

Edit or Delete the Draft, Active, or Archived States

Last Modified on 10/04/2018 3:48 pm EDT

Like the [Creation](#) state, the **Draft**, **Active**, and **Archived** states are auto-created once an object type has been created, but you can edit or delete these states as needed. However, because the **Creation** state automatically transitions to **Draft**, you must ensure that the **Create** trigger has been set to transition to an alternate state if you choose to delete **Draft**. Failure to do so will prevent an object from being saved in the system.

You can edit or delete these states by following the instructions in the [Edit or Delete a State](#), [Add a Trigger & Transition to a State](#), and [Edit or Delete a Trigger, Transition, or Action](#) sections.

STATES

[+ ADD STATE](#)

CREATION

⚡ TRIGGERS [+ ADD TRIGGER](#) CREATION STATE 0 REQUIRED COMPONENTS

Create ⇌ Transitions to **Draft**

DRAFT

⚡ TRIGGERS [+ ADD TRIGGER](#) 0 REQUIRED COMPONENTS

Active ⇌ Transitions to **Active**

ACTIVE

⚡ TRIGGERS [+ ADD TRIGGER](#) 0 REQUIRED COMPONENTS

Archive ⇌ Transitions to **Archived**

ARCHIVED

⚡ TRIGGERS [+ ADD TRIGGER](#) 0 REQUIRED COMPONENTS

This State has no Triggers

The default workflow that's auto-created with an object type.