

# [EN] 01. The Modes of Operation (Views) of the Editor Application

In the Editor Application, there are two modes of operation:

- simple and
- advanced

By default, the simple mode is enabled. In order to switch to the advanced mode, the user should select the “Advanced mode” option from the “View” menu. In order to return to the simple mode, the user should select the “Advanced mode” option from the “View” menu again.

The differences between the operation modes (views) of the Editor Application are shown in the [table below](#).

| Properties /mode | The Simple Mode   | Advanced Mode  |
|------------------|---|--|
| Object node      | <ul style="list-style-type: none"><li>• If an object only has one edition, then it is not visible after the object has been opened – only the file versions making up the edition of the object are visible. All properties pertaining to an edition and an object can be modified in the property window tabs after the object has been selected on the element list.</li><li>• If the object has more than one edition, then the editions are visible after it has been opened (just like in the advanced mode); the object files’ node is also visible. Once such an object has been selected on the element list, only the object properties can be modified in the property window tabs. In order to display/modify the edition properties of the selected object, the user should open the object and select, on the element list, the edition to be edited (the properties of that edition will appear in the property window tabs).</li></ul> | Once an object has been created, all its editions become visible. The file versions comprising a particular edition are visible when that edition is opened. Apart from the editions, the list also contains the object files’ node (with all files related to that object). |