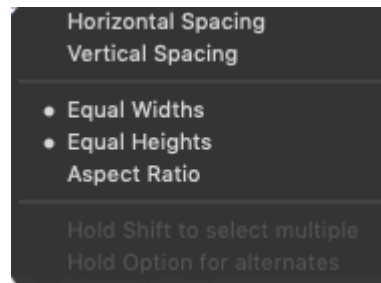


Potential issues when working on 50:50 Split

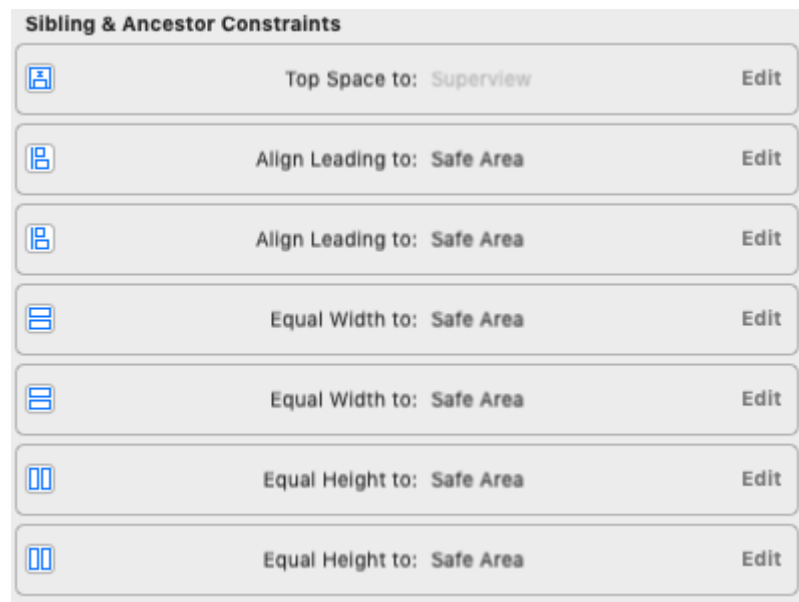
- When you Control-drag from a view  View to the Safe area  Safe Area the first time, you'll see a pop-up window like this below:



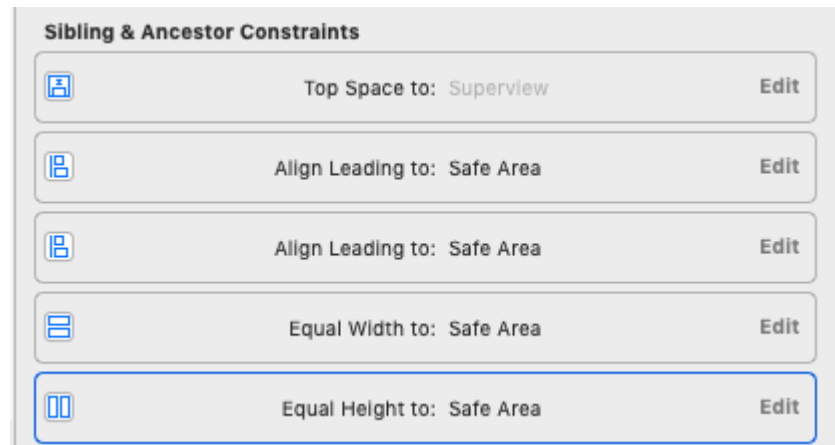
Press and hold on the shift key, then check “Equal Widths” and “Equal Heights” with your mouse. When you do the same step the second time, you'll see a pop-up window like this:



Don't check “Equal Widths” and “Equal Heights” again! If you do that again, it will create two additional constraints same as the first two constraints you created the first time. You'll end up a screen from the Size Inspector on the View:



That would impose conflicts on constraints when we change one without changing the other. An easy to resolve this → double-click on one of the two identical constraints (Equal Width to: Safe Area) → press delete key. Repeat to remove another one of the two identical constraints (Equal Height to: Safe Area). Now your screen should show from the Size Inspector on the View as follow:



When you click on Edit button and change the multiplier from 1 to 0.5 for both Width and Height, you'll end up a screen like this:

