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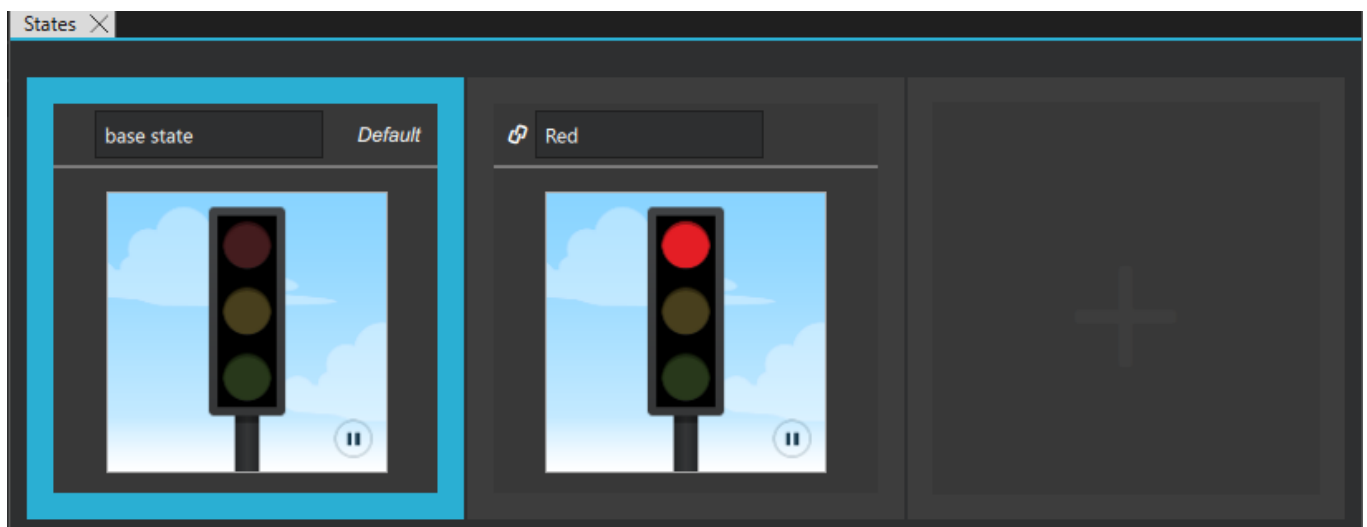Qt Design Studio Manual > States

States

The **States** view displays the different states of a UI.

To open the **States** view, select **View** > **Views** > **States**.

Initially, **States** displays a *base state* that shows the selected component in its initial state. To add states, select ➕ in the **States** view.

For more information, watch the following video:

Summary of States View Actions

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example, the option for editing an annotation becomes available after you add an annotation.

Action	Purpose	Read More
Set when Condition	Determines when a state should be applied.	Applying States
Reset when Condition	Removes when condition for the state.	Applying States
Set as Default	Sets the current state as the startup state of the application.	Setting the Default State
Reset Default	Resets the current state as the default state.	Setting the Default State
Add Annotation	Opens the **Annotation Editor** when you can add an annotation for the states that you create.	Annotating Designs
Edit Annotation	Opens the **Annotation Editor** where you can edit the annotation for the state.	Annotating Designs
Add Annotation	Removes the annotation for the state.	Annotating Designs

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