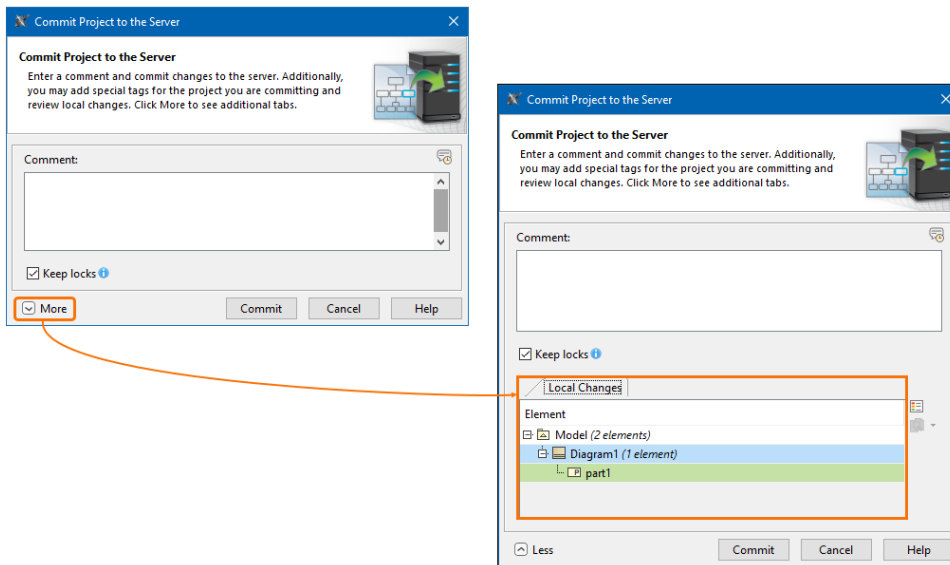# Committing changes to 3DEXPERIENCE platform

After you finish editing a server project, you must commit the changes to the **3D**EXPERIENCE platform so that other users working on the same project wo uld be able to see them. When you commit project changes, new project data from your modeling tool is merged with the project stored on the **3D**EXPERIE NCE platform. As a result, a new project iteration (version) is created.

To commit project changes to the **3D**EXPERIENCE platform

1. In the main menu of a modeling tool, select **Collaborate** > **Commit Changes to Server**.
2. In the **Comment** box of the open dialog, optionally describe the changes you are going to commit.
3. If you want to keep the locks on all diagrams, leave the option **Keep locks** selected.
4. If you want to view the local changes you are about to commit, click the **More** button in the **Commit Project to the Server** dialog. In the **Local Changes** tab, added elements are highlighted in green, deleted elements are highlighted in red, and modified or moved elements are highlighted in blue.

5. Click the **Commit** button.