

## 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/down[, 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:

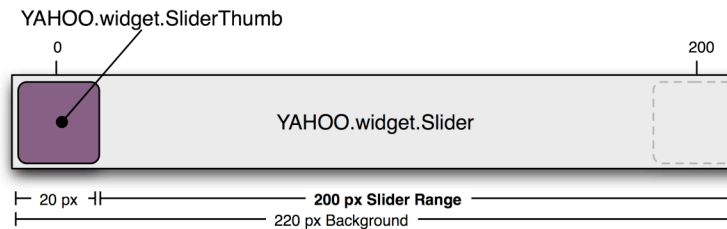
```
mySlider.subscribe("slideEnd", function() {
  alert(this.getValue()); //alerts offset from start
});
```

## Interesting Moments in Slider see online docs for complete list

Event	Fires...	Arguments
slideStart	...at the <b>beginning</b> of a user-initiated change in the thumb position.	none
slideEnd	... at the <b>end</b> of a user-initiated change in the thumb position.	none
change	...each time the thumb position changes during a user-initiated move.	int or {x: int, y:int} <small>offset from the starting position, one offset per slider dimension</small>

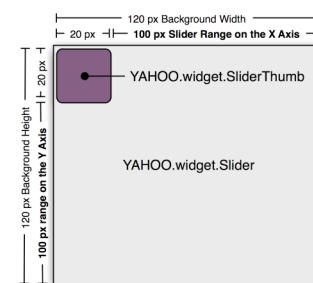
Slider events are Custom Events; subscribe to them by name using the following syntax: `mySlider.subscribe("change", fn);`.

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

## YAHOO.widget.Slider: Properties

```
animate (b)
animationDuration (n)
  default 0.2, roughly in seconds
keyIncrement (n) number of
  pixels to move slider on arrow
  keypress
```

## YAHOO.widget.Slider: Methods

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

## CSS Notes:

- Slider background should be `position:relative`
- Slider thumb should be `position:absolute`;
- Slider thumb image should **not** be a background image
- Alternately use Slider's sk CSS file for default appearance. (see online docs)