



Coding your source materials

You code your source materials to gather material about a topic and store it in nodes and cases.

As you explore your sources, you caned.

Code at nodes (using the coding panel)

Use the coding panel to quicklyo nodes.

1. Open a source in Detail View and select the content that you want to code.
2. Click **Code** at the top of Detail View.

3. In the search box, type all or part of the node name. In the filtered results, click the node you want to code to.

Code at nodes (using drag and drop)

1. Display your nodes in List View and open a source in Detail View. You may find it easier to code if you display Detail View on the right.
2. Select the content that you want to code. The content you can are working with. Refer to the [NVivo for Mac Help](#) for information about coding in different source types.
3. Drag the selected content to the node.

You can

- Clicking options on the ribbon—on the **Analyze** tab, in the **Coding** group, under **Code Selection At**, click **Existing Nodes**.
- Using the shortcut menu—select the content, then hold down the Control key and click (you can your mouse or trackpad based on the preferences for secondary clicks).
- Using keyboard shortcuts—refer to the [NVivo for Mac Help](#)