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3PixelRule\_Gray.tiff ↵

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# RotationSliderPalette.palette (v1.0)

RotationSliderPalette.palette is a 3.0 InterfaceBuilder View palette for the Slider subclass RotationSlider. RotationSlider is a simple UI element which implements a slider which is circular in shape, rather than straight. A RotationSlider's appearance is similar to that of certain sliders appearing in several Stone Design products, except that it has a proper bezel and a different knob.

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## Important Files...

paste.tiff ↵ [RotationSlider.\[hm\]](#) and [RotationSliderCell.\[hm\]](#) are the classes in the palette.  
915741\_paste.tiff ↵ [RotationSliderWraps.psw](#) does all the Postscript drawing needed to render the slider.

## Notes...

- 568954\_paste.tiff ↵ Use the RotationSlider just as you would any other Slider. Target/Action and so on all work just as they do for a normal slider.
- 94310\_paste.tiff ↵ RotationSliders cannot be resized. This will probably be addressed in a future version.
- 562716\_paste.tiff ↵ To speed up the drawing, the slider is rendered from offscreen buffers that are shared between all the instances of RotationSlider. (Drawing lots of circles in Postscript really slows things down!) This, and the fine-tuning of many constants sprinkled throughout the code, is why resizing hasn't been implemented yet. It would be a somewhat large task.
- 28904\_paste.tiff ↵ Be sure to observe the reuse and redistribution restrictions noted in the source files. The use of this object is governed by a policy similar to the GNU public license: use it freely, but you cannot charge money for the object **or** any app which uses it without my express written permission to do so, and you are expected to include source

code to the object (including any changes you've made) with any re-distribution. Contact me if you need some other arrangement, and I'll see what I can do.

455574\_paste.tiff ⇢ The RotationSlider object comes with absolutely no warranty whatsoever. If you have problems with RotationSlider, though, please do contact me so that I can attempt to fix any bugs. Since this is a free object, support is limited by my mood and availability of free time., so don't expect any miracles you aren't willing to pay me to perform. :-)

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