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PROCEDURE ChangeValue (c: Control; f: Views.Frame; h: INTEGER);
                                                                    (* Rewritten by RDC, 31-May-2012 *)
  VAR  a, b: SET;  k, op: INTEGER;
  BEGIN
    a := c.item.SetVal();
    IF c.prop.opt[2] THEN
      b := a - {0 .. c.prop.level - 1} + {h}
    ELSIF c.prop.opt[3] THEN
      IF h IN a THEN b := a - {h .. c.prop.level - 1} ELSE b := a + {h .. c.prop.level - 1} END
    ELSE
      b := a / {h}
    END;
    c.item.PutSetVal(b);  Draw(c, f);

    b := a / b; k := 0;  (* Standard Notifier calls - with some possible inefficiency ! *)
    WHILE b # {} DO
      IF k IN b THEN
        IF k IN a THEN op := Dialog.excluded ELSE op := Dialog.included END;
        Ctrls.Notify(c, f, op, k, k); EXCL(b, k)
      END;
      INC(k)
    END
  END ChangeValue;

```