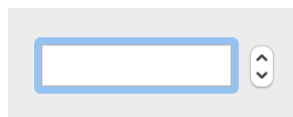Class

NSStepper

An interface with up and down arrow buttons for incrementing or decrementing a value.

macOS

```
@MainActor
class NSStepper
```

Overview

A stepper consists of two small arrows that can increment and decrement a value that appears beside it, such as a date or time. The illustration below shows a stepper to the right of a text field, which would show the stepper's value.

The NSStepper class uses the NSStepperCell class to implement its user interface.

Topics

Configuring the Cell

class NSStepperCell

An `NSStepperCell` object controls the appearance and behavior of an <u>NSStepper</u> object.

Specifying value range

`var maxValue: Double`

The stepper's maximum value.

`var minValue: Double`

The stepper's minimum value.

`var increment: Double`

The amount by which the receiver changes with each increment or decrement.

Specifying how the stepper responds

`var autorepeat: Bool`

A Boolean value that indicates how the stepper responds to mouse events.

`var valueWraps: Bool`

A Boolean value that indicates whether the stepper wraps around the minimum and maximum values.

Relationships

Inherits From

NSControl

Conforms To

CVarArg
CustomDebugStringConvertible
CustomStringConvertible
Equatable
Hashable
NSAccessibilityElementProtocol
NSAccessibilityProtocol
NSAccessibilityStepper

```
NSAnimatablePropertyContainer
NSAppearanceCustomization
NSCoding
NSDraggingDestination
NSObjectProtocol
NSStandardKeyBindingResponding
NSTouchBarProvider
NSUserActivityRestoring
NSUserInterfaceItemIdentification
Sendable
SendableMetatype
```

See Also

Controls

📄 Responding to control-based events using target-action

Handle user input by connecting buttons, sliders, and other controls to your app's code using the target-action design pattern.

`class` **NSButton**

A control that defines an area on the screen that a user clicks to trigger an action.

`class` **NSColorWell**

A control that displays a color value and lets the user change that color value.

☰ Combo Box

Display a list of values in a pop-up menu that lets the user select a value or type in a custom value.

`class` **NSComboButton**

A button with a pull-down menu and a default action.

☰ Date Picker

Display a calendar date and provide controls for editing the date value.

`class` **NSImageView**

A display of image data in a frame.

class NSLevelIndicator

A visual representation of a level or quantity, using discrete values.

☰ Path Control

A display of a file system path or virtual path information.

class NSPopUpButton

A control for selecting an item from a list.

class NSProgressIndicator

An interface that provides visual feedback to the user about the status of an ongoing task.

class NSRuleEditor

An interface for configuring a rule-based list of options.

class NSPredicateEditor

A defined set of rules that allows the editing of predicate objects.

☰ Search Field

Provide a text field that is optimized for text-based search interfaces.

class NSSegmentedControl

Display one or more buttons in a single horizontal group.