
NSBundle Additions Reference

[Cocoa > Resource Management](#)



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Contents

NSBundle Additions Reference 5

Overview	5
Tasks	5
Loading Nib Files	5
Locating Image Resources	6
Accessing Context Help	6
Locating Sound Resources	6
Class Methods	6
loadNibFile:externalNameTable:withZone:	6
loadNibNamed:owner:	7
Instance Methods	7
contextHelpForKey:	7
loadNibFile:externalNameTable:withZone:	8
pathForResource:	9
pathForResource:	9

Document Revision History 11

Index 13

NSBundle Additions Reference

Inherits from	NSObject
Framework	/System/Library/Frameworks/AppKit.framework
Companion guide	Resource Programming Guide
Declared in	NSHelpManager.h NSImage.h NSNibLoading.h NSSound.h

Overview

The Application Kit extends the behavior of the Foundation framework's `NSBundle` class to support the loading of specific resource types.

The `NSBundle` additions add support for the following tasks:

- Loading nib files
- Locating image and sound resources
- Accessing context help from a `Help.plist` file

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

Tasks

Loading Nib Files

- + [loadNibFile:externalNameTable:withZone:](#) (page 6)
Unarchives the contents of the nib file and links them to objects in your program.
- + [loadNibNamed:owner:](#) (page 7)
Unarchives the contents of the nib file and links them to a specific owner object.
- [loadNibFile:externalNameTable:withZone:](#) (page 8)
Unarchives the contents of a nib file located in the receiver's bundle.

Locating Image Resources

- [pathForResource:](#) (page 9)
Returns the location of the specified image resource file.

Accessing Context Help

- [contextHelpForKey:](#) (page 7)
Returns the context-sensitive help for the specified key from the bundle's help file.

Locating Sound Resources

- [pathForResource:](#) (page 9)
Returns the location of the specified sound resource file.

Class Methods

loadNibFile:externalNameTable:withZone:

Unarchives the contents of the nib file and links them to objects in your program.

```
+ (BOOL)loadNibFile:(NSString *)fileName externalNameTable:(NSDictionary *)context
withZone:(NSZone *)zone
```

Parameters

fileName

The location of the nib file specified as an absolute path in the file system.

context

A name table whose keys identify objects associated with your program or the nib file. The newly unarchived objects from the nib file use this table to connect to objects in your program. For example, the nib file uses the object associated with the `NSNibOwner` constant as the nib file's owning object. If you associate an empty `NSMutableArray` object with the `NSNibTopLevelObjects` constant, on output, the array contains the top level objects from the nib file. For descriptions of these constants, see *NSNib Class Reference*.

zone

The memory zone in which to allocate the nib file objects.

Return Value

YES if the nib file was loaded successfully; otherwise, NO.

Discussion

This method is declared in `NSNibLoading.h`.

Availability

Available in Mac OS X v10.0 and later.

Declared In

NSNibLoading.h

loadNibNamed:owner:

Unarchives the contents of the nib file and links them to a specific owner object.

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

Parameters*aNibName*

The name of the nib file, which need not include the `.nib` extension. The file name should not include path information. The object in the *owner* parameter determines the location in which to look for the nib file.

owner

The object to assign as the nib File's Owner. If the class of this object has an associated bundle, that bundle is searched for the specified nib file; otherwise, this method looks in the main bundle.

Return Value

YES if the nib file was loaded successfully; otherwise, NO.

Discussion

This method is declared in NSNibLoading.h.

Availability

Available in Mac OS X v10.0 and later.

See Also

+ `bundleForClass:` (NSBundle)

Related Sample Code

MyPhoto

NumberInput_IMKit_Sample

QTAudioExtractionPanel

Reducer

WhackedTV

Declared In

NSNibLoading.h

Instance Methods

contextHelpForKey:

Returns the context-sensitive help for the specified key from the bundle's help file.

```
- (NSAttributedString *)contextHelpForKey:(NSString *)key
```

Parameters*key*

A key in your application's `Help.plist` file that identifies the context-sensitive help to return.

