

# 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**

**Field Editor**

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	Harry		
MARS-3006	Create work breakdown structure			
MARS-2465	Transportation to Mars - Mars missions require the transport of equipment	Demo Account		