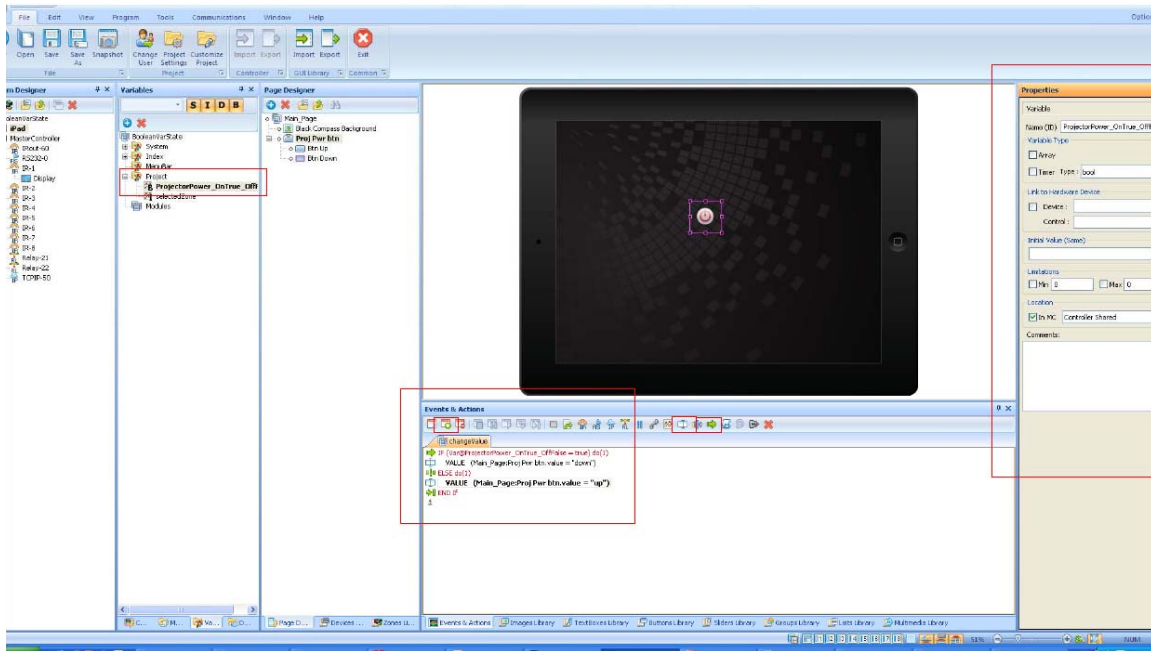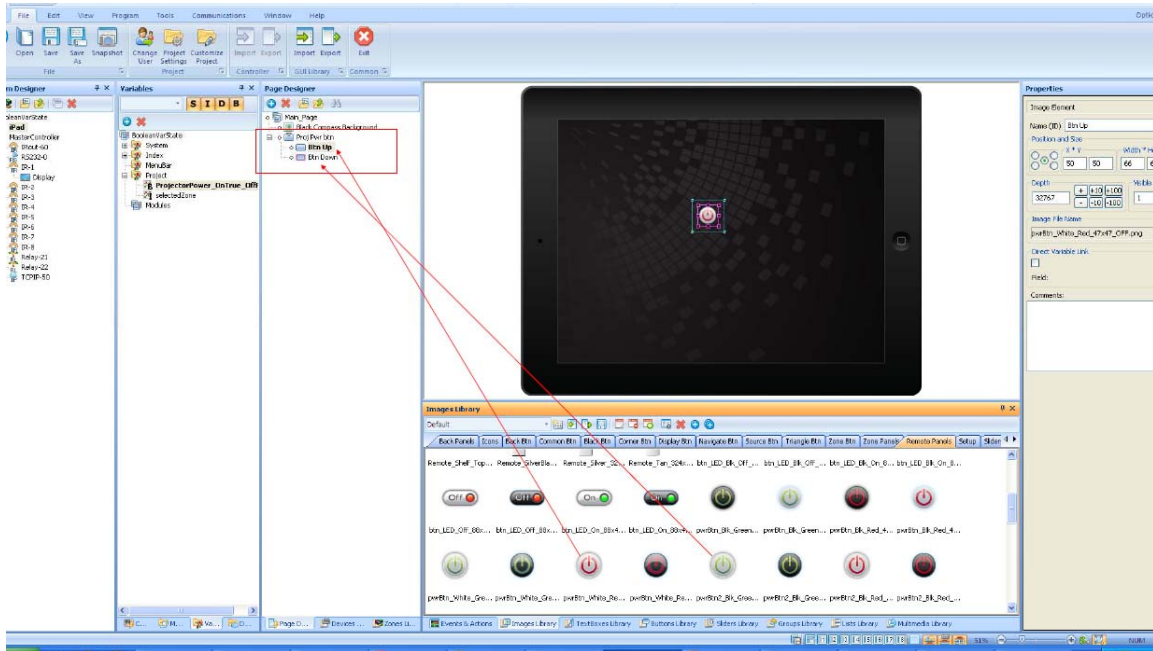- For the power command to dictate the button value (up/down) you can create a boolean (true/false) variable that should be named something intuitive, like "ProjectorPower_OnTrue_OffFalse". On this variable, you can create an event that will control the button value (the look of the button). IF the variable equals true the button value is down, ELSE the button value is up.

- On the button, you will use the desired image files for the up and down states/values. The image files themselves should provide status. For example, red tells the user that the projector is off, and green tells the user that the projector is on

- The events and actions executed when pressing the button will toggle depending on the current existing value of the variable. If the variable is true (aka, the project is On), then pressing the power button should send the OFF command and should then set the variable to False. If the variable is false (aka, the project is Off), then pressing the power button should send the ON command and should then set the variable to true

Properties window will adjust based on last clicked item. Use the properties to complete each event and action