

Edit The Dimension Type

This section explains how to edit a normal dimension's type.

About This Task

When you first create a dimension, you assign it a type. AtScale allows two types of normal dimension:

- ▲ Standard: A standard dimension can have any kind of hierarchy.
- ▲ Time: A time dimension must have a time-based hierarchy. (For more information, see [Time Dimensions](#).)

Because time type dimensions were introduced in AtScale 2019.2.0, any dimension created in AtScale 2019.1.x or earlier was automatically created as a standard dimension, even if it had a time-based hierarchy. Starting from AtScale 2019.2.0, you can edit a dimension's type.

If you are changing a dimension's type from standard to time, then after completing the following procedure, make sure to [edit each level in the hierarchy](#) to assign a time unit to each.

Procedure

To add a normal dimension:

1. Open the main cube canvas.
2. Locate the dimension you want to edit on the cube canvas or the dimensions panel, click its menu icon and select **Edit**.
3. In the Type field, select **Standard** or **Time**.
4. Click **Save**.

What To Do Next

If you have changed a standard dimension to a time dimension, you must next [edit each level in the hierarchy](#) to assign a time unit to each.