# 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.
* 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 have the bullet points on the error window wrap to a new line inside the error window if the screen becomes two small. This might be because I am not having it stretch to fill the stack panel, but I am unsure about this.

# 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.

# To do: