

# UNDO HISTORY

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Click on any blue, underlined text to go to its linked reference.<sup>1</sup>



1. The Undo History palette lets you skip to any recent state of the image created during the current work session. When you select any state, the image reverts to how it looked when that change was applied. You can then work from that state.

2. To get it, select Window ► Undo History (**Figure 1**).

3. Each time you apply a change to an image, the new state of that image is added to the Undo History palette. You don't need to save a change in order for the change to appear in the History.

4. If you have the Undo History open when you create a new document, it is blank (**Figure 2**).

5. If you select, paint, and rotate an image, each of those states is listed separately in the palette (**Figure 3**).

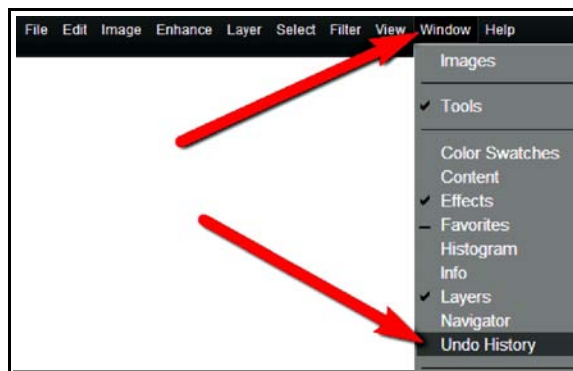


Figure 1

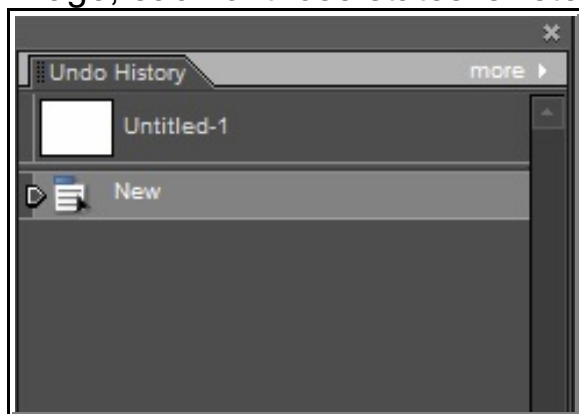


Figure 2

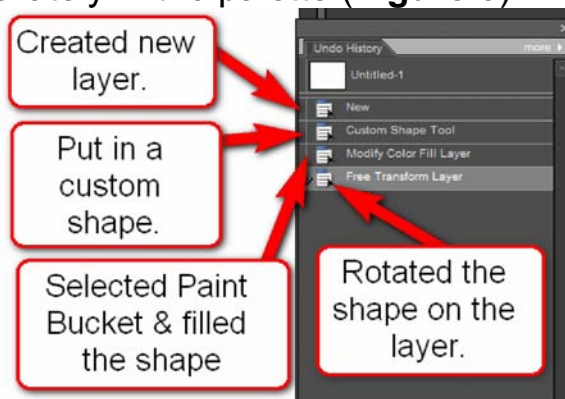


Figure 3

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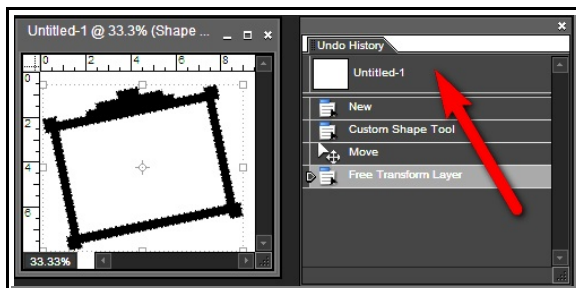
6. Actions — such as zooming and scrolling — do not affect pixels in the image and do not appear in the Undo History palette. Neither do program-wide changes, such as changes to palettes, color settings, and preferences.

7. By default, the Undo History palette lists 50 previous states. Older states are deleted automatically to free more memory for Elements. You can change the number of states displayed by changing the Performance Preferences (Edit ► Preferences ► Performance). The maximum number of states is 1000.

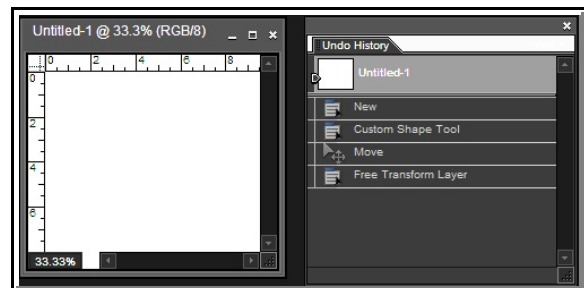
8. The original state of the document is always displayed at the top of the Undo History palette, called “Untitled-1.” You can return an image to its original state by clicking this top state.

For example, **Figure 4** shows a document upon which I’m working, but if I click on the “Untitled-1” (the original state), the result is that I am back to a state before I did anything to the image (**Figure 5**).

**NOTE:** Clicking the original state is also handy for comparing before and after versions of your editing.



**Figure 4**



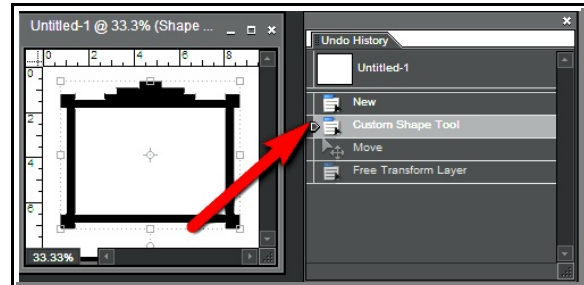
**Figure 5**

9. When you close and reopen the document, all states from the last working session are cleared from the palette.

10. States are added to the bottom of the list so that the oldest state is at the top of the list, and the most recent one at the bottom.

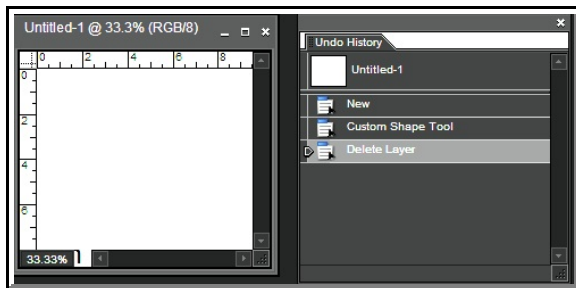
11. Each state is listed with the name of the tool or command used to change the image.

12. Selecting a state dims those below (**Figure 6**). This way you can easily see which changes will be discarded automatically if you continue working from the selected state.



**Figure 6**

13. Selecting a state and then changing the image eliminates all states that came after it.



**Figure 7**

14. Deleting a state deletes that state and all those that came after it, while it adds the “Delete Layer” entry (**Figure 7**).