## UITK:

- rebuild full set of controllers
- - o ✓ cs
  - o 🗹 uss
  - o **✓** add icon
- small slider toogle
  - o ✓ cs
  - o 🗹 uss
- slider with options
  - o ✓ cs
  - o 🗹 uss
- Simplified Progress Bar
  - o 🕜 cs
  - o 🗹 uss
- Iabs Panel
  - **Button** cs
  - ✓ TabBar cs
  - ✓ TabbedPage cs
  - o **☑** Panel cs
  - Enable / disable Tabs
  - Avoid update Ui if tab is not visible
  - default tab on startup
  - UI look (back to simple buttons !)
- Status Line
  - o ✓ cs
  - o 🗹 uss
- Console Label
  - o 🗹 cs
  - o **✓** uss
- **☑** Label
  - o 🗹 uss

•	□ Value Fields
	<ul> <li>uss</li> <li>test delayed</li> <li>Bindable</li> </ul>
•	✓ Windows Header
•	✓ Settings bindable
	○
•	Repeat button
•	☐ Field with repeat button (for the drone)
•	✓ Compass
•	Curve Panel
	<ul><li></li></ul>
•	☐ full uss file
	<ul><li>Header transparency</li><li>Fold out background</li></ul>
•	draggable and window limit
•	☐ bug on size change
•	Ui is not resizable @munix help
•	□ Node ex
	<ul> <li>Main UI</li> <li>button binding on active</li> <li>add Node using Flight Plan</li> <li>Settings</li> <li>UI</li> <li>Binding</li> </ul>
•	Lift
	<ul> <li>Main UI</li> <li>UI</li> <li>Settings</li> <li>UI</li> <li>Binding</li> </ul>
•	Land

○ Main UI ■ UI
■ Code
○ Settings
■ □ UI
■ ☐ Binding
• Drone
○
■ □UI
■ Code
○ Settings
■ UI
■ ☐ Binding
• Attitude
○ Main UI
■ UI
■ Code
Settings
■ UI
■ Binding
reminder for next version :
Fix the Node ex bug when deleting it while run
• ✓ Look of the Pause Button in Node ex
Lift : setup TWR
Staging : only use stage with a rocket attached
Lift : setup roll
Land : Force retro SAS on start up
Land : Adjust the 10° max direction (set in settings)