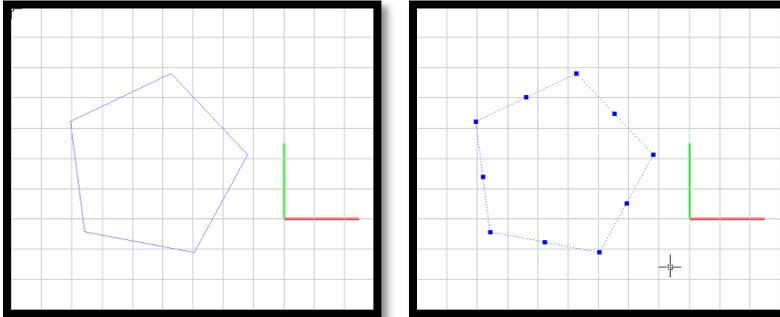# Scaling objects
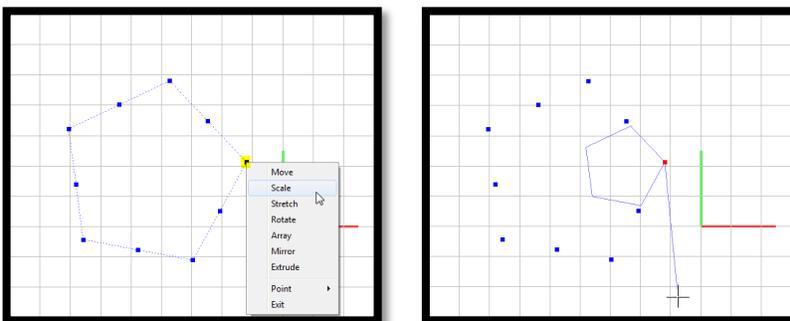
Desktop systems

To scale objects just take your cursor over the elements and select the objects.
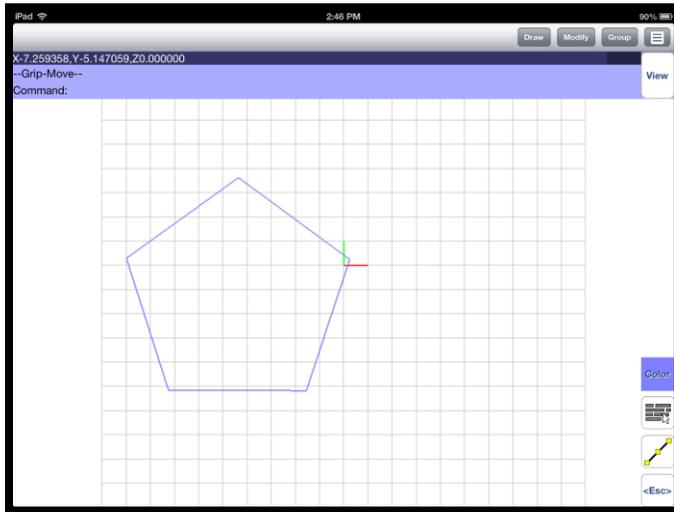

You will see some grips in the selected objects, in the example shown below there are a few grips surrounding the figure. Move the cursor over one of them and click the left mouse button.

A context menu appears with available actions you can do with the objects. Select the *Scale* option. Then you can move up and down the mouse cursor and you will notice how the selected object(s) scales in the same manner. Just click the left mouse button to apply the desired scale or press *<Escape>* to cancel the command.
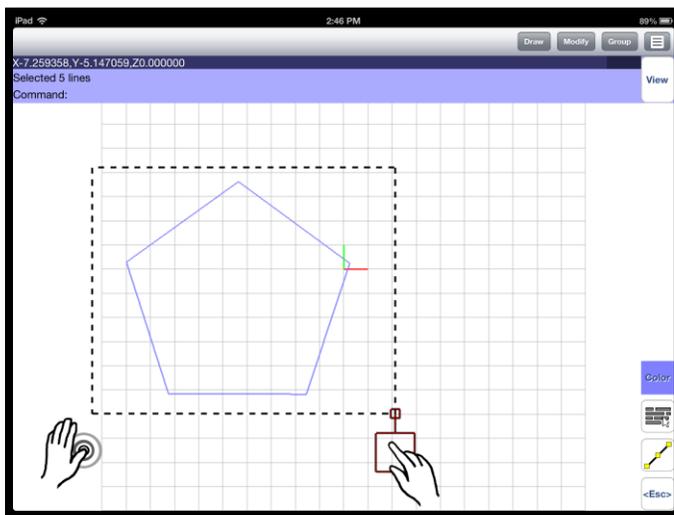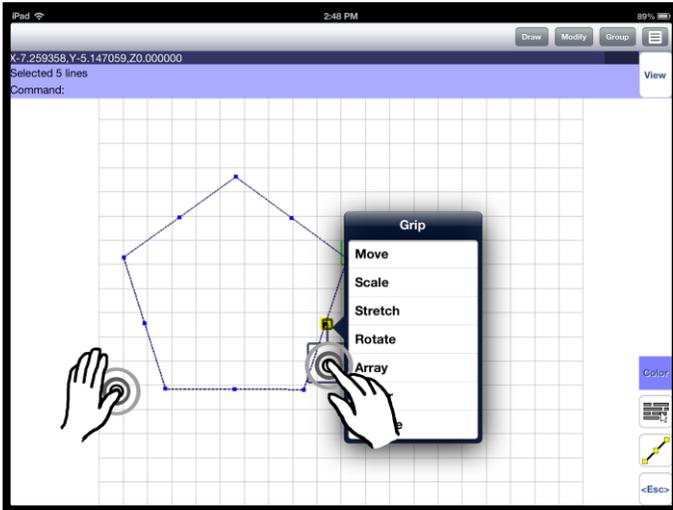
Mobile devices

To scale objects in your mobile device, first move your cursor to upper left corner from the objects.
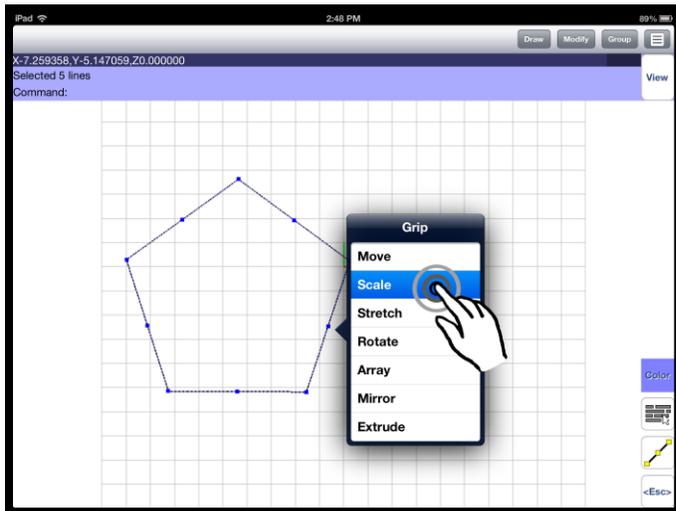

Select the objects.

You will see that some grips appear over the object. Move your cursor over one of the grips and without releasing this finger; tap the drawing area with another finger. You will notice that a context menu appears.

Select the *Scale* option

Now you are able to move the cursor up and down, meanwhile you do this you will notice how the objects scale up and down in the same manner. To apply the changes just tap again the drawing area or if you want to cancel just press the *<Esc>* button on the screen.