```
                    // Because the /Q flag is omitted, pressing the user abort key combinations
                    // or pressing Igor's Abort button generates an abort instead of merely
                    // terminating the current Sleep call.
                    Sleep/S/C=2/B sleepTime
            endif
            junk = sin(x*(i+2))
            DoUpdate
        endfor
    catch
        Printf "An abort occurred with V_abortCode=%d\r", V_abortCode
    endtry
End
```

Slider

Slider [**/Z**] *controlName* [*key* [*= value*]][, *key* [*= value*]]…

The Slider operation creates or modifies a Slider control in the target window.

A Slider control sets or displays a single numeric value. The user can adjust the value by dragging a thumb along the length of the Slider.

For information about the state or status of the control, use the **ControlInfo** operation.

Parameters

ctrlName is the name of the Slider control to be created or changed.

The following keyword=value parameters are supported:

align=*alignment*
: Sets the alignment mode of the control. The alignment mode controls the interpretation of the *leftOrRight* parameter to the pos keyword. The align keyword was added in Igor Pro 8.00.

  If *alignment*=0 (default), *leftOrRight* specifies the position of the left end of the control and the left end position remains fixed if the control size is changed.

  If *alignment*=1, *leftOrRight* specifies the position of the right end of the control and the right end position remains fixed if the control size is changed.

appearance={*kind* [, *platform*]}
: Sets the appearance of the control. *platform* is optional. Both parameters are names, not strings.

  kind can be one of `default`, `native`, or `os9`.

  platform can be one of `Mac`, `Win`, or `All`.

  Note: The Slider control reverts to `os9` appearance on Macintosh if thumbColor isn't the default blue (0,0,65535).

  See **Button** and **DefaultGUIControls** for more appearance details.

disable=*d*
: Sets user editability of the control.

d=0:	Normal.
d=1:	Hide.
d=2:	Draw in gray state; disable control action.

fColor=(*r,g,b*[,*a*])
: Sets the color of the tick marks. *r*, *g*, *b*, and *a* specify the color and optional opacity as **RGBA Values**. The default is opaque black.

focusRing=*fr*
: Enables or disables the drawing of a rectangle indicating keyboard focus:

fr=0:	Focus rectangle will not be drawn.
fr=1:	Focus rectangle will be drawn (default).

  On Macintosh, regardless of this setting, the focus ring appears if you have enabled full keyboard access via the Shortcuts tab of the Keyboard system preferences.

font="*fontName*"
: Sets the font used to display the tick labels, e.g., `font="Helvetica"`.

fsize=*s*	Sets the size of the type for tick mark labels.
help={*helpStr*}	Sets the help for the control.
	helpStr is limited to 1970 bytes (255 in Igor Pro 8 and before).
	You can insert a line break by putting "\r" in a quoted string.
limits= {*low,high,inc*}	
	low sets left or bottom value, *high* sets right or top value. Use *inc*=0 for continuous or use desired increment between stops.
live=*l*	Controls updating of readout.
	l=0: Update only after mouse is released.
	l=1: Update as slider moves (default).
noproc	Specifies that no procedure is to execute when the control's value is changed.
pos={*leftOrRight,top*}	Sets the position in **Control Panel Units** of the top/left corner of the control if its alignment mode is 0 or the top/right corner of the control if its alignment mode is 1. See the align keyword above for details.
pos+={*dx,dy*}	Offsets the position of the slider in **Control Panel Units**.
proc=*procName*	Specifies the action procedure for the slider.
rename=*newName*	Gives control a new name.
repeat={*style,springback,rate,restingValue*}	
	Set the control to call its action procedure repeatedly at timed intervals while the user clicks the thumb.
	style can take one of the following values:
	0: No repeat (default). Use this to turn the repeat feature off.
	1: Slider repeats at a constant rate.
	2: Slider repeats at a rate proportional to the distance from the *restingValue*.
	springback controls what happens to the slider value when the user releases the mouse. If *springback* is 1, the slider returns to the resting value. If it is 0, it remains at the last set value.
	rate specifies the rate at which the action procedure is called in calls per second. The maximum rate accepted rate is 1000. If *rate* is 0, it sets style to 0 which turns the repeating feature off.
	restingValue specifies the value to which the slider returns when the user releases the mouse. If *springback* is 1, the thumb automatically returns to *restingValue* when the mouse button is released. If *springback* is 0, *restingValue* has no effect.
side=*s*	Controls slider thumb.
	s=0: Thumb is blunt and tick marks are suppressed.
	s=1: Thumb points right or down (default).
	s=2: Thumb points up or left.
size={*width,height*}	Sets width or height of control in **Control Panel Units**. *height* is ignored if vert=0 and *width* is ignored if vert=1.
thumbColor=(*r,g,b[,a]*)	If appearance={os9} is in effect, sets dominant foreground color of thumb. *r*, *g*, *b*, and *a* specify the color and optional opacity as **RGBA Values**. Alpha (*a*) is accepted but ignored.

ticks=*t*	Controls slider ticks.	
	t=0:	No ticks.
	t=1:	Number of ticks is calculated from limits (no ticks drawn if calculated value is less than 2 or greater than 100). Default value.
	t>1:	*t* is the number of ticks distributed between the start and stop position. Ticks are labeled using the same automatic algorithm used for graph axes. Use negative tick values to force ticks to not be labeled. Ticks are shown on the side specified by the side keyword and are not drawn if side=0.

tkLblRot= *deg*   Rotates tick labels. *deg* is a value between -360 and 360.

userdata(*UDName*)=*UDStr*

Sets the unnamed user data to *UDStr*. Use the optional (*UDName*) to specify a named user data to create.

userdata(*UDName*)+=*UDStr*

Appends *UDStr* to the current unnamed user data. Use the optional (*UDName*) to append to the named *UDStr*.

userTicks={*tvWave,tlblWave*}

User-defined tick positions and labels. *tvWave* contains the tick positions, and text wave *tlblWave* contains the labels. See ModifyGraph userticks for more info. Overrides normal ticking specified by ticks keyword.

value=*v*   *v* is the new value for the Slider.

valueColor=(*r,g,b*[, *a*])   Sets the color of the tick labels. *r*, *g*, *b*, and *a* specify the color and optional opacity as **RGBA Values**. The default is opaque black.

variable= *var*   Sets the variable (*var*) that the slider will update. It is not necessary to connect a Slider to a variable — you can get a Slider's value using the **ControlInfo** operation.

vert=*v*   Set vertical (*v* =1; default) or horizontal (*v* =0) orientation of the slider.

win=*winName*   Specifies which window or subwindow contains the named control. If not given, then the top-most graph or panel window or subwindow is assumed.

When identifying a subwindow with *winName*, see **Subwindow Syntax** on page III-92 for details on forming the window hierarchy.

Flags

/Z   No error reporting.

Details
The target window must be a graph or panel.

If you use negative ticks to suppress automatic labeling, you can label tick marks using drawing tools (panels only).

Slider Action Procedure
The action procedure for a Slider control takes a predefined WMSliderAction structure as a parameter to the function:

```
Function ActionProcName(S_Struct) : SliderControl
   STRUCT WMSliderAction &S_Struct
   …
   return 0
End
```

The ": SliderControl" designation tells Igor to include this procedure in the Procedure pop-up menu in the Slider Control dialog.