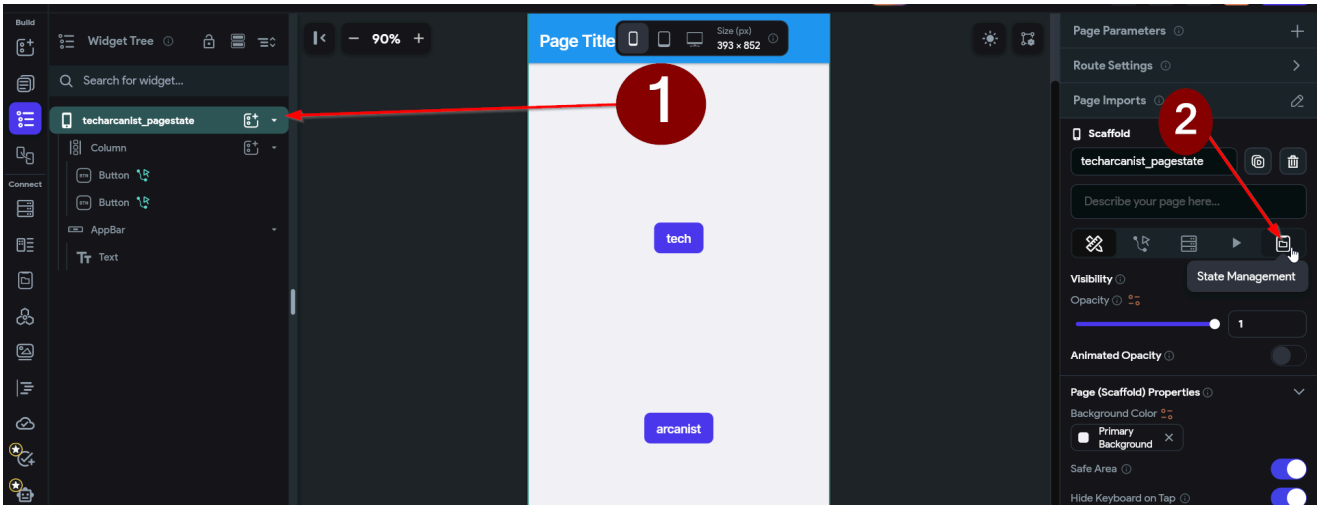
Using Page State for Conditional UI Changes in FlutterFlow

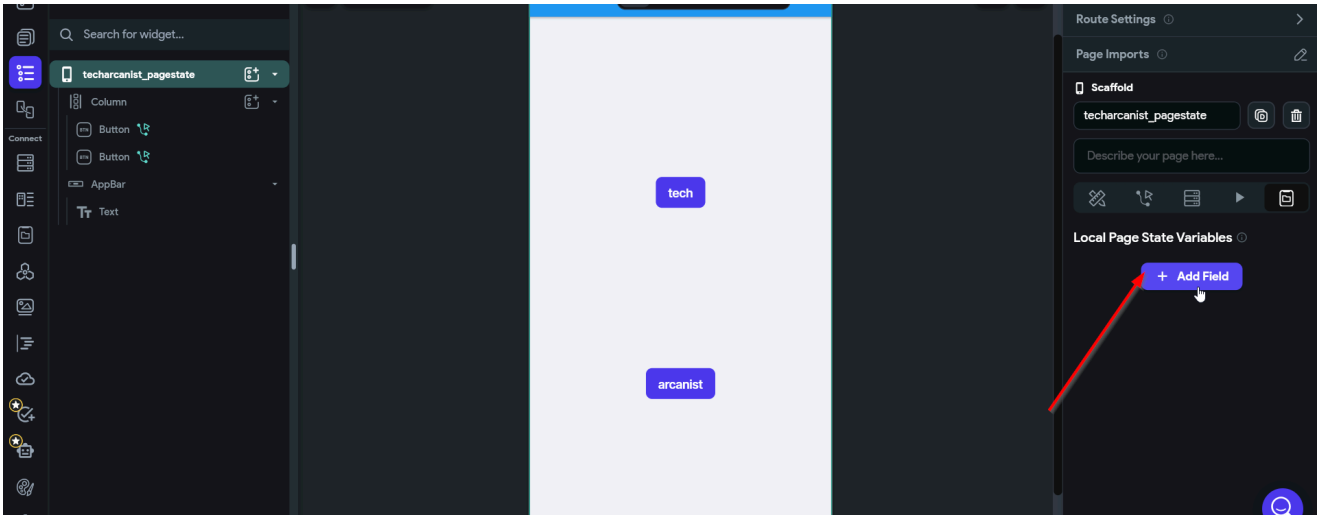
We can control different behaviors and UI changes on a page based on the **state of the page**.
For example: *if a button is pressed, then change something on the page*.

