

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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