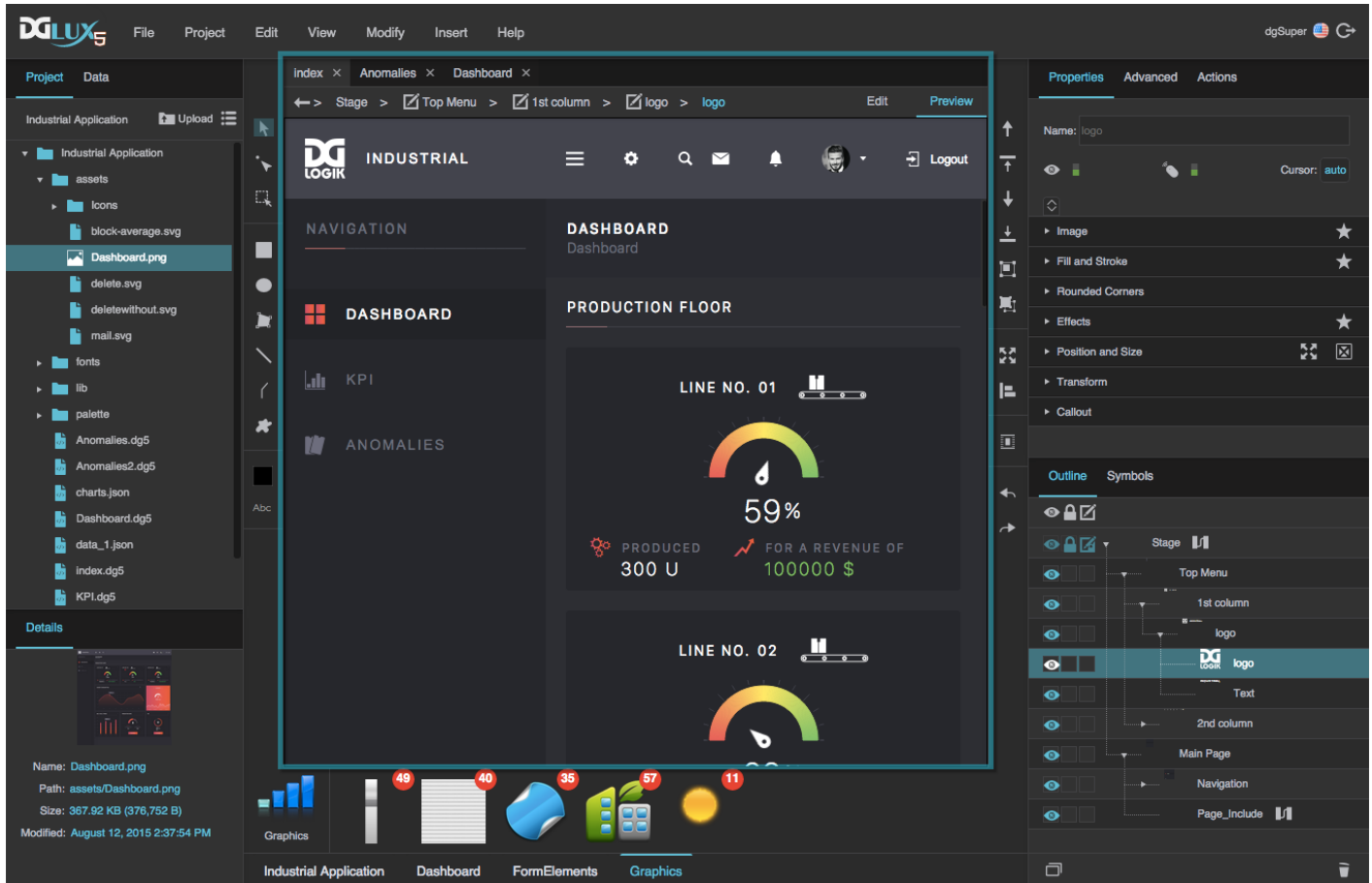


# Document Window

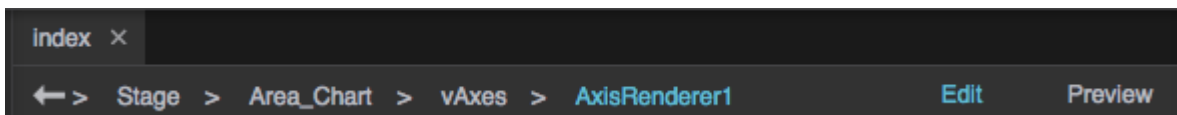
The Document window is a WYSIWYG panel where you can view and edit pages. By default, it is located in the center of the DGLux5 workspace.



*The location of the Document window*

The top portion of the Document window contains breadcrumbs for the currently selected element. If DGLux5 is currently in [Symbol editing mode](#), these breadcrumbs begin with **Symbol** and then the name of the symbol.png being edited. Otherwise, the breadcrumbs begin with **Stage**.

The top portion of the Document window also contains controls to change between [Edit mode](#) and [Preview mode](#), and to open the [Viewer](#).



In the main portion of the Document window, you can insert, select, move, resize, edit, and otherwise manipulate objects. For a guide to some basic operations for editing objects, see [Create a Simple Page](#) and [Component and Widget Essentials](#).

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