Step 1: Go to Page State Management



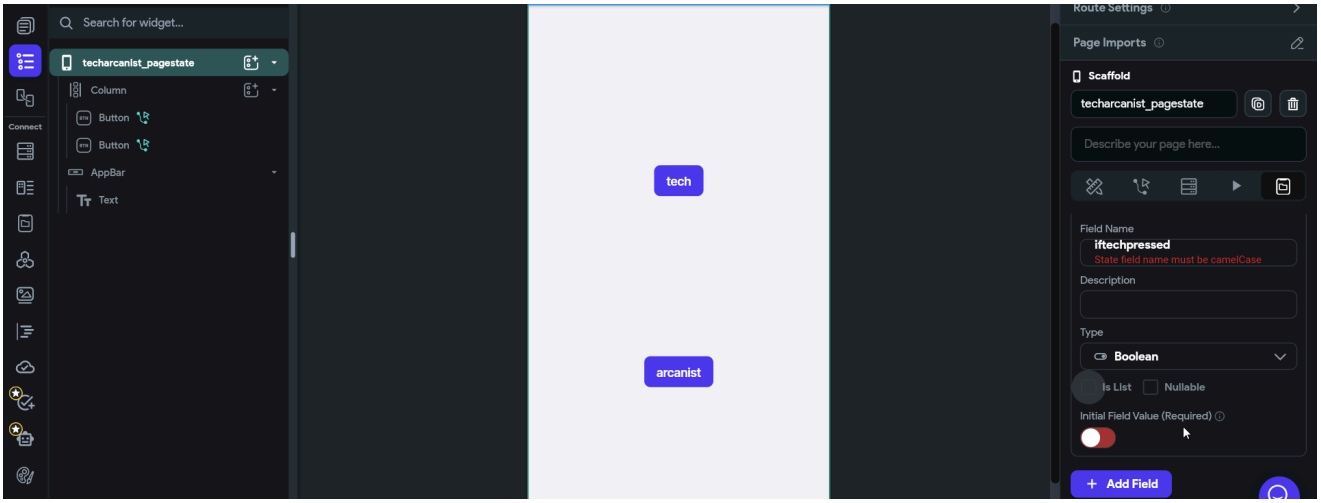
Go to your **page**, then open **State Management**.

Step 2: Add a Page State Field



Click on **Add Field**.