Return Value

The help string or `nil` if the application does not have a `Help.plist` file or the file does not contain an entry for the specified *key*.

Discussion

When you build your application, you can merge multiple RTF-based help files together using the `/usr/bin/compileHelp` tool, which then packages your help file information into a property list named `Help.plist`. After placing this property-list file in your application bundle, you can use this method to extract context help information from it. To look up a particular entry, you specify the name of the original RTF help file in the *key* parameter of this method. For example, if your application project contains a help file named `Copy.rtf`, you would retrieve the text from this file by passing the value `@\"Copy.rtf\"` to the *key* parameter.

This method is declared in `NSHelpManager.h`.

Availability

Available in Mac OS X v10.0 and later.

See Also

- `contextHelpForObject:` (`NSHelpManager`)

Declared In

`NSHelpManager.h`

loadNibFile:externalNameTable:withZone:

Unarchives the contents of a nib file located in the receiver's bundle.

```
- (BOOL)loadNibFile:(NSString *)fileName externalNameTable:(NSDictionary *)context
    withZone:(NSZone *)zone
```

Parameters*fileName*

The name of the nib file, which need not include the `.nib` extension.

context

A name table whose keys identify objects associated with your program or the nib file. The newly unarchived objects from the nib file use this table to connect to objects in your program. For example, the nib file uses the object associated with the `NSNibOwner` constant as the nib file's owning object. If you associate an empty `NSMutableArray` object with the `NSNibTopLevelObjects` constant, on output, the array contains the top level objects from the nib file. For descriptions of these constants, see *NSNib Class Reference*.

zone

The memory zone in which to allocate the nib file objects.

Return Value

YES if the nib file was loaded successfully; otherwise, NO.

Discussion

This method searches the language-specific project (`.lproj`) directories for the specified nib file. If the file is not there, it searches the bundle's `Resources` directory for a nonlocalized version of the file.

This method is declared in `NSNibLoading.h`.

Availability

Available in Mac OS X v10.0 and later.

Declared In

`NSNibLoading.h`

pathForResource:

Returns the location of the specified image resource file.

```
- (NSString *)pathForResource:(NSString *)name
```

Parameters

name

The name of the image resource file, without any pathname information. Including a filename extension is optional.

Return Value

The absolute pathname of the resource file or `nil` if the file was not found.

Discussion

Image resources are those files in the bundle that are recognized by the `NSImage` class, including those that can be converted using the Image IO framework.

This method is declared in `NSImage.h`.

Availability

Available in Mac OS X v10.0 and later.

See Also

- `pathForResource ofType: (NSBundle)`

Related Sample Code

`LayerBackedOpenGLView`

Declared In

`NSImage.h`

pathForSoundResource:

Returns the location of the specified sound resource file.

```
- (NSString *)pathForSoundResource:(NSString *)name
```

Parameters

name

The name of the sound resource file, without any pathname information. Including a filename extension is optional.

Return Value

The absolute pathname of the resource file or `nil` if the file was not found.

Discussion

Sound resources are those files in the bundle that are recognized by the `NSSound` class. The types of sound files can be determined by calling the `soundUnfilteredFileTypes` method of `NSSound`.

This method is declared in `NSSound.h`.

Availability

Available in Mac OS X v10.0 and later.

See Also

– `pathForResource ofType: (NSBundle)`

Declared In

`NSSound.h`

Document Revision History

This table describes the changes to *NSBundle Additions Reference*.

Date	Notes
2007-07-19	Updated for Mac OS X v10.5.
2006-05-23	First publication of this content as a separate document.

REVISION HISTORY

Document Revision History

Index

C

contextHelpForKey: **instance method** [7](#)

L

loadNibFile:externalNameTable:withZone: **class method** [6](#)

loadNibFile:externalNameTable:withZone:
instance method [8](#)

loadNibNamed:owner: **class method** [7](#)

P

pathForResource: **instance method** [9](#)

pathForResource: **instance method** [9](#)