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Learning the interface

Take your time to look over the editor interface and familiarize yourself with it. The main editor window is made up of tabbed windows which can be rearranged, grouped, detached and docked.

This means the look of the editor can be different from one project to the next, and one developer to the next, depending on personal preference and what type of work you are doing.

The default arrangement of windows gives you practical access to the the most common windows. If you are not yet familiar with the different windows in Unity, you can identify them by the name in the tab. For more information, see [Unity's interface](#).

Tip: You can also visit the [Knowledge Base's Editor section](#) for troubleshooting, tips and tricks.

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