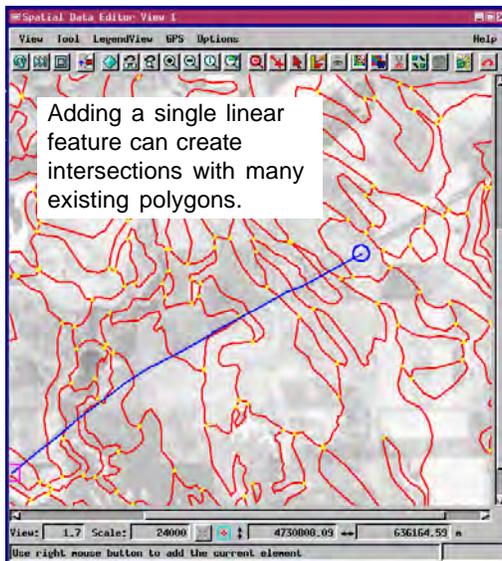
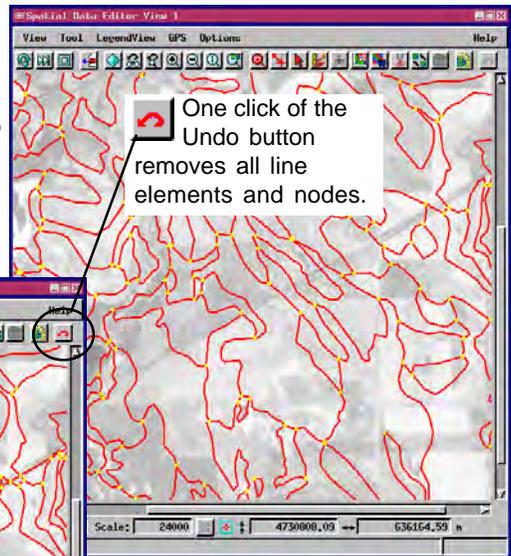


# UNDO Vector Edits

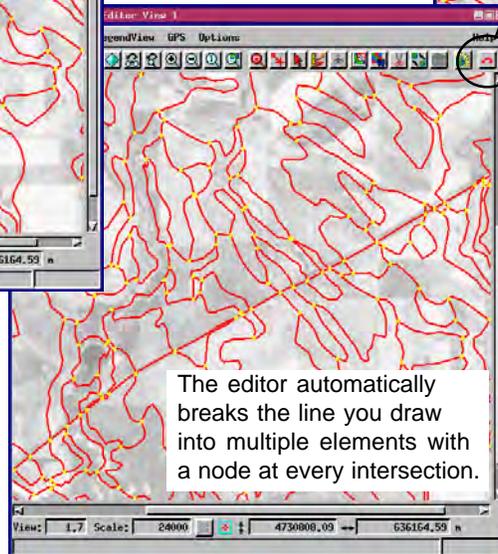


The spatial data editor maintains full vector topology as you edit. Thus, when a new linear feature is added, all its intersections with existing elements are reconciled.



Complex topological changes can be easily reversed with the Undo feature. Instead of manually deleting each discrete line segment and then removing excess nodes, the entire linear feature can be removed in one step.

An Undo feature in the Geospatial Data Editor (Edit / Spatial Data (Prototype Undo)) allows you to step back through recent editing operations and recover the previous state of the object you are editing. The power of this feature is in its ability to undo the complex topological changes that the discarded edits have caused. In the same way, changes to related attribute tables are also undone.



The illustrations on this page show how you can step back through a series of edits and restore the previous condition of a vector object. A linear feature is traced diagonally across the view, intersecting many polygon elements. The editor maintains full topology for the vector object, so the linear feature is automatically broken into multiple line elements with a node at each intersection. Removing this linear feature without the undo feature would require explicitly deleting each discrete line segment and then processing the vector object to remove excess nodes. By contrast, in one step the undo feature removes all the line elements and nodes that were generated by the single operation of adding the line feature.

The Undo tool is presented with the icon buttons in the View window. Each time you click the button, the most

recent editing change is reversed. If you add elements, the Undo tool removes them. If you modify elements, Undo restores their previous shape and position.

The editor supports up to 50 levels of undo. Use the Preferences dialog (Setup / Preferences ...) to specify the number of levels you want. If your computer has limited memory and disk space, then specifying fewer undo levels will spare some of these system resources.

