# Current bugs

* When you press the Add button for any of the user controls, the Delete button is floated back to the left. But it works when you first start the application (No longer the case because there is an XAML binder error saying it can’t find the source “Cannot find source: RelativeSource FindAncester, AncesterType=’System.Windows.Controls.ContentePresenter’, AncesterLevel=’1’”).
* When you first load the application, it says that it can’t find the datagrids the that are collapsed, I.E. the grdStartEndFrames, grdCustomFrames, and grdOutputFolderInfo when you attempt to define a default selected combo box item.
* Currently when you enable/disable an Expander, it enables and disables all the controls inside it as well. Need to make it so it only it disables the dropdown button until the user selects a blender file as described here <https://stackoverflow.com/questions/8868379/how-to-disable-only-the-expander-togglebutton-wpf>.

# Need to modify

* Need to have the grids that are used for the start/end and custom frames be shifted to the right a little bit so that you can distinguish that these set of controls belong to the “Type” combo box OR make them match the rest of the controls.