Take A New Snapshot Of A Project

Taking a snapshot of a project is a good idea before doing exploratory work in a project, or before working in a project created by another user. Because every change in a project is auto-saved, snapshots are the only way to undo changes.

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

- Take a snapshot from the overview page for a project:

    1. Open the overview page of the project you want to take a snapshot of.
    2. Under **Snapshots**, optionally enter a name for the snapshot, and select **Create Snapshot**.

- Take a project snapshot from the Cube Designer canvas of an open cube that is contained by a project:

    1. Open the cube canvas for a cube in the project you want to take a snapshot of.
    2. Open the Snapshots panel on the cube canvas (indicated by a camera icon) and select **Take Snapshot** from its action menu.

Results

The snapshot is added to the **Current Snapshots** list on the project's overview page and in the Snapshots panel.