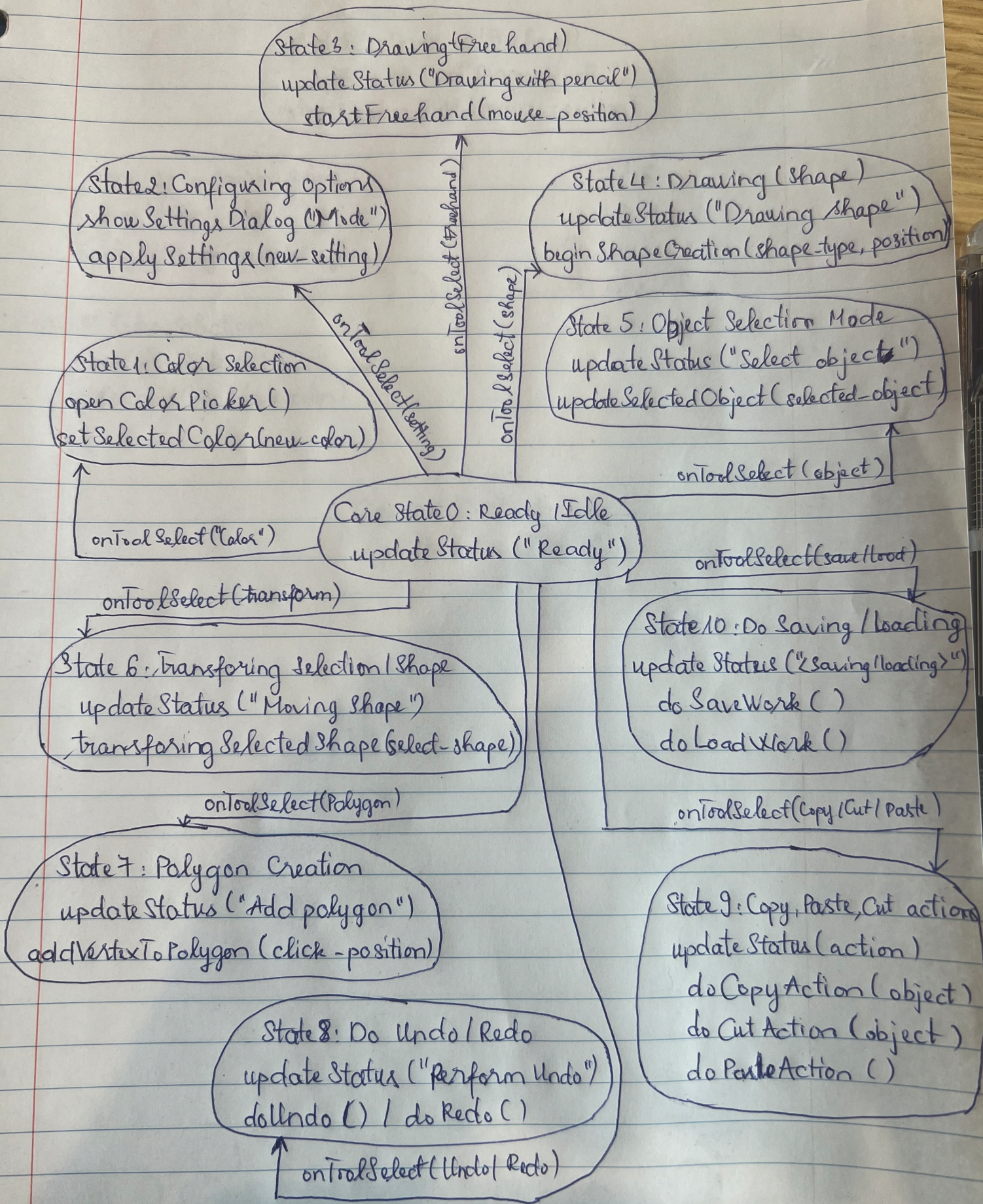


State Definitions and Transitions



*: When users do "Mouse Up", the state goes back to "Idle"