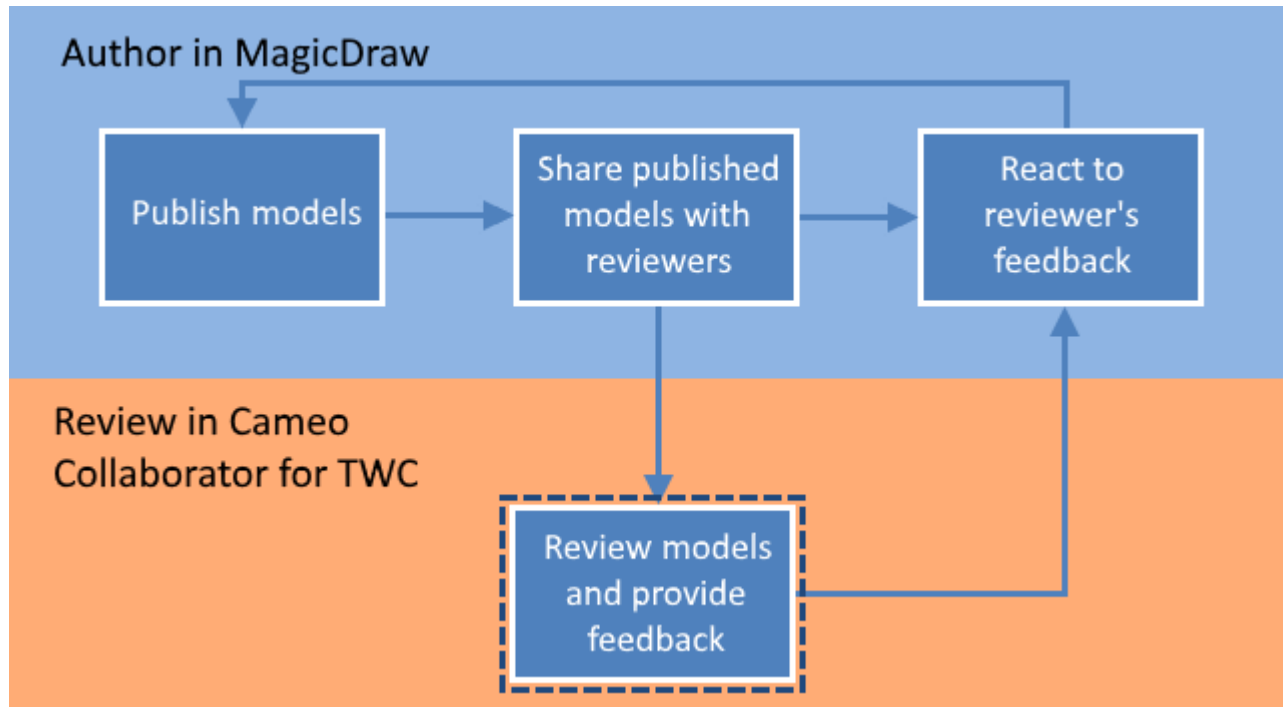


# Reviewing documents and providing feedback

After an author [shares a published model](#), you can start reviewing the model and give feedback to the author.




When you are provided with the link to a published model, you can review it and [give feedback](#).


You can provide feedback in a form of textual and graphical comments. [Textual comments](#) can be written for any element, including its properties displayed on the content pane. [Graphical comments](#) can be drawn on all images, e.g., diagrams, maps, and matrices.

To review a published model and give feedback

1. [Open the Cameo Collaborator document](#) you want to review.


 **Non-public documents**  
If the document you are trying to open is not shared publicly and you are directed to the login screen, log in to Teamwork Cloud.

2. Do the following:
  - Review the document, including its structure, element characteristics, and diagrams.

 **Navigating**  
Use the [navigation pane](#) to navigate to the content you want to review.

- [Write textual comments](#) for individual items on the [content pane](#).
  - Draw on diagrams to [give graphical comments](#).
  - [Write replies](#), if there are other reviewer's or author's comments.
  - [Resolve comments](#).
3. When you finish, notify the author so that he/she can [react to your feedback](#).

When an author updates a model and/or replies to your comments, you can repeat the cycle shown in the figure above.

 **Documents published from synchronized projects**  
If a Cameo Collaborator document is published from a synchronized project on the target Teamwork Cloud server, the commenting and model editing capabilities in the document will be disabled so that the synchronized project on the target server cannot be modified. [Learn more about cross-cluster](#)

**Related pages**  
[Cross-cluster synchronization](#).

- [Sharing document links](#)

- [Reacting to feedback](#)
- [Working with comments in Cameo Collaborator](#)