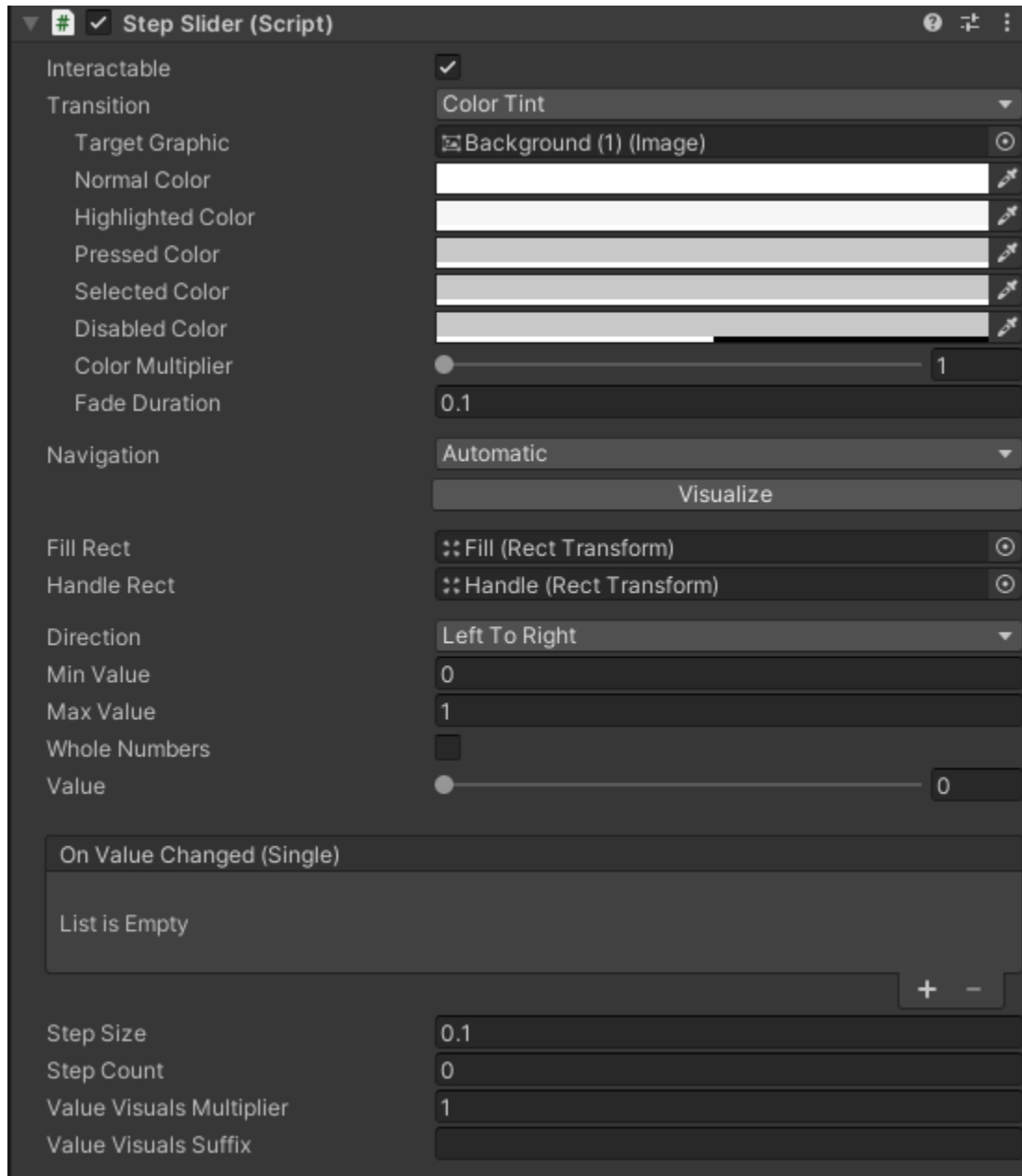


# UI Components

## Step Slider

The step slider is a slider that allows the specification of the step size or step count as well as an optional multiplier for the visual value and/or suffix.



## Fields

### Step Size

Defines the size of one step on the slider. If the step size is larger than the difference between the min and max value the slider will only be able to select the min and max values. To have a specific amount of steps use the step count variable instead.

### Step Count

Defines the amount of steps the slider has. The step size will be calculated based on this value and the min and max values of the slider.

