

Edit or Delete an Object Type Group

Last Modified on 08/20/2025 11:39 am EDT

Overview

Administrators can edit or delete object type groups from your Org.

User Account Requirements

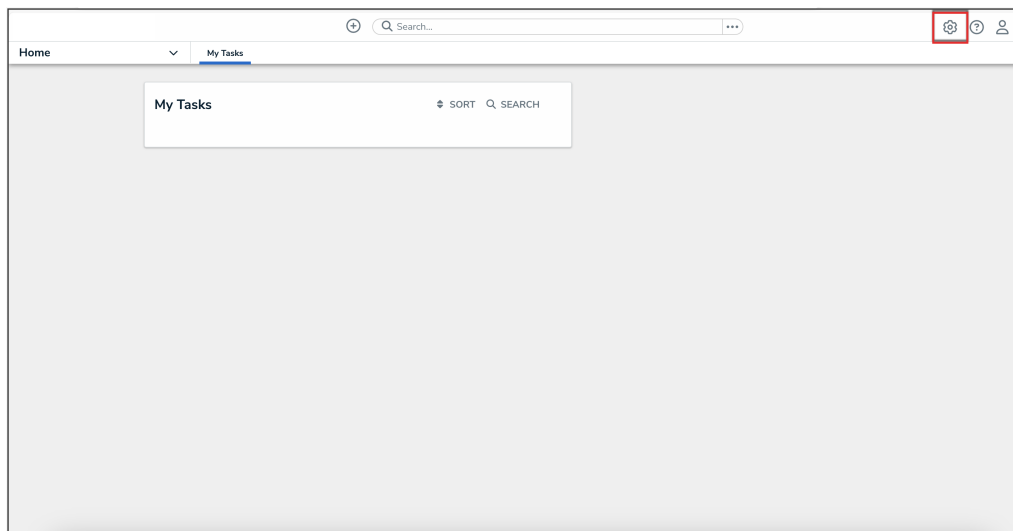
The user must have Administrator permissions in order to edit or delete an object type group.

Required Information/Setup

Please refer to the [Create a New Object Type Group](#) article for more information on creating object type groups in your Org.

