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ScriptEditorMorph hasScriptReferencing:ofPlayer:
ScriptEditorMorph removeEmptyRows
ScriptEditorMorph renameScript
SequenceableCollection asSortedArray
SketchMorph editDrawing
SoundReadoutTile setLiteralTo:width:
```

```
removeEmptyRows
    submorphs copy do: [:m |
        (m isAlignmentMorph and: [m submorphCount = 0])
            ifTrue: [m delete]].
    self fullBounds.
    self layoutChanged.

    self flag: #noteToJohn.  "Screws up when we have nested IFs.  got broken in 11/97 when
you made some emergency fixes for some other reason, and has never worked since...  Would
be nice to have a more robust reaction to this!"
"
    self removeEmptyLayoutMorphs.

    spacer ← LayoutMorph new extent: 10@12.
    spacer vResizing: #rigid.
    self privateAddMorph: spacer atIndex: self indexForLeadingSpacer.

    spacer ← LayoutMorph new  extent: 10@12.
    spacer vResizing: #rigid.
    self privateAddMorph: spacer atIndex: (submorphs size + 1).
```