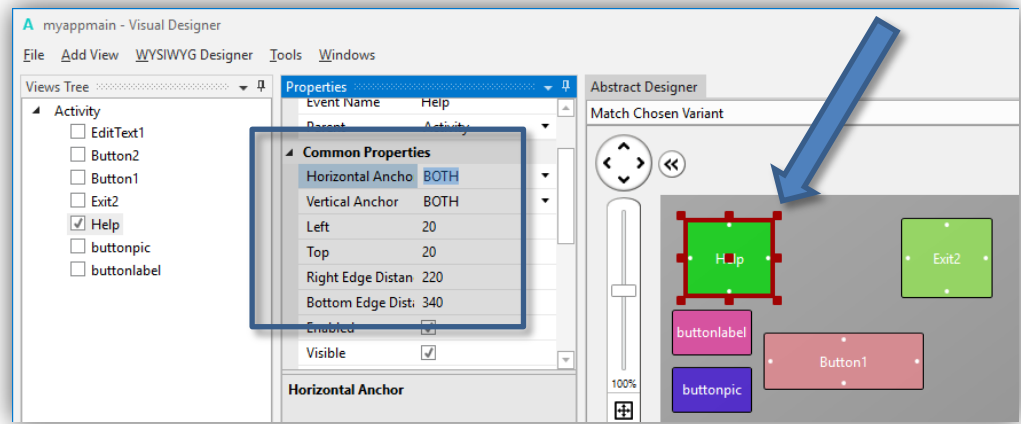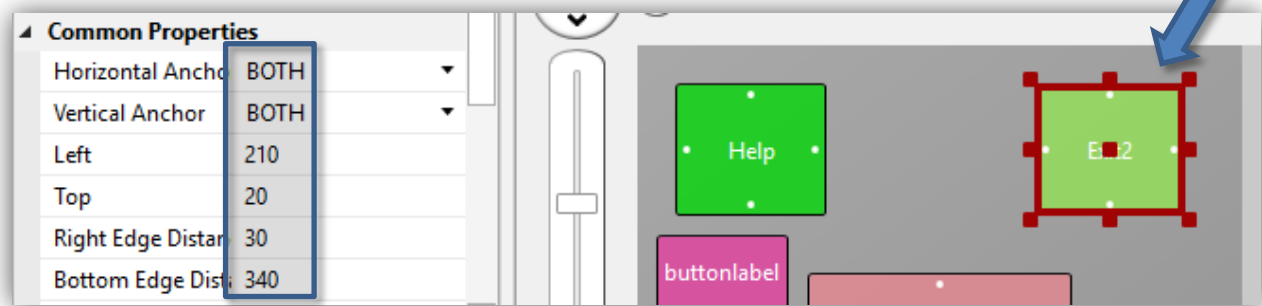This is the way it is now… The top-left button has been selected here showing its size/position properties.

This is the top-right button with its size/position properties.
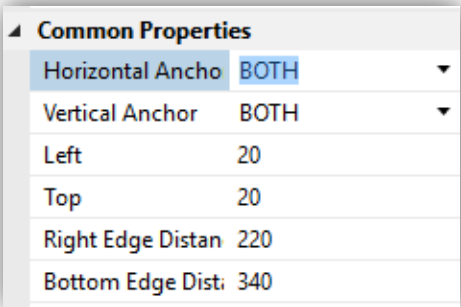

The way it is now, both buttons are the same size, but as you can see, the "left/top" or "Right/Bottom Edge Distance" amounts are of not much help in determining if they are in fact the actual size, or at the exact same horizontal level. This is very confusing and time consuming.
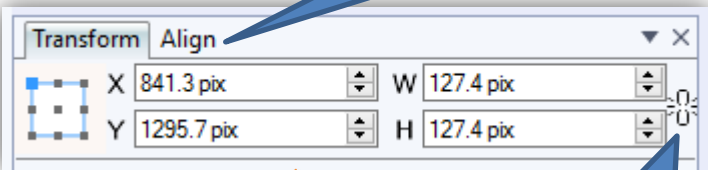
The "*Horizontal Anchor, Vertical Anchor, Left, Top, Right Edge Distance, Bottom Edge Distance*" options do not bring quickly the desire results (I always have to do some math to know exactly how much to add/subtract and input that amount for the next object properties if I wanted it align at a certain place and at a certain size), and, in my super humble opinion, it would be much better (for us, the users) to simply change the button's name to have a horizontal (x) and vertical (y) positioning button, and width and height buttons, and to have both sections (position and size) to act independently of each other. Also, a lock size/position button.

For example:

Instead of this: Something like this better:

This "aligns" text inside the object, or is used for quick object alignment.

This "locks" the object size and position.

This is pragmatic, visually understandable, and quicker to manipulate.