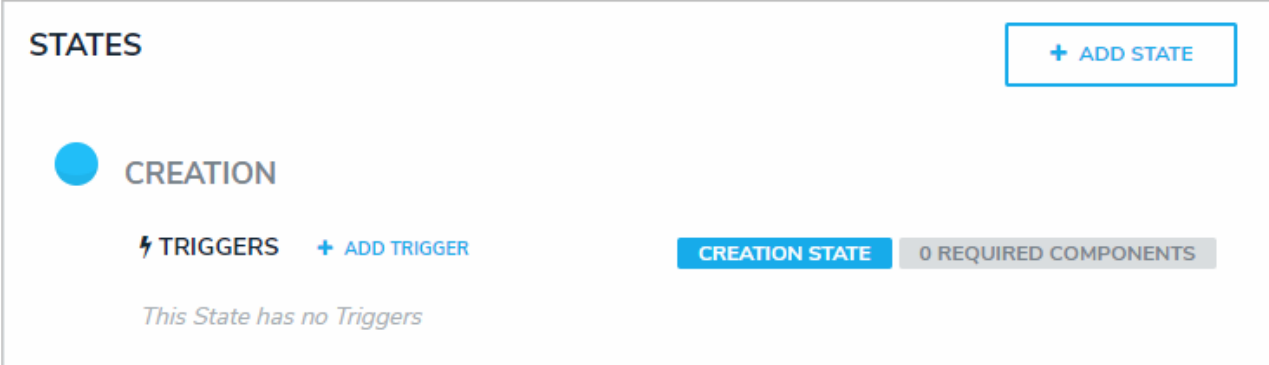


Edit the Creation State

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 screenshot shows a user interface for managing states. At the top left, the word "STATES" is displayed. In the top right corner, there is a blue button with a plus sign and the text "+ ADD STATE". Below this, a blue circle is followed by the word "CREATION". Underneath "CREATION", there is a lightning bolt icon followed by the word "TRIGGERS" and a blue "+ ADD TRIGGER" button. To the right of this, there are two buttons: a blue "CREATION STATE" button and a grey "0 REQUIRED COMPONENTS" button. At the bottom of the state card, the text "This State has no Triggers" is displayed in a light grey font.

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