

Positioningandsizingprecisely;↵Positioning and sizing precisely

- 1 Select an object.
- 2 Choose Tools arrow.↵ Inspector to bring up the Inspector panel.
- 3 Choose Size from the Inspector pop-up list.
- 4 Modify the object's origin point or its dimensions.

You can move and resize objects in your interface with numerical exactness using the Inspectors for those objects. You'll occasionally find need for such exactness, such as when you want to size an image view to the same dimensions as the image that it will display. More frequently, you'll use this method to align objects or make sure they're the same size.

[_PositioningSizingPrecisely.eps ↵](#)

When you press Return in an origin or dimension field, the object moves to the new position or expands or contracts to the new size.

Tip: You can also move selected objects incrementally↵and precisely↵by pressing the arrow key that points in the required direction. Each incremental ^anudge^o moves the object the distance of the grid or, if the grid is turned off, one pixel.

See ^aAutomatically resizing objects^o in Chapter€3 for information on the Autosizing area.
[;../03_SettingObjectAttributes/AutomaticallyResizingObjects.rtf;↵](#)