

# Entering Edit Mode

You enter Edit Mode by either editing an issue or [creating a new issue](#). In general, to edit a value displayed in the Structure widget, do one of the following:

- **double-click** that value;
- select the issue and click **Edit** button on the toolbar;
- select the issue and use a keyboard shortcut – either **Tab**, or **F2**, or **s,s** ("s" twice);



If the value is a link (like in the Summary or Assignee fields), you can still double-click it: the browser will not open the link but will start editing instead.

If you are already in the Edit Mode, you can simply **click** the value you need to edit, or navigate there with special keyboard shortcuts (see [Using Keyboard in Edit Mode](#)).

In the Edit Mode:

- a field editor is shown in the currently edited cell;
- the edited column is highlighted in the table header;
- **Edit** button on the toolbar is toggled on.

**Mars Colony**

**Edit Mode Turned On**

**Field Being Edited**

Key Summary Assignee Fix Version/s Due Date

MARS-2464 Mars Colonization - There are several reasons to consider Mars colonization Demo Account v1

MARS-3005 Define project KPI **Field Editor** Harry Assign To Me

MARS-3006 Create work breakdown structure

MARS-2465 Transportation to Mars - Mars missions require the transport of equipment Demo Account

Revert Field Done