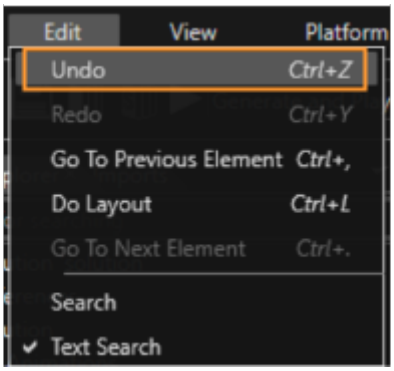
Undo and Redo Operations

Undo and Redo Operations

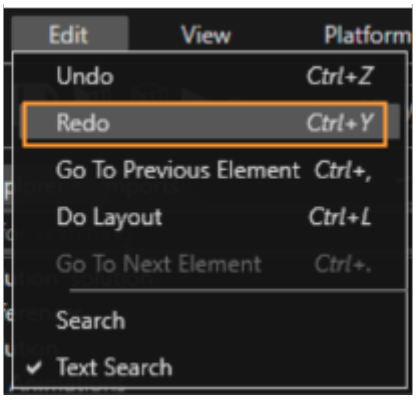
Any operation concerning scene design and animation design can be undone or redone.

Undo an operation via menu "Edit" > "Undo" or Toolbar item.





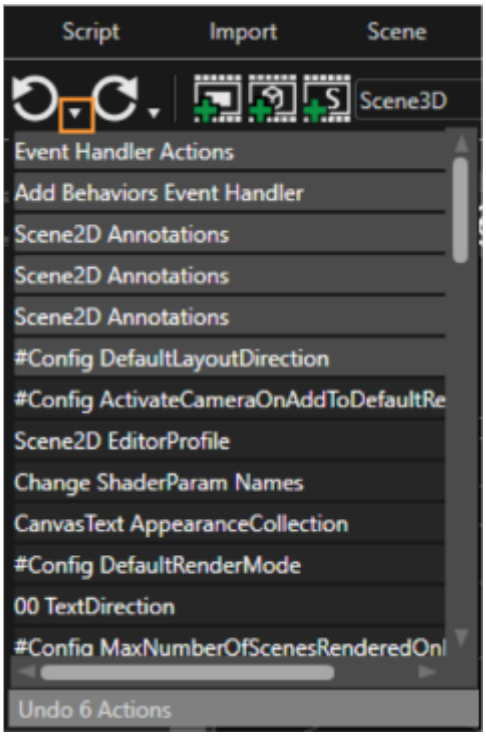
Redo an undone operation via menu "Edit" > "Redo" or Toolbar item.



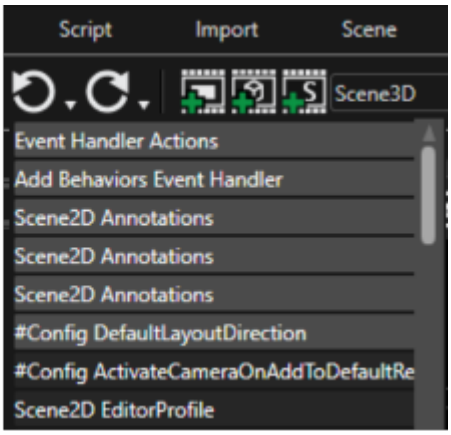


Undo/Redo Actions' History

A very helpful function associated with Undo/Redo options is the "Actions' History". All the previous actions can be shown by pressing the "v" button, which is placed between "Undo" and "Redo" buttons visible in Toolbar.



By using this function all the previous actions are displayed. In this way, it is possible to choose which of the previous actions should be undone.



After all the selected actions have been undone, the "Actions' History" menu will reflect the current state of actions.

After undoing multiple actions, the Redo of "History' Actions" button, which is placed on the right side of the Undo arrow, will become available. The Redo "Actions' History" shows all the actions that have been undone.

> Importing a resource into Scene Composer, regardless of type, will result in your undo/redo history being cleared.

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