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

OBJECT PROPERTIES				
General Progra	Programming		es	
State 1 + 🛨 🙁				
Color	#FF443C38			
Color Alpha Channel	255			
Opacity	255			
Text	dt BUTTON			
Text Settings 🔹 👻			<b>*</b>	
Font	Arial Narrow [10]			
Font Size	10			
		FFFFFF		
Text Align	top-middle			
Text Effect	None			
Word Wrap	False			
State 1 Current State - The current selected state of the graphic item				
<b>Prev State</b> - Open the previous state of the selected graphic item				
<b>Next State</b> - Open the next state of the selected graphic item item				
Add State - Add one more state to the selected				
<b>Delete State</b> - Delete the open state of the selected item				