

## Unlimited Undo and Redo

Peak maintains an internal list of the edits that you perform during the course of an editing session. These changes are not permanently applied to the file until you save it. This gives Peak unlimited undo and redo capability. Through the use of the Macintosh's standard Undo and Redo commands, you can undo and redo your actions sequentially; or by using the Edits command, using a "playlist-style" editing event list. This powerful capability allows you to maintain complete creative freedom of choice—right up until the last moment before you save your project to disk. The only limitation in using Redo is that if you insert a new action when a redo action is available, you will no longer be able to redo. Remember, as soon as you perform an editing action other than Undo in Peak, Redo is no longer available.

To undo an action:

1. Perform an edit (such as cutting audio or moving a marker).
2. Choose Undo from the Edit menu or press Command-Z. The action is undone.
3. You can continue undoing actions until you return to the original state of the audio document (the state at which it was last saved). When there are no actions left to undo, the Undo menu item will appear grayed out.

To redo an action:

1. If you wish to redo the action that was undone, choose Redo from the Edit menu or press Command-Y. The action is redone.
2. You can continue redoing actions until there are none left to redo. When there are no actions left to redo, the Redo menu item will appear grayed out.

### Using the Edits Command to Undo a Series of Actions

Peak's Edits command provides you with a second unique and powerful method of undoing virtually any number of editing actions performed on an audio document since you last saved it. You can think of the Edits command as a kind of "event list-based" undo with a list of all your editing actions since you last saved. Using this list, you can navigate back in time to the point at which you performed a particular edit, and if you wish, undo it. Once you have returned to an earlier state in the project, you are free to start editing from that point on, if you wish.

Be aware that if you do go back to a past action and perform a different action at that state in the project, any edits that originally occurred after will be gone, and you won't be able to redo them.

To use the Edits command to return to or undo an action:

1. Perform several edits. (Don't use the Save command or you won't be able to undo any edits that occurred before you saved.)
2. Choose Edits from the Actions menu. A dialog appears listing the edits you have performed since you last saved the document.
3. In the list, double-click on the description of the action you wish to return to (or click the Revert to Item button). Peak returns the document to the state it was in at the time of that edit.
4. If you wish to undo a particular action, locate the action that immediately precedes the one you wish to undo, and double-click it. Peak returns the document to that state.
5. When you have finished, click Done.

Please note that Peak will remain in the state of the action that you last selected in the Edits dialog. If you begin new edits from this point, you will change the original sequence of edits that followed this point in the editing session.

