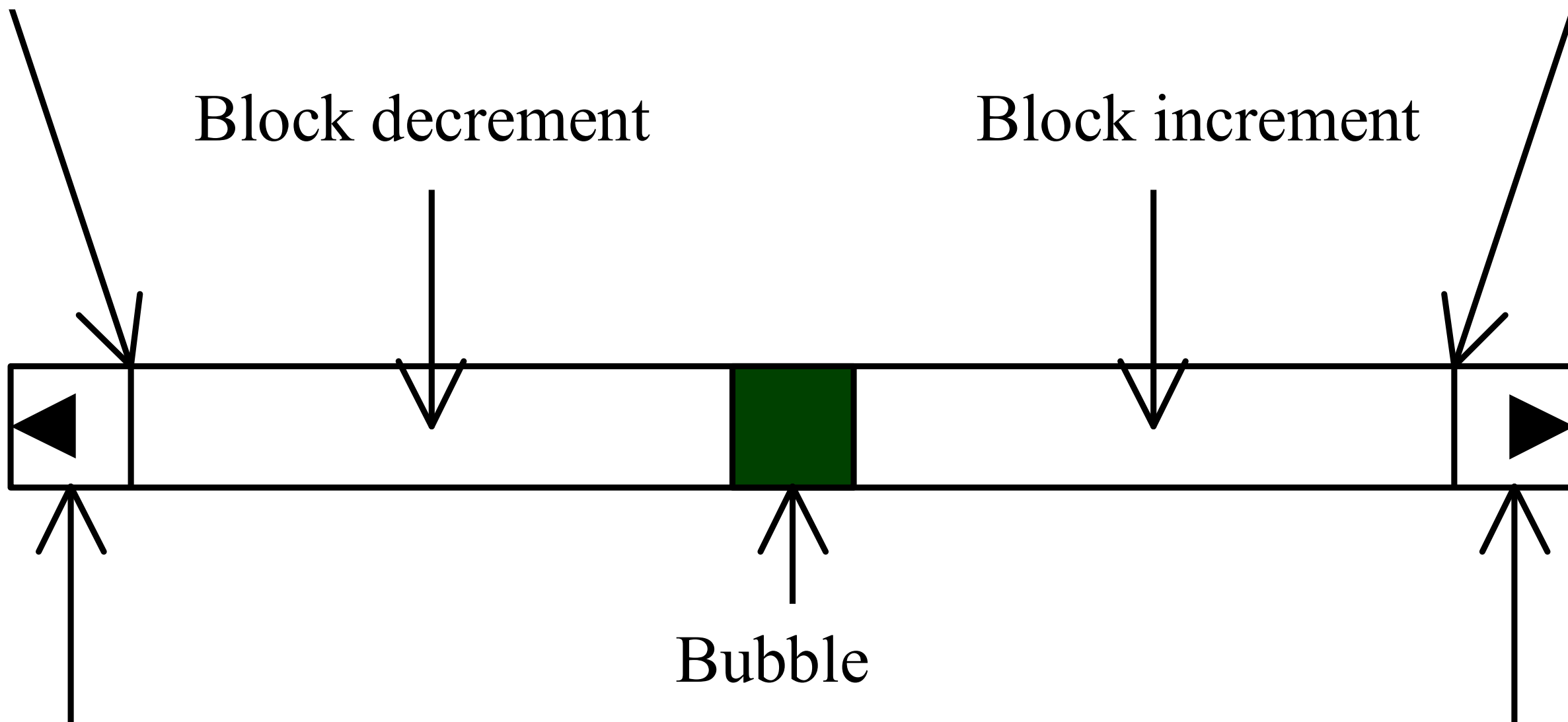


Minimal value

Maximal value

Block decrement

Block increment



Bubble

Unit decrement

Unit increment