

UIRangeSlider

A Range slider that can be moved two handles between a minimum and maximum value.

The slider component is a Selectable that controls a fill and a two handle. The fill, when used, spans from the minimum value to the maximum value while the handles, when used, follow the current values.

The anchors of the fill and handle RectTransforms are driven by the Slider. The fill and handle can be direct children of the GameObject with the Slider, or intermediary RectTransforms can be placed in between for additional control.

When a change to the slider values occurs, a callback is sent to any registered listeners of `UIRangeSlider.onValueChanged`.

Variables

<code>direction</code>	The direction of the slider, from minimum to maximum value.
<code>fillRect</code>	Optional RectTransform to use as fill for the slider.
<code>minHandleRect</code>	Optional RectTransform to use as a min handle for the slider.
<code>maxHandleRect</code>	Optional RectTransform to use as a max handle for the slider.
<code>maxLimit</code>	The maximum allowed value of the slider.
<code>minLimit</code>	The minimum allowed value of the slider.
<code>minNormalizedValue</code>	Min current value of the slider normalized into a value between 0 and 1.
<code>maxNormalizedValue</code>	Max current value of the slider normalized into a value between 0 and 1.
<code>onValueChanged</code>	Callback executed when the values of the slider are changed.
<code>minValue</code>	Min current value of the slider.
<code>maxValue</code>	Max current value of the slider.
<code>wholeNumbers</code>	Should the value only be allowed to be whole numbers?
<code>moveOnlyByHandles</code>	Values can be changed using sliders