

# Automatically resizing objects;↵Automatically resizing objects

- 1 Select an object.
- 2 Choose the Size display of the Inspector panel.
- 3 In the Autosizing view of the display, click lines to make them springs or click springs to make them lines.

When you resize a window, the objects in the window must often adjust their size or the distances between themselves and other objects. The Size display of the Inspector panel lets you tell a selected object how to resize itself. The lines inside and outside the box affect different aspects of resizing behavior.

[\\_AutoSizing1.eps](#) ↵  
[\\_AutoSizing2.eps](#) ↵  
[\\_AutoSizing3.eps](#) ↵

If you do not make a view resize itself when its superview or window resizes, some ugly behavior could result. For instance, if the user makes a window small, objects that don't resize themselves could become truncated by the resized window's borders. One recourse to this unwanted outcome is to specify a minimum size for the window.

[\\_AutoSizing4.eps](#) ↵

You might need to make several iterations in Interface Builder↵setting resizing characteristics in objects and shrinking the window in test mode↵to determine what the ideal minimum size should be.

## When There Are Conflicts

You can create an impossible resizing relationship, such as specifying as fixed the object's dimensions and its distance from the window's edges. In cases of conflict, an object's fixed dimension takes precedence over its

fixed distance from a border. If all dimensions are made resizable, adjustments to the window or superview's changed dimensions are made equally to the object and its distance from a border.

For examples of the effects of these <sup>a</sup>autosizing<sup>o</sup> characteristics on views within a resized window, see <sup>a</sup>Some Effects of Automatic Resizing.<sup>o</sup> ;SettingAttributesConcepts.rtf;SomeEffectsofAutomaticResizing;¬

Interface Builder includes a test mode that simulates the actual operation of the interface. In test mode, you can test the resizing behavior of your windows and views, see how connected objects communicate, play sounds associated with buttons, and do similar operations. See <sup>a</sup>Testing the Interface<sup>o</sup> in Chapter 4, <sup>a</sup>Making and Managing Connections,<sup>o</sup> for more information. ;../04\_Connections/TestingTheInterface.rtf;¬