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local UserInputService = game:GetService("UserInputService")
local TweenService = game:GetService("TweenService")
local RunService = game:GetService("RunService")
local LocalPlayer = game:GetService("Players").LocalPlayer
local Mouse = LocalPlayer:GetMouse()
local HttpService = game:GetService("HttpService")

local OrionLib = {
    Elements = {},
    ThemeObjects = {},
    Connections = {},
    Flags = {},
    Themes = {
        Default = {
            Main = Color3.fromRGB(25, 25, 25),
            Second = Color3.fromRGB(32, 32, 32),
            Stroke = Color3.fromRGB(60, 60, 60),
            Divider = Color3.fromRGB(60, 60, 60),
            Text = Color3.fromRGB(240, 240, 240),
            TextDark = Color3.fromRGB(150, 150, 150)
        }
    },
    SelectedTheme = "Default",
    Folder = nil,
    SaveCfg = false
}

--Feather Icons https://github.com/evoincorp/lucideblox/tree/master/src/modules/util -
Created by 7kayoh
local Icons = {}

local Success, Response = pcall(function()
    Icons =
    HttpService:JSONDecode(game:HttpGetAsync("https://raw.githubusercontent.com/evoincorp/lucideblox/master/src/modules/util/icons.json")).icons
end)

if not Success then
    warn("\nOrion Library - Failed to load Feather Icons. Error code: " .. Response ..
"\n")
end

local function GetIcon(IconName)
    if Icons[IconName] ~= nil then
        return Icons[IconName]
    else
        return nil
    end
end

local Orion = Instance.new("ScreenGui")
Orion.Name = "Orion"
if syn then
    syn.protect_gui(Orion)
    Orion.Parent = game.CoreGui
else
    Orion.Parent = gethui() or game.CoreGui
end

if gethui then
    for _, Interface in ipairs(gethui():GetChildren()) do
        if Interface.Name == Orion.Name and Interface ~= Orion then
            Interface:Destroy()
        end
    end
else
    for _, Interface in ipairs(game.CoreGui:GetChildren()) do

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        if Interface.Name == Orion.Name and Interface ~= Orion then
            Interface:Destroy()
        end
    end
end

function OrionLib:IsRunning()
    if gethui then
        return Orion.Parent == gethui()
    else
        return Orion.Parent == game:GetService("CoreGui")
    end
end

local function AddConnection(Signal, Function)
    if (not OrionLib:IsRunning()) then
        return
    end
    local SignalConnect = Signal:Connect(Function)
    table.insert(OrionLib.Connections, SignalConnect)
    return SignalConnect
end

task.spawn(function()
    while (OrionLib:IsRunning()) do
        wait()

        for _, Connection in next, OrionLib.Connections do
            Connection:Disconnect()
        end
    end
end)

local function AddDraggingFunctionality(DragPoint, Main)
    pcall(function()
        local Dragging, DragInput, MousePos, FramePos = false
        DragPoint.InputBegan:Connect(function(Input)
            if Input.UserInputType == Enum.UserInputType.MouseButton1 then
                Dragging = true
                MousePos = Input.Position
                FramePos = Main.Position

                Input.Changed:Connect(function()
                    if Input.UserInputState == Enum.UserInputState.End
                    then
                        Dragging = false
                    end
                end)
            end
        end)
        DragPoint.InputChanged:Connect(function(Input)
            if Input.UserInputType == Enum.UserInputType.MouseMovement then
                DragInput = Input
            end
        end)
        UserInputService.InputChanged:Connect(function(Input)
            if Input == DragInput and Dragging then
                local Delta = Input.Position - MousePos
                TweenService:Create(Main, TweenInfo.new(0.45,
                    Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {Position =
                    UDim2.new(FramePos.X.Scale, FramePos.X.Offset + Delta.X, FramePos.Y.Scale,
                    FramePos.Y.Offset + Delta.Y)}):Play()
            end
        end)
    end)
end

local function Create(Name, Properties, Children)

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        local Object = Instance.new(Name)
        for i, v in next, Properties or {} do
            Object[i] = v
        end
        for i, v in next, Children or {} do
            v.Parent = Object
        end
        return Object
    end

    local function CreateElement(ElementName, ElementFunction)
        OrionLib.Elements[ElementName] = function(...)
            return ElementFunction(...)
        end
    end

    local function MakeElement(ElementName, ...)
        local NewElement = OrionLib.Elements[ElementName](...)
        return NewElement
    end

    local function SetProps(Element, Props)
        table.foreach(Props, function(Property, Value)
            Element[Property] = Value
        end)
        return Element
    end

    local function SetChildren(Element, Children)
        table.foreach(Children, function(_, Child)
            Child.Parent = Element
        end)
        return Element
    end

    local function Round(Number, Factor)
        local Result = math.floor(Number/Factor + (math.sign(Number) * 0.5)) * Factor
        if Result < 0 then Result = Result + Factor end
        return Result
    end

    local function ReturnProperty(Object)
        if Object:IsA("Frame") or Object:IsA("TextButton") then
            return "BackgroundColor3"
        end
        if Object:IsA("ScrollingFrame") then
            return "ScrollBarImageColor3"
        end
        if Object:IsA("UIStroke") then
            return "Color"
        end
        if Object:IsA("TextLabel") or Object:IsA("TextBox") then
            return "TextColor3"
        end
        if Object:IsA("ImageLabel") or Object:IsA("ImageButton") then
            return "ImageColor3"
        end
    end

    local function AddThemeObject(Object, Type)
        if not OrionLib.ThemeObjects[Type] then
            OrionLib.ThemeObjects[Type] = {}
        end
        table.insert(OrionLib.ThemeObjects[Type], Object)
        Object[ReturnProperty(Object)] = OrionLib.Themes[OrionLib.SelectedTheme][Type]
    end

    local function SetTheme()

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        for Name, Type in pairs(OrionLib.ThemeObjects) do
            for _, Object in pairs(Type) do
                Object[ReturnProperty(Object)] =
OrionLib.Themes[OrionLib.SelectedTheme][Name]
            end
        end
    end
end

local function PackColor(Color)
    return {R = Color.R * 255, G = Color.G * 255, B = Color.B * 255}
end

local function UnpackColor(Color)
    return Color3.fromRGB(Color.R, Color.G, Color.B)
end

local function LoadCfg(Config)
    local Data = HttpService.JSONDecode(Config)
    table.foreach(Data, function(a,b)
        if OrionLib.Flags[a] then
            spawn(function()
                if OrionLib.Flags[a].Type == "Colorpicker" then
                    OrionLib.Flags[a]:Set(UnpackColor(b))
                else
                    OrionLib.Flags[a]:Set(b)
                end
            end)
        else
            warn("Orion Library Config Loader - Could not find ", a ,b)
        end
    end)
end

local function SaveCfg(Name)
    local Data = {}
    for i,v in pairs(OrionLib.Flags) do
        if v.Save then
            if v.Type == "Colorpicker" then
                Data[i] = PackColor(v.Value)
            else
                Data[i] = v.Value
            end
        end
    end
    writefile(OrionLib.Folder .. "/" .. Name .. ".txt",
tostring(HttpService.JSONEncode(Data)))
end

local WhitelistedMouse = {Enum.UserInputType.MouseButton1,
Enum.UserInputType.MouseButton2,Enum.UserInputType.MouseButton3}
local BlacklistedKeys =
{Enum.KeyCode.Unknown,Enum.KeyCode.W,Enum.KeyCode.A,Enum.KeyCode.S,Enum.KeyCode.D,Enum.Key
Code.Up,Enum.KeyCode.Left,Enum.KeyCode.Down,Enum.KeyCode.Right,Enum.KeyCode.Slash,Enum.Key
Code.Tab,Enum.KeyCode.Backspace,Enum.KeyCode.Escape}

local function CheckKey(Table, Key)
    for _, v in next, Table do
        if v == Key then
            return true
        end
    end
end

CreateElement("Corner", function(Scale, Offset)
    local Corner = Create("UICorner", {
        CornerRadius = UDim.new(Scale or 0, Offset or 10)
    })
    return Corner
end)

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CreateElement("Stroke", function(Color, Thickness)
    local Stroke = Create("UIStroke", {
        Color = Color or Color3.fromRGB(255, 255, 255),
        Thickness = Thickness or 1
    })
    return Stroke
end)

CreateElement("List", function(Scale, Offset)
    local List = Create("UIListLayout", {
        SortOrder = Enum.SortOrder.LayoutOrder,
        Padding = UDim.new(Scale or 0, Offset or 0)
    })
    return List
end)

CreateElement("Padding", function(Bottom, Left, Right, Top)
    local Padding = Create("UIPadding", {
        PaddingBottom = UDim.new(0, Bottom or 4),
        PaddingLeft = UDim.new(0, Left or 4),
        PaddingRight = UDim.new(0, Right or 4),
        PaddingTop = UDim.new(0, Top or 4)
    })
    return Padding
end)

CreateElement("TFrame", function()
    local TFrame = Create("Frame", {
        BackgroundTransparency = 1
    })
    return TFrame
end)

