* Add Cue Point Saving, hold 1 second to set at the current point, 3 seconds to remove cue for any key, handle key event. Save, Load, and Reset the cue points bound to buttons, but the actual cue points are saved to the sample
* Cue Points:
  + Save Cue Points on the Sample
  + The Cue Point Keyboard Button Configuration is saved by user action exclusively, does not save on close.
* Add Audio Player Box with controls, time bar
* Add Extended Sample Editor, with advanced editing of cue points, view all tags, ect.
  + Possibly take up space with the audioplayer, but the selected sample in the extended editor does not need to be the one that was just playing
* Add Sample Notes with the Information I Circle that can be hovered over to show any inputted info
  + Only Show the Circle I if anything was inputted by user
  + Edit the note in the extended editor
* Add Window Option to allow showing/hiding select windows
* Add Exit Warning
  + All Cue Points will be unbound, are you sure you want to quit?
* Add small effect changes
  + Audio Playback Speed
  + Filters?
* Ableton Sync? (VST probably)