

```
});  
// The user slider for the level  
function UserSlider (in_Level, in_Slider) {  
    Property = "X";  
    Len = "Width";  
    // The function for calculating the slider position in relation to the  
level  
    function Move(){  
        in_Slider[Property] = in_Level.Value * (in_Level[Len] -50) / 100;  
    };  
    // Subscription to the events  
    IR.AddListener(IR.EVENT_ITEM_PRESS, in_Level, Move); // pressing on the  
level  
    IR.AddListener(IR.EVENT_MOUSE_MOVE, in_Level, Move); // moving the mouse on  
the level  
    IR.AddListener(IR.EVENT_TOUCH_MOVE, in_Level, Move); // moving the finger  
on the level  
    IR.SetInterval(600, Move);  
};</code>
```

You can download full working example using the [\[link\]](#)