

## OpenSpace3D - Feature #80

### [Undo/Redo] Allow basic ergonomics as Ctrl Z

03/01/2010 12:02 PM - mehdi

<b>Status:</b>	Resolved	<b>Start date:</b>	
<b>Priority:</b>	High	<b>Due date:</b>	
<b>Assignee:</b>	arkeon	<b>% Done:</b>	100%
<b>Category:</b>	OS3D_Ergonomy	<b>Estimated time:</b>	0.00 hour
<b>Target version:</b>	OpenSpace3D 2.0	<b>Spent time:</b>	0.00 hour
<b>Description</b> Only on tree params and object PRS reset when a resource or object has been added or removed			

#### Associated revisions

##### Revision 5615 - 07/16/2013 05:01 PM - arkeon

OS3D Editor :  
closes #80  
- Add an Undo / Redo feature on 3D scene transformations

#### History

##### #1 - 05/27/2010 11:51 AM - arkeon

Only on tree params and object PRS  
reset when a resource or object has been added or removed

##### #2 - 05/27/2010 11:51 AM - arkeon

Only on tree params and object PRS  
reset when a resource or object has been added or removed

##### #3 - 02/09/2012 02:14 PM - Frankieo

It would be great to have a 'step backwards'-feature like 'Ctrl+Z' or 'Undo' or 'Step Backwards'. But I assume OpenSpace3D Editor needs 'history' features/ functionality for this?

##### #4 - 06/18/2012 06:26 PM - arkeon

- Assignee set to arkeon  
- Target version changed from OpenSpace3D beta to OpenSpace3D 1.2

##### #5 - 04/16/2013 11:38 AM - arkeon

- Target version changed from OpenSpace3D 1.2 to OpenSpace3D 2.0

##### #6 - 07/16/2013 05:10 PM - arkeon

- Status changed from New to Resolved  
- % Done changed from 0 to 100

Applied in changeset [r5615](#).