

# Undoing and redoing changes

**arrow.eps ↵ To undo a change, choose Edit arrow.eps ↵ Undo arrow.eps ↵ Undo .**  
**arrow.eps ↵ To redo an undone change, choose Edit arrow.eps ↵ Undo arrow.eps ↵ Redo .**

Project Builder saves every editing change you make to a *kill buffer*. If you make a mistake, or decide that a modification you made earlier is not what you want, you can undo the change. Because the kill buffer is a stack, when you give the Undo command, you're undoing the most recent change; the next Undo command (without any other intervening command) undoes the previous modification, and so on until the beginning of the editing session (that is, when the file last had no unsaved modifications).

Edit\_Undo.eps ↵

In undoing changes, deselect code if you want to retain it; keep the code selected to continue cycling through Undos.

To reinstate a change that you've just undone, give the Redo command. For example, if you decide that you don't want the **currentMonth** variable you've just restored by undoing (last illustration, above), choosing Redo will yield this:

Edit\_Redo.eps ↵

Instead of undoing changes in succession by repeatedly choosing the Undo command, you can simultaneously undo all changes made to a region of code since the beginning of the last editing session. Simply select the region and choose Edit arrow.eps ↵ Undo arrow.eps ↵ Undo Region.