Table of Contents

- 1. Settings overview
- 2. UI Architecture
- 3. ViewModels
- 4. Data flow
 - Inter-Process Communication with runner
 - Communication with modules
- 5. Settings Utilities
- 6. Custom Hotkey control and keyboard hook handling
- 7. Compatibility with legacy settings and runner
- 8. XAML Island tweaks
- 9. Telemetry