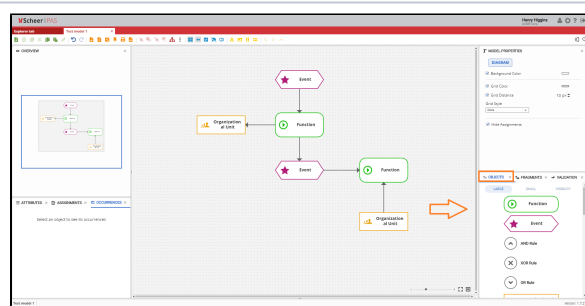


Objects

Objects Panel Location



The **Objects panel** is by default located in the lower-right corner of the screen, along with the **Fragment**s, **Validation** and **Compare Model** panels.

This is where the objects are that you can drag & drop on the Canvas to expand the model.

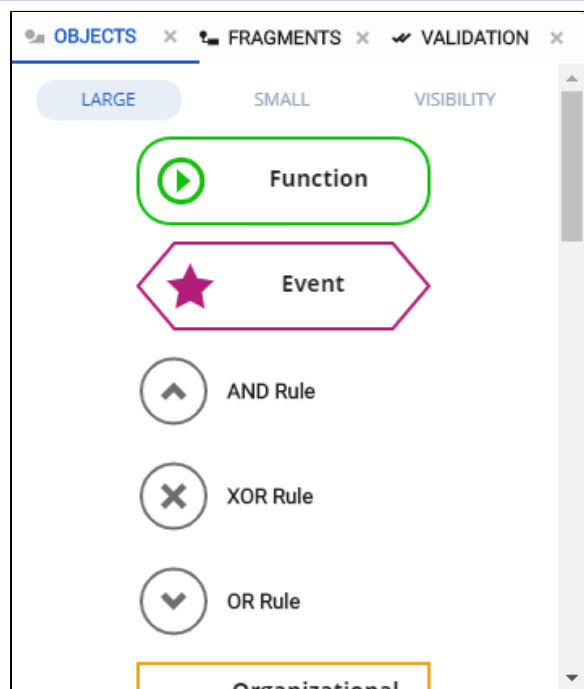
On this Page:

- [Objects Panel Location](#)
 - [Objects Panel Overview](#)
 - [Navigation Symbol](#)

Related Pages:

- [Overview](#)
- [Attributes](#)
- [Assignments](#)
- [Occurrences](#)
- [Model-Object Properties](#)
- [Objects](#)
- [Fragments](#)
- [Validation](#)
- [Language Panel](#)
- [Compare Model](#)

Objects Panel Overview

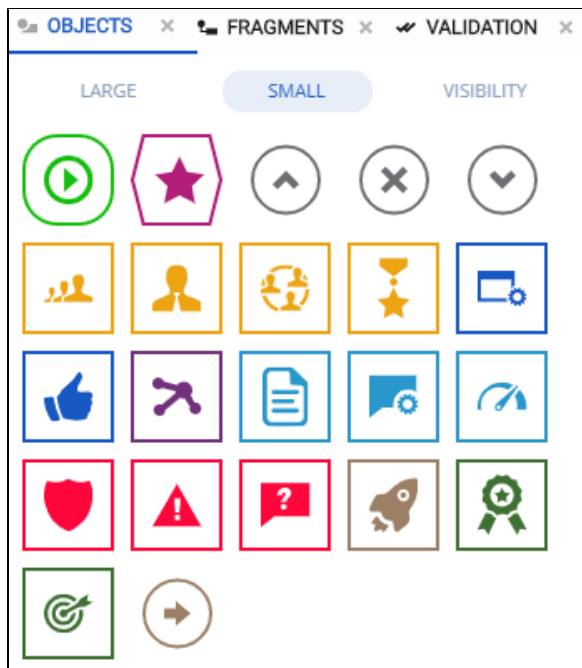


The **Objects panel** is the most often used and the most important panel.

