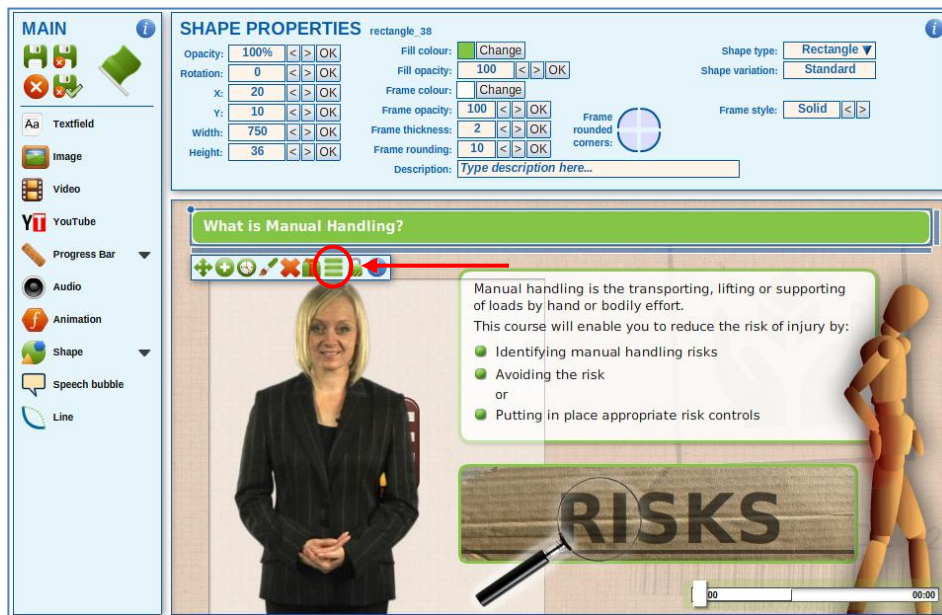# Changing the Depth of an Object

When you are working on a complex screen, with objects placed on top of each other, you might need to change the depth order of the objects in question, so the final stacking order is the one you wish to obtain.

To change the depth of an object:

- Click the **Change Depth** button:



- to

- A sub-menu will be displayed, containing the options to move object(s) one level up or down or move object(s) to the top or bottom. At this point you have one of four options:

  1) Click the **Send Backwards** button to send the object back by one layer:

  

  2) Click the **Send to Back** button to send the object to the bottom of the stacking pile:

  

  3) Click the **Bring Forward** button to bring the object forward by one layer:

  

  4) Click the **Bring to Front** button to bring the object to the top of the stacking pile:

  