

Placing interface objects;↵Placing interface objects

- 1 Select the object you want to move.
- 2 Drag the object to the new location in the window or panel.

To move an object around the ^asurface^o of a window or panel, select the object and drag it with the mouse. The currently selected object has resize handlesÐsmall, gray rectanglesÐ around its perimeter.

[_PlacingInterfaceObjects.eps ↵](#)

When you move an object, make sure that the mouse pointer is inside the object and not on a resize handle.

For greater precision, select an object and press the arrow keys; this moves the object an incremental distance in the required direction. If the alignment grid is off, this distance is one pixel; if it is on, the distance is eqaul to the size of the grid.

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. See ^aPositioning and sizing precisely^o in this chapter for details.
[;PositioningAndSizingPrecisely.rtf;↵](#)

Related Concept: [;ComposingConcepts.rtf;linkMarkername](#) [SelectingMultipleObjects;↵](#) Selecting Multiple Objects