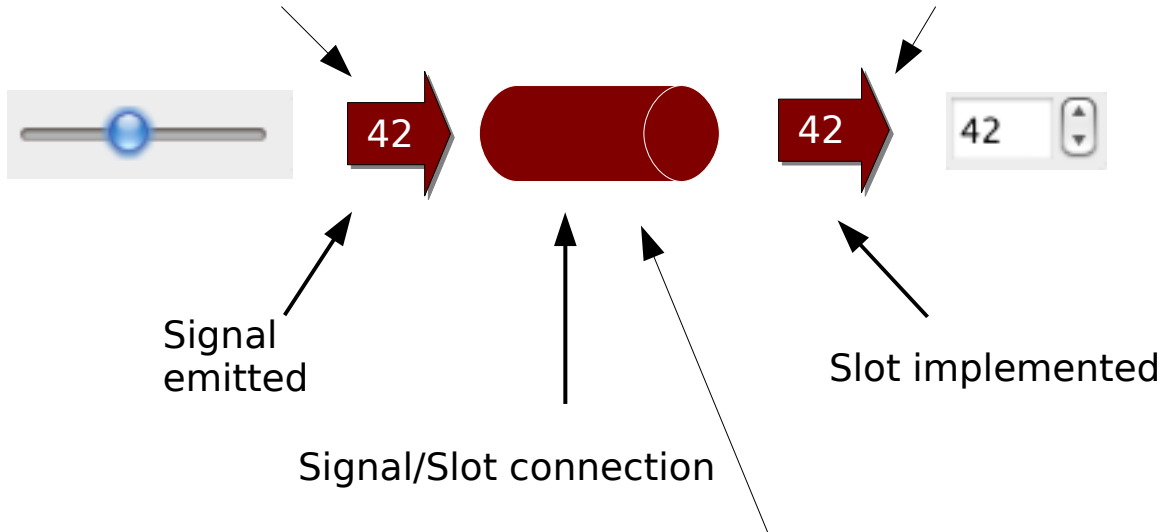


```
void QSlider::mousePressEvent(...)
{
    ...
    emit valueChanged( newValue );
    ...
}
```

```
void QSlider::setValue( int value )
{
    ...
    m_value = value;
    ...
}
```



```
QObject::connect( slider, SIGNAL( valueChanged( int ) ),
                 spinbox, SLOT( setValue( int ) ) );
```