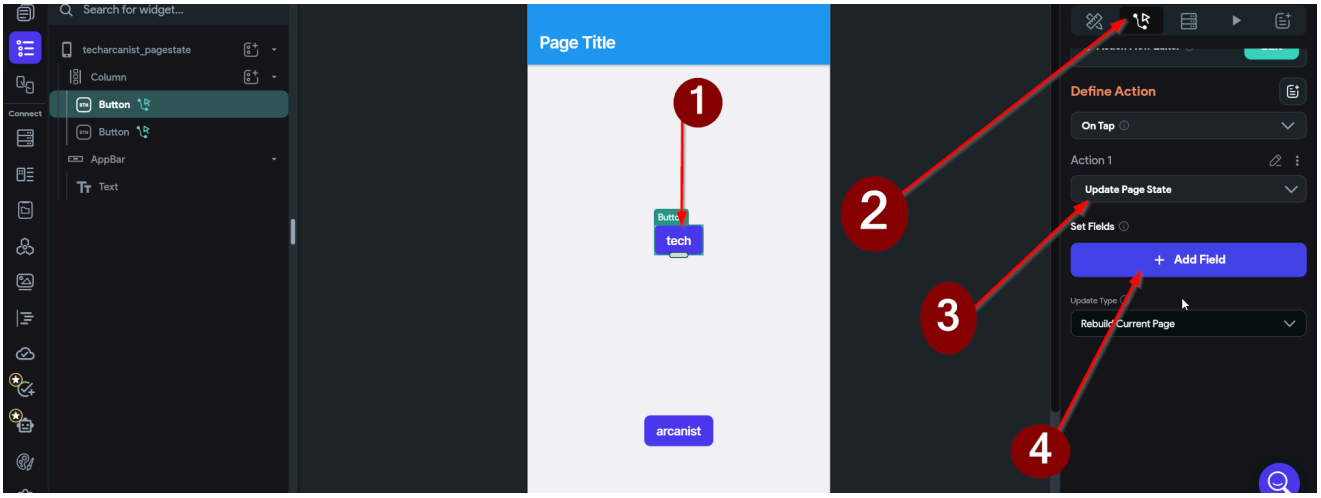
Step 3: Create a Boolean Field



Add a field like this:

- **Field name**: `is_tech_pressed`
- **Type**: Boolean
- **Initial value**: Off (false)
  Click **Confirm**.

Step 4: Update Page State from Tech Button

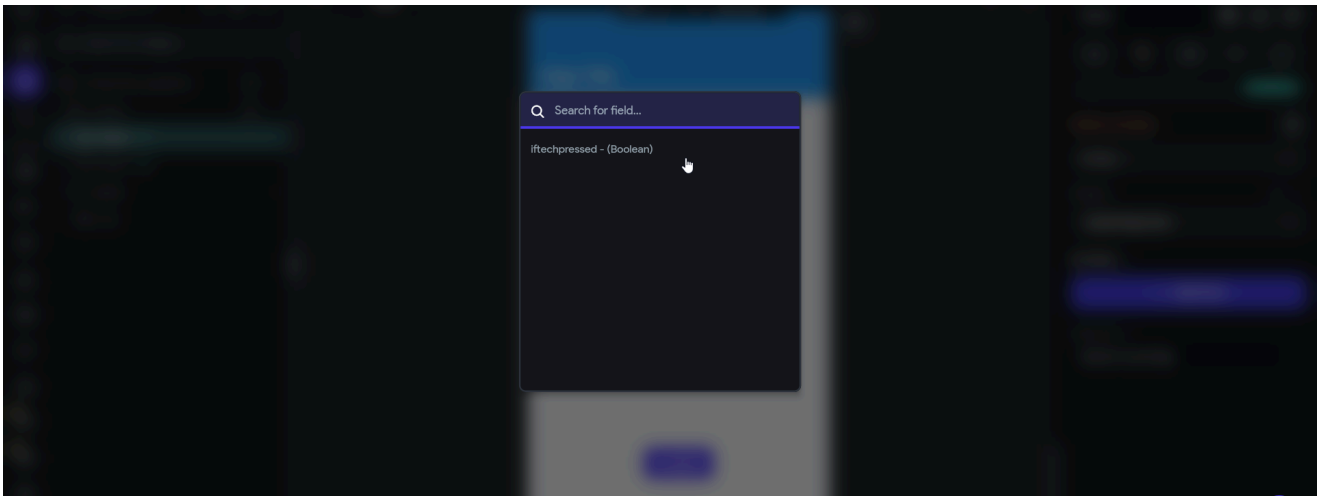


Go to the **Tech button** → **Actions**.

