
Subject: 7 3D releases and still no UNDO/REDO !
Posted by [pbaudinat](#) on Wed, 07 Aug 2019 09:00:32 GMT
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Is it a joke ?

That would be the first implementation for any software of any serious company but not for METRIC HALO ?
UNDO/REDO should not be an option, it's part of the job .

Subject: Re: 7 3D releases and still no UNDO/REDO !
Posted by [bj](#) on Wed, 07 Aug 2019 09:24:28 GMT
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No, not a joke.

UNDO is complicated and it has the potential to destabilize the software (e.g. if we make a mistake, you hit undo and the software crashes). We have made the strategic decision to complete the functional feature set and focus on stability before implementing the undo infrastructure against the full implementation of the software.

But the good news is that we are getting very close to the end, and UNDO is one of the features that is on short list of items left to be implemented.

At this point your work-around is save or save as.

Subject: Re: 7 3D releases and still no UNDO/REDO !
Posted by [pbaudinat](#) on Wed, 07 Aug 2019 09:49:50 GMT
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Good news !
I'm so happy to hear that .
My MH jewels deserve it so much !