### Value Visuals Multiplier

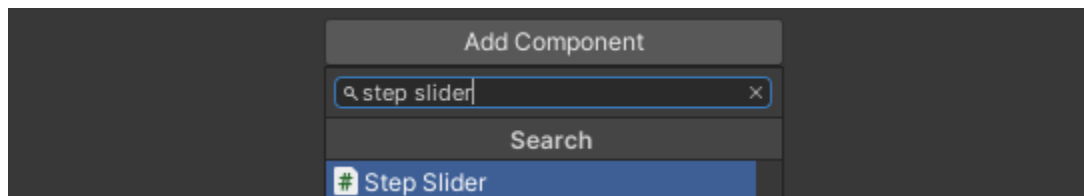
An optional visual only multiplier for the value. This is useful if you have an input field as part of the 'Step Slider With Input Field' to display something else than the internal value. A common use case for this would be to display a float variable as an integer such as 0.1 as 1.

### Value Visuals Suffix

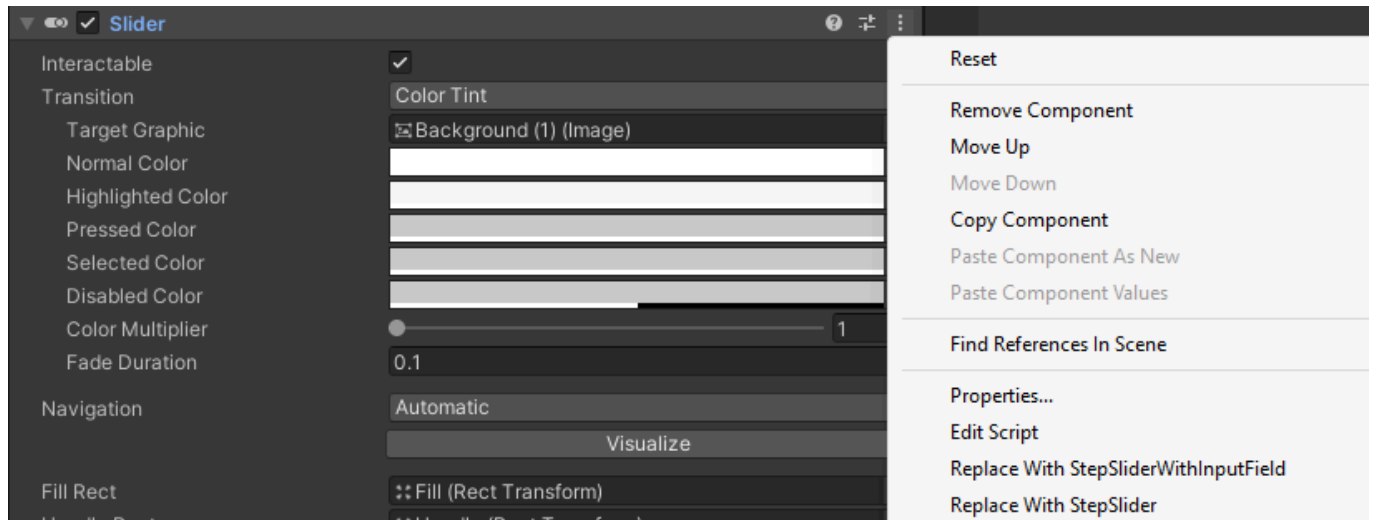
An optional suffix to be displayed after the value visuals. In combination with the 'Value Visuals Multiplier' something like 0.22 could be displayed as 22 %.

## Creating a step slider

A step slider can be attached to a game object via the add component menu



Alternatively an existing slider can be replaced with a step slider from the sliders context menu.