CreateElement("Frame", function(Color)
    local Frame = Create("Frame", {
        BackgroundColor3 = Color or Color3.fromRGB(255, 255, 255),
        BorderSizePixel = 0
    })
    return Frame
end)

CreateElement("RoundFrame", function(Color, Scale, Offset)
    local Frame = Create("Frame", {
        BackgroundColor3 = Color or Color3.fromRGB(255, 255, 255),
        BorderSizePixel = 0
    }, {
        Create("UICorner", {
            CornerRadius = UDim.new(Scale, Offset)
        })
    })
    return Frame
end)

CreateElement("Button", function()
    local Button = Create("TextButton", {
        Text = "",
        AutoButtonColor = false,
        BackgroundTransparency = 1,
        BorderSizePixel = 0
    })
    return Button
end)

CreateElement("ScrollFrame", function(Color, Width)
    local ScrollFrame = Create("ScrollingFrame", {
        BackgroundTransparency = 1,
        MidImage = "rbxassetid://7445543667",
        BottomImage = "rbxassetid://7445543667",
    })
end)

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        TopImage = "rbxassetid://7445543667",
        ScrollBarImageColor3 = Color,
        BorderSizePixel = 0,
        ScrollBarThickness = Width,
        CanvasSize = UDim2.new(0, 0, 0, 0)
    })
    return ScrollFrame
end)

CreateElement("Image", function(ImageID)
    local ImageNew = Create("ImageLabel", {
        Image = ImageID,
        BackgroundTransparency = 1
    })

    if GetIcon(ImageID) ~= nil then
        ImageNew.Image = GetIcon(ImageID)
    end

    return ImageNew
end)

CreateElement("ImageButton", function(ImageID)
    local Image = Create("ImageButton", {
        Image = ImageID,
        BackgroundTransparency = 1
    })
    return Image
end)

CreateElement("Label", function(Text, TextSize, Transparency)
    local Label = Create("TextLabel", {
        Text = Text or "",
        TextColor3 = Color3.fromRGB(240, 240, 240),
        TextTransparency = Transparency or 0,
        TextSize = TextSize or 15,
        Font = Enum.Font.Gotham,
        RichText = true,
        BackgroundTransparency = 1,
        TextXAlignment = Enum.TextXAlignment.Left
    })
    return Label
end)

local NotificationHolder = SetProps(SetChildren(MakeElement("TFrame"), {
    SetProps(MakeElement("List"), {
        HorizontalAlignment = Enum.HorizontalAlignment.Center,
        SortOrder = Enum.SortOrder.LayoutOrder,
        VerticalAlignment = Enum.VerticalAlignment.Bottom,
        Padding = UDim.new(0, 5)
    })
}), {
    Position = UDim2.new(1, -25, 1, -25),
    Size = UDim2.new(0, 300, 1, -25),
    AnchorPoint = Vector2.new(1, 1),
    Parent = Orion
})

function OrionLib:MakeNotification(NotificationConfig)
    spawn(function()
        NotificationConfig.Name = NotificationConfig.Name or "Notification"
        NotificationConfig.Content = NotificationConfig.Content or "Test"
        NotificationConfig.Image = NotificationConfig.Image or
"rbxassetid://4384403532"
        NotificationConfig.Time = NotificationConfig.Time or 15

        local NotificationParent = SetProps(MakeElement("TFrame"), {
            Size = UDim2.new(1, 0, 0, 0),
            AutomaticSize = Enum.AutomaticSize.Y,

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        Parent = NotificationHolder
    })

    local NotificationFrame = SetChildren(SetProps(MakeElement("RoundFrame",
Color3.fromRGB(25, 25, 25), 0, 10), {
        Parent = NotificationParent,
        Size = UDim2.new(1, 0, 0, 0),
        Position = UDim2.new(1, -55, 0, 0),
        BackgroundTransparency = 0,
        AutomaticSize = Enum.AutomaticSize.Y
    }), {
        MakeElement("Stroke", Color3.fromRGB(93, 93, 93), 1.2),
        MakeElement("Padding", 12, 12, 12, 12),
        SetProps(MakeElement("Image", NotificationConfig.Image), {
            Size = UDim2.new(0, 20, 0, 20),
            ImageColor3 = Color3.fromRGB(240, 240, 240),
            Name = "Icon"
        }),
        SetProps(MakeElement("Label", NotificationConfig.Name, 15), {
            Size = UDim2.new(1, -30, 0, 20),
            Position = UDim2.new(0, 30, 0, 0),
            Font = Enum.Font.GothamBold,
            Name = "Title"
        }),
        SetProps(MakeElement("Label", NotificationConfig.Content, 14), {
            Size = UDim2.new(1, 0, 0, 0),
            Position = UDim2.new(0, 0, 0, 25),
            Font = Enum.Font.GothamSemibold,
            Name = "Content",
            AutomaticSize = Enum.AutomaticSize.Y,
            TextColor3 = Color3.fromRGB(200, 200, 200),
            TextWrapped = true
        })
    })
})

TweenService:Create(NotificationFrame, TweenInfo.new(0.5,
Enum.EasingStyle.Quint), {Position = UDim2.new(0, 0, 0, 0)}):Play()

    wait(NotificationConfig.Time - 0.88)
    TweenService:Create(NotificationFrame.Icon, TweenInfo.new(0.4,
Enum.EasingStyle.Quint), {ImageTransparency = 1}):Play()
    TweenService:Create(NotificationFrame, TweenInfo.new(0.8,
Enum.EasingStyle.Quint), {BackgroundTransparency = 0.6}):Play()
    wait(0.3)
    TweenService:Create(NotificationFrame.UISStroke, TweenInfo.new(0.6,
Enum.EasingStyle.Quint), {Transparency = 0.9}):Play()
    TweenService:Create(NotificationFrame.Title, TweenInfo.new(0.6,
Enum.EasingStyle.Quint), {TextTransparency = 0.4}):Play()
    TweenService:Create(NotificationFrame.Content, TweenInfo.new(0.6,
Enum.EasingStyle.Quint), {TextTransparency = 0.5}):Play()
    wait(0.05)

    NotificationFrame.TweenPosition(UDim2.new(1, 20, 0,
0), 'In', 'Quint', 0.8, true)
    wait(1.35)
    NotificationFrame.Destroy()
end)
end

function OrionLib:Init()
    if OrionLib.SaveCfg then
        pcall(function()
            if isfile(OrionLib.Folder .. "/" .. game.GameId .. ".txt") then
                LoadCfg(readfile(OrionLib.Folder .. "/" .. game.GameId ..
".txt"))
            end
            OrionLib:MakeNotification({
                Name = "Configuration",
                Content = "Auto-loaded configuration for the game
" .. game.GameId .. ".",

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Time = 5
    })
    end
end)
end
end

function OrionLib:MakeWindow(WindowConfig)
    local FirstTab = true
    local Minimized = false
    local Loaded = false
    local UIHidden = false

    WindowConfig = WindowConfig or {}
    WindowConfig.Name = WindowConfig.Name or "Orion Library"
    WindowConfig.ConfigFolder = WindowConfig.ConfigFolder or WindowConfig.Name
    WindowConfig.SaveConfig = WindowConfig.SaveConfig or false
    WindowConfig.HidePremium = WindowConfig.HidePremium or false
    if WindowConfig.IntroEnabled == nil then
        WindowConfig.IntroEnabled = true
    end
    WindowConfig.IntroText = WindowConfig.IntroText or "Orion Library"
    WindowConfig.CloseCallback = WindowConfig.CloseCallback or function() end
    WindowConfig.ShowIcon = WindowConfig.ShowIcon or false
    WindowConfig.Icon = WindowConfig.Icon or "rbxassetid://8834748103"
    WindowConfig.IntroIcon = WindowConfig.IntroIcon or "rbxassetid://8834748103"
    OrionLib.Folder = WindowConfig.ConfigFolder
    OrionLib.SaveCfg = WindowConfig.SaveConfig

    if WindowConfig.SaveConfig then
        if not isfolder(WindowConfig.ConfigFolder) then
            makefolder(WindowConfig.ConfigFolder)
        end
    end

    local TabHolder = AddThemeObject(SetChildren(SetProps(MakeElement("ScrollFrame",
Color3.fromRGB(255, 255, 255), 4), {
        Size = UDim2.new(1, 0, 1, -50)
    }), {
        MakeElement("List"),
        MakeElement("Padding", 8, 0, 0, 8)
    }), "Divider")

    AddConnection(TabHolder.UIListLayout:GetPropertyChangedSignal("AbsoluteContentSize"),
function()
    TabHolder.CanvasSize = UDim2.new(0, 0, 0,
TabHolder.UIListLayout.AbsoluteContentSize.Y + 16)
end)

    local CloseBtn = SetChildren(SetProps(MakeElement("Button"), {
        Size = UDim2.new(0.5, 0, 1, 0),
        Position = UDim2.new(0.5, 0, 0, 0),
        BackgroundTransparency = 1
    }), {
        AddThemeObject(SetProps(MakeElement("Image", "rbxassetid://7072725342"), {
            Position = UDim2.new(0, 9, 0, 6),
            Size = UDim2.new(0, 18, 0, 18)
        }), "Text")
    })

    local MinimizeBtn = SetChildren(SetProps(MakeElement("Button"), {
        Size = UDim2.new(0.5, 0, 1, 0),
        BackgroundTransparency = 1
    }), {
        AddThemeObject(SetProps(MakeElement("Image", "rbxassetid://7072719338"), {
            Position = UDim2.new(0, 9, 0, 6),
            Size = UDim2.new(0, 18, 0, 18),
            Name = "Ico"

