

# Resetting and Canceling Form Edits

Our last couple tasks will be to add the ability to reset our form contents back to the original values, and to add the ability to cancel a form edit entirely.

## Resetting Entity Edits

Happily, this is another feature we can implement very easily, by reusing existing code. All we have to do is delete the relevant item out of the `editingEntities` slice, and immediately copy the original item back over to `editingEntities`.

**Commit c19cd77: Add logic to reset a currently edited item**

[features/editing/editingReducer.js](#)

```
import {
  EDIT_ITEM_EXISTING,
  EDIT_ITEM_UPDATE,
  EDIT_ITEM_APPLY,
  EDIT_ITEM_STOP,
+  EDIT_ITEM_RESET,
} from './editingConstants';

+export function editItemReset(state, payload) {
+  const stateWithoutItem = editItemStop(state, payload);
+  const stateWithCurrentItem = editItemExisting(stateWithoutItem, payload);
+
+  return stateWithCurrentItem;
+}

const editingFeatureReducer = createReducer({}, {
  [EDIT_ITEM_EXISTING] : editItemExisting,
  [EDIT_ITEM_UPDATE] : editItemUpdate,
```

```

[EDIT_ITEM_UPDATE] : editItemUpdate,
[EDIT_ITEM_APPLY] : editItemApply,
[EDIT_ITEM_STOP] : editItemStop,
+ [EDIT_ITEM_RESET] : editItemReset,
});

```

## Adding “Reset” and “Cancel” Buttons

The other neat thing is that we don’t even need to create a “cancel” action. We can do that by simply calling the same “stop editing” actions, and skip applying the item edits.

We’ll add a couple more buttons to our `<PilotDetails>` component, tweak the button layout a bit, and that’ll be all:

**Commit de269ed: Add the ability to reset and cancel editing a pilot**

### [features/pilots/pilotsActions.js](#)

```

export function selectPilot(pilotID) {
  return (dispatch, getState) => {
    const state = getState();
    const isEditing = selectIsEditingPilot(state);

    if(isEditing) {
-      dispatch(stopEditingPilot());
+      dispatch(cancelEditingPilot());
    }

    dispatch({
      type : PILOT_SELECT,
      payload : {currentPilot : pilotID},
    });
  }
}

+export function cancelEditingPilot() {
+  return (dispatch, getState) => {
+    const currentPilot = selectCurrentPilot(getState());
+
+    dispatch({type : PILOT_EDIT_STOP});
+    dispatch(stopEditingItem("Pilot", currentPilot));
+  }
}

```

```
+}
```

## features/pilots/PilotDetails.jsx

```
import {
  startEditingPilot,
  stopEditingPilot,
+  cancelEditingPilot,
} from "../pilotsActions";

+import {
+  resetEditedItem,
+} from "features/editing/editingActions";

const actions = {
  startEditingPilot,
  stopEditingPilot,
  editItemAttributes,
+  resetEditedItem,
+  cancelEditingPilot,
}

export class PilotDetails extends Component {

+  onResetClicked = () => {
+    const {id} = this.props.pilot;
+    this.props.resetEditedItem("Pilot", id);
+  }

  // Omit rendering code

+    <Grid.Row width={16}>
+      <Button
+        disabled={!canStopEditing}
+        type="button"
+        onClick={this.onResetClicked}
+      >
+        Reset Values
+      </Button>
+      <Button
+        negative
+        disabled={!canStopEditing}
+        type="button"
+        onClick={this.props.cancelEditingPilot}
```

```

+                 onClick={this.props.cancelEditing}
+                 >
+                 Cancel Edits
+             </Button>
+         </Grid.Row>

```

We can now start editing an item; save the item and stop editing; reset the draft item to its original values; and cancel an edit without actually saving the changes. Yay!

Let's take one last look at the current UI appearance:

Project Mini-Mek

Unit Info

Pilots

Mechs

Unit Organization

Tools

Pilot List

Name	Rank	Age	Skills	Mech	
Natasha Kerensky	Captain	52	2/2	WHM-6R	✖
Colin MacLaren	Sergeant	43	3/4	MAD-3R	✖
Lynn Sheridan	Corporal	27	4/5	CRD-3R	✖
John Hayes	Sergeant	34	3/4	GRF-1N	✖
Takiro Ikeda	Lieutenant	41	3/4	ARC-2R	✖
Miklos Delius	Corporal	31	4/4	ARC-2R	✖
Nikolai Koniev	Private	39	3/4	WSP-1A	✖
Alex Ward	Corporal	36	4/5	STG-3R	✖
John Clavell	Lieutenant	40	3/4	RFL-3N	✖
Piet Nichols	Corporal	37	4/5	PXH-1K	✖
Simon Fraser	Sergeant	32	3/4	STG-3R	✖
Mohammad Jahan	Corporal	29	3/5	STG-3R	✖

Pilot Details

Name

Takiro "Taki" Ikeda

Rank

Captain

Age

42

Gunnery

3

Piloting

3

Mech

Start Editing

Save Edits

Reset Values

Cancel Edits

You can see that we're in the middle of editing a Pilot. We've edited several values, and they're different from what's being displayed in the list. We also have our "Stop", "Reset", and "Cancel" buttons active, while "Start" is disabled. Looks good!

Let's check out the current status of the whole app:

```

.App-header {
  background-color: #222;
  height: 70px;
  padding: 20px;
  color: white;

```

