Edit the Creation State

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Creation is the first state in every object type's workflow and is automatically created. It cannot be deleted, nor can its name or color be edited, however, any added triggers, transitions, or actions can be edited or deleted. This state is automatically created with a trigger and transition that moves objects to the **Draft** state. This trigger and transition can be deleted, however, you must ensure a replacement trigger and/or transition is configured on **Creation**, otherwise new objects will not be created and saved.

The **Creation** state can be configured by following the instructions in the Edit or Delete a State (to add required components that must be completed before the object is completed), Add a Trigger & Transition to a State, and Edit or Delete a Trigger or Transition sections.

The Creation state, which appears on every object type. You can edit some of the settings of this state, but you cannot delete it.