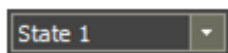
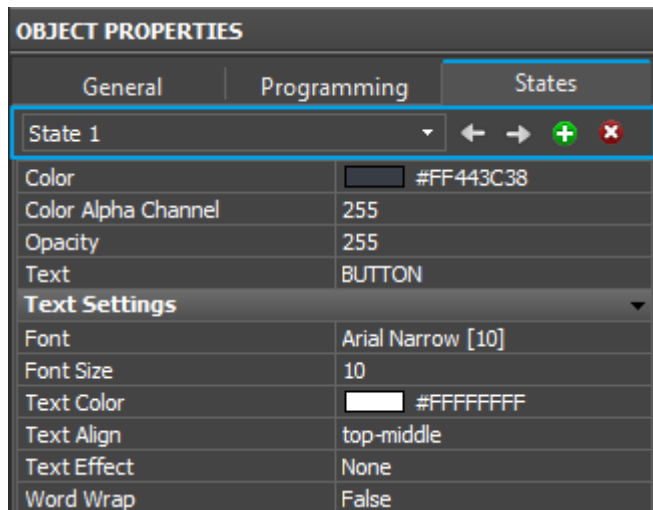


To create or delete a graphic item state (**State**) and go from one state to the other faster use the tools (**Object Properties > States**):



Current State - The current selected state of the graphic item



Prev State - Open the previous state of the selected graphic item



Next State - Open the next state of the selected graphic item



Add State - Add one more state to the selected



Delete State - Delete the open state of the selected item