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# NSStepper Class Reference

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



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Apple Inc.  
1 Infinite Loop  
Cupertino, CA 95014  
408-996-1010

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# NSStepper Class Reference

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

**Return Value**

The maximum value. The default is 59.

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

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

**Declared In**

NSStepper.h

## minValue

Returns the minimum value for the receiver.

- (double)minValue

**Return Value**

The minimum value. The default is 0.

**Availability**

Available in Mac OS X v10.0 and later.

**See Also**

- [setMinValue:](#) (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

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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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