

Edit Text Content

You can edit texts at the book level, or at the individual section level. See [Texts' Structure](#) for help.

- **Edit an individual section** to change the content of the text. Click the **pencil icon** next to items in the Table of Contents to begin.
- **Edit the top section** to change the metadata that applies to the entire text. Click **Edit top section** to begin.

Why don't I see any text content when I click 'Edit top section'?

You can only edit the text content section by section. The top section may just be a placeholder that holds all the sections in the book. In this case, it won't hold any section content, though it may include metadata. See [Texts' Structure](#) for help.

Edit an individual section

1. Log in to [Texts](#)
 - Learn more at [Log in to Texts](#)
2. Open the text you would like to edit
 - Learn how to [find and open texts](#)
3. Find the Table of Contents next to the text
 - Learn how to [navigate texts](#)
4. Click the "Edit this page" icon next to the section title
 - This icon looks like a pencil overlapping a page
 - The section editor will open
5. Edit the text's content in the "Content" box
 - Learn how to [use the editor](#)
6. Click **Preview** at the bottom of the page to review your text
7. Click **Save text section** at the bottom of the page
 - The "Edit text page" window will close
 - You'll see your edits in the section

Edit a top section

1. Log in to [Texts](#)
 - Learn more at [Log in to Texts](#)
2. Open the text you would like to edit
 - Learn how to [find and open texts](#)
3. Click the "Edit the top section"
- The "Edit the top section" page will open
4. Edit the page's title in the "Title" field
5. Edit the text's content in the "Content" box
 - Learn how to [use the editor](#)
6. Click **Catalog Data** to edit the text's metadata
7. Click **Preview** at the bottom of the page to review your text
8. Click **Save text section** at the bottom of the page

- The "Edit text page" window will close
- You'll see your edits in the section