# Current bugs

* When you now load the application or switch themes, the buttons to delete the controls inside the expanders are floated to the right of the expander. Even though it looks like it works when the application loads, it does not apply them correctly.
* 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>.
* When you switch themes after defining some information for a render causes all the combo boxes inside the scenes to revert back to their defaults “Use Blender configs” however the text and styling for the textbox are still applied, this also makes it so that expander for the scenes are collapsed if they are expanded.
* When you have the numeric entry text box be empty, it will spit out a binding error saying the following error “ConvertBack cannot convert value '' (type 'String'). BindingExpression:Path=Value; DataItem='NumericEntryControl' (Name='nupStartFrame'); target element is 'TextBox' (Name='\_textbox'); target property is 'Text' (type 'String') FormatException:'System.FormatException: The input string '' was not in a correct format.”
* Need to have both AVI options be exclusively used for animations because they make videos, not images. Solution I thinking of implementing, if the render type inside the combobox “cmbAnimationOrFrame” is an animation or use blender settings, enable/add the AVI options inside the combobox “cmbOutputFileType”. However, if it is frame(s) then disable/remove the AVI options from the combobox “cmbOutputFileType”.

# To do:

* Thinking about making is so that the “Wait to shutdown (minutes)” and the Numeric entry user control so it is in line with the above checkbox.