
NSStepper Class Reference

User Experience: Controls



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NSStepper Class Reference

Inherits from	NSControl : NSView : NSResponder : NSObject
Conforms to	NSAnimatablePropertyContainer (NSView) NSCoding (NSResponder) NSObject (NSObject)
Framework	/System/Library/Frameworks/AppKit.framework
Availability	Available in Mac OS X v10.0 and later.
Companion guide	Steppers
Declared in	NSStepper.h
Related sample code	ButtonMadness Quartz 2D Transformer SampleScannerApp

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.

Tasks

Specifying Value Range

- [maxValue](#) (page 7)
Returns the maximum value for the receiver.
- [setMaxValue:](#) (page 8)
Sets the maximum value for the receiver

- [minValue](#) (page 7)
Returns the minimum value for the receiver.
- [setMinValue:](#) (page 9)
Sets the minimum value for the receiver
- [increment](#) (page 6)
Returns the amount by which the receiver will change per increment (decrement).
- [setIncrement:](#) (page 8)
Sets the amount by which the receiver will change per increment (decrement).

Specifying How the Stepper Responds

- [autorepeat](#) (page 6)
Returns a Boolean value indicating how the receiver responds to mouse events.
- [setAutorepeat:](#) (page 8)
Sets how the receiver responds to mouse events.
- [valueWraps](#) (page 9)
Returns a Boolean value indicating whether the receiver wraps around the minimum and maximum values.
- [setValueWraps:](#) (page 9)
Sets whether the receiver wraps around the minimum and maximum values.

Instance Methods

autorepeat

Returns a Boolean value indicating how the receiver responds to mouse events.

- (BOOL)autorepeat

Return Value

YES if the first mouse down does one increment (or decrement) and, after a delay of 0.5 seconds, increments (or decrements) at a rate of ten times per second. NO if the receiver does one increment (decrement) on a mouse up. The default is YES.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [setAutorepeat:](#) (page 8)

Declared In

NSStepper.h

increment

Returns the amount by which the receiver will change per increment (decrement).

- (double)increment

Return Value

The amount by which the receiver changes with each increment or decrement. The default is 1.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [setIncrement:](#) (page 8)

Declared In

NSStepper.h

maxValue

Returns the maximum value for the receiver.

- (double)maxVa1ue

Return Value

The maximum value. The default is 59.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [setMaxVa1ue:](#) (page 8)

Declared In

NSStepper.h

minValue

Returns the minimum value for the receiver.

- (double)minVa1ue

Return Value

The minimum value. The default is 0.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [setMinVa1ue:](#) (page 9)

Declared In

NSStepper.h

setAutorepeat:

Sets how the receiver responds to mouse events.

- (void)setAutorepeat:(BOOL)*autorepeat*

Parameters

autorepeat

If YES, the first mouse down does one increment (decrement) and, after a delay of 0.5 seconds, increments (decrements) at a rate of ten times per second. If *autorepeat* is NO, the receiver does one increment (decrement) on a mouse up.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [autorepeat](#) (page 6)

Declared In

NSStepper.h

setIncrement:

Sets the amount by which the receiver will change per increment (decrement).

- (void)setIncrement:(double)*increment*

Parameters

increment

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

Availability

Available in Mac OS X v10.0 and later.

See Also

- [increment](#) (page 6)

Declared In

NSStepper.h

setMaxValue:

Sets the maximum value for the receiver

- (void)setMaxVaLue:(double)*maxVaLue*

Parameters

maxVaLue

The new maximum value.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [maxValue](#) (page 7)

Declared In

NSStepper.h

setMinValue:

Sets the minimum value for the receiver

- (void)setMinValue:(double)minValue

Parameters

minValue

The new minimum value.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [minValue](#) (page 7)

Declared In

NSStepper.h

setValueWraps:

Sets whether the receiver wraps around the minimum and maximum values.

- (void)setValueWraps:(BOOL)valueWraps

Parameters

valueWraps

If YES, then when incrementing or decrementing, the value wraps around to the minimum or maximum.

If *valueWraps* is NO, the value stays pinned at the minimum or maximum.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [valueWraps](#) (page 9)

Declared In

NSStepper.h

valueWraps

Returns a Boolean value indicating whether the receiver wraps around the minimum and maximum values.

- (BOOL)valueWraps

Return Value

YES if, when incrementing or decrementing, the value wraps around to the minimum or maximum. NO if the value stays pinned at the minimum or maximum. The default is YES.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [setValueWraps:](#) (page 9)

Declared In

NSStepper.h

Document Revision History

This table describes the changes to *NSStepper Class Reference*.

Date	Notes
2006-05-23	First publication of this content as a separate document.

REVISION HISTORY

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