

Enumerations

| Name | Values |
|--------|-------------------|
| Styles | IndieDark = 0 |
| | Softer = 1 |
| | AquaRound = 2 |
| | GraphiteRound = 3 |
| | AquaPoint = 4 |
| | GraphitePoint = 5 |
| | LightHandles = 6 |
| | ModernDark = 7 |
| Types | BlueSky = 8 |
| | Single = 0 |
| | Range = 1 |

Constants

| Name | Type | Value |
|------|------|----------------------------------|
| | | This class exposes no constants. |

Events

| Definition | Description |
|----------------|--|
| ValueChanged() | Triggered when the user has changed the value. |

Methods

| Definition | Description |
|--|---|
| StyleCount() as Integer | Returns a count (Ubound + 1) of all available styles. |
| StyleName(intIndex as Integer) as String | Returns the name of a given style. |

Properties

| Name | Type | Default Value | Description |
|--------------------|---------|---------------------------------|---|
| LargeChange | Integer | 20 | Value to increase/decrease when the user clicks on the slider track. |
| Maximum | Integer | 100 | Maximum slider value. |
| Minimum | Integer | 0 | Minimum slider value. |
| ShowValueInTooltip | Boolean | False | Displays the current value in the control's HelpTag and updates in real-time. |
| SliderBGColor | Color | &c000000 | Background color of the slider knob. |
| SliderBorderColor | Color | &c000000 | Border color of the slider knob. |
| SmallChange | Integer | 1 | Amount to increase/decrease value on small changes. |
| Style | Styles | GraffitiSlider.Styles.IndieDark | The current drawing style of the slider. |
| TrackBGColor | Color | &c000000 | Background color of the slider track. |
| TrackBorderColor | Color | &c000000 | Border color of the slider track. |
| Type | Types | GraffitiSlider.Types.Single | The type of slider this is, Single or Ranged values. |

| Name | Type | Default Value | Description |
|------------------|---------|---------------|--|
| UseDefaultColors | Boolean | True | Use the colors corresponding to the styles, rather than those set in properties when True. |
| Value | Integer | 0 | The current slider value (when Type = Types.Single). |
| ValueHigh | Integer | 0 | The current high value (when Type = Types.Range). |
| ValueLow | Integer | 0 | The current low value (when Type = Types.Range). |

Examples

There are currently no examples for this class.

From:

<https://graffitisuite.com/wiki/> - **GraffitiSuite Documentation**

Permanent link:

<https://graffitisuite.com/wiki/doku.php?id=desktop:slider>

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