# 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>.

# 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:

* Implement tooltips for when errors occur for the inputs of the application. Such as the scene name and rendering information, such as custom frames. (done)
* Need to figure out why the theme is not being applied to the errors and change executable window, because the text always stays black regardless of the theme. This can be best shown by having the error window and the main window open and changing the theme of the application. Also, need to see about changing the style/color of the bulletin points depending on what theme is selected.