Restore A Project Snapshot

Restoring a project snapshot allows you to roll back the project to a previously saved version, then continue working from that point. AtScale always takes an auto-snapshot before restoring.

About This Task

> 💡 **Attention:** Snapshots are taken at the project level, saving the state of all cubes that are in the project at the point in time that a snapshot is taken. If, subsequent to taking a snapshot, you create another cube in the same project and later decide to restore the project to the state captured in the snapshot, the new cube is deleted. For example, suppose that a project contains cubes C1, C2, and C3. You take a snapshot of the project. Then, as you work more in the project, you create cube C4. Later, you decide to restore the project to its state as captured in the snapshot. Because cube C4 did not exist when the snapshot was taken, restoring the project state causes cube C4 to be deleted.

Procedure

▲ Restore a snapshot from the overview page for a project:

1. Open the overview page for a project you want to restore.
2. Under **Snapshots**, find the snapshot name in the Current Snapshots list, and click **Restore**.
3. A notification appears to confirm the restore. Click **OK**.

▲ Restore a project snapshot from the Cube Designer canvas of a cube that is part of the project:

1. **Open a cube that is in the project you want to take a snapshot of.**

    1. From the tool panel, click **Snapshots** (indicated by a camera icon) to open the Snapshots panel.

2. **In the Snapshots panel, find the snapshot name and select Restore Snapshot from its action menu.**

    1. A notification appears to confirm the restore. Click **OK**.

Results

The project is overwritten with the selected snapshot version. If Auto Snapshot is enabled on your user profile, a new **Autosnapshot before restore version** is added to snapshots list.