Windinator

Windinator (class):

Static functions:

- Windinator.Push<Type>()
    - Pushes a window to the top layer of the screen. This new window will be on top of all the windows that preceded it.

- Windinator.Pop()
    - Pop the top window. This will trigger its fade out animation and disable it for later reuse.

- Windinator.Replace<Type>()
    - Similar to Push but it also pops the current window.

- Windinator.Push<Type>()
    - Pushes a window to the top layer of the screen. This new window will be on top of all the windows that preceded it.

Rest of the documentation is coming soon …