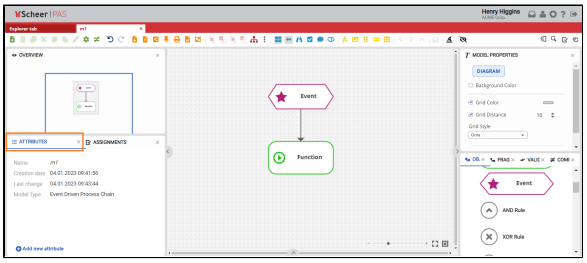
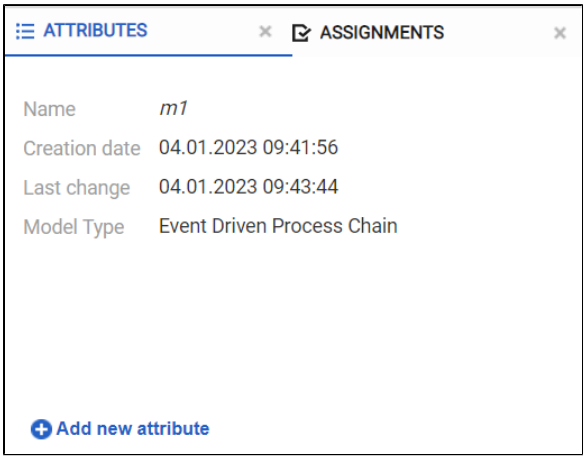
Attributes

Attributes Panel Position



The **Attributes panel** gives you an option to change the model and the object attributes, such as their name or the type of the model /object.

Attribute Panel Overview



The **Attributes panel** is used to add, edit or delete attributes for models or objects.

Note that you will create an attribute just for the select

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Related Pages:

- Text Attribute
- Rich Text Attribute
- Date Attribute
- Date/time attribute
- Number Attribute
- Select Attribute
- Multiselect Attribute
- Link Attribute

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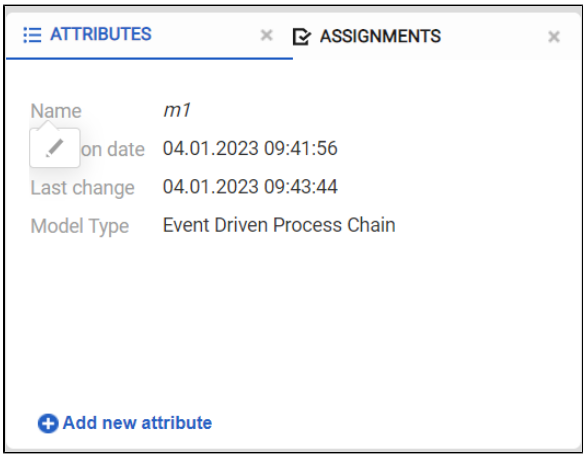
- Validation
- Language Panel
- Compare Model

edmodel/object. If you select any other object/model, you will not be able to see this newly created attribute.

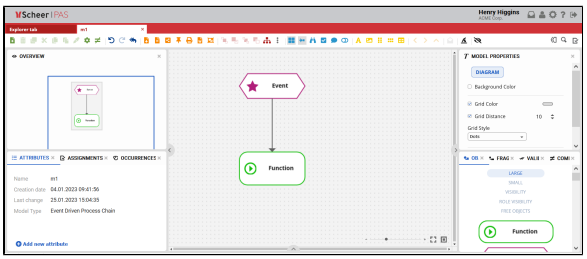


To edit the name of an attribute, right-click on the attribute name. A context menu will appear.

From the context menu, click on the **Edit attribute name** icon to open the attribute editing window.

You can then enter a new name for the attribute and save your changes.

Adding a New Attribute



To add new attribute types, click on the bottom left button in the **Attribute panel.** Type a name and select the attribute type you want to create.

The following attribute types are available:

1. **Text**
2. **Rich Text**
3. **Date**
4. **Date /Time**
5. **Number**
6. **Select**
7. **Multiselect**
8. **Link**
9. **User Type**

You can **remove** newly created attributes by clicking on the X icon, located to the right of the attribute.

If an occurrence requires its own attribute, you can use **Add occurrence-specific attribute** (local attribute disconnected from definition) button to overwrite a value in the definition locally. This can be useful, for example, for transaction codes in the context of a process.

You can **drag & drop attributes** of an object or model onto the canvas. When an attribute is dragged & dropped on the canvas area, the **Attributes** section is included in the **Model-Object properties** section where you can change the attribute properties.

For more details visit page Model-ObjectProperties.