Within this panel there are several sections:

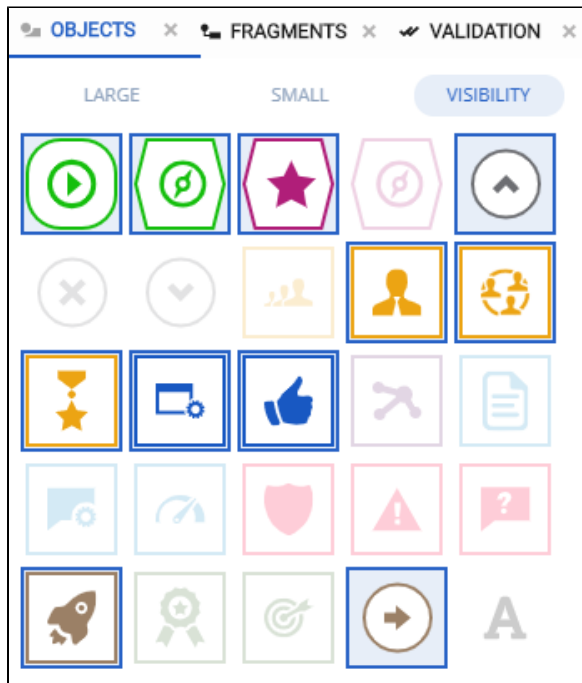
1. **Large,**
2. **Small**
3. **Visibility**
4. **Role Visibility**
5. **Free Objects**

Within the **Large** section, you see objects as full size objects, the way they look on the Canvas.



If you want to see more objects inside the Objects panel, without the need to scroll down, select the **Small** section.

Small objects have the same symbol as the corresponding large objects. They are reduced in shape only on the panel, when pulled out on the canvas they become full size objects.

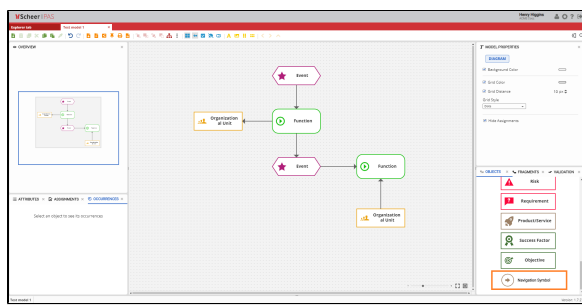


Within the **Visibility** section is a display of all objects for the current model type.

You can turn on / off the visibility of certain types of objects on the Canvas by clicking on the objects inside this panel.

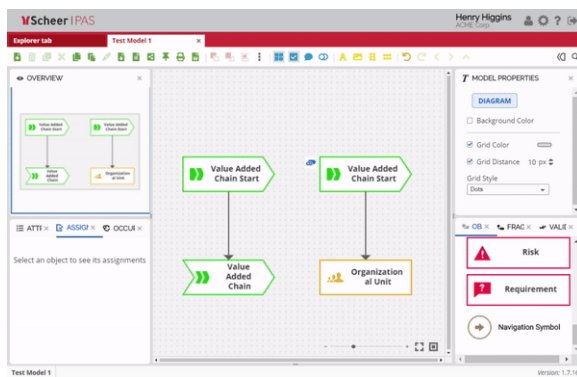
When the object is grayed out, it is turned off and not visible on the Canvas.

Any object that has the visibility turned off is invisible when you click on the **Toggle surrounding objects** icon located in the toolbar.



There is a unique object called **Navigation Symbol**, that is present in all of the models.

With Navigation Symbol you can create an **assignment/link** of the current model **with another model** so that that other model will become the **parent** of the current model.



Drag and drop Navigation symbol object to Canvas.

Click on Navigation symbol object on the Canvas and then in the Assignment's panel select the option **Link New Model** or **Link Existing Model**.

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Once the link of the current model to another model is created, the **Up** icon within the Model Toolbar will be enabled and by clicking on this icon you can navigate to the linked model.