


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](#).

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.

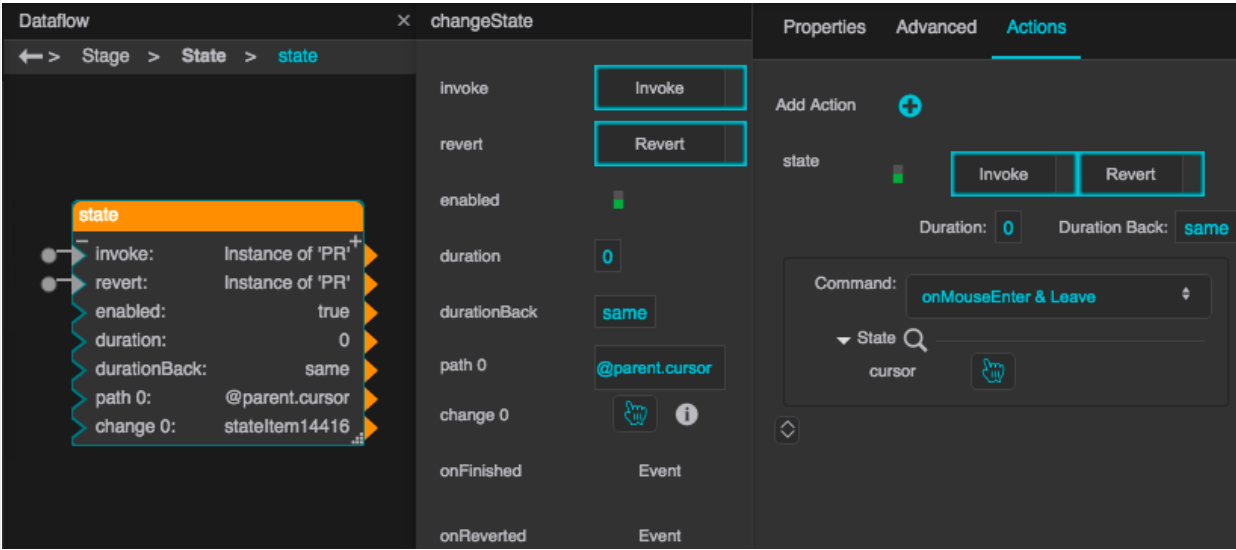
change n defines the property value change for the component at **path n**.

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>The screenshot displays the Dataflow editor interface. On the left, a 'state' block is expanded, showing a tree structure with 'invoke' (Instance of 'PR'), 'revert' (Instance of 'PR'), 'enabled' (true), 'duration' (0), 'durationBack' (same), 'path 0' (@parent.cursor), and 'change 0' (stateItem14416). The right pane shows the 'Actions' tab with 'Invoke' and 'Revert' buttons, a 'Command' dropdown set to 'onMouseEnter & Leave', and a 'State' search field with 'cursor' selected.</p>	<p>An invoke trigger and revert trigger were defined using the Actions panel. 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 logic blocks connected by arrows. The 'widen group' block is on the left, and the 'load page include' block is on the right. The 'widen group' block has the following 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, onFinish: onFinished, onReverted: onReverted. The 'load page include' block has the following properties: enabled: true, duration: 0, durationBack: same, path 0: @parent.@parent.Group5.Pa..., change 0: stateItem22150, onFinish: onFinished, onReverted: onReverted. The interface also shows a Properties panel with 'state' and 'state1' sections, and an Actions panel with 'onClickOn & Off' and 'Not Set' commands.

More Resources

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

[Previous: Delay](#)

[Next: Mouse Event](#)

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Last update: **2019/07/17 19:16**

