



Good: selection states
multiplicative to pointer states

Idle, Unselected

Hovered, Unselected

Pressed Down, Unselected

Disabled, Unselected

✓ Idle, Selected

✓ Hovered, Selected

✓ Pressed Down, Selected

✓ Disabled, Selected



Bad: selection states additive to
pointer states

Idle

Hovered

Pressed Down

Disabled

✓ Selected