**High priority Bugs**

* Missing Image filter not updating correctly after delete (i.e., missing some) Maybe a database update refresh issue
* Compiling Dll’s in exe <http://stackoverflow.com/questions/189549/embedding-dlls-in-a-compiled-executable>
* If there are differences between template and DB columns on read
  + Add / Delete columns as needed

**Medium priority bugs**

* Change layout of controls to allow a hard break so some controls appear on the left after the break
* Video player with speed control
* Popup control window –
  + Make it transparent
  + Maybe more kinds (e.g., 1 control / line, scrollable?)
* Database stuff
  + Integrate changes in Template editor into timelapse editor
* in load images from files, remove the code that makes it order dependent.
* Differencing to next / previous good image vs. just any old image filter
* View filters
  + Add general SQL filter
  + Add form-selection filters
* Controls
* visibility – on context menu or via options dialog?
* Implement Drag and drop order in Timelapse as in template

- EXIF

* Julia Hazel For EXIF values, I was thinking of Camera Name, Shutter Speed Value, Aperture Value, GPSLatitude, GPSLongitude if available (else blank). Nice to have but low priority. My potential use of EXIF can be done outside of TimeLapse. I just discovered ExifTool by Phil Harvey. Not beginner-friendly but capable of any EXIF extraction I'd ever want, and far more besides. www.sno.phy.queensu.ca/~phil/exiftool/

**Low priority**

* Coding
  + Comments as needed (cleanup)
  + Remove key and use data label instead
* Restore the swap data between columns (controls are there but collapsed) (maybe?
* Implement the magnifying glass zoom level (controls are there but collapsed) (???)
* Dialog Boxes
  + All Message Boxes in one class, e.g., Persist messages (see Messages)
  + MessageBox / DialogBox – center over window
* Regarding line and polygon ideas, just thinking of potential use in detailed animal behaviour study. Line orientation recorded in degrees (0 up, 180 down), length and area in pixels. User responsibility to position camera appropriately and determine relationship between pixels and real world in their specific setup. Very low priroity with respect to your TimeLapse enhancements.
* Undo
* Fix placeholder image size by scaling
* dbUpdate check all updates to db and to tables are by id and not by row

**User requests**

* User-settable tab sequence to move from field to field. This one may be more difficult to do, as it adds considerable complexity to the interface. But what may work instead is:
  + Using the template editor, you can now order the fields any way you want in the interface where it will follow the order in the template)

-flexibility to arrange fields within this window and to adjust shape of the window.

* I've thought about this. I'd like to do a drag /drop to reorder things in the actual system.
* Helpful to read time of the image including seconds.
* but the issue may be that the image's metadata may not include seconds. Its really camera-dependent.
* In that case, I will likely just fill in seconds with '0's
* EXIF values (user selected) can be recorded in the database, not necessary to display them on the screen.
  + I plan to put a few in there (e.g., Camera name, etc.)
  + If you include it in the template editor , it will try to fill it in
  + The issue is that not all cameras record the exif information, or they do it in a non-standard way.
  + In those cases, the field would be left empty
* Browse mode
* nice to hide seldom-used fields to reduce clutter.
  + I can add an option to hide / show controls
* Enable conditional fields: If "Rare animal" is True, then display fields for Species, Age, Size, Colour, Behaviour, otherwise hide these fields.
  + Much harder to do, as it may make the interface to set this up very complex. But I'll put it on the wish list.
* let user click to mark line or polygon, record orientation and/or length or area.
  + Not sure what you mean. Example? (e.g., what would you really want recorded?)
  + Remember that lengths would be relative to an image...