

[SwiftUI](#) / [Slider](#)

Structure

Slider

A control for selecting a value from a bounded linear range of values.

iOS 13.0+ | iPadOS 13.0+ | Mac Catalyst 13.0+ | macOS 10.15+ | visionOS 1.0+ | watchOS 6.0+

```
struct Slider<Label, ValueLabel> where Label : View, ValueLabel : View
```

Mentioned in

 Populating SwiftUI menus with adaptive controls

Overview

A slider consists of a “thumb” image that the user moves between two extremes of a linear “track”. The ends of the track represent the minimum and maximum possible values. As the user moves the thumb, the slider updates its bound value.

The following example shows a slider bound to the value speed. As the slider updates this value, a bound [Text](#) view shows the value updating. The `onEditingChanged` closure passed to the slider receives callbacks when the user drags the slider. The example uses this to change the color of the value text.

```
@State private var speed = 50.0
@State private var isEditing = false

var body: some View {
    VStack {
        Slider(
            value: $speed,
```

```

        in: 0...100,
        onEditingChanged: { editing in
            isEditing = editing
        }
    )
    Text("$(speed)")
        .foregroundColor(isEditing ? .red : .blue)
}

```



You can also use a `step` parameter to provide incremental steps along the path of the slider. For example, if you have a slider with a range of 0 to 100, and you set the `step` value to 5, the slider's increments would be 0, 5, 10, and so on. The following example shows this approach, and also adds optional minimum and maximum value labels.

```

@State private var speed = 50.0
@State private var isEditing = false

var body: some View {
    Slider(
        value: $speed,
        in: 0...100,
        step: 5
    ) {
        Text("Speed")
    } minimumValueLabel: {
        Text("0")
    } maximumValueLabel: {
        Text("100")
    } onEditingChanged: { editing in
        isEditing = editing
    }
    Text("$(speed)")
        .foregroundColor(isEditing ? .red : .blue)
}

```



The slider also uses the step to increase or decrease the value when a VoiceOver user adjusts the slider with voice commands.

Topics

Creating a slider

```
init<V>(value: Binding<V>, in: ClosedRange<V>, onEditingChanged: (Bool) -> Void)
```

Creates a slider to select a value from a given range.

```
init<V>(value: Binding<V>, in: ClosedRange<V>, step: V.Stride, onEditingChanged: (Bool) -> Void)
```

Creates a slider to select a value from a given range, subject to a step increment.

Creating a slider with labels

```
init<V>(value: Binding<V>, in: ClosedRange<V>, label: () -> Label, onEditingChanged: (Bool) -> Void)
```

Creates a slider to select a value from a given range, which displays the provided label.

```
init<V>(value: Binding<V>, in: ClosedRange<V>, step: V.Stride, label: () -> Label, onEditingChanged: (Bool) -> Void)
```

Creates a slider to select a value from a given range, subject to a step increment, which displays the provided label.

```
init<V>(value: Binding<V>, in: ClosedRange<V>, label: () -> Label, minimumValueLabel: () -> ValueLabel, maximumValueLabel: () -> ValueLabel, onEditingChanged: (Bool) -> Void)
```

Creates a slider to select a value from a given range, which displays the provided labels.

```
init<V>(value: Binding<V>, in: ClosedRange<V>, step: V.Stride, label: () -> Label, minimumValueLabel: () -> ValueLabel, maximumValueLabel: () -> ValueLabel, onEditingChanged: (Bool) -> Void)
```

Creates a slider to select a value from a given range, subject to a step increment, which displays the provided labels.

Adding ticks to a slider

`struct SliderTick`

A representation of a tick in a slider, with associated value and optional label.

`struct SliderTickBuilder`

A result builder that constructs `SliderTicks` for use when creating a `Slider`.

`struct SliderTickContentForEach`

A type of slider content that creates content by iterating over a collection.

`struct TupleSliderTickContent`

Slider content created from a Swift tuple of slider content.

`protocol SliderTickContent`

A type that provides content for a `SliderTickBuilder`.

Deprecated initializers

~~`init<V>(value: Binding<V>, in: ClosedRange<V>, onEditingChanged: (Bool) → Void, label: () → Label)`~~

Creates a slider to select a value from a given range, which displays the provided label.

Deprecated

~~`init<V>(value: Binding<V>, in: ClosedRange<V>, step: V.Stride, onEditingChanged: (Bool) → Void, label: () → Label)`~~

Creates a slider to select a value from a given range, subject to a step increment, which displays the provided label.

Deprecated

~~`init<V>(value: Binding<V>, in: ClosedRange<V>, onEditingChanged: (Bool) → Void, minimumValueLabel: ValueLabel, maximumValueLabel: ValueLabel, label: () → Label)`~~

Creates a slider to select a value from a given range, which displays the provided labels.

Deprecated

```
init<V>(value: Binding<V>, in: ClosedRange<V>, step: V.Stride, on  
EditingChanged: (Bool) -> Void, minimumValueLabel: ValueLabel, maximum  
ValueLabel: ValueLabel, label: () -> Label)
```

Creates a slider to select a value from a given range, subject to a step increment, which displays the provided labels.

Deprecated

Initializers

```
init<V>(value: Binding<V>, in: ClosedRange<V>, neutralValue: V?,  
enabledBounds: ClosedRange<V>?, label: () -> Label, currentValueLabel:  
(() -> some View, minimumValueLabel: () -> ValueLabel, maximumValueLabel  
: () -> ValueLabel, onEditingChanged: (Bool) -> Void)
```

Creates a slider to select a value from a given range, which displays the provided labels.

```
init<V>(value: Binding<V>, in: ClosedRange<V>, neutralValue: V?,  
enabledBounds: ClosedRange<V>?, label: () -> Label, currentValueLabel:  
(() -> some View, minimumValueLabel: () -> ValueLabel, maximumValueLabel  
: () -> ValueLabel, ticks: () -> some SliderTickContent, onEditing  
Changed: (Bool) -> Void)
```

Creates a slider to select a value from a given range, which displays the provided labels and customized ticks.

```
init<V>(value: Binding<V>, in: ClosedRange<V>, step: V.Stride, neutral  
Value: V?, enabledBounds: ClosedRange<V>?, label: () -> Label, currentValueLabel:  
(() -> some View, minimumValueLabel: () -> ValueLabel,  
maximumValueLabel: () -> ValueLabel, tick: (V) -> SliderTick<V>?, on  
EditingChanged: (Bool) -> Void)
```

Creates a slider to select a value from a given range, subject to a step increment, which displays the provided labels and customizable ticks.

Relationships

Conforms To

View

See Also

Getting numeric inputs

`struct Stepper`

A control that performs increment and decrement actions.

`struct Toggle`

A control that toggles between on and off states.

`func toggleStyle<S>(S) -> some View`

Sets the style for toggles in a view hierarchy.