getPath:forResource:ofType:inDirectory:withVersion:

Getting the bundle directory directory

Setting the version setVersion:

version

getPath:forResource:ofType:, setVersion:, + setSystemLanguages:

className:(const char *)classname

Returns the class object for the classname class, or nil if classname isn't one of the classes associated with the NXBundle.

Before returning, this method ensures that any code in the bundle directory has been loaded into memory. The classname class will be part of the executable image, if it's available to the NXBundle object.

principalClass

(const char *)directory

Returns a pointer to the full pathname of the receiver's bundle directory.

initWithDirectory:

free

Frees the receiving NXBundle, and returns nil. However, the main bundle can't be freed, and neither can bundles with dynamically loaded code. If it can't free the object, this method returns self.

(BOOL)getPath:(char *)path
forResource:(const char *)filename
ofType:(const char *)extension

Returns YES if the specified resource file is available within the bundle, and NO if it's not. If path is not nil, the pathname to the file is copied into the buffer it points to. To accommodate all possible pathnames, path must be at least MAXPATHLEN + 1 characters long. MAXPATHLEN is defined in the sys/param.h header file.

To find the resource file, this method first looks inside the bundle directory for a ".lproj" subdirectory corresponding to the user's language preferences (as specified in the Preferences application). It searches for subdirectories in that order until it finds a preferred language.

When it finds a ".lproj" subdirectory for a preferred language, the NXBundle first makes sure that the resource file's version (as specified in a version file) matches the version last set by the setVersion: method. If the version doesn't match, or if the subdirectory doesn't contain the requested resource file, the NXBundle continues the search for a ".lproj" subdirectory for the next most preferred language.

The search stops, and this method returns, as soon as the resource file is found. If the file can't be found in the subdirectory, the NXBundle looks for a nonlocalized version of it in the bundle directory.

If the extension doesn't repeat an extension already specified in the filename, it's added to the filename. The extension can be NULL, but filename can't be.

setVersion:

initWithDirectory:(const char *)fullPath

principalClass

Returns the class object for a class that's dynamically loaded by the NXBundle, or nil if the NXBundle has not loaded any classes. Classes can be loaded from just one file within the bundle directory, a file that has the extension ".bundle" (but without the ".bundle" extension). If that file contains a single class, this method returns that class. If that file contains more than one loadable class, this method returns the first one it encounters—that is, the first one in the command line that created the file. In the following example, Reporter would be the principal class.

classNamed:

setVersion:(int)version

Sets the version that the NXBundle will use when searching ".lproj" subdirectories for resource files. The default version is 0.

getPath:forResource ofType:, version

(int)version

Returns the version last set by the setVersion: method, or 0 if no version has been set.

setVersion: