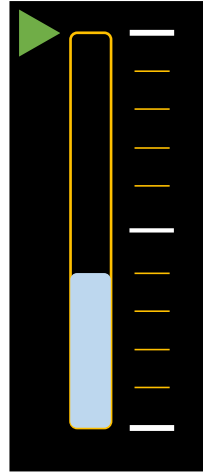
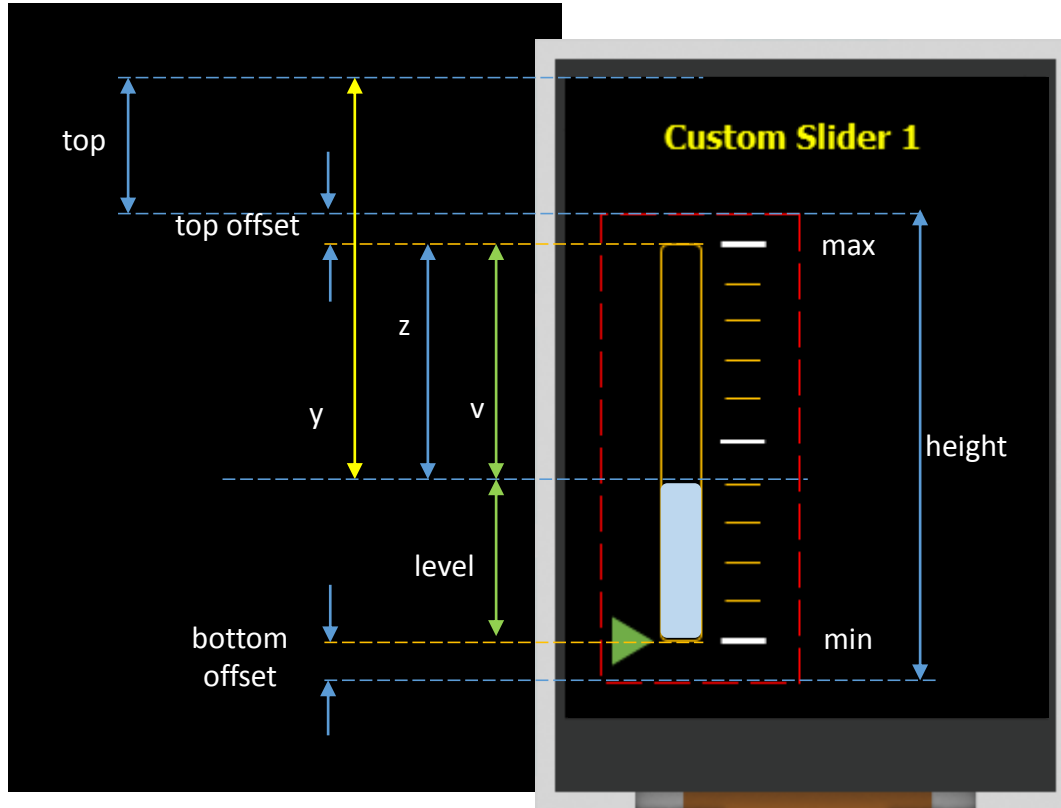


## Custom slider 1



## Custom slider 1



$z$  (pixels) =  $y - \text{top} - \text{top offset}$

**effective length** (pixels) =  $\text{height} - \text{top offset} - \text{bottom offset}$

**divisions** (units) =  $\text{max} - \text{min}$

**if** ( $z < 0$ )

$\text{level} = \text{max} - \text{min}$

**level** = **divisions**

**else if** ( $z + \text{top offset} > \text{height} - \text{bottom offset}$ )

( $z > \text{height} - \text{bottom offset} - \text{top offset}$ )

( $z > \text{effective length}$ )

**level** = **min**

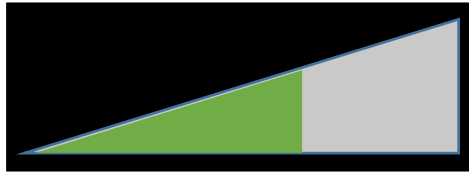
**else**

$$\frac{z}{v} = \frac{\text{height} - \text{bottom offset} - \text{top offset}}{\text{max} - \text{min}}$$

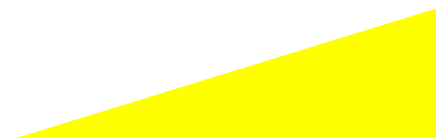
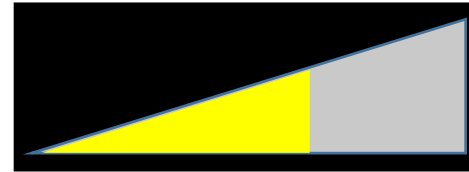
$$\frac{z}{\text{divisions} - \text{level}} = \frac{\text{effective length}}{\text{divisions}}$$

$$\text{level} = \text{divisions} - \frac{z \times \text{divisions}}{\text{effective length}}$$

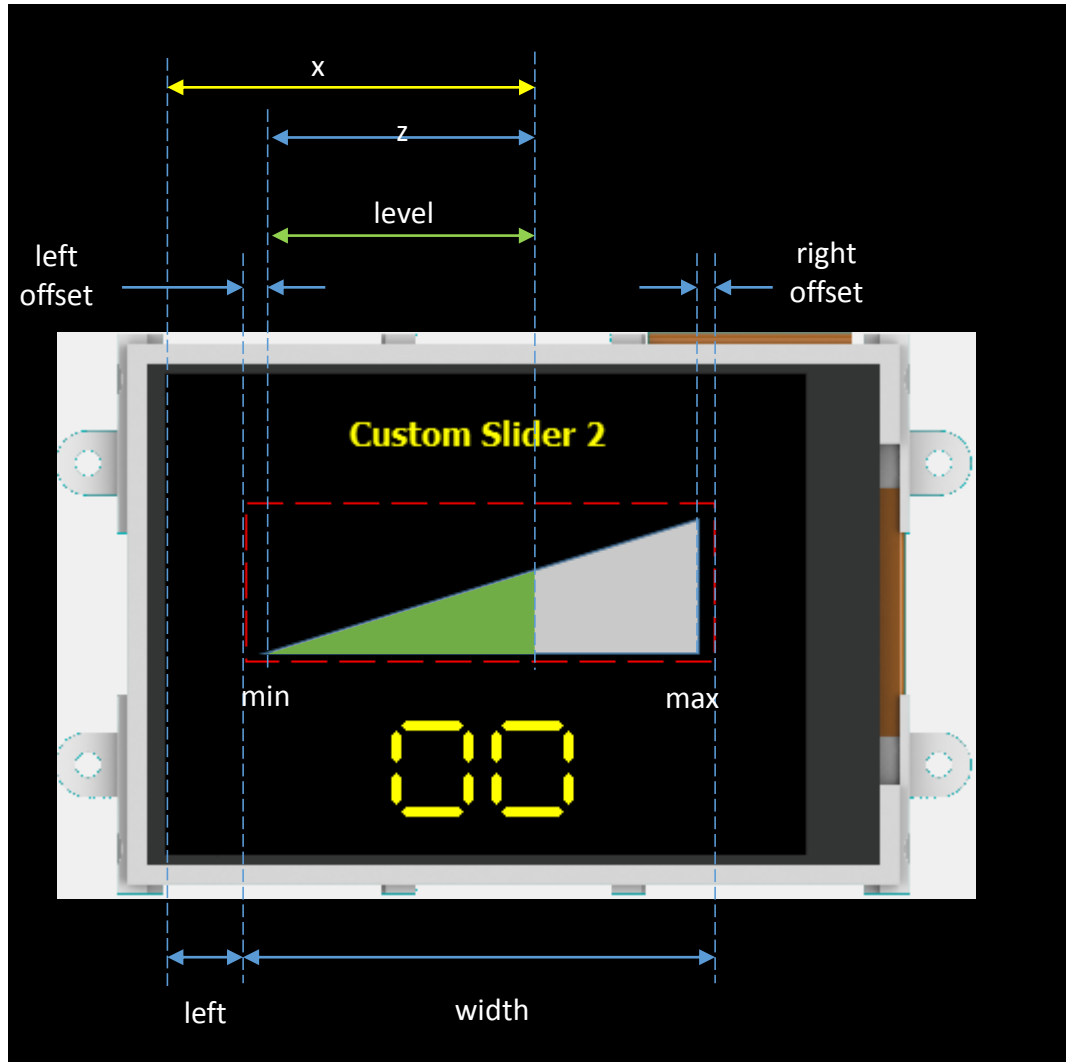
Custom slider 2



Custom slider 3



## Custom slider 2



$z$  (pixels) =  $x - \text{left} - \text{left offset}$

**effective length** (pixels) =  $\text{width} - \text{left offset} - \text{right offset}$

**divisions** (units) =  $\text{max} - \text{min}$

**if** ( $z < 0$ )

**level** = min

**else if** ( $z + \text{left offset} > \text{width} - \text{right offset}$ )

( $z > \text{width} - \text{right offset} - \text{left offset}$ )

( $z > \text{effective length}$ )

level = max – min

**level** = divisions

**else**

$$\frac{z}{\text{level}} = \frac{\text{width} - \text{left offset} - \text{right offset}}{\text{max} - \text{min}}$$

$$\frac{z}{\text{level}} = \frac{\text{effective length}}{\text{divisions}}$$

$$\text{level} = \frac{z \times \text{divisions}}{\text{effective length}}$$