

[AudioDriverKit](#) / [IOUserAudioSliderControl](#)

Class

IOUserAudioSliderControl

A control object that supports setting a 32-bit integer value.

DriverKit 21.0+

```
class IOUserAudioSliderControl;
```

Topics

Creating a Slider Control

Create

Allocates and initializes an instance of the slider control class.

init

Initializes an instance of a slider control.

IOUserAudioObjectPropertyElement

A four character code which, along with the selector and scope, identify a specific piece of information about an audio object.

IOUserAudioObjectPropertyScope

A four character code which, along with the selector and element, identify a specific piece of information about an audio object.

IOUserAudioDriver

A DriverKit provider object that manages communications with an audio device.

Freeing a Slider Control

`free`

Frees the slider control.

Getting Information About the Class

`GetClassID`

Gets the audio class identifier of the object.

`GetBaseClassID`

Gets the audio class identifier of the base class object.

`IOUserAudioClassID`

An identifier for the type of audio object.

Supporting Value Changes

`HandleChangeControlValue`

Tells the slider control the value is changing.

Accessing the Value

`SetControlValue`

Sets the value of the slider control.

`GetControlValue`

Gets the value of the slider control.

`SetRange`

Sets the range of possible values for the slider.

`GetRange`

Gets the range of possible values for the slider.

`IOUserAudioSliderRange`

A type that indicates minimum and maximum values for slider controls.

Relationships

Inherits From

[IOUserAudioControl](#)

See Also

[Using Audio Controls](#)

[IOUserAudioControl](#)

The base class for audio control objects.

[IOUserAudioBooleanControl](#)

A control object that supports setting a Boolean value.

[IOUserAudioStereoPanControl](#)

A control object that supports panning between stereo channels.

[IOUserAudioSelectorControl](#)

A control object that supports selecting from a set of values.

[IOUserAudioLevelControl](#)

A control object that supports setting an audio level, with either scalar or decibel values.