

# Developing Send Modules

536262\_PixelRule.tiff ↗

The dynamically loaded send modules are easy to write. Basically you create a ***New Bundle***;developer.rtf;new bundle;↗ in project builder and you make sure that its ***principal class***;developer.rtf;principal class;↗ conforms to my ***MailSend***;developer.rtf;protocol;↗ protocol. Modules can inherit from other modules by adding an ***inheritance***;developer.rtf;inheritance;↗ file into the ***Other Resources*** section.

## new bundle;↗New Bundle

New projects can be created with ProjectBuilder.app by selecting the *Project->New* menu item (Command-n). This option brings up a file open panel which allows you to select the *Project type*, in this case *bundle*.

## principal class;↗Principal Class

The principal class of a bundle is the class which it returned by the *-principalClass* method of *NXBundle*. To make a class the principal class of a bundle you must make its name appear first in the Classes listing in ProjectBuilder. The order of the names can be changed by Control-dragging the entry.

### **protocol;¬MailSend Protocol**

The protocol is distributed with MailEnclosures source and is defined in MailSend.h.

### **inheritance;¬Inheritance File**

This file, which should be added to the *Other Resources* listing in ProjectBuilder and lists the bundles that need to be loaded before this one. The file should contain a single line with the names (less the ,sndO) of other bundles separated by spaces.