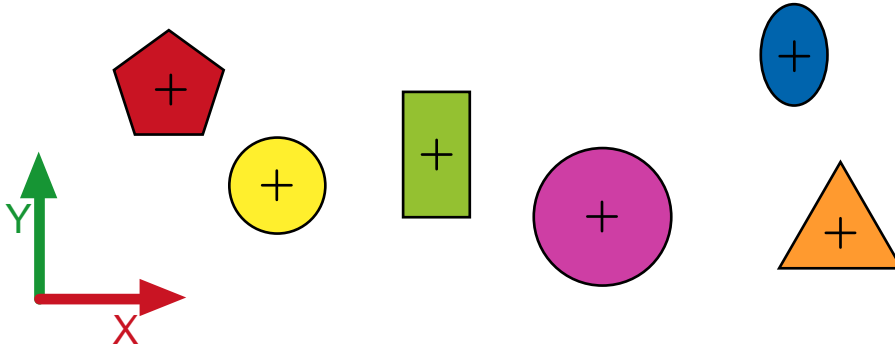


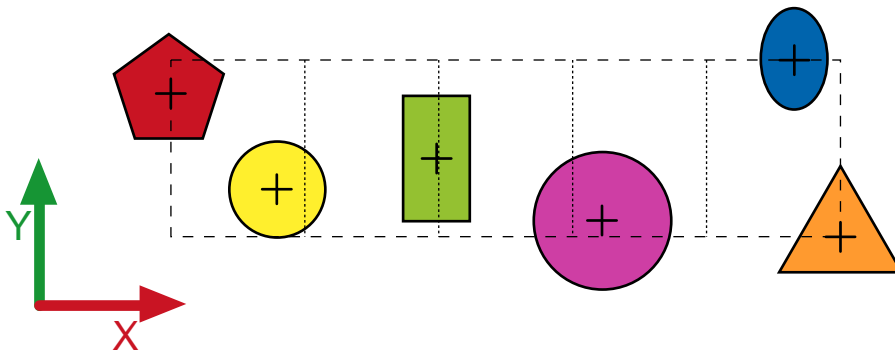
Distribution explanation

Many possible methods could be used for distribution so, I will explain the one I choose. If not fully understood, it may seem that it will not work sometimes. But it does!! ;-)
Imagine the following arrangement of objects:

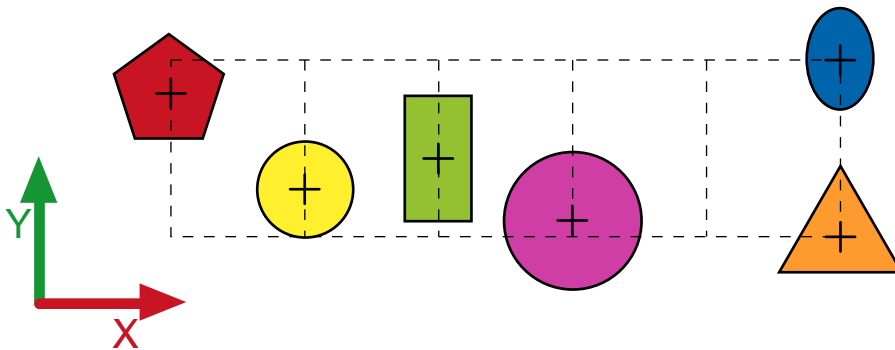


If we want to distribute the centers (Align&Distribute always works on the axis of the objects) the following calculations will be performed...

First the limits are calculated. Then, the space is divided by the number of objects between both limits (in this case, 4 objects between the pentagon and the triangle).



Then, each object between both limits is snapped to the closest subdivision coordinate. In this case, the following will result:



The blue ellipse seems to have snapped to the wrong place but, since it was closer to the limit than it was from the previous subdivision, it went where it should. Just drag it roughly to the place where it should be and repeat the operation. All other objects will stay in their places.

As a general rule, just roughly distribute the objects before doing the distribution and it will all work out fine :-)