

# Making interface objects the same size;↵ Making interface objects the same size

- 1 Select the reference object.
- 2 Add to the same selection the objects that you want resized.
- 3 Choose **Format** arrow.eps ↵ **Size** arrow.eps ↵ **Same Size**.

To lend a look of consistency to your interface, you often want to make similar objects have the same size. Buttons across the bottom of an attention panel, for instance, should be the same exact size. Interface Builder gives you an easy way to do this, allowing you resize selected objects to a *reference* object. You designate the reference object differently, depending on your method of selection:

SquareBullet.eps ↵ If you press the Shift key while clicking objects in succession, the first object clicked is the reference object.

SquareBullet.eps ↵ If you draw a selection rectangle around a group of objects, selecting the objects simultaneously, the topmost object in the selection (often the most recently added object) is the reference object.

[\\_MakingObjectsSameSize.eps](#) ↵

**Tip:** In most situations, you should select multiple objects by Shift-clicking them because this method gives you more control (you know which object will be the reference object).