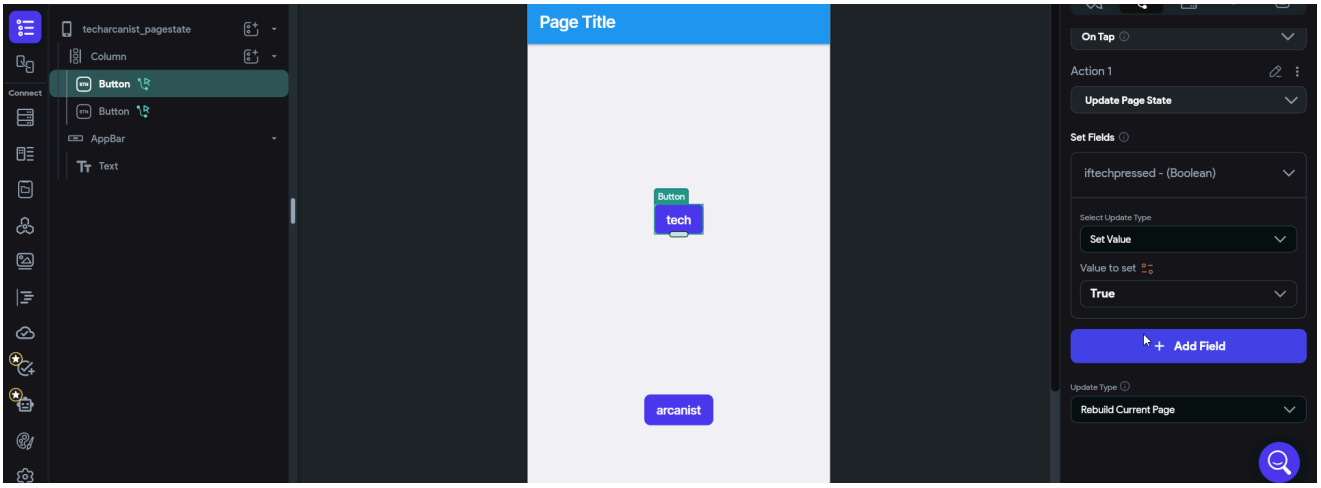
Select:

- **Action**: Update Page State
- Click **Add Field**

Step 5: Set Page State Value



Select the field **is_tech_pressed**.

