Undo and History

DGLux5 stores a history of up to 100 changes that you make in your project in a single session. If you close the browser and then reopen it, the history from the previous session is lost.

The history stores all operations, including:

- Changes to properties
- Changes to dataflow
- Addition and removal of widgets
- Tool operations
- Changes to symbols

Use the Undo and Redo Commands

To undo and redo operations, do one of the following:

- Choose **Edit** > **Undo** or **Edit** > **Redo**.
- In the Quick Access panel, click the **Undo** or **Redo** button.
- Use the Undo and Redo keyboard shortcuts.

If there is no history or you have reached the first record of the history, the command is greyed out.

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