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    }}, "Text")
})

local DragPoint = SetProps(MakeElement("TFrame"), {
    Size = UDim2.new(1, 0, 0, 50)
})

local WindowStuff = AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame",
Color3.fromRGB(255, 255, 255), 0, 10), {
    Size = UDim2.new(0, 150, 1, -50),
    Position = UDim2.new(0, 0, 0, 50)
})), {
    AddThemeObject(SetProps(MakeElement("Frame"), {
        Size = UDim2.new(1, 0, 0, 10),
        Position = UDim2.new(0, 0, 0, 0)
    })), "Second"),
    AddThemeObject(SetProps(MakeElement("Frame"), {
        Size = UDim2.new(0, 10, 1, 0),
        Position = UDim2.new(1, -10, 0, 0)
    })), "Second"),
    AddThemeObject(SetProps(MakeElement("Frame"), {
        Size = UDim2.new(0, 1, 1, 0),
        Position = UDim2.new(1, -1, 0, 0)
    })), "Stroke"),
    TabHolder,
    SetChildren(SetProps(MakeElement("TFrame"), {
        Size = UDim2.new(1, 0, 0, 50),
        Position = UDim2.new(0, 0, 1, -50)
    })), {
        AddThemeObject(SetProps(MakeElement("Frame"), {
            Size = UDim2.new(1, 0, 0, 1)
        })), "Stroke"),
        AddThemeObject(SetChildren(SetProps(MakeElement("Frame"), {
            AnchorPoint = Vector2.new(0, 0.5),
            Size = UDim2.new(0, 32, 0, 32),
            Position = UDim2.new(0, 10, 0.5, 0)
        })), {
            SetProps(MakeElement("Image",
"https://www.roblox.com/headshot-thumbnail/image?userId=".. LocalPlayer.UserId
.."&width=420&height=420&format=png"), {
                Size = UDim2.new(1, 0, 1, 0)
            })),
            AddThemeObject(SetProps(MakeElement("Image",
"rbxassetid://4031889928"), {
                Size = UDim2.new(1, 0, 1, 0),
            })), "Second"),
            MakeElement("Corner", 1)
        })), "Divider"),
        SetChildren(SetProps(MakeElement("TFrame"), {
            AnchorPoint = Vector2.new(0, 0.5),
            Size = UDim2.new(0, 32, 0, 32),
            Position = UDim2.new(0, 10, 0.5, 0)
        })), {
            AddThemeObject(MakeElement("Stroke"), "Stroke"),
            MakeElement("Corner", 1)
        })),
        AddThemeObject(SetProps(MakeElement("Label",
LocalPlayer.DisplayName, WindowConfig.HidePremium and 14 or 13), {
            Size = UDim2.new(1, -60, 0, 13),
            Position = WindowConfig.HidePremium and UDim2.new(0, 50,
0, 19) or UDim2.new(0, 50, 0, 12),
            Font = Enum.Font.GothamBold,
            ClipsDescendants = true
        })), "Text"),
        AddThemeObject(SetProps(MakeElement("Label", "", 12), {
            Size = UDim2.new(1, -60, 0, 12),
            Position = UDim2.new(0, 50, 1, -25),
            Visible = not WindowConfig.HidePremium
        })), "TextDark")
    }
}

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    }},
    }), "Second")

    local WindowName = AddThemeObject(SetProps(MakeElement("Label", WindowConfig.Name,
14), {
        Size = UDim2.new(1, -30, 2, 0),
        Position = UDim2.new(0, 25, 0, -24),
        Font = Enum.Font.GothamBlack,
        TextSize = 20
    }), "Text")

    local WindowTopBarLine = AddThemeObject(SetProps(MakeElement("Frame"), {
        Size = UDim2.new(1, 0, 0, 1),
        Position = UDim2.new(0, 0, 1, -1)
    }), "Stroke")

    local MainWindow = AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame",
Color3.fromRGB(255, 255, 255), 0, 10), {
        Parent = Orion,
        Position = UDim2.new(0.5, -307, 0.5, -172),
        Size = UDim2.new(0, 615, 0, 344),
        ClipsDescendants = true
    }), {
        --SetProps(MakeElement("Image", "rbxassetid://3523728077"), {
        --    AnchorPoint = Vector2.new(0.5, 0.5),
        --    Position = UDim2.new(0.5, 0, 0.5, 0),
        --    Size = UDim2.new(1, 80, 1, 320),
        --    ImageColor3 = Color3.fromRGB(33, 33, 33),
        --    ImageTransparency = 0.7
        --}),
        SetChildren(SetProps(MakeElement("TFrame"), {
            Size = UDim2.new(1, 0, 0, 50),
            Name = "TopBar"
        }), {
            WindowName,
            WindowTopBarLine,
            AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame",
Color3.fromRGB(255, 255, 255), 0, 7), {
                Size = UDim2.new(0, 70, 0, 30),
                Position = UDim2.new(1, -90, 0, 10)
            }), {
                AddThemeObject(MakeElement("Stroke"), "Stroke"),
                AddThemeObject(SetProps(MakeElement("Frame"), {
                    Size = UDim2.new(0, 1, 1, 0),
                    Position = UDim2.new(0.5, 0, 0, 0)
                }), "Stroke"),
                CloseBtn,
                MinimizeBtn
            }), "Second"),
        }),
        DragPoint,
        WindowStuff
    }), "Main")

    if WindowConfig.ShowIcon then
        WindowName.Position = UDim2.new(0, 50, 0, -24)
        local WindowIcon = SetProps(MakeElement("Image", WindowConfig.Icon), {
            Size = UDim2.new(0, 20, 0, 20),
            Position = UDim2.new(0, 25, 0, 15)
        })
        WindowIcon.Parent = MainWindow.TopBar
    end

    AddDraggingFunctionality(DragPoint, MainWindow)

    AddConnection(CloseBtn.MouseButton1Up, function()
        MainWindow.Visible = false
        UIHidden = true
        OrionLib:MakeNotification({

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        Name = "Interface Hidden",
        Content = "Tap RightShift to reopen the interface",
        Time = 5
    })
    WindowConfig.CloseCallback()
end)

AddConnection(UserInputService.InputBegan, function(Input)
    if Input.KeyCode == Enum.KeyCode.RightShift and UIHidden then
        MainWindow.Visible = true
    end
end)

AddConnection(MinimizeBtn.MouseButton1Up, function()
    if Minimized then
        TweenService:Create(MainWindow, TweenInfo.new(0.5,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {Size = UDim2.new(0, 615, 0,
344)}):Play()

        MinimizeBtn.Ico.Image = "rbxassetid://7072719338"
        wait(.02)
        MainWindow.ClipsDescendants = false
        WindowStuff.Visible = true
        WindowTopBarLine.Visible = true
    else
        MainWindow.ClipsDescendants = true
        WindowTopBarLine.Visible = false
        MinimizeBtn.Ico.Image = "rbxassetid://7072720870"

        TweenService:Create(MainWindow, TweenInfo.new(0.5,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {Size = UDim2.new(0,
WindowName.TextBounds.X + 140, 0, 50)}):Play()
        wait(0.1)
        WindowStuff.Visible = false
    end
    Minimized = not Minimized
end)

local function LoadSequence()
    MainWindow.Visible = false
    local LoadSequenceLogo = SetProps(MakeElement("Image",
WindowConfig.IntroIcon), {
        Parent = Orion,
        AnchorPoint = Vector2.new(0.5, 0.5),
        Position = UDim2.new(0.5, 0, 0.4, 0),
        Size = UDim2.new(0, 28, 0, 28),
        ImageColor3 = Color3.fromRGB(255, 255, 255),
        ImageTransparency = 1
    })

    local LoadSequenceText = SetProps(MakeElement("Label",
WindowConfig.IntroText, 14), {
        Parent = Orion,
        Size = UDim2.new(1, 0, 1, 0),
        AnchorPoint = Vector2.new(0.5, 0.5),
        Position = UDim2.new(0.5, 19, 0.5, 0),
        TextXAlignment = Enum.TextXAlignment.Center,
        Font = Enum.Font.GothamBold,
        TextTransparency = 1
    })

    TweenService:Create(LoadSequenceLogo, TweenInfo.new(.3,
Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {ImageTransparency = 0, Position =
UDim2.new(0.5, 0, 0.5, 0)}):Play()
    wait(0.8)
    TweenService:Create(LoadSequenceLogo, TweenInfo.new(.3,
Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {Position = UDim2.new(0.5, -
(LoadSequenceText.TextBounds.X/2), 0.5, 0)}):Play()
    wait(0.3)
    TweenService:Create(LoadSequenceText, TweenInfo.new(.3,

