

# State

Block Group:	Logic
Icon:	

Activates and deactivates the defined state upon the defined invoke and revert triggers. A state is a set of component property values.

All Set State actions in DGLux5 are executed by an instance of this block. When you [record a Set State action](#), a State block is automatically created. The State block can be manipulated after it is automatically created. It can also be created manually.

For information on using dataflow blocks, see [Dataflow](#).

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## Input/Output Properties

These properties can take input and give output.

- `invoke` (*event*)
- `revert` (*event*)
- `enabled` (*boolean*)
- `duration` (*number*)
- `durationBack` (*number*)
- `path n` (*DGLux5 component path*)
- `change n` (*DGLux5 property*)

**invoke** activates the state. An event relative to the component, such as `onMouseDown`, can be bound to **invoke**, in which case the state is invoked when the event occurs.

**revert** deactivates the invoked state. An event relative to the component, such as `onMouseUp`, can be bound to **revert**, in which case the state is reverted when the event occurs.

**enabled** determines whether the Set State action is enabled. If the action is disabled, the triggering events do not invoke or revert states.

**duration** defines the duration of the transition to the defined state, in seconds. Click the "i" icon next to **change n** to view options for the transition, including animation options.

**durationBack** defines the duration of the transition when the state is reverted.

**path n** defines a DGLux5 component whose properties change as part of the state.

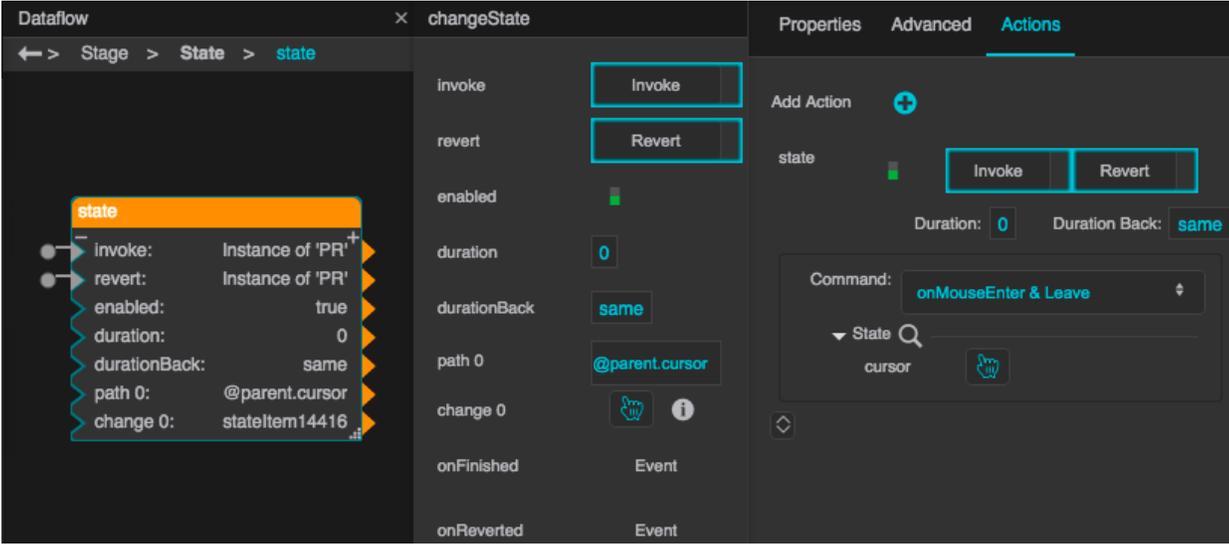
**change n** defines the property value change for the component at **path n**.

## Remarks

- Add paths and changes by clicking the plus sign, and delete them by clicking the minus sign.

## Model

This is a basic use of the block.

Dataflow model	Description (Result)
	<p>An invoke trigger and revert trigger were defined using the <a href="#">Actions panel</a>. When the invoke trigger occurs, the parent component's cursor is changed, and the width of a group component is changed.</p>

## Use Case

This image shows two states that are triggered in sequence. When the user clicks a component, first a [Page Include](#) component is widened, and then its URL is changed to the desired [DG5 file](#). This is because the **onFinished** property of the first block is bound to the **invoke** property of the second block.

The screenshot displays the DGLux5 interface with two state blocks: "widen group" and "load page include". Each block has a list of properties and actions. The "widen group" block has properties: enabled: true, duration: 0, durationBack: same, path 0: @parent.@parent.Group5.width, change 0: stateItem21905, path 1: @parent.@parent.Group5.height, change 1: stateItem21906, onFinished: , and onReverted: . The "load page include" block has properties: enabled: true, duration: 0, durationBack: same, path 0: @parent.@parent.Group5.Pa..., change 0: stateItem22150, onFinished: , and onReverted: . The right panel shows the "Actions" tab with "onClickOn & Off" and "Not Set" commands, and a search for "Group5" and "Page\_Include".

## More Resources

\* [Creating Interactivity in DGLux5 \(Video\)](#)

[Previous: Delay](#)

[Next: Mouse Event](#)

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