

Simple Use Case

Markup:

```
<div id="sliderbg">
  <div id="sliderthumb"></div>
</div>
```

Script:

```
var slider =
  YAHOO.widget.Slider.getHorizSlider("sliderbg",
    "sliderthumb", 0, 200);
```

Creates a horizontal Slider within the `sliderthumb` div that can move 0 pixels left and 200 pixels to the right.

Constructor: YAHOO.widget.Slider

```
YAHOO.widget.Slider.getHorizSlider(str bgid, str
  thumbid, int lft/up, int rt/dwn[, int tick]);
```

Arguments for Horizontal and Vertical Sliders:

- (1) **Background element ID:** HTML ID for the slider's background.
- (2) **Thumb element ID:** HTML ID for the thumb element.
- (3) **Left/Up:** The number of pixels the thumb can move left or up.
- (4) **Right/Down:** The number of pixels the thumb can move right or down.
- (5) **Tick interval:** Number of pixels between each tick mark.

Region Sliders take four args for range: left, right, up, down.

Solutions

Create a vertical Slider with a range of 300 pixels, ticks at 10 px intervals, and an initial value of 160:

```
var slider =
  YAHOO.widget.Slider.getVertSlider("sliderbg",
    "sliderthumb", 0, 300, 10);
slider.setValue(160, true); //set to 160, skip anim
```

Create a 300x400 pixel region Slider and set the initial thumb position to 263 on the x-axis and 314 on the y-axis:

```
var slider =
  YAHOO.widget.Slider.getSliderRegion("sliderbg",
    "sliderthumb", 0, 300, 0, 400);
slider.setRegionValue(263, 314, true);
```

Assuming an instance of a horizontal Slider in variable `mySlider`, **write a handler** for its `onSlideEnd` event:

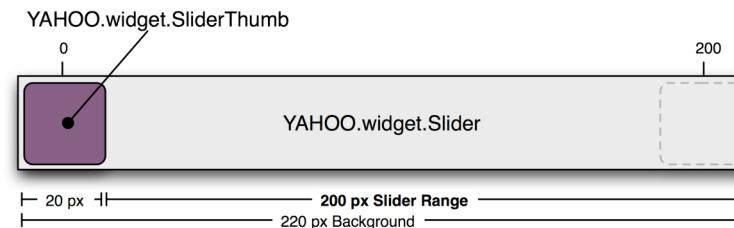
```
mySlider.onSlideEnd = function() {
  alert(this.getValue); //alerts offset from start
}
```

Interesting Moments in Slider

Event	Fires...	Arguments
onSlideStart	...at the beginning of a user-initiated change in the thumb position.	none
onSlideEnd	... at the end of a user-initiated change in the thumb position.	none
onChange	...each time the thumb position changes during a user-initiated move.	int <i>firstOffset</i> [, int <i>secondOffset</i>] <small>the offset from the starting position, one offset per slider dimension</small>

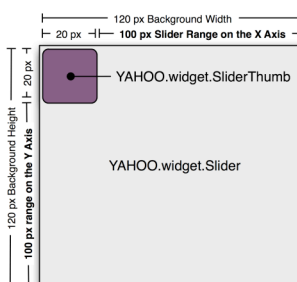
These are methods of Slider's prototype object; you will most commonly use them by overriding them on your instance: `mySlider.onSlideEnd = myFn;`

Slider Design Considerations



A Slider is an implementation of a "finite range control." The *range* defined by the Slider is incremented in pixels. **The maximum range of a slider is the pixel-width of the Slider's background minus the width of the Slider Thumb.**

Region Sliders:



A two-dimensional Slider is referred to as a **Region Slider**. Region Sliders report two values `onChange` (x offset, y offset) and have their own method for setting value in JavaScript: `setRegionValue` takes x offset and y offset as arguments, followed by the boolean flag for skipping animation. Design considerations regarding range and thumb width apply in both vertical and horizontal dimensions.

Dependencies

Slider requires the YAHOO object, Event, Drag & Drop, Dom, and (optionally) Animation.

YAHOO.widget.Slider: Factory Methods

```
getHorizSlider()
getVertSlider()
getSliderRegion()
```

Each factory method returns a Slider object. See Constructor section for args list.

YAHOO.widget.Slider: Properties

```
animate (b)
```

YAHOO.widget.Slider: Methods

```
getValue()
getXValue()
getYValue()
lock()
setRegionValue(int
  newXOffset, int
  newYOffset, b
  skipAnimation)
setValue(int newXOffset,
  b skipAnimation)
unlock()
```

YAHOO.widget.SliderThumb:

SliderThumb inherits from YAHOO.util.DD, part of the Drag & Drop library. In a typical implementation of Slider you will not interact directly with the SliderThumb object.

CSS Notes:

- Slider background should be `position:relative;`
- Slider thumb should be `position:absolute;`
- Slider thumb image should **not** be a background image