Panels
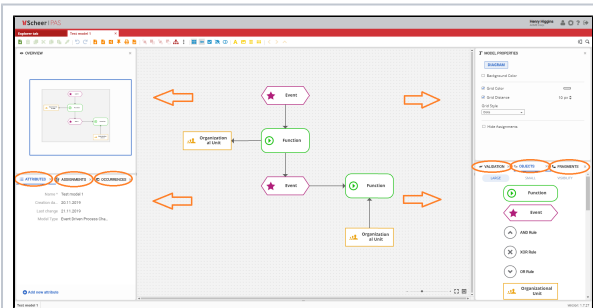
Panels Overview

Many of the options that **Modeler** provides to users are arranged within logical units - **Panels**, which are located on the left, right and bottom of the Canvas.

On the *left side* of the Canvas by default are the following panels:

- **Overview**
- **Attributes**
- **Assignments**
- **Occurrences**

On the *right side* of the Canvas by default are the following panels:
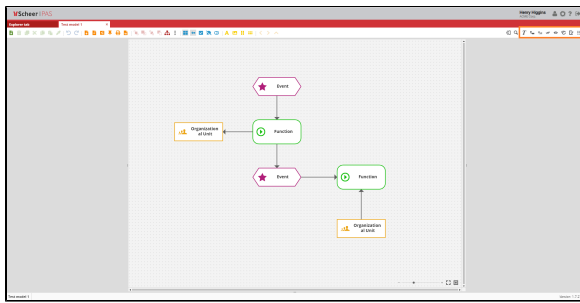
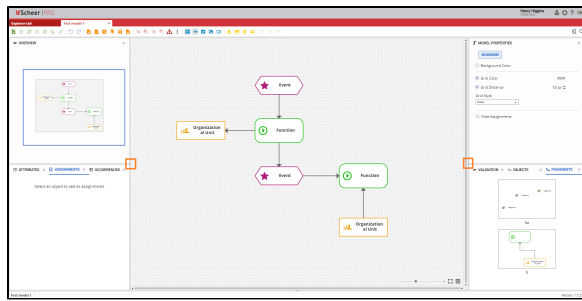| |
|---|
| - **Model-Object Properties**
- **Objects**
- **Fragments**
- **Validation**
- **Compare Model**

At the *bottom* of Canvas is:

- **Language Panel**

You can **change the panel location** by clicking on the panel and dragging it to the desired position. For example, the Overview panel can be located on the bottom right side of the canvas by dragging it there. |

Closing Panels

Panels can be turned off at any time and turned back on. This is done by clicking on the **X** button on the top right corner of every panel individually.

If you close the panel, its icon will be located on the very right in the **Toolbar**.

Click on the icons on the right of the **Toolbar** to reopen any panel that has previously been closed.

Hiding Panels

Panels on one side can be temporarily hidden by clicking on the **arrow icon** located on the inner edge of the side panel.

Click it if you want to hide all of the panels on that side of the screen, and click again if you want to show them again.