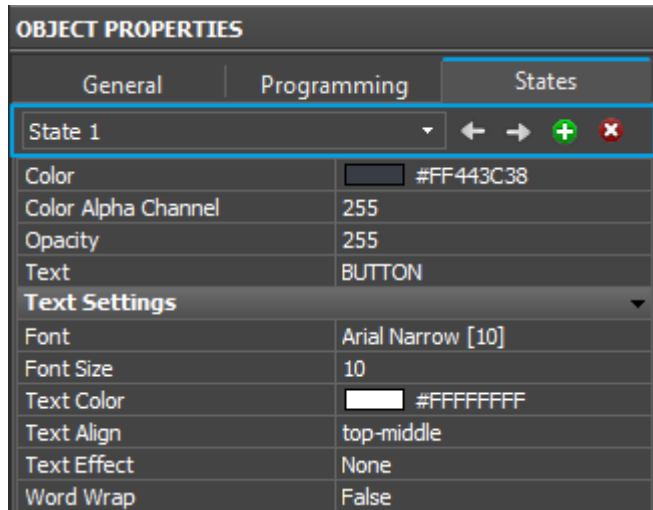


To create or delete a graphic item state (**State**) and go from one state to the other faster use the tools (**Object Properties > States**):



**Current State** - the current selected state of the graphic item



**Prev State** - open the previous state



**Next State** - open the next state



**Add State** - add one more state to the selected



**Delete State** - delete the selected state