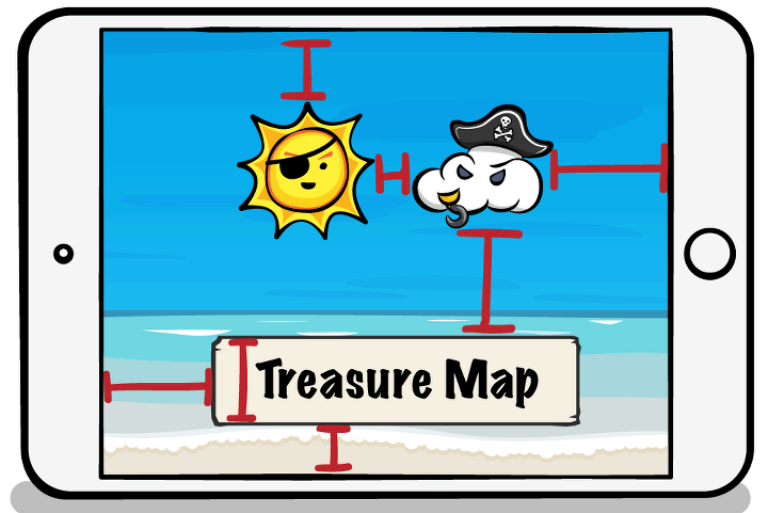


MASTERING

# AUTO LAYOUT



HANDS-ON CHALLENGES

## Mastering Auto Layout

Jerry Beers

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# Challenge #2: Constraint Inequalities

By Jerry Beers

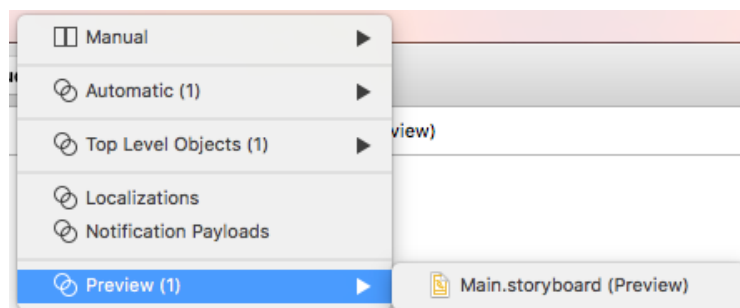
In this challenge, you'll look at one of the tools Xcode provides for debugging views, **Double-Length Pseudolanguage**, and use it to see how different length text impacts your layout.

## Preview

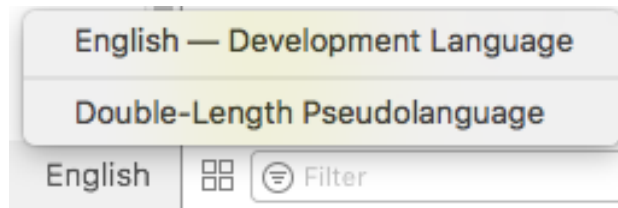
There are two places you can use the double-length pseudolanguage, the first is in the preview assistant. With the storyboard open, click the circles in the upper-right to open the assistant editor.



Then, at the top of the assistant editor, click to select the preview.



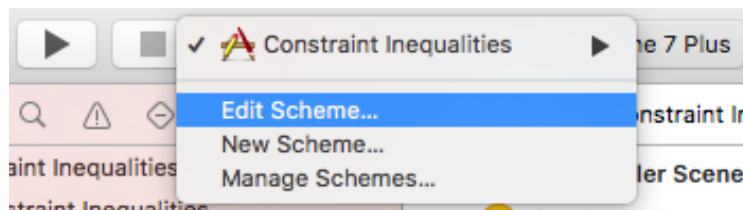
Finally, at the bottom of the preview, click the language and select **Double-Length Pseudolanguage**.



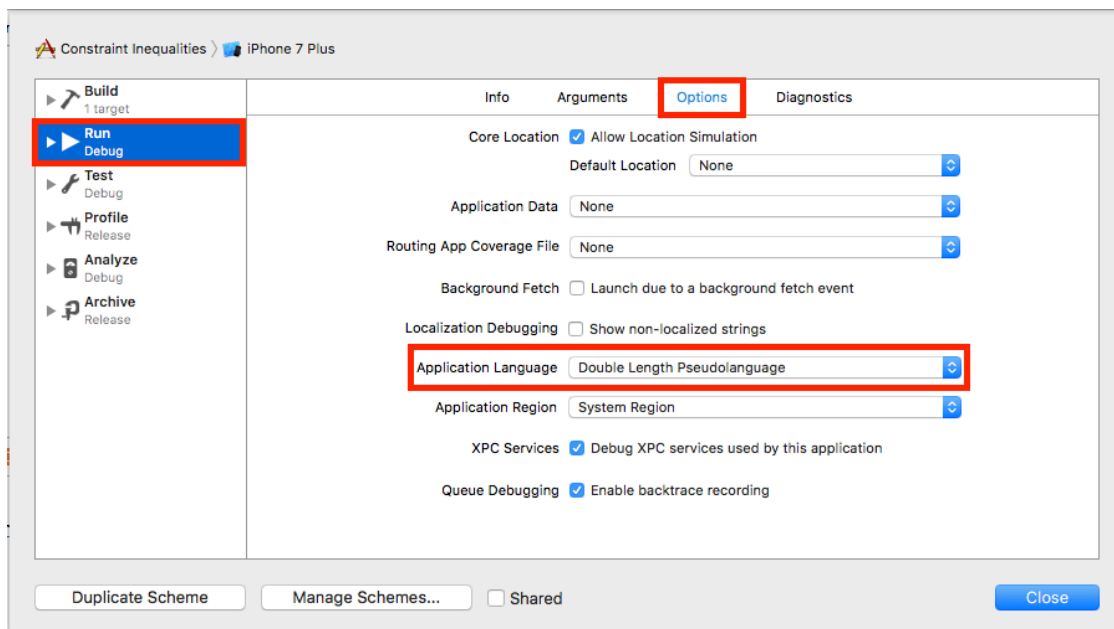
This will make all the text in the preview be doubled from what is in the storyboard.

## Runtime

Of course, the preview doesn't always look the same way your app will at runtime, so the second way you can use this tool is when your app is running. First, click on the project name in the upper left corner to edit the scheme.



Then, in the settings dialog, with the "Run" option selected on the left, click the "Options" tab at the top. Now you can pick the language that your app will run in and "Double Length Pseudolanguage" is one of the choices.



When you select this and run the app, all the text in the app will now be doubled. Both of these are very useful for visualizing what will happen with your layout when

the text is longer than it initially was in your storyboard.