

Edit a Dimension

Once a logical dimension has been created, you can open it in the dimension editor canvas to edit the initial hierarchy and key level that was created. You can then model additional hierarchies, levels, and secondary attributes.

About this task

To open the dimension editor canvas, double-click the dimension name on the cube canvas or in the Library.

- [Edit the Dimension Name](#) When you first create a dimension, you assign it a logical name or caption that is propagated to the initial hierarchy and key level that is created for the dimension, as well as to the dimension name used on the cube canvas. You can edit the dimension's canvas name, hierarchy name, and key level after the dimension is created.
- [Edit a Hierarchy](#) Once a dimension is created, you can always edit the hierarchy to change its name and other properties. Double-click the hierarchy name to open the edit dialog.
- [Edit a Level](#) You can always edit an existing level in a dimension to change its name or other properties. Double-click the level name to open the edit dialog.
- [Edit a Secondary Dimensional Attribute](#) You can always edit an existing secondary dimensional attribute in a dimension to change its name or other properties. Double-click the attribute name to open the edit dialog.
- [Using Custom Empty Members for Levels and Attributes](#) Enable this feature to handle NULL values so that dimensions are not forced to fix their fact datasets.