

SLIDER BAR

View online: <https://www.construct.net/en/make-games/manuals/construct-3/plugin-reference/slider-bar>

The **Slider bar** object provides a simple form control allowing the user to pick a value between a minimum and maximum by moving a slider along a bar.



Scripting

When using JavaScript or TypeScript coding, the features of this object can be accessed via the [ISliderBarInstance script interface](#).

Layering HTML objects

This object displays using a HTML element rather than drawing in to the canvas. This means its layering works differently to other objects. To learn more about how to layer HTML objects, see [HTML layers](#).

Slider bar properties

Minimum

The lowest value that can be picked, when the slider is all the way to the left.

Maximum

The highest value that can be picked, when the slider is all the way to the right.

Step

The increment of possible values. For example if the step is 10, then the slider will jump in units of 10 as it is moved, and only a multiple of 10 can be chosen as a value.

Tooltip

An optional tooltip to show while hovering the mouse over the control.

Initially visible

Whether the control is initially visible or invisible in the page.

Enabled

Whether the control is initially enabled and usable, or disabled so that it cannot be interacted with.

ID Optional

An optional *id* attribute for the element in the DOM (Document Object Model). This can be useful for CSS styling.

Class Optional

An optional *class* attribute for the element in the DOM (Document Object Model). This can be useful for CSS styling.

Slider bar conditions

See [common conditions](#) for features shared between form control objects.

Compare value

Compare the currently chosen value from the slider bar.

On changed

Triggered when the user finishes changing the chosen value on the slider bar. Typically this only triggers when the user releases a mouse button or touch after moving the slider.

On changing

Triggered repeatedly as the user changes the chosen value on the slider bar. Unlike *On changed* this will reflect the current value of the slider as the user is still dragging it.

On clicked

Triggered when the user clicks the slider bar.

Slider bar actions

See [common actions](#) for features shared between form control objects.

Set maximum

Set the maximum value that can be chosen from the slider bar.

Set minimum

Set the minimum value that can be chosen from the slider bar.

Set step

Set the increment step of the slider bar.

Set tooltip

Set the tooltip that appears when the mouse hovers over the slider bar.

Set value

Set the currently selected value of the slider bar. This must be between the currently set minimum and maximum values.

Slider bar expressions

Maximum

Return the currently set maximum slider value.

Minimum

Return the currently set minimum slider value.

Step

Return the currently set slider step value (increment).

Value

Return the current value chosen by the user, between the minimum and maximum values.