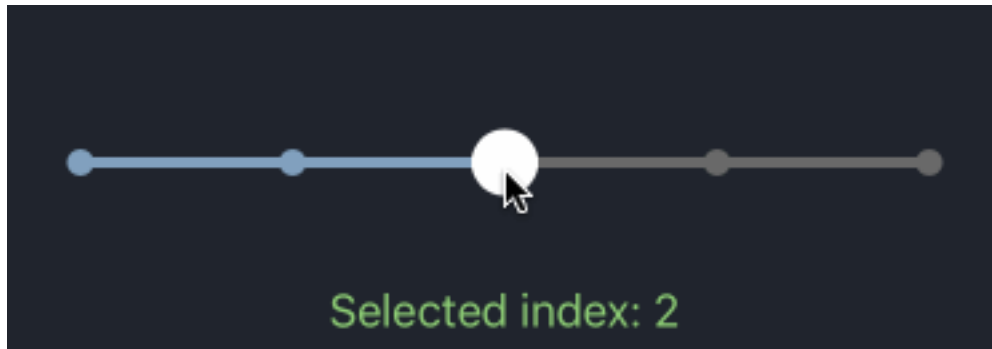

StepSlider

StepSlider is its custom implementation of slider such as [UISlider](#) for preset values. Behind the scenes StepSlider manipulates integer indexes. It's based on drawing directly on [CAShapeLayer](#).



Usage

You can add StepSlider right from code with any of the standard initialisers. Or you can add it directly to your storyboard. It's fully [IBDesignable](#) and [IBInspectable](#) compatible.

```
1 StepSlider *slider = [[StepSlider alloc] initWithFrame:CGRectMake(10.f,  
    200.f, 300.f, 44.f)];  
2 [slider setMaxCount:10];  
3 [slider setIndex:2];  
4 [self.view addSubview:slider];
```

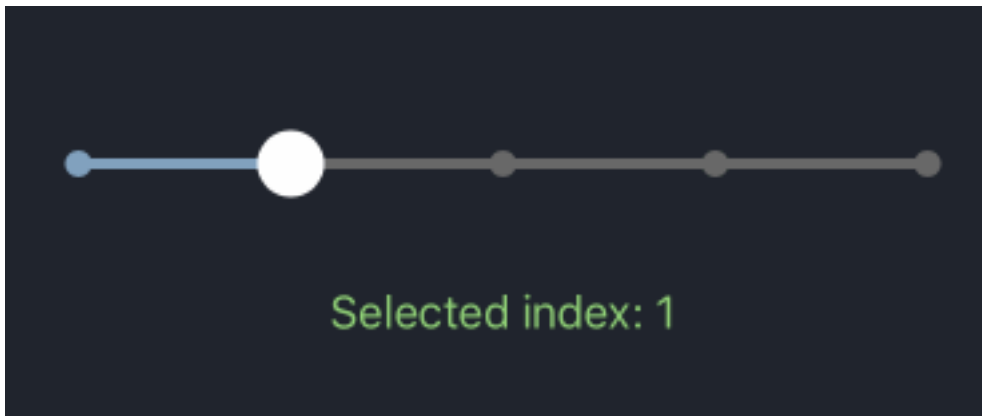
StepSlider can be fully customised by any of the following properties:

- `trackHeight`
- `trackCircleRadius`
- `sliderCircleRadius`
- `dotsInteractionEnabled`
- `trackColor`
- `sliderCircleColor`
- `sliderCircleImage`

Supports haptic feedback on `valueChanged:`.

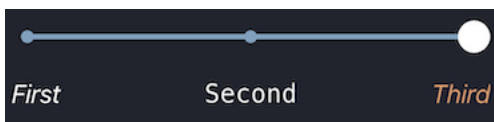
Labels From version 1.0.0 StepSlider supports labels near each circle on track.

```
1 slider.labels = @[@"Some string", @"another string", @"one more"];
```



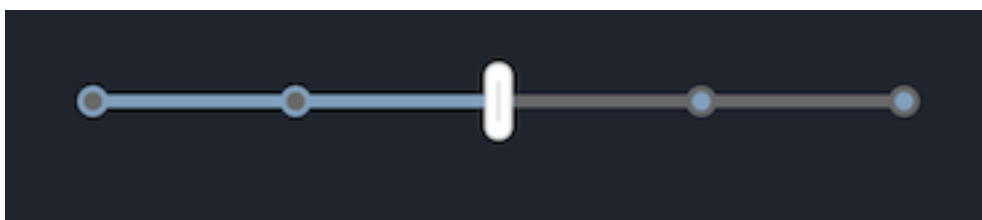
`slider.adjustLabel` - set first and last label to exactly to frame left and right.

From version 1.8.0 StepSlider support `NSAttributedString` as label text.



Images For 1.2.0 and higher you can use images for `sliderCircle` and `trackCircles`. For `trackCircles` supported two states: `normal` and `selected`.

```
1 [self.sliderView setTrackCircleImage:[UIImage imageNamed:@"unselected_dot"] forState:UIControlStateNormal];
2 [self.sliderView setTrackCircleImage:[UIImage imageNamed:@"selected_dot"] forState:UIControlStateSelected];
```



Requirements

- version 1.3.0 and above needs iOS 10.0+
- version 1.2.1 supports iOS 7.0+

Installation

CocoaPods

To integrate `StepSlider` into your Xcode project using CocoaPods, specify it in your `Podfile`:

```
1 pod 'StepSlider', '~> 1.8.0'
```

Then, run the following command:

```
1 $ pod install
```

Carthage

To integrate `StepSlider` into your Xcode project using Carthage, specify it in your `Cartfile`:

```
1 github "spromicky/StepSlider" ~> 1.8.0
```

Run `carthage update` to build the framework and drag the built `StepSlider.framework` into your Xcode project.

Swift Package Manager

Start 1.8.0 `StepSlider` can be integrated in your Xcode project. When adding new package search `StepSlider` and select version 1.8.0 or above.

Manual Installation

Just copy `StepSlider` class to your project.

License

`StepSlider` is available under the MIT license. See the LICENSE file for more info.