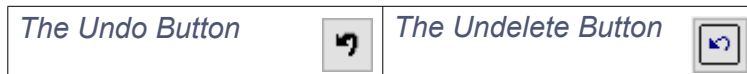




SBMAX64: Undo and Undelete

By Connor MacDonald

In SBMAX64, the 64-bit SINGLE BEAM EDITOR, there are a couple buttons that look similar to a fault. These buttons would be the Undo and Undelete buttons:



The Undo button resides in the Toolbox section of the program. The Undelete button's home is in the Edit section of the program. Both of these buttons are great tools.

The Toolbox and Edit Sections of SBMAX64

The **Undo** button reverses any operations that were made to the dataset. Accidentally deleted a section? Applied the wrong filter? Use the Undo button. SBMAX64 stores information about each change made to the data and allows multiple undos in reverse order of their occurrence.

The **Undelete** button is the opposite of the Delete button. SBMAX64 never truly deletes data. The "deleted" data is just removed from view and omitted from processing. Therefore, the Undelete button adds the data back into view and enables it to be processed.

To use the Undelete button, uncheck the Fast Delete checkbox in the Toolbox section of the program. Now, when you make a selection and press the Undelete button, the program restores any data that was previously deleted inside of the selection.

Tip: Hover the cursor over a button to display a tooltip with the button name. This is a surefire way to guarantee you use the intended button. If the Undo button is not undoing anything, make sure you are using the correct button. If all else fails, use the shortcut Ctrl+Z to undo instead.

