UNDO

The Claude Code safety-net cheat sheet

Free guide. No signup. 1 min read Checked 2026-10-23 against code.claude.com docs.

From @learningwithcole

Undo anything Claude did: checkpoints

1. Make sure the prompt box is **empty**. If there's text, Esc Esc clears it; press ↑ to get it back.
2. Press **Esc Esc**, or type `/rewind`. `/checkpoint` and `/undo` work too.
3. Pick the message from just before things went wrong.
4. Choose an option:
   - **Restore code and conversation**: as if it never happened
   - **Restore conversation**: keep the code, rewind the chat
   - **Restore code**: keep the chat, roll back the files
   - **Summarize from here / up to here**: shrinks context without touching files

What it does NOT undo:

- File changes made by terminal commands Claude ran (e.g. a migration or `rm`), unless Claude had also edited that file with its edit tools
- Edits you made yourself outside Claude Code
- Most subagent edits
- Symlinked files

Claude Code keeps the 100 most recent checkpoints per session; old snapshots are cleaned up after about 30 days.

Rule #1: commit before anything big

Checkpoints are not Git.

Terminal

```
git add -A && git commit -m "before Claude refactor"
```

If everything goes wrong: `git restore .`, or `git reset --hard HEAD`, which discards ALL uncommitted changes.

Plan before it touches files

Press **Shift+Tab** until you see plan mode, or type `/plan fix the login bug`. Claude reads the code and writes a plan, and edits wait until you approve it.

Ask a side question without derailing it

`/btw what was that config file called?` The answer pops up but doesn't go into the conversation.

Pick up where you left off

`claude --continue` resumes your last conversation. `/resume` lets you pick any older one.