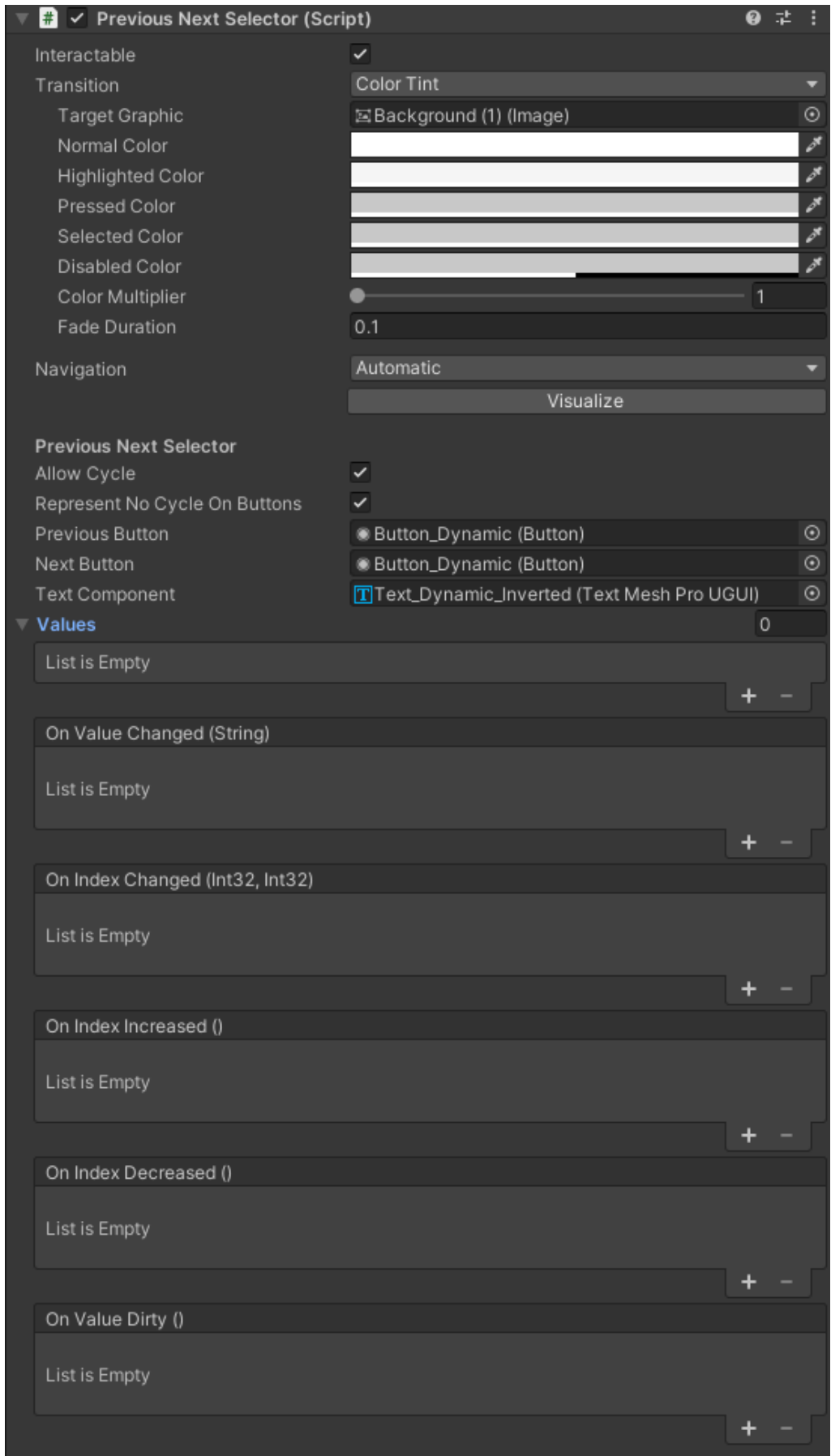


## Step Slider With Input Field

A step slider for which an input field can be used to allow users to enter values directly instead of using the slider handle. Click [here](#) for more details on the step slider.

## Previous Next Selector

A previous next selector is a UI element that allows the selection of a value from a list of values in a sequential manner. It comes with a previous button and next button to select the previous and next value respectively. Cycling through values is also possible meaning the first value can be selected when the next button is clicked while the last value is selected.



## Fields

### Allow Cycle

Where cycling values should be possible. If enabled the first value can be selected from the last value by clicking the next button. The same is true for selecting the last value by clicking the previous button from the first value.

### Represent No Cycle On Buttons

If enabled and no cycling is enabled the respective previous and next buttons will be hidden if the first or last value is currently selected.

### Previous Button

The button to select the previous value.

### Next Button

The button to select the next value.

### Text Component

The text component to display the current value in.

### Values

The list of values that can be selected.

### On Value Changed Event

Invoked when the current value changed. Has the new value as the parameter.

### On Index Change Event

Invoked when the current index changed. Has the old and new index as parameters.

### On Index Increased

Invoked when the index increased.

## On Index Decreased

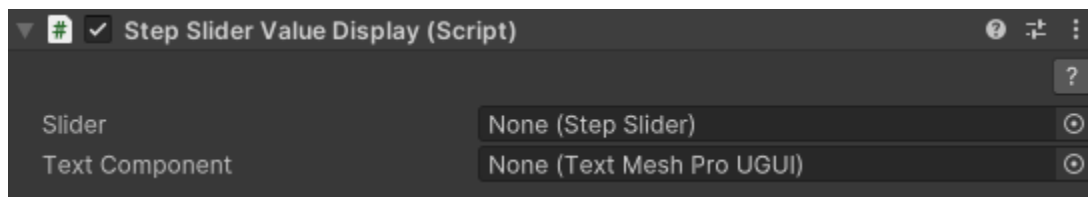
Invoked when the index decreased.

## On Value Dirty

Invoked when the value is either changed or set with no change notification. This event can be useful to register callbacks that update visuals.

## Step Slider Value Display

Allows the display of the value of a step slider.



## Slider

The reference to the slider for which to display the value of.

## Text Component

The reference to the text component in which to display the slider value.