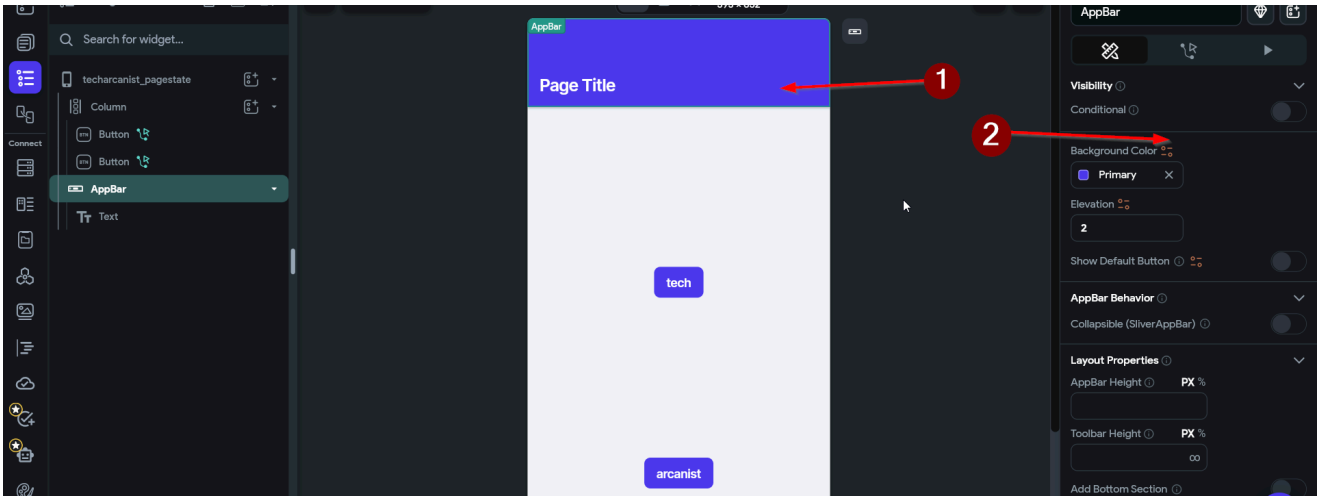


Set its value to **True**.

Now do the same for the **Other / Arcanist button**, but:

