

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