
NSStepperCell Class Reference

[Cocoa](#) > [User Experience](#)



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NSStepperCell Class Reference

Inherits from	NSActionCell : NSCell : NSObject
Conforms to	NSCoding (NSCell) NSCopying (NSCell) NSObject (NSObject)
Framework	/System/Library/Frameworks/AppKit.framework
Availability	Available in Mac OS X v10.0 and later.
Companion guide	Steppers
Declared in	NSStepperCell.h

Overview

An `NSStepperCell` object controls the appearance and behavior of an `NSStepper` object.

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 8)
Sets the minimum value for the receiver.
- `increment` (page 6)
Returns the amount by which the receiver will change per increment or decrement.
- `setIncrement:` (page 8)
Sets the amount by which the receiver will change per increment or decrement.

Specifying How Stepper Cell Responds

- [autorepeat](#) (page 6)
Returns a Boolean value indicating how the receiver responds to mouse events.
- [setAutorepeat:](#) (page 7)
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

If YES, the first mouse down will do one increment (decrement), and, after a delay of 0.5 seconds, will increment (decrement) at a rate of ten times per second. If NO, the receiver will do 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 7)

Declared In

NSStepperCell.h

increment

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

- (double)increment

Return Value

The amount by which the receiver changes. The default is 1.

Availability

Available in Mac OS X v10.0 and later.

See Also

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

Declared In

NSStepperCell.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

NSStepperCell.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 8)

Declared In

NSStepperCell.h

setAutorepeat:

Sets how the receiver responds to mouse events.

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

Parameters

autorepeat

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

Availability

Available in Mac OS X v10.0 and later.

See Also

- [autorepeat](#) (page 6)

Declared In

NSStepperCell.h

setIncrement:

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

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

Parameters

increment

The amount by which the receiver changes.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [increment](#) (page 6)

Declared In

NSStepperCell.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

NSStepperCell.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

NSStepperCell.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 will wrap around to the minimum or maximum. If *valueWraps* is NO, the value will stay pinned at the minimum or maximum.

Availability

Available in Mac OS X v10.0 and later.

See Also

- [valueWraps](#) (page 9)

Declared In

NSStepperCell.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

NSStepperCell.h

Document Revision History

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

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

REVISION HISTORY

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