View, edit, or create an item, save the contents, and reset the controls in an [**Edit form**](https://docs.microsoft.com/en-us/power-apps/maker/canvas-apps/controls/control-form-detail) control.

**Overview**

These functions change the state of the **Edit form** control. The form control can be in one of these modes:

| **Mode** | **Description** |
| --- | --- |
| **FormMode.Edit** | The form is populated with an existing record and the user can modify the values of the fields. Once complete, the user can save the changes to the record. |
| **FormMode.New** | The form is populated with default values and the user can modify the values of the fields. Once complete, the user can add the record to the data source. |
| **FormMode.View** | The form is populated with an existing record but the user cannot modify the values of the fields. |

**DisplayMode Property**

The current mode can be read through the **Mode** property. The mode also determines the value of the **DisplayMode** property, which can be used by data cards and controls within the form control. Often, the data card's **DisplayMode** property will be set to **Parent.DisplayMode** (referencing the form) as will the control's **DisplayMode** property (referencing the data card):

| **Mode** | **DisplayMode** | **Description** |
| --- | --- | --- |
| **FormMode.Edit** | **DisplayMode.Edit** | Data cards and controls are editable, ready to accept changes to a record. |
| **FormMode.New** | **DisplayMode.Edit** | Data cards and controls are editable, ready to accept a new record. |
| **FormMode.View** | **DisplayMode.View** | Data cards and controls are not editable and optimized for viewing. |

**Syntax**

**SubmitForm**( *FormName* )

* *FormName* - Required. Form control to submit to the data source.

**EditForm**( *FormName* )

* *FormName* - Required. Form control to switch to **FormMode.Edit** mode.

**NewForm**( *FormName* )

* *FormName* - Required. Form control to switch to **FormMode.New** mode.

**ResetForm**( *FormName* )

* *FormName* - Required. Form control to reset to initial values. Also switches the form from **FormMode.New** mode to **FormMode.Edit** mode.

**ViewForm**( *FormName* )

* *FormName* - Required. Form control to switch to **FormMode.View** mode.