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```

Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {TextTransparency = 0}):Play()
    wait(2)
    TweenService:Create(LoadSequenceText, TweenInfo.new(.3,
Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {TextTransparency = 1}):Play()
    MainWindow.Visible = true
    LoadSequenceLogo:Destroy()
    LoadSequenceText:Destroy()
end

if WindowConfig.IntroEnabled then
    LoadSequence()
end

local TabFunction = {}
function TabFunction:MakeTab(TabConfig)
    TabConfig = TabConfig or {}
    TabConfig.Name = TabConfig.Name or "Tab"
    TabConfig.Icon = TabConfig.Icon or ""
    TabConfig.PremiumOnly = TabConfig.PremiumOnly or false

    local TabFrame = SetChildren(SetProps(MakeElement("Button"), {
        Size = UDim2.new(1, 0, 0, 30),
        Parent = TabHolder
    }), {
        AddThemeObject(SetProps(MakeElement("Image", TabConfig.Icon), {
            AnchorPoint = Vector2.new(0, 0.5),
            Size = UDim2.new(0, 18, 0, 18),
            Position = UDim2.new(0, 10, 0.5, 0),
            ImageTransparency = 0.4,
            Name = "Ico"
        })), "Text"),
        AddThemeObject(SetProps(MakeElement("Label", TabConfig.Name, 14),
{
            Size = UDim2.new(1, -35, 1, 0),
            Position = UDim2.new(0, 35, 0, 0),
            Font = Enum.Font.GothamSemibold,
            TextTransparency = 0.4,
            Name = "Title"
        })), "Text")
    })

    if GetIcon(TabConfig.Icon) ~= nil then
        TabFrame.Ico.Image = GetIcon(TabConfig.Icon)
    end

    local Container =
AddThemeObject(SetChildren(SetProps(MakeElement("ScrollFrame", Color3.fromRGB(255, 255,
255), 5), {
        Size = UDim2.new(1, -150, 1, -50),
        Position = UDim2.new(0, 150, 0, 50),
        Parent = MainWindow,
        Visible = false,
        Name = "ItemContainer"
    }), {
        MakeElement("List", 0, 6),
        MakeElement("Padding", 15, 10, 10, 15)
    })), "Divider")

AddConnection(Container.UIListLayout:GetPropertyChangedSignal("AbsoluteContentSize"),
function()
    Container.CanvasSize = UDim2.new(0, 0, 0,
Container.UIListLayout.AbsoluteContentSize.Y + 30)
end)

    if FirstTab then
        FirstTab = false
        TabFrame.Ico.ImageTransparency = 0
        TabFrame.Title.TextTransparency = 0
    end
end

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        TabFrame.Title.Font = Enum.Font.GothamBlack
        Container.Visible = true
    end

    AddConnection(TabFrame.MouseButton1Click, function()
        for _, Tab in next, TabHolder:GetChildren() do
            if Tab:IsA("TextButton") then
                Tab.Title.Font = Enum.Font.GothamSemibold
                TweenService:Create(Tab.Ico, TweenInfo.new(0.25,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {ImageTransparency = 0.4}):Play()
                TweenService:Create(Tab.Title, TweenInfo.new(0.25,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {TextTransparency = 0.4}):Play()
            end
        end
        for _, ItemContainer in next, MainWindow:GetChildren() do
            if ItemContainer.Name == "ItemContainer" then
                ItemContainer.Visible = false
            end
        end
        TweenService:Create(TabFrame.Ico, TweenInfo.new(0.25,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {ImageTransparency = 0}):Play()
        TweenService:Create(TabFrame.Title, TweenInfo.new(0.25,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {TextTransparency = 0}):Play()
        TabFrame.Title.Font = Enum.Font.GothamBlack
        Container.Visible = true
    end)

    local function GetElements(ItemParent)
        local ElementFunction = {}
        function ElementFunction:AddLabel(Text)
            local LabelFrame =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 5), {
                Size = UDim2.new(1, 0, 0, 30),
                BackgroundTransparency = 0.7,
                Parent = ItemParent
            })), {
                AddThemeObject(SetProps(MakeElement("Label", Text,
15), {
                    Size = UDim2.new(1, -12, 1, 0),
                    Position = UDim2.new(0, 12, 0, 0),
                    Font = Enum.Font.GothamBold,
                    Name = "Content"
                })), "Text"),
                AddThemeObject(MakeElement("Stroke"), "Stroke")
            })), "Second")

            local LabelFunction = {}
            function LabelFunction:Set(ToChange)
                LabelFrame.Content.Text = ToChange
            end
            return LabelFunction
        end
        function ElementFunction:AddParagraph(Text, Content)
            Text = Text or "Text"
            Content = Content or "Content"

            local ParagraphFrame =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 5), {
                Size = UDim2.new(1, 0, 0, 30),
                BackgroundTransparency = 0.7,
                Parent = ItemParent
            })), {
                AddThemeObject(SetProps(MakeElement("Label", Text,
15), {
                    Size = UDim2.new(1, -12, 0, 14),
                    Position = UDim2.new(0, 12, 0, 10),
                    Font = Enum.Font.GothamBold,

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        Name = "Title"
    }}, "Text"),
    AddThemeObject(SetProps(MakeElement("Label", "",
13), {
        Size = UDim2.new(1, -24, 0, 0),
        Position = UDim2.new(0, 12, 0, 26),
        Font = Enum.Font.GothamSemibold,
        Name = "Content",
        TextWrapped = true
    }}, "TextDark"),
    AddThemeObject(MakeElement("Stroke"), "Stroke")
}}, "Second")

AddConnection(ParagraphFrame.Content:GetPropertyChangedSignal("Text"), function()
    ParagraphFrame.Content.Size = UDim2.new(1, -24, 0,
ParagraphFrame.Content.TextBounds.Y)
    ParagraphFrame.Size = UDim2.new(1, 0, 0,
ParagraphFrame.Content.TextBounds.Y + 35)
end)

ParagraphFrame.Content.Text = Content

local ParagraphFunction = {}
function ParagraphFunction:Set(ToChange)
    ParagraphFrame.Content.Text = ToChange
end
return ParagraphFunction
end
function ElementFunction:AddButton(ButtonConfig)
    ButtonConfig = ButtonConfig or {}
    ButtonConfig.Name = ButtonConfig.Name or "Button"
    ButtonConfig.Callback = ButtonConfig.Callback or
function() end
    ButtonConfig.Icon = ButtonConfig.Icon or
"rbxassetid:///3944703587"

    local Button = {}

    local Click = SetProps(MakeElement("Button"), {
        Size = UDim2.new(1, 0, 1, 0)
    })

    local ButtonFrame =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 5), {
        Size = UDim2.new(1, 0, 0, 33),
        Parent = ItemParent
    }}, {
        AddThemeObject(SetProps(MakeElement("Label",
ButtonConfig.Name, 15), {
            Size = UDim2.new(1, -12, 1, 0),
            Position = UDim2.new(0, 12, 0, 0),
            Font = Enum.Font.GothamBold,
            Name = "Content"
        }}, "Text"),
        AddThemeObject(SetProps(MakeElement("Image",
ButtonConfig.Icon), {
            Size = UDim2.new(0, 20, 0, 20),
            Position = UDim2.new(1, -30, 0, 7),
        }}, "TextDark"),
        AddThemeObject(MakeElement("Stroke"), "Stroke"),
        Click
    }}, "Second")

    AddConnection(Click.MouseEnter, function()
        TweenService:Create(ButtonFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 3,

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OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 3)):Play()
    end)

    AddConnection(Click.MouseLeave, function()
        TweenService:Create(ButtonFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
OrionLib.Themes[OrionLib.SelectedTheme].Second}):Play()
    end)

    AddConnection(Click.MouseButton1Up, function()
        TweenService:Create(ButtonFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 3)):Play()
        spawn(function()
            ButtonConfig.Callback()
        end)
    end)

    AddConnection(Click.MouseButton1Down, function()
        TweenService:Create(ButtonFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 6,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 6,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 6)):Play()
    end)

    function Button:Set(ButtonText)
        ButtonFrame.Content.Text = ButtonText
    end

    return Button
end
function ElementFunction:AddToggle(ToggleConfig)
    ToggleConfig = ToggleConfig or {}
    ToggleConfig.Name = ToggleConfig.Name or "Toggle"
    ToggleConfig.Default = ToggleConfig.Default or false
    ToggleConfig.Callback = ToggleConfig.Callback or

function() end

ToggleConfig.Color = ToggleConfig.Color or
Color3.fromRGB(9, 99, 195)

