- The actor will appear in the Scene Editor as if you had just clicked on it from the Toolbox. Position the actor within the Scene window and click to deposit it.

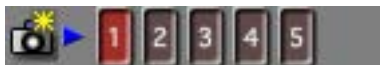# Storing and Recalling Scenes with Snapshots

The Snapshots feature of Isadora allows you to memorize the current value of all of input ports of all of actors within a Scene. You can then use these snapshots to restore the actor's settings. This becomes useful when you want to create several variations of one scene and recall those settings later. The recall of Snapshots can be done either interactively or via operator input.

Taking a snapshot is as easy as clicking on the camera icon at the top left of the Scene Editor, or by choosing **Scenes > Take Snapshot**. As you take the snapshots, they appear to the right of the camera along the top edge of your Isadora document.

If you make changes to a scene and want to update the currently selected snapshot, you can do so by choosing **Scenes > Update Current Snapshot** or by holding down the control key and clicking the snapshot.

Note that once if you add more actors after you have taken one or more snapshots, the snapshots won't actually have enough information to restore the entire scene. To let you know that this is the case, if you add or paste actors into a Scene after taking one or more snapshots, a the snapshots will turn red indicate that they are only partially valid, i.e. they don't have a total picture of the current scene.

If you take more Snapshots after this point, they won't be red. You can choose to delete all of the invalid snapshots by choosing the **Scenes > Clear Invalid Snapshots**.

Storing and Recalling Snapshots

To take a Snapshot of a Scene:
- Click on the camera, at the top left of the Scene Editor, or choose **Scenes > Take Snapshot**. After you do, an indicator with an identifying number will appear to the right of the Camera.

To recall a Snapshot of a Scene:
- Click in the Snapshot (the numbered circle) you want to recall.

To update the contents of a Snapshot:

- Click on the snapshot that you want to update to make it active.
- Choose **Scenes > Update Current Snapshot** or by holding down the control key and clicking the snapshot. A new snapshot of the current Scene will replace the old.

To Delete a Snapshot:

- Click on the Snapshot you want to delete and drag it above or below the Snapshots area. When you do, the cursor will change into a Trash Can.
- Release to mouse to delete the Snapshot.

To Delete Invalid Snapshots in a Scene:

- Choose **Scenes > Clear Invalid Snapshots**. All of the Snapshots that are red will be deleted.

To Delete All Snapshots in a Scene:

- Choose **Scenes > Clear All Snapshots**. All of the Snapshots for the currently selected Scene will be deleted.

To Reorder Snapshots:

- Select one or more snapshots using the shift key.
- Click in one of the selected Snapshots, and drag the mouse to the right or to the left.
- As you drag, a white cursor will appear between the Snapshots. This shows where the Snapshots you are dragging will be inserted when you release the mouse. In the example below, the cursor is between scenes "5" and "6".
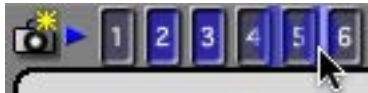
- When the cursor is displayed at the location where you would like the Snapshots to be inserted, release the mouse button. The Snapshots will move to that location.

To Renumber Snapshots:

- Choose **Scenes > Renumber Snapshots**. All of the Snapshots will be renumbered starting from 1.

Disabling Snapshot Recall for Specific Actors

Sometimes it is useful to prevent an actor from having its input values changed when recalling a snapshot. You can control which actors respond when a snapshot is recalled using the **Enable Actor Snapshot** and **Disable Actor Snapshot** items in the **Actors** menu.

Initially an actor will respond if it was in the Scene when a Snapshot was taken. If, however, you select one or more actors and choose **Actors > Disable Actor**

Snapshot, a special icon will be added to the actor's title to indicate that it will not respond when a snapshot is recalled.

| Before | After |

Note that this setting has does not change the way a snapshot is *taken*. All of the input of all actors are always recorded when a snapshot is taken. Instead, the **Disable Actor Snapshot** features prevents the actor from responding to the stored values when a snapshot is recalled.

To Disable Snapshot Recall on Specific Actors.

- Select the actors you will to disable in the Scene Editor.
- Choose **Actors > Disable Actor Snapshot**. If the actor names are visible, an icon will appear to the right of the actor's name to indicate it is not responding to snapshots.

To Enable Snapshot Recall on Specific Actors.

- Select the actors you will to enable in the Scene Editor.
- Choose **Actors > Enable Actor Snapshot**. If the actor names are visible, the Snapshot Disable icon shown to the right of the actor's name will disappear, indicating this actor is again responding to snapshots.