UNDO Edits in Multiple Layers

The UNDO feature in the Geospatial Data Editor (Edit / Spatial Data (Prototype Undo)) allows you to edit multiple objects in different layers, and use the Undo tool to recover from separate edits as you switch between the layers. The editor maintains a separate Undo history for each object that is open for editing. Thus you can switch between layers, make edits, switch back to other layers, and in each layer retain the ability to Undo editing operations in the order they were performed in that object. Any editing operations in other layers have no effect on the Undo history in the active layer.

The illustrations on this page show a simple case in which two objects are open for editing: a raster layer containing a grayscale airphoto, and a vector layer. Polygons in the vector layer are drawn as land use interpretations. The raster layer is edited to show land use categories.
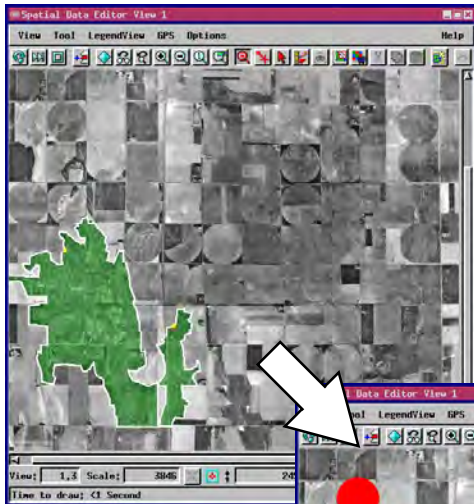

Two objects are open for editing: a raster layer containing a grayscale agricultural image, and a vector layer for interpretations. In **Figure 1**, the vector layer is selected and polygons are drawn around non-cultivated areas. The Undo tool keeps a record of editing operations for the vector object.

Figure 2: When you switch to a raster layer and draw land use categories, the Undo tool keeps a separate record of edits for the raster layer while retaining the Undo record for the vector layer.
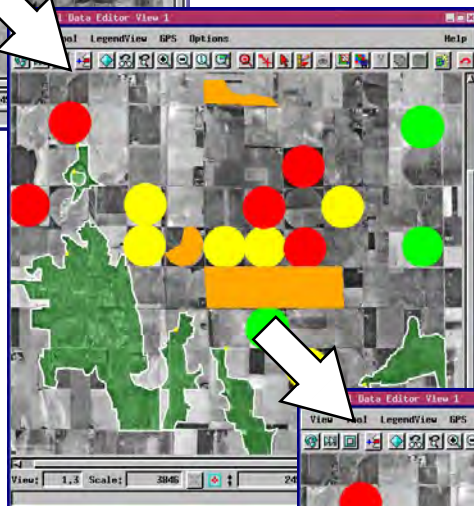

Figure 3: If you switch back to the vector layer, the Undo tool can remove the most recently added polygons.

Figure 4: Switching again to the raster layer, the Undo tool removes the red, orange, and green category interpretations.

Each time the Undo tool is applied, the most recent editing operation in the current layer is canceled and the object is restored to its previous state. Even if dozens of editing operations have been applied in multiple other objects, the Undo tool applies only to the last editing operation in the active layer.

The Undo tool reverses editing operations including style assignments, drawing operations, delete operations, shape modifications, move and resize operations, text and label changes, topological modifications, and all collateral changes to any associated attribute tables.

The Undo history for each object is maintained throughout the editing session. The editor keeps the Undo history when you save an object during a session, but the history is not retained when you close the editor. The Undo history for each layer is also limited by the number of Undo Levels (up to 50 per object) that you select in the editor's Preferences dialog (Setup / Preferences in the Spatial Data Editor window).