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
- Tabs 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
 uss
 test delayed
 Bindable
 - Windows Header
 - Settings bindable
 - Settings pages + button Settings
 - Too ways settings
 - ∘ □ reset to default

☐ Focus Label

- Repeat button
- Field with repeat button (for the drone)
- ✓ Compass
- Curve Panel

 - Gradient
- In the second of the second of
 - ✓ Header transparency
 - ✓ Fold out background
- draggable
 - and window limit
- bug on size change
- Ui is not resizable @munix help
- Tooltips
- ✓ Node ex
 - - Node info not active on run
 - **J** button binding on active
 - ✓ add Node using Flight Plan
 - **Settings**
 - ✓ UI
 - **Binding**
- Lift

	○ □ Main UI ■ □ UI
	• Settings
	■ □ UI
	■ ■ Binding
•	Land
	∘ ☐ Main UI
	■ UI
	■ Code
	• Settings
	■ UI
	■ ■ Binding
•	Drone
	∘ ☐ Main UI
	■ UI
	■ Code
	○ □ Settings
	■ □ UI
	■ ■ Binding
•	Attitude
	○ ☐ Main UI
	■ □ UI
	■ Code
	○ □ Settings
	■ UI
	■ Binding
eminde	er 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)

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