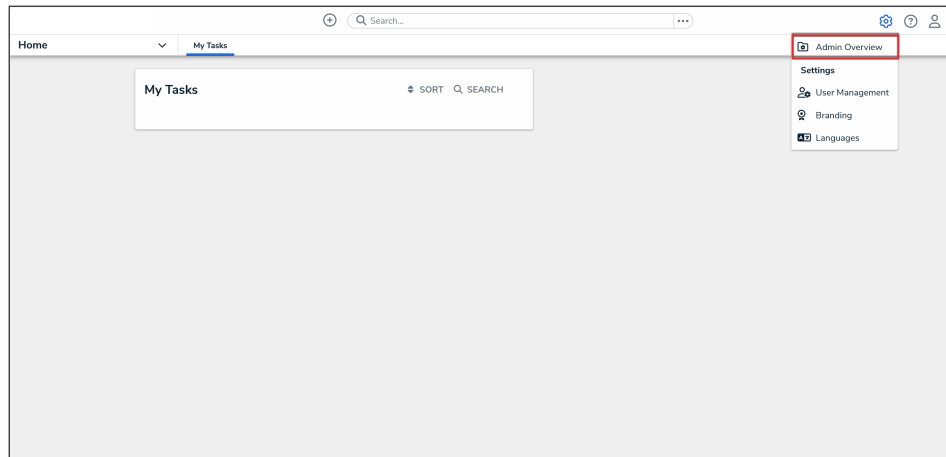
Navigation

1. From the **Home** screen, click the **Administration** icon.



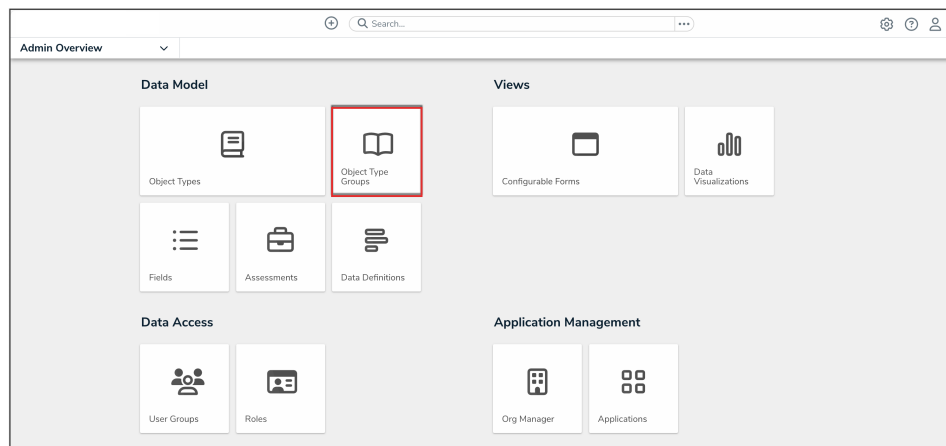
Administration Icon

2. From the **Administrator Settings** menu, click **Admin Overview**.



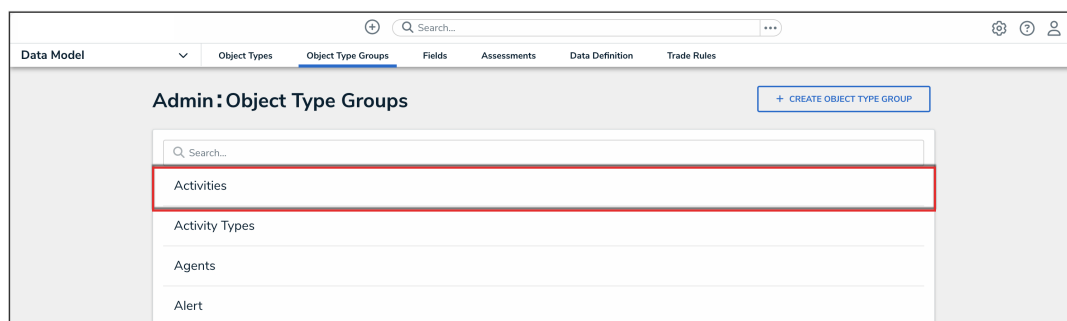
Administrator Settings Menu

- From the **Admin Overview** screen, click the **Object Types** tile under the **Data Model** section.



Object Type Groups Tile

- From the **Object Type Groups** screen, enter a keyword in the **Search** field to narrow the object type groups list.
- Click the name of the object type group you want to edit.



Object Type Groups Search

Editing an Object Type Group

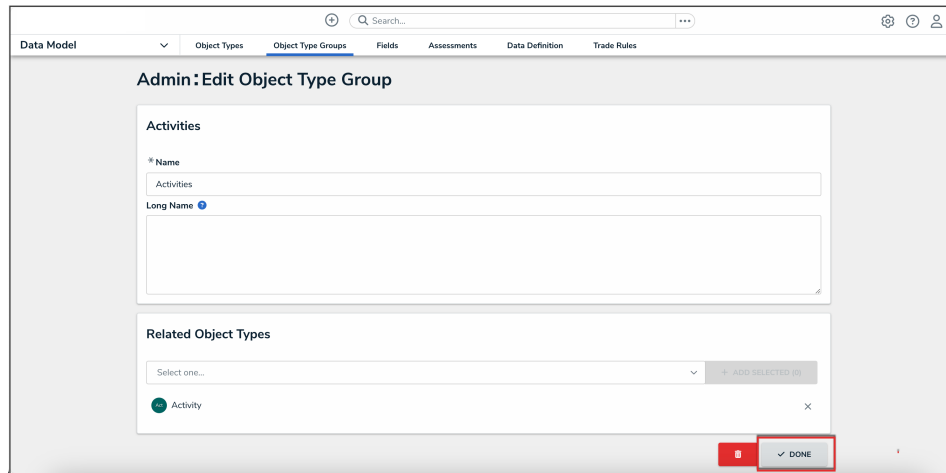
1. From the **Edit Object Type Group** screen, click into the **Name** or **Long Name** fields to edit the names for the object type group.

Name and Long Name Fields

2. To add an additional related object type, enter the name of the object type you want to add or select it from the drop-down menu in the **Related Object Types** section, then click the **Add Selected** button.