ToggleConfig.Flag = ToggleConfig.Flag or nil
ToggleConfig.Save = ToggleConfig.Save or false

local Toggle = {Value = ToggleConfig.Default, Save =
ToggleConfig.Save}

local Click = SetProps(MakeElement("Button"), {
    Size = UDim2.new(1, 0, 1, 0)
})

local ToggleBox =
SetChildren(SetProps(MakeElement("RoundFrame", ToggleConfig.Color, 0, 4), {
    Size = UDim2.new(0, 24, 0, 24),
    Position = UDim2.new(1, -24, 0.5, 0),
    AnchorPoint = Vector2.new(0.5, 0.5)
}), {
    SetProps(MakeElement("Stroke"), {
        Color = ToggleConfig.Color,
        Name = "Stroke",
        Transparency = 0.5
    }),
    SetProps(MakeElement("Image",
"rbxassetid://3944680095"), {
        Size = UDim2.new(0, 20, 0, 20),
        AnchorPoint = Vector2.new(0.5, 0.5),
        Position = UDim2.new(0.5, 0, 0.5, 0),

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255),
                                ImageColor3 = Color3.fromRGB(255, 255,
                                Name = "Ico"
                                })),
                                }),
                                local ToggleFrame =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 5), {
                                Size = UDim2.new(1, 0, 0, 38),
                                Parent = ItemParent
                                })), {
                                AddThemeObject(SetProps(MakeElement("Label",
ToggleConfig.Name, 15), {
                                Size = UDim2.new(1, -12, 1, 0),
                                Position = UDim2.new(0, 12, 0, 0),
                                Font = Enum.Font.GothamBold,
                                Name = "Content"
                                })), "Text"),
                                AddThemeObject(MakeElement("Stroke"), "Stroke"),
                                ToggleBox,
                                Click
                                })), "Second")

                                function Toggle:Set(Value)
                                Toggle.Value = Value
                                TweenService:Create(ToggleBox, TweenInfo.new(0.3,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 = Toggle.Value and
ToggleConfig.Color or OrionLib.Themes.Default.Divider}):Play()
                                TweenService:Create(ToggleBox.Stroke,
TweenInfo.new(0.3, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {Color =
Toggle.Value and ToggleConfig.Color or OrionLib.Themes.Default.Stroke}):Play()
                                TweenService:Create(ToggleBox.Ico,
TweenInfo.new(0.3, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {ImageTransparency =
Toggle.Value and 0 or 1, Size = Toggle.Value and UDim2.new(0, 20, 0, 20) or UDim2.new(0,
8, 0, 8)}):Play()
                                ToggleConfig.Callback(Toggle.Value)
                                end

                                Toggle:Set(Toggle.Value)

                                AddConnection(Click.MouseEnter, function()
                                TweenService:Create(ToggleFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 3}):Play()
                                end)

                                AddConnection(Click.MouseLeave, function()
                                TweenService:Create(ToggleFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
OrionLib.Themes[OrionLib.SelectedTheme].Second}):Play()
                                end)

                                AddConnection(Click.MouseButton1Up, function()
                                TweenService:Create(ToggleFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 3}):Play()
                                SaveCfg(game.GameId)
                                Toggle:Set(not Toggle.Value)
                                end)

                                AddConnection(Click.MouseButton1Down, function()
                                TweenService:Create(ToggleFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 6,

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OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 6,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 6)):Play()
    end)

    if ToggleConfig.Flag then
        OrionLib.Flags[ToggleConfig.Flag] = Toggle
    end
    return Toggle
end
function ElementFunction:AddSlider(SliderConfig)
    SliderConfig = SliderConfig or {}
    SliderConfig.Name = SliderConfig.Name or "Slider"
    SliderConfig.Min = SliderConfig.Min or 0
    SliderConfig.Max = SliderConfig.Max or 100
    SliderConfig.Increment = SliderConfig.Increment or 1
    SliderConfig.Default = SliderConfig.Default or 50
    SliderConfig.Callback = SliderConfig.Callback or

function() end

    SliderConfig.ValueName = SliderConfig.ValueName or ""
    SliderConfig.Color = SliderConfig.Color or

Color3.fromRGB(9, 149, 98)

    SliderConfig.Flag = SliderConfig.Flag or nil
    SliderConfig.Save = SliderConfig.Save or false

    local Slider = {Value = SliderConfig.Default, Save =
SliderConfig.Save}

    local Dragging = false

    local SliderDrag =
SetChildren(SetProps(MakeElement("RoundFrame", SliderConfig.Color, 0, 5), {
    Size = UDim2.new(0, 0, 1, 0),
    BackgroundTransparency = 0.3,
    ClipsDescendants = true
}), {
    AddThemeObject(SetProps(MakeElement("Label",
"value", 13), {
        Size = UDim2.new(1, -12, 0, 14),
        Position = UDim2.new(0, 12, 0, 6),
        Font = Enum.Font.GothamBold,
        Name = "Value",
        TextTransparency = 0
    })), "Text")
})

    local SliderBar =
SetChildren(SetProps(MakeElement("RoundFrame", SliderConfig.Color, 0, 5), {
    Size = UDim2.new(1, -24, 0, 26),
    Position = UDim2.new(0, 12, 0, 30),
    BackgroundTransparency = 0.9
}), {
    SetProps(MakeElement("Stroke"), {
        Color = SliderConfig.Color
    }),
    AddThemeObject(SetProps(MakeElement("Label",
"value", 13), {
        Size = UDim2.new(1, -12, 0, 14),
        Position = UDim2.new(0, 12, 0, 6),
        Font = Enum.Font.GothamBold,
        Name = "Value",
        TextTransparency = 0.8
    })), "Text"),
    SliderDrag
})

    local SliderFrame =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 4), {
    Size = UDim2.new(1, 0, 0, 65),
    Parent = ItemParent

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    }}, {
SliderConfig.Name, 15), {
        AddThemeObject(SetProps(MakeElement("Label",
            Size = UDim2.new(1, -12, 0, 14),
            Position = UDim2.new(0, 12, 0, 10),
            Font = Enum.Font.GothamBold,
            Name = "Content"
        )), "Text"),
        AddThemeObject(MakeElement("Stroke"), "Stroke"),
        SliderBar
    )), "Second")

    SliderBar.InputBegan:Connect(function(Input)
        if Input.UserInputType ==
Enum.UserInputType.MouseButton1 then
            Dragging = true
        end
    end)
    SliderBar.InputEnded:Connect(function(Input)
        if Input.UserInputType ==
Enum.UserInputType.MouseButton1 then
            Dragging = false
        end
    end)

    UserInputService.InputChanged:Connect(function(Input)
        if Dragging and Input.UserInputType ==
Enum.UserInputType.MouseMovement then
            local SizeScale =
math.clamp((Input.Position.X - SliderBar.AbsolutePosition.X) / SliderBar.AbsoluteSize.X,
0, 1)
            Slider:Set(SliderConfig.Min +
((SliderConfig.Max - SliderConfig.Min) * SizeScale))
            SaveCfg(game.GameId)
        end
    end)

    function Slider:Set(Value)
        self.Value = math.clamp(Round(Value,
SliderConfig.Increment), SliderConfig.Min, SliderConfig.Max)
        TweenService:Create(SliderDrag, TweenInfo.new(.15,
Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {Size = UDim2.fromScale((self.Value -
SliderConfig.Min) / (SliderConfig.Max - SliderConfig.Min), 1)}):Play()
        SliderBar.Value.Text = tostring(self.Value) .. " "
        SliderDrag.Value.Text = tostring(self.Value) .. " "
        SliderConfig.Callback(self.Value)
    end

    Slider:Set(Slider.Value)
    if SliderConfig.Flag then
        OrionLib.Flags[SliderConfig.Flag] = Slider
    end
    return Slider
end
function ElementFunction:AddDropdown(DropdownConfig)
    DropdownConfig = DropdownConfig or {}
    DropdownConfig.Name = DropdownConfig.Name or "Dropdown"
    DropdownConfig.Options = DropdownConfig.Options or {}
    DropdownConfig.Default = DropdownConfig.Default or ""
    DropdownConfig.Callback = DropdownConfig.Callback or

function() end

    DropdownConfig.Flag = DropdownConfig.Flag or nil
    DropdownConfig.Save = DropdownConfig.Save or false

    local Dropdown = {Value = DropdownConfig.Default, Options
= DropdownConfig.Options, Buttons = {}, Toggled = false, Type = "Dropdown", Save =
DropdownConfig.Save}

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        local MaxElements = 5

        if not table.find(Dropdown.Options, Dropdown.Value) then
            Dropdown.Value = "..."
        end

        local DropDownList = MakeElement("List")

        local DropdownContainer =
AddThemeObject(SetProps(SetChildren(MakeElement("ScrollFrame", Color3.fromRGB(40, 40, 40),
4), {
            DropDownList
        })), {
            Parent = ItemParent,
            Position = UDim2.new(0, 0, 0, 38),
            Size = UDim2.new(1, 0, 1, -38),
            ClipsDescendants = true
        })), "Divider")

        local Click = SetProps(MakeElement("Button"), {
            Size = UDim2.new(1, 0, 1, 0)
        })

        local DropdownFrame =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 5), {
            Size = UDim2.new(1, 0, 0, 38),
            Parent = ItemParent,
            ClipsDescendants = true
        })), {
            DropdownContainer,
            SetProps(SetChildren(MakeElement("TFrame"), {
AddThemeObject(SetProps(MakeElement("Label", DropdownConfig.Name, 15), {
                Size = UDim2.new(1, -12, 1, 0),
                Position = UDim2.new(0, 12, 0, 0),
                Font = Enum.Font.GothamBold,
                Name = "Content"
            })), "Text"),

