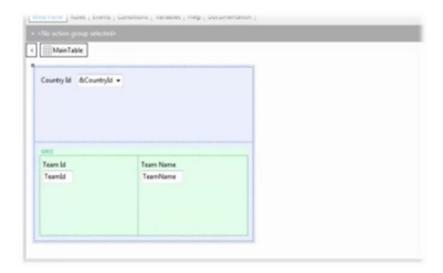
GeneXus Server

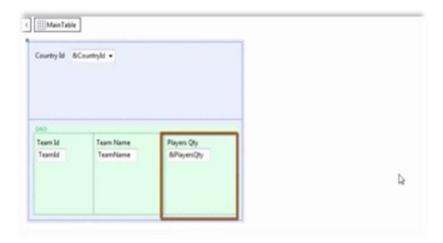
Revert Object operation

GeneXus*

Many times it happens that the developer makes changes and modifications to an object, but then, for some reason, wants to revert those changes and return the object to the definition it had the last time it was sent to the server.

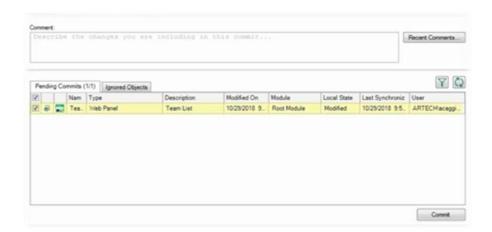


For example: The WorldCup KB has the TeamList web panel which allows you to select a country and displays the list of teams in that country. The commit has already been made, so this is the current definition of the object found on the server.

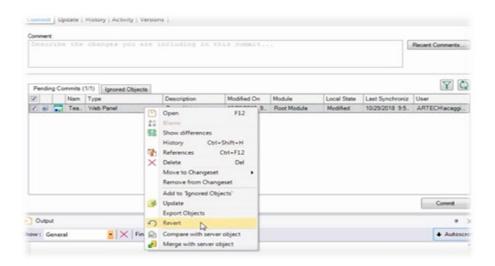


But then it is decided that some modifications will be made to see, for example, the number of players that each team has.

So, this functionality is implemented by adding the variable &PlayersQty in the grid and programming the corresponding Load event.



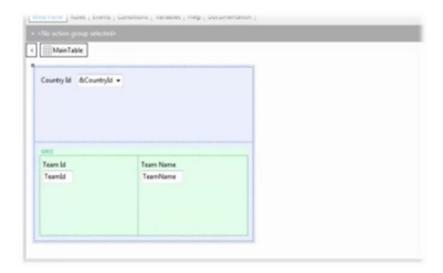
At this point, if you open the Team Development box you will see that the web panel TeamList is available to perform a Commit operation.



But, for some reason, the developer now decides to undo all modifications and wants to return locally to the definition found on the server. To this end, he/she will have to run the Revert operation.

This operation allows discarding the changes made and reverts the revision of the corresponding object to the last time the developer performed a Commit or Update operation.

Therefore, from this Team Development box, right-click on the object and select Revert.



If now you open the TeamList web panel, note that you did go back to the definition you had the last time the Commit operation was performed.

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