XmlLoadFile

This function provides an alternative way to load XML files to getResourceConfig. This function loads an XML file and returns the node by specifying a specific file path, while getResourceConfig allows for loading an XML file from a resource.

> **Note:** To prevent memory leaks, ensure each call to xmlLoadFile has a matching call to xmlUnloadFile

Syntax

```
xmlnode xmlLoadFile ( string filePath [, bool readOnly = false ])
```

OOP Syntax Help! I don't understand this!

> **Note**: *This function is a static function underneath the XML class.*
> **Method**: *XML.load(...)*

Required Arguments

- **filePath:** The filepath of the file in the following format: **":resourceName/path"**. 'resourceName' is the name of the resource the file is in, and 'path' is the path from the root directory of the resource to the file.

  For example, if there is a file named 'settings.xml' in the resource 'ctf', it can be accessed from another resource this way: *xmlLoadFile(":ctf/settings.xml")*.
  If the file is in the current resource, only the file path is necessary, e.g. *xmlLoadFile("settings.xml")*.

Optional Arguments

- **readOnly:** By default, the XML file is opened with reading and writing access. You can specify *true* for this parameter if you only need reading access.

Returns

Returns the root xmlnode object of an xml file if successful, or *false* otherwise. Print error if something wrong with xml.