

## 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:

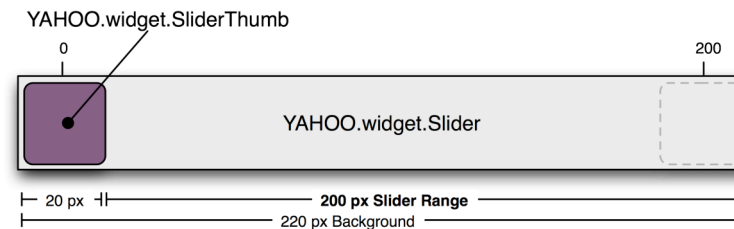
```
mySlider.onSlideEnd = function() {
  alert(this.getValue); //alerts offset from start
}
```

## Interesting Moments in Slider

Event	Fires...	Arguments
onSlideStart	...at the <b>beginning</b> of a user-initiated change in the thumb position.	none
onSlideEnd	... at the <b>end</b> 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>

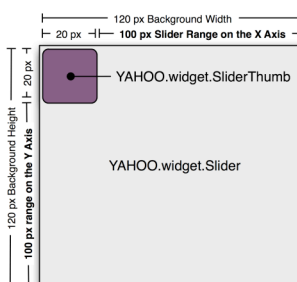
These are methods of Slider's prototype object; you will most commonly use them by overriding them on your instance: `mySlider.onSlideEnd = myFn;`

## 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