NSSlider

Inherits From: NSControl : NSView : NSResponder : NSObject

Declared In: appkit/NSSlider.h

Modifying an NSSlider's appearance

- (NSImage *)**image**   Returns the image within the NSSlider.
- (int)**isVertical**   Returns 1 if the NSSlider is vertical, 0 if horizontal, -1 if unknown.
- (float)**knobThickness**   Returns the knob's thickness as a float value (width if horizontal slider, height if vertical slider).
- (void)**setImage:**(NSImage *)*backgroundImage*   Sets the   image within the NSSlider to *backgroundImage*.
- (void)**setKnobThickness:**(float)*aFloat*   Sets the knob's thickness to *aFloat* (width if horizontal slider, height if vertical slider).
- (void)**setTitle:**(NSString *)*aString*   Sets the title within the NSSlider to a copy of *aString*.
- (void)**setTitleCell:**(NSCell *)*aCell*   Sets the NSCell (or subclass thereof) object used to draw the title within the NSSlider. The cell object should ideally be an instance of NSTextFieldCell or one of its subclasses.
- (void)**setTitleColor:**(NSColor *)*aColor*   Sets the color of text in the title to *aColor*.
- (void)**setTitleFont:**(NSFont *)*fontObject*   Sets the NSFont object used for the title within the NSSlider.
- (NSString *)**title**   Returns the title within the NSSlider.
- (id)**titleCell**   Returns the NSCell (or subclass thereof) object used to draw the title within

the NSSlider.

- (NSColor *)**titleColor**   Returns the color of text in the title.
- (NSFont *)**titleFont**   Returns the NSFont object used in drawing the title within the NSSlider.

Setting and Getting Value Limits

- (double)**maxValue**   Returns theNSSlider's maximum value.
- (double)**minValue**   Returns the NSSlider's minimum value.
- (void)**setMaxValue:**(double)*aDouble* Sets the NSSlider's maximum value to *aDouble*.
- (void)**setMinValue:**(double)*aDouble* Sets the NSSlider's minimum value to *aDouble*.

Handling Events

- (BOOL)**acceptsFirstMouse:**(NSEvent *)*theEvent*
            Returns YES by default, since NSSliders always accept first mouse. Override this if you want different behavior.