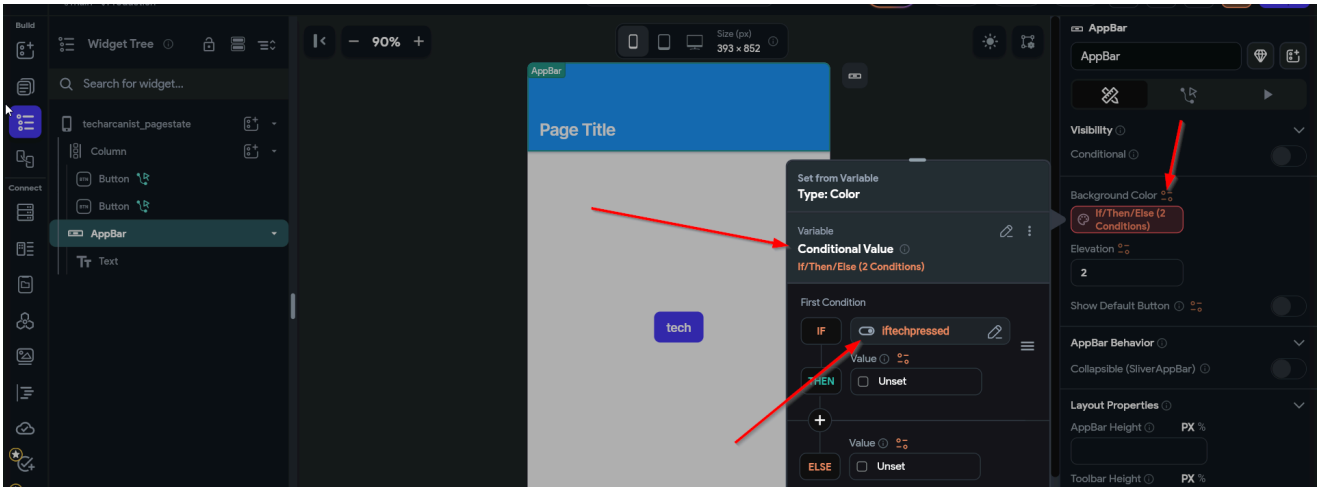
- Set **is_tech_pressed = False**

Step 6: Use Page State in AppBar Styling



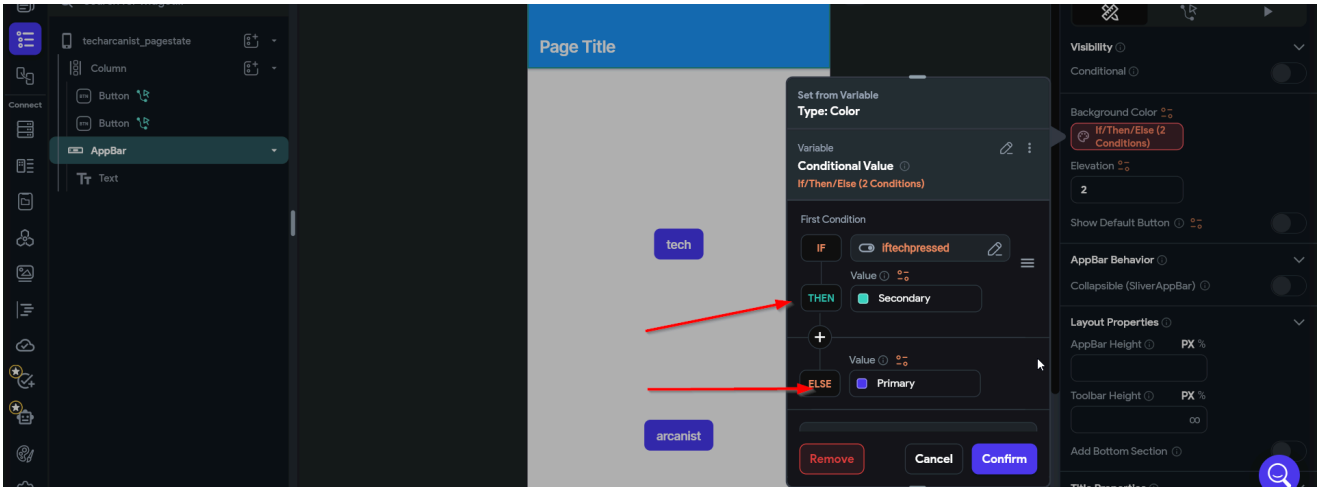
Go to the **AppBar**
Open the **Background Color** setting.

Step 7: Apply Conditional Color



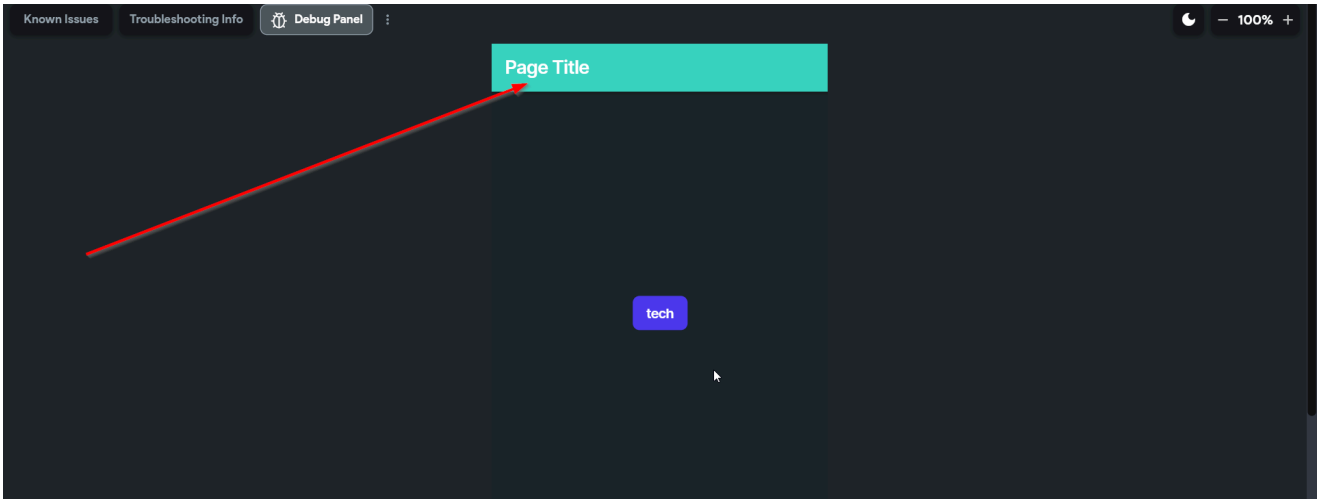
Choose **Conditional Value (If / Then / Else)**.

- **IF** → Page State → `is_tech_pressed`



- **THEN** → Choose one color
- **ELSE** → Choose another color

Step 8: Result



When the **Tech button** is pressed:

- The page state updates
- The AppBar color changes automatically
