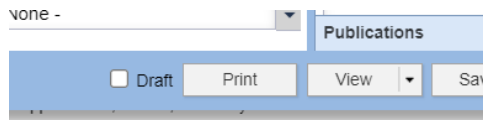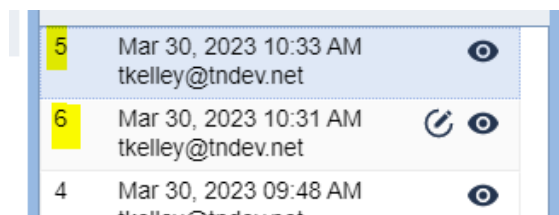# Best practice: Use draft mode selectively

Draft mode is a handy Blox editing setting that lets you work on an asset already posted to digital products without making changes immediately visible to viewers/visitors. It's located at lower right in the asset editing panel.
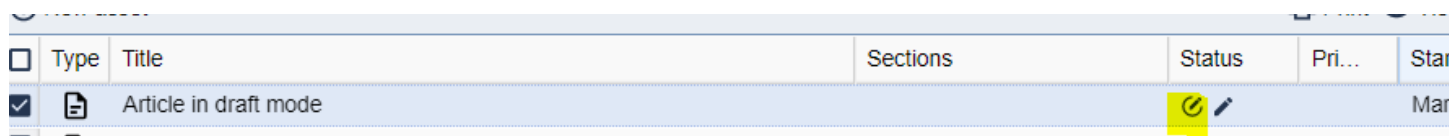

Normally, you just check the box, save, and continue working. Then uncheck the box and save to set your changes live in digital products.

However, under certain conditions where an editor is working in draft mode, changes made in draft can be lost if another editor attaches the asset in draft to another package, while the asset is still in draft mode. The item will retain the draft revisions in its history, but when it is saved as a sibling, the action makes the previous version the newest version. Draft revisions would then have to be added back.

For now, avoid attaching articles to other assets when they show the active "draft" icon in the search results panel (see below) until they come out of draft and go back to live status.

Hover over the pencil icon to see who is working in draft, if you need to reach out about status, or urgently need to post another package.

When working on a developing story where related content may come in after a story has been posted to web: Prepare those related assets separately first, then open the parent article and add them.

But **do not** attach the draft as a parent of those new child or sibling assets while you're editing them. This will override the draft, and changes can be lost.

BloxDigital is working to support draft mode across all types of asset relationships. These instructions will be updated accordingly.