AddThemeObject(SetProps(MakeElement("Image", "rbxassetid://7072706796"), {
                Size = UDim2.new(0, 20, 0, 20),
                AnchorPoint = Vector2.new(0, 0.5),
                Position = UDim2.new(1, -30, 0.5,
0),
                ImageColor3 = Color3.fromRGB(240,
240, 240),
                Name = "Ico"
            })), "TextDark"),

AddThemeObject(SetProps(MakeElement("Label", "Selected", 13), {
                Size = UDim2.new(1, -40, 1, 0),
                Font = Enum.Font.Gotham,
                Name = "Selected",
                TextXAlignment =
Enum.TextXAlignment.Right
            })), "TextDark"),

AddThemeObject(SetProps(MakeElement("Frame"), {
                Size = UDim2.new(1, 0, 0, 1),
                Position = UDim2.new(0, 0, 1, -1),
                Name = "Line",
                Visible = false
            })), "Stroke"),
            Click
        })), {
            Size = UDim2.new(1, 0, 0, 38),
            ClipsDescendants = true,
            Name = "F"

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        }),
        AddThemeObject(MakeElement("Stroke"), "Stroke"),
        MakeElement("Corner")
    }}, "Second")

AddConnection(DropdownList:GetPropertyChangedSignal("AbsoluteContentSize"), function()
    DropdownContainer.CanvasSize = UDim2.new(0, 0, 0,
DropdownList.AbsoluteContentSize.Y)
end)

    local function AddOptions(Options)
        for _, Option in pairs(Options) do
            local OptionBtn =
AddThemeObject(SetProps(SetChildren(MakeElement("Button", Color3.fromRGB(40, 40, 40))), {
                MakeElement("Corner", 0, 6),

AddThemeObject(SetProps(MakeElement("Label", Option, 13, 0.4), {
                Position = UDim2.new(0, 8,
0, 0),
                Size = UDim2.new(1, -8, 1,
0),
                Name = "Title"
            })), "Text")
        }}, {
            Parent = DropdownContainer,
            Size = UDim2.new(1, 0, 0, 28),
            BackgroundTransparency = 1,
            ClipsDescendants = true
        })), "Divider")

        AddConnection(OptionBtn.MouseButton1Click,
            function()
                Dropdown:Set(Option)
                SaveCfg(game.GameId)
            end)

        Dropdown.Buttons[Option] = OptionBtn
    end
end

function Dropdown:Refresh(Options, Delete)
    if Delete then
        for _,v in pairs(Dropdown.Buttons) do
            v:Destroy()
        end
        table.clear(Dropdown.Options)
        table.clear(Dropdown.Buttons)
    end
    Dropdown.Options = Options
    AddOptions(Dropdown.Options)
end

function Dropdown:Set(Value)
    if not table.find(Dropdown.Options, Value) then
        Dropdown.Value = "..."
        DropdownFrame.F.Selected.Text =
Dropdown.Value

        for _, v in pairs(Dropdown.Buttons) do

TweenService:Create(v,TweenInfo.new(.15, Enum.EasingStyle.Quad, Enum.EasingDirection.Out),
{BackgroundTransparency = 1}):Play()

TweenService:Create(v.Title,TweenInfo.new(.15, Enum.EasingStyle.Quad,
Enum.EasingDirection.Out),{TextTransparency = 0.4}):Play()
        end
        return
    end
end

```

```

        Dropdown.Value = Value
        DropdownFrame.F.Selected.Text = Dropdown.Value

        for _, v in pairs(Dropdown.Buttons) do
            TweenService:Create(v, TweenInfo.new(.15,
Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {BackgroundTransparency = 1}):Play()

TweenService:Create(v.Title, TweenInfo.new(.15, Enum.EasingStyle.Quad,
Enum.EasingDirection.Out), {TextTransparency = 0.4}):Play()
            end

TweenService:Create(Dropdown.Buttons[Value], TweenInfo.new(.15, Enum.EasingStyle.Quad,
Enum.EasingDirection.Out), {BackgroundTransparency = 0}):Play()

TweenService:Create(Dropdown.Buttons[Value].Title, TweenInfo.new(.15,
Enum.EasingStyle.Quad, Enum.EasingDirection.Out), {TextTransparency = 0}):Play()
            return DropdownConfig.Callback(Dropdown.Value)
        end

        AddConnection(Click.MouseButton1Click, function()
            Dropdown.Toggled = not Dropdown.Toggled
            DropdownFrame.F.Line.Visible = Dropdown.Toggled

TweenService:Create(DropdownFrame.F.Ico, TweenInfo.new(.15, Enum.EasingStyle.Quad,
Enum.EasingDirection.Out), {Rotation = Dropdown.Toggled and 180 or 0}):Play()
            if #Dropdown.Options > MaxElements then

TweenService:Create(DropdownFrame, TweenInfo.new(.15, Enum.EasingStyle.Quad,
Enum.EasingDirection.Out), {Size = Dropdown.Toggled and UDim2.new(1, 0, 0, 38 +
(MaxElements * 28)) or UDim2.new(1, 0, 0, 38)}):Play()
            else

TweenService:Create(DropdownFrame, TweenInfo.new(.15, Enum.EasingStyle.Quad,
Enum.EasingDirection.Out), {Size = Dropdown.Toggled and UDim2.new(1, 0, 0,
DropdownList.AbsoluteContentSize.Y + 38) or UDim2.new(1, 0, 0, 38)}):Play()
            end
        end)

        Dropdown:Refresh(Dropdown.Options, false)
        Dropdown:Set(Dropdown.Value)
        if DropdownConfig.Flag then
            OrionLib.Flags[DropdownConfig.Flag] = Dropdown
        end
        return Dropdown
    end
    function ElementFunction:AddBind(BindConfig)
        BindConfig.Name = BindConfig.Name or "Bind"
        BindConfig.Default = BindConfig.Default or

Enum.KeyCode.Unknown

        BindConfig.Hold = BindConfig.Hold or false
        BindConfig.Callback = BindConfig.Callback or function()

end

        BindConfig.Flag = BindConfig.Flag or nil
        BindConfig.Save = BindConfig.Save or false

        local Bind = {Value, Binding = false, Type = "Bind", Save
= BindConfig.Save}

        local Holding = false

        local Click = SetProps(MakeElement("Button"), {
            Size = UDim2.new(1, 0, 1, 0)
        })

        local BindBox =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 4), {

            Size = UDim2.new(0, 24, 0, 24),
            Position = UDim2.new(1, -12, 0.5, 0),
            AnchorPoint = Vector2.new(1, 0.5)

```

```

    }}, {
        AddThemeObject(MakeElement("Stroke"), "Stroke"),
        AddThemeObject(SetProps(MakeElement("Label",
BindConfig.Name, 14), {
            Size = UDim2.new(1, 0, 1, 0),
            Font = Enum.Font.GothamBold,
            TextXAlignment =
Enum.TextXAlignment.Center,
            Name = "Value"
        }}, "Text")
    }}, "Main")

    local BindFrame =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 5), {
        Size = UDim2.new(1, 0, 0, 38),
        Parent = ItemParent
    }}, {
        AddThemeObject(SetProps(MakeElement("Label",
BindConfig.Name, 15), {
            Size = UDim2.new(1, -12, 1, 0),
            Position = UDim2.new(0, 12, 0, 0),
            Font = Enum.Font.GothamBold,
            Name = "Content"
        }}, "Text"),
        AddThemeObject(MakeElement("Stroke"), "Stroke"),
        BindBox,
        Click
    }}, "Second")

AddConnection(BindBox.Value:GetPropertyChangedSignal("Text"), function()
    --BindBox.Size = UDim2.new(0,
BindBox.Value.TextBounds.X + 16, 0, 24)
    TweenService:Create(BindBox, TweenInfo.new(0.25,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {Size = UDim2.new(0,
BindBox.Value.TextBounds.X + 16, 0, 24)}):Play()
end)

AddConnection(Click.InputEnded, function(Input)
    if Input.UserInputType ==
Enum.UserInputType.MouseButton1 then
        if Bind.Binding then return end
        Bind.Binding = true
        BindBox.Value.Text = ""
    end
end)

AddConnection(UserInputService.InputBegan, function(Input)
    if UserInputService:GetFocusedTextBox() then
return end
        if (Input.KeyCode.Name == Bind.Value or
Input.UserInputType.Name == Bind.Value) and not Bind.Binding then
            if BindConfig.Hold then
                Holding = true
                BindConfig.Callback(Holding)
            else
                BindConfig.Callback()
            end
        elseif Bind.Binding then
            local Key
            pcall(function()
                if not CheckKey(BlacklistedKeys,
Input.KeyCode) then
                    Key = Input.KeyCode
                end
            end)
            pcall(function()
                if CheckKey(WhitelistedMouse,

```

