

# SLIDER BAR SCRIPT INTERFACE

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

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The `ISliderBarItem` interface derives from `IDOMInstance` to add APIs specific to the Slider Bar plugin.

## Slider Bar events

See [instance event](#) for standard instance event object properties.

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### "click"

Fired when the control is clicked.

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### "change"

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

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### "input"

Fired repeatedly as the user changes the chosen value on the slider bar. Unlike the `"change"` event this will reflect the current value of the slider as the user is still dragging it.

## Slider Bar APIs

### value

The current value represented by the slider bar.

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### minimum

### maximum

The minimum and maximum values, defining the range of the slider bar.

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### 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.

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### tooltip

A tooltip that appears if the user hovers the mouse over the text box and waits. An empty string indicates no tooltip.

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## **isEnabled**

A boolean indicating if the control is enabled or disabled.