

The only “standard” Edit command supported by Fractal! is Undo. This command is supported only one level deep (i.e. you can only undo the last change made with another command/dialog). If a number of changes were made within a single dialog (for example Modify Parameters) then using Undo after that dialog has been exited via OK will cause all of those changes to be undone. Additionally, if Fixed Seed is turned off (see Fixed Seed) then after initiating a single render, the seed used for that render can be restored by doing an Undo. This can allow the retrieval of a seed that has “gone by”. Once again, for an explanation of how to use this feature, see the discussion of Fixed Seed.

In addition to the usual and necessary commands, Undo, Cut, Copy, Paste and Clear (none of which are used by Fractal!), there is also one additional command. The Default Parameters... command.