```

Input.UserInputType) and not Key then
    Key = Input.UserInputType
end
end)
Key = Key or Bind.Value
Bind:Set(Key)
SaveCfg(game.GameId)
end
end)

AddConnection(UserInputService.InputEnded, function(Input)
    if Input.KeyCode.Name == Bind.Value or
Input.UserInputType.Name == Bind.Value then
        if BindConfig.Hold and Holding then
            Holding = false
            BindConfig.Callback(Holding)
        end
    end
end)

AddConnection(Click.MouseEnter, function()
    TweenService:Create(BindFrame, TweenInfo.new(0.25,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 3})):Play()
end)

AddConnection(Click.MouseLeave, function()
    TweenService:Create(BindFrame, TweenInfo.new(0.25,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
OrionLib.Themes[OrionLib.SelectedTheme].Second}):Play()
end)

AddConnection(Click.MouseButton1Up, function()
    TweenService:Create(BindFrame, TweenInfo.new(0.25,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 3})):Play()
end)

AddConnection(Click.MouseButton1Down, function()
    TweenService:Create(BindFrame, TweenInfo.new(0.25,
Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 6,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 6,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 6})):Play()
end)

function Bind:Set(Key)
    Bind.Binding = false
    Bind.Value = Key or Bind.Value
    Bind.Value = Bind.Value.Name or Bind.Value
    BindBox.Value.Text = Bind.Value
end

Bind:Set(BindConfig.Default)
if BindConfig.Flag then
    OrionLib.Flags[BindConfig.Flag] = Bind
end
return Bind
end
function ElementFunction:AddTextbox(TextboxConfig)
    TextboxConfig = TextboxConfig or {}
    TextboxConfig.Name = TextboxConfig.Name or "Textbox"
    TextboxConfig.Default = TextboxConfig.Default or ""
    TextboxConfig.TextDisappear = TextboxConfig.TextDisappear
or false

```

```

function() end

TextboxConfig.Callback = TextboxConfig.Callback or

local Click = SetProps(MakeElement("Button"), {
    Size = UDim2.new(1, 0, 1, 0)
})

local TextboxActual = AddThemeObject(Create("TextBox", {
    Size = UDim2.new(1, 0, 1, 0),
    BackgroundTransparency = 1,
    TextColor3 = Color3.fromRGB(255, 255, 255),
    PlaceholderColor3 = Color3.fromRGB(210,210,210),
    PlaceholderText = "Input",
    Font = Enum.Font.GothamSemibold,
    TextXAlignment = Enum.TextXAlignment.Center,
    TextSize = 14,
    ClearTextOnFocus = false
}), "Text")

local TextContainer =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 4), {
    Size = UDim2.new(0, 24, 0, 24),
    Position = UDim2.new(1, -12, 0.5, 0),
    AnchorPoint = Vector2.new(1, 0.5)
}), {
    AddThemeObject(MakeElement("Stroke"), "Stroke"),
    TextboxActual
}), "Main")

local TextboxFrame =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 5), {
    Size = UDim2.new(1, 0, 0, 38),
    Parent = ItemParent
}), {
    AddThemeObject(SetProps(MakeElement("Label",
        TextboxConfig.Name, 15), {
            Size = UDim2.new(1, -12, 1, 0),
            Position = UDim2.new(0, 12, 0, 0),
            Font = Enum.Font.GothamBold,
            Name = "Content"
        }), "Text"),
    AddThemeObject(MakeElement("Stroke"), "Stroke"),
    TextContainer,
    Click
}), "Second")

AddConnection(TextboxActual:GetPropertyChangedSignal("Text"), function()
    --TextContainer.Size = UDim2.new(0,
TextboxActual.TextBounds.X + 16, 0, 24)
    TweenService:Create(TextContainer,
TweenInfo.new(0.45, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {Size =
UDim2.new(0, TextboxActual.TextBounds.X + 16, 0, 24)}):Play()
end)

AddConnection(TextboxActual.FocusLost, function()
    TextboxConfig.Callback(TextboxActual.Text)
    if TextboxConfig.TextDisappear then
        TextboxActual.Text = ""
    end
end)

TextboxActual.Text = TextboxConfig.Default

AddConnection(Click.MouseEnter, function()
    TweenService:Create(TextboxFrame,

```



```

TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 3}):Play()
end)

AddConnection(Click.MouseLeave, function()
TweenService:Create(TextboxFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
OrionLib.Themes[OrionLib.SelectedTheme].Second}):Play()
end)

AddConnection(Click.MouseButton1Up, function()
TweenService:Create(TextboxFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 3,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 3}):Play()
TextboxActual:CaptureFocus()
end)

AddConnection(Click.MouseButton1Down, function()
TweenService:Create(TextboxFrame,
TweenInfo.new(0.25, Enum.EasingStyle.Quint, Enum.EasingDirection.Out), {BackgroundColor3 =
Color3.fromRGB(OrionLib.Themes[OrionLib.SelectedTheme].Second.R * 255 + 6,
OrionLib.Themes[OrionLib.SelectedTheme].Second.G * 255 + 6,
OrionLib.Themes[OrionLib.SelectedTheme].Second.B * 255 + 6}):Play()
end)
end
function ElementFunction:AddColorpicker(ColorpickerConfig)
ColorpickerConfig = ColorpickerConfig or {}
ColorpickerConfig.Name = ColorpickerConfig.Name or
"Colorpicker"
ColorpickerConfig.Default = ColorpickerConfig.Default or
Color3.fromRGB(255,255,255)
ColorpickerConfig.Callback = ColorpickerConfig.Callback or
function() end
ColorpickerConfig.Flag = ColorpickerConfig.Flag or nil
ColorpickerConfig.Save = ColorpickerConfig.Save or false

local ColorH, ColorS, ColorV = 1, 1, 1
local Colorpicker = {Value = ColorpickerConfig.Default,
Toggled = false, Type = "Colorpicker", Save = ColorpickerConfig.Save}

local ColorSelection = Create("ImageLabel", {
Size = UDim2.new(0, 18, 0, 18),
Position = UDim2.new(select(3,
Color3.toHSV(Colorpicker.Value))),
ScaleType = Enum.ScaleType.Fit,
AnchorPoint = Vector2.new(0.5, 0.5),
BackgroundTransparency = 1,
Image = "http://www.roblox.com/asset/?
id=4805639000"
}))

local HueSelection = Create("ImageLabel", {
Size = UDim2.new(0, 18, 0, 18),
Position = UDim2.new(0.5, 0, 1 - select(1,
Color3.toHSV(Colorpicker.Value))),
ScaleType = Enum.ScaleType.Fit,
AnchorPoint = Vector2.new(0.5, 0.5),
BackgroundTransparency = 1,
Image = "http://www.roblox.com/asset/?
id=4805639000"
}))

local Color = Create("ImageLabel", {
Size = UDim2.new(1, -25, 1, 0),
Visible = false,

```

```

        Image = "rbxassetid://4155801252"
    }, {
        Create("UICorner", {CornerRadius = UDim.new(0,
5))),
        ColorSelection
    })
    local Hue = Create("Frame", {
        Size = UDim2.new(0, 20, 1, 0),
        Position = UDim2.new(1, -20, 0, 0),
        Visible = false
    }, {
        Create("UIGradient", {Rotation = 270, Color =
ColorSequence.new{ColorSequenceKeypoint.new(0.00, Color3.fromRGB(255, 0, 4)),
ColorSequenceKeypoint.new(0.20, Color3.fromRGB(234, 255, 0)),
ColorSequenceKeypoint.new(0.40, Color3.fromRGB(21, 255, 0)),
ColorSequenceKeypoint.new(0.60, Color3.fromRGB(0, 255, 255)),
ColorSequenceKeypoint.new(0.80, Color3.fromRGB(0, 17, 255)),
ColorSequenceKeypoint.new(0.90, Color3.fromRGB(255, 0, 251)),
ColorSequenceKeypoint.new(1.00, Color3.fromRGB(255, 0, 4))},}),
        Create("UICorner", {CornerRadius = UDim.new(0,
5))),
        HueSelection
    })
    local ColorpickerContainer = Create("Frame", {
        Position = UDim2.new(0, 0, 0, 32),
        Size = UDim2.new(1, 0, 1, -32),
        BackgroundTransparency = 1,
        ClipsDescendants = true
    }, {
        Hue,
        Color,
        Create("UIPadding", {
            PaddingLeft = UDim.new(0, 35),
            PaddingRight = UDim.new(0, 35),
            PaddingBottom = UDim.new(0, 10),
            PaddingTop = UDim.new(0, 17)
        })
    })
    local Click = SetProps(MakeElement("Button"), {
        Size = UDim2.new(1, 0, 1, 0)
    })
    local ColorpickerBox =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 4), {
        Size = UDim2.new(0, 24, 0, 24),
        Position = UDim2.new(1, -12, 0.5, 0),
        AnchorPoint = Vector2.new(1, 0.5)
    })), {
        AddThemeObject(MakeElement("Stroke"), "Stroke")
    }), "Main")
    local ColorpickerFrame =
AddThemeObject(SetChildren(SetProps(MakeElement("RoundFrame", Color3.fromRGB(255, 255,
255), 0, 5), {
        Size = UDim2.new(1, 0, 0, 38),
        Parent = ItemParent
    })), {
        SetProps(SetChildren(MakeElement("TFrame"), {
AddThemeObject(SetProps(MakeElement("Label", ColorpickerConfig.Name, 15), {
            Size = UDim2.new(1, -12, 1, 0),
            Position = UDim2.new(0, 12, 0, 0),
            Font = Enum.Font.GothamBold,
            Name = "Content"
        })), "Text"),

```

