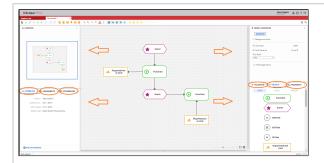
Panels

Panels Overview



Many of the options that **Mod** eler provides to users are arranged within logical units - Pa nels, 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:

- Ove rview Attri
- butes Assi
- gnm ents • Occ

nces

On the rig ht side of the Canvas by default are the following panels:

On this Page:

- Panels Overview

 - Closing PanelsHiding Panels

Related Pages:

- Overview
- Attributes

- Assignments
 Occurrences
 Model-Object Properties
- Objects Fragments Validation
- Language Panel
- Compare Model
- Permissions
- Canvases
- Panels
- Model Toolbar
- Export and Import Keyboard and Mouse Shortcuts
 Reusing Objects

- Messaging Query Wizard

Related Documentation:

• Administration Guide Managing Permissions

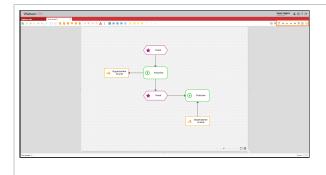
- Mod el-Obje ct Pro perti
- es
 Obje
 cts
- Frag men ts
- Vali dati on
- Com pare Mod

At the bot tom of Canvas is:

Lan gua ge Pan el

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

Closing Panels

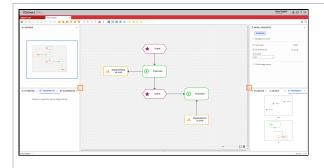


Panels
can be
turned
off at any
time and
turned
back on.
This is
done by
clicking
on the X
button on
the top
right
corner of
every
panel
individuall
y.

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

Click on the icons on the right of the **Toolb** ar to reopen any panel that has previousl y been closed.

Hiding Panels



Panels on one side can be temporari ly hidden by clicking on the arr ow icon I ocated 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.