

## **Locked and unlocked objects**

You can lock one or more objects (artwork, dies, and marks) so that the position, size, rotation, and so on, cannot be changed. If you select multiple objects and apply a change, the change affects only those objects that are unlocked. If you select a locked group and apply changes, the changes are not applied.

Individual die stations are always locked, in the sense that you cannot move, scale, or rotate them separately. If you have a locked and an unlocked item selected at the same time (for example, a die station and a mark), the lock icon is shown with two shackles, one locked and one unlocked.