```

ColorpickerBox,
Click,

AddThemeObject(SetProps(MakeElement("Frame"), {
    Size = UDim2.new(1, 0, 0, 1),
    Position = UDim2.new(0, 0, 1, -1),
    Name = "Line",
    Visible = false
}), "Stroke"),
}), {
    Size = UDim2.new(1, 0, 0, 38),
    ClipsDescendants = true,
    Name = "F"
}),
ColorpickerContainer,
AddThemeObject(MakeElement("Stroke"), "Stroke"),
}), "Second")

AddConnection(Click.MouseButton1Click, function()
    Colorpicker.Toggled = not Colorpicker.Toggled

TweenService:Create(ColorpickerFrame,TweenInfo.new(.15, Enum.EasingStyle.Quad,
Enum.EasingDirection.Out),{Size = Colorpicker.Toggled and UDim2.new(1, 0, 0, 148) or
UDim2.new(1, 0, 0, 38)}):Play()

    Color.Visible = Colorpicker.Toggled
    Hue.Visible = Colorpicker.Toggled
    ColorpickerFrame.F.Line.Visible =

Colorpicker.Toggled

end)

    local function UpdateColorPicker()
        ColorpickerBox.BackgroundColor3 =
Color3.fromHSV(ColorH, ColorS, ColorV)
        Color.BackgroundColor3 = Color3.fromHSV(ColorH, 1,
1)
        Colorpicker:Set(ColorpickerBox.BackgroundColor3)

ColorpickerConfig.Callback(ColorpickerBox.BackgroundColor3)
        SaveCfg(game.GameId)
    end

    ColorH = 1 - (math.clamp(HueSelection.AbsolutePosition.Y -
Hue.AbsolutePosition.Y, 0, Hue.AbsoluteSize.Y) / Hue.AbsoluteSize.Y)
    ColorS = (math.clamp(ColorSelection.AbsolutePosition.X -
Color.AbsolutePosition.X, 0, Color.AbsoluteSize.X) / Color.AbsoluteSize.X)
    ColorV = 1 - (math.clamp(ColorSelection.AbsolutePosition.Y
- Color.AbsolutePosition.Y, 0, Color.AbsoluteSize.Y) / Color.AbsoluteSize.Y)

    AddConnection(Color.InputBegan, function(input)
        if input.UserInputType ==
Enum.UserInputType.MouseButton1 then
            if ColorInput then
                ColorInput:Disconnect()
            end
            ColorInput =

AddConnection(RunService.RenderStepped, function()
    local ColorX = (math.clamp(Mouse.X
- Color.AbsolutePosition.X, 0, Color.AbsoluteSize.X) / Color.AbsoluteSize.X)
    local ColorY = (math.clamp(Mouse.Y
- Color.AbsolutePosition.Y, 0, Color.AbsoluteSize.Y) / Color.AbsoluteSize.Y)
    ColorSelection.Position =

UDim2.new(ColorX, 0, ColorY, 0)

    ColorS = ColorX
    ColorV = 1 - ColorY
    UpdateColorPicker()

end)

end)

end)
end)

```

```

        AddConnection(Color.InputEnded, function(input)
            if input.UserInputType ==
Enum.UserInputType.MouseButton1 then
                if ColorInput then
                    ColorInput:Disconnect()
                end
            end
        end)

        AddConnection(Hue.InputBegan, function(input)
            if input.UserInputType ==
Enum.UserInputType.MouseButton1 then
                if HueInput then
                    HueInput:Disconnect()
                end;

                HueInput =
AddConnection(RunService.RenderStepped, function()
                    local HueY = (math.clamp(Mouse.Y -
Hue.AbsolutePosition.Y, 0, Hue.AbsoluteSize.Y) / Hue.AbsoluteSize.Y)

                    HueSelection.Position =
UDim2.new(0.5, 0, HueY, 0)

                    ColorH = 1 - HueY

                    UpdateColorPicker()
                end)
            end
        end)

        AddConnection(Hue.InputEnded, function(input)
            if input.UserInputType ==
Enum.UserInputType.MouseButton1 then
                if HueInput then
                    HueInput:Disconnect()
                end
            end
        end)

        function Colorpicker:Set(Value)
            Colorpicker.Value = Value
            ColorpickerBox.BackgroundColor3 =
Colorpicker.Value

            ColorpickerConfig.Callback(Colorpicker.Value)
        end

        Colorpicker:Set(Colorpicker.Value)
        if ColorpickerConfig.Flag then
            OrionLib.Flags[ColorpickerConfig.Flag] =
Colorpicker

        end
        return Colorpicker
    end
    return ElementFunction
end

local ElementFunction = {}

function ElementFunction:AddSection(SectionConfig)
    SectionConfig.Name = SectionConfig.Name or "Section"

    local SectionFrame = SetChildren(SetProps(MakeElement("TFrame"), {
        Size = UDim2.new(1, 0, 0, 26),
        Parent = Container
    })), {
        AddThemeObject(SetProps(MakeElement("Label",
SectionConfig.Name, 14), {
            Size = UDim2.new(1, -12, 0, 16),
            Position = UDim2.new(0, 0, 0, 3),

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        Font = Enum.Font.GothamSemibold
    }}, "TextDark"),
    SetChildren(SetProps(MakeElement("TFrame"), {
        AnchorPoint = Vector2.new(0, 0),
        Size = UDim2.new(1, 0, 1, -24),
        Position = UDim2.new(0, 0, 0, 23),
        Name = "Holder"
    }}, {
        MakeElement("List", 0, 6)
    }},
    })

AddConnection(SectionFrame.Holder.UIListLayout:GetPropertyChangedSignal("AbsoluteContentSize"), function()
    SectionFrame.Size = UDim2.new(1, 0, 0,
SectionFrame.Holder.UIListLayout.AbsoluteContentSize.Y + 31)
    SectionFrame.Holder.Size = UDim2.new(1, 0, 0,
SectionFrame.Holder.UIListLayout.AbsoluteContentSize.Y)
    end)

    local SectionFunction = {}
    for i, v in next, GetElements(SectionFrame.Holder) do
        SectionFunction[i] = v
    end
    return SectionFunction
end

for i, v in next, GetElements(Container) do
    ElementFunction[i] = v
end

if TabConfig.PremiumOnly then
    for i, v in next, ElementFunction do
        ElementFunction[i] = function() end
    end
    Container:FindFirstChild("UIListLayout"):Destroy()
    Container:FindFirstChild("UIPadding"):Destroy()
    SetChildren(SetProps(MakeElement("TFrame"), {
        Size = UDim2.new(1, 0, 1, 0),
        Parent = ItemParent
    }}, {
        AddThemeObject(SetProps(MakeElement("Image",
"rbxassetid://3610239960"), {
            Size = UDim2.new(0, 18, 0, 18),
            Position = UDim2.new(0, 15, 0, 15),
            ImageTransparency = 0.4
        }}, "Text"),
        AddThemeObject(SetProps(MakeElement("Label", "Unauthorised
Access", 14), {
            Size = UDim2.new(1, -38, 0, 14),
            Position = UDim2.new(0, 38, 0, 18),
            TextTransparency = 0.4
        }}, "Text"),
        AddThemeObject(SetProps(MakeElement("Image",
"rbxassetid://4483345875"), {
            Size = UDim2.new(0, 56, 0, 56),
            Position = UDim2.new(0, 84, 0, 110),
        }}, "Text"),
        AddThemeObject(SetProps(MakeElement("Label", "Premium
Features", 14), {
            Size = UDim2.new(1, -150, 0, 14),
            Position = UDim2.new(0, 150, 0, 112),
            Font = Enum.Font.GothamBold
        }}, "Text"),
        AddThemeObject(SetProps(MakeElement("Label", "This part of
the script is locked to Sirius Premium users. Purchase Premium in the Discord server
(discord.gg/sirius)", 12), {
            Size = UDim2.new(1, -200, 0, 14),

```

```

        Position = UDim2.new(0, 150, 0, 138),
        TextWrapped = true,
        TextTransparency = 0.4
    }}, "Text")
    end
end
return ElementFunction
end

OrionLib:MakeNotification({
    Name = "UI Library Upgrade",
    Content = "New UI Library Available at sirius.menu/discord and
sirius.menu/rayfield",
    Time = 5
})

return TabFunction
end

function OrionLib:Destroy()
    Orion:Destroy()
end

return OrionLib

```