Steppers

Cocoa > User Experience

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Introduction to Steppers

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

Organization of This Document

"Setting a Stepper's Behavior" (page 7) discusses how to change a stepper's behavior.

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Setting a Stepper's Behavior

To set the minimum and maximum values for a stepper, use `setMinValue:` and `setMaxValue:`. To choose how much the stepper changes its value when an arrow is pressed, use `setIncrement:`. Pressing the upper arrow increments the value by `increment`. Pressing the bottom arrow decrements the value by `increment`.

To choose what happens when the user presses the mouse button and holds it down, use `setAutoRepeat:`. If `autoRepeat` is `YES`, the stepper changes its value at a regular interval. If `autoRepeat` is `NO`, the stepper changes its value once after the mouse button is released.

To choose what happens when the user continues to press the stepper after its value has reached its minimum or maximum value, use `setValueWraps:`. If `valueWraps` is `YES`, the stepper wraps around to the minimum or maximum value. If `valueWraps` is `NO`, the stepper doesn't change its value.

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Document Revision History

This table describes the changes to *Steppers*.

Date	Notes
2002-11-12	Revision history was added to existing topic. It will be used to record changes to the content of the topic.

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