Related Object Types Section

3. Click the **Done** button to save your changes.



Done Button

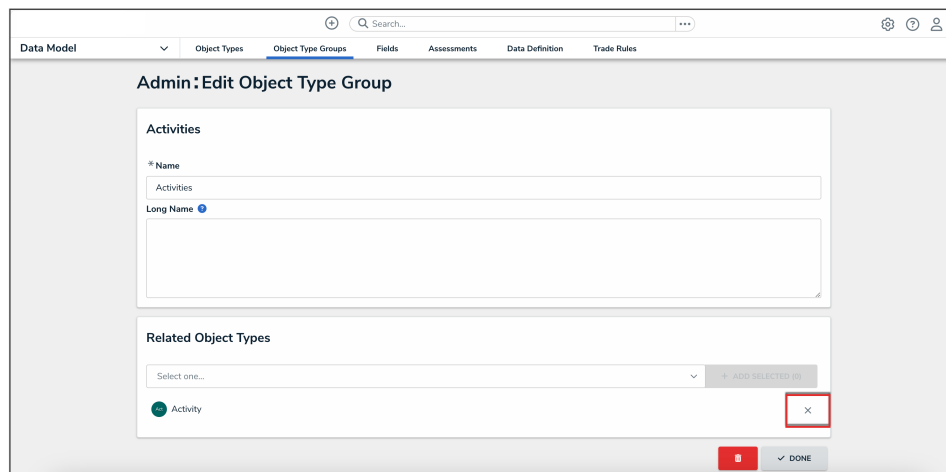
Deleting an Object Type Group



Note:

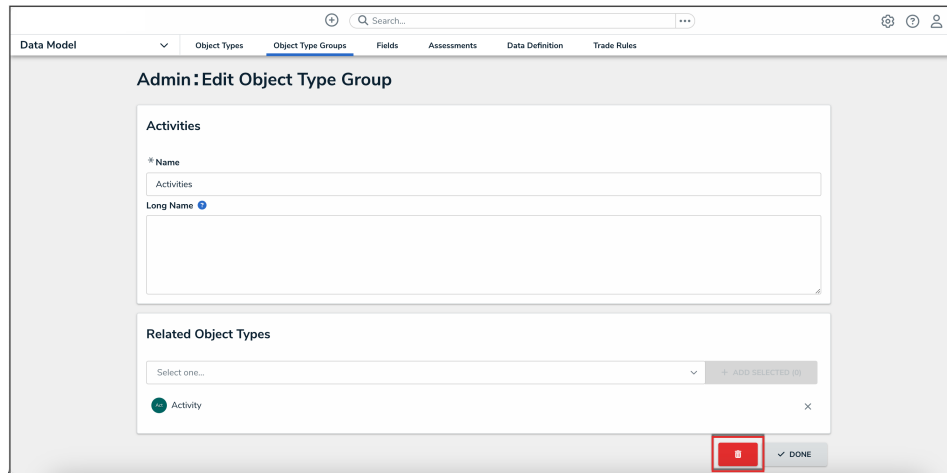
You cannot delete an object type group if the associated relationship is used by a formula variable.

1. From the **Edit Object Type Group** screen, to remove a related object type from an object type group, click the **Unlink** icon next to that object type.



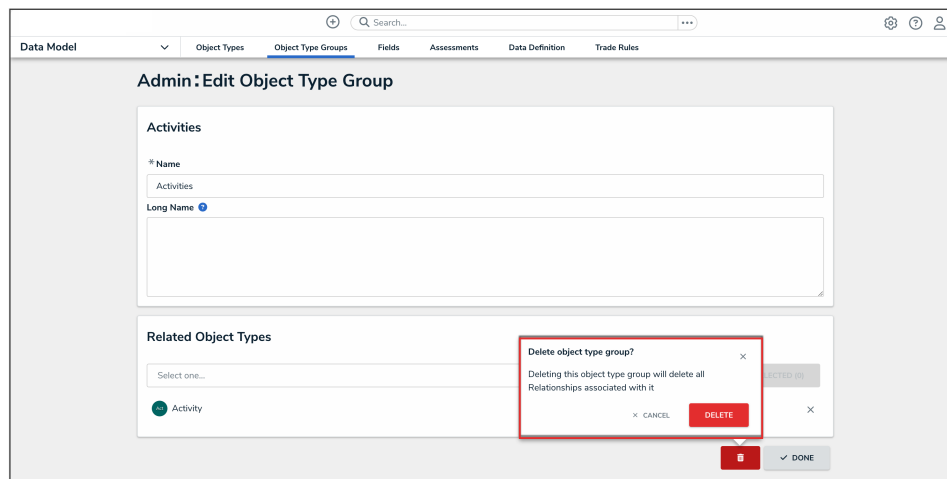
Unlink Icon

2. To delete the object type group, click the **Delete** icon.



Delete Icon

3. Click the **Delete** button to confirm.



Delete Button