

# Sizing interface objects;↵Sizing interface objects

- 1 **Select an object.**
- 2 **Drag a resize handle in the desired direction.**

Interface objects in Interface Builder resize to any practical dimension. You can, for instance, increase the size of a button so it fills a window. Most interface objects, however, do not resize below a certain minimum size of usefulness.

\_SizingInterfaceObjects.eps ↵

To affect just one dimension of the object, drag a top, bottom or side handle. To adjust both dimensions simultaneously, drag one of the corner handles. To size both dimensions proportionally, hold down the Shift key while you drag a corner resize handle.

You can adjust the size and location of objects precisely by specifying their origins, width, and height in the Size display of the object's Inspector panel. See <sup>a</sup>[Positioning and sizing precisely](#)<sup>o</sup> for details.

[;PositioningAndSizingPrecisely.rtf](#);↵