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
	o wuss
	test delayedBindable
•	✓ Windows Header
•	✓ Settings bindable
	○ settings pages + button Settings
•	Repeat button
•	Field with repeat button (for the drone)
•	✓ Compass
•	Curve Panel
	
•	full uss file
	 Header transparency Fold out background
•	draggable and window limit
•	bug on size change
•	Ui is not resizable @munix help
•	Tooltips
•	■ Tooltips ■ Node ex
•	
•	 Node ex Main UI Node info not active on run
•	 Node ex Main UI Node info not active on run button binding on active add Node using Flight Plan
•	■ Node ex Main UI Node info not active on run button binding on active
•	 Node ex Main UI Node info not active on run button binding on active add Node using Flight Plan Settings
•	 Node ex Main UI Node info not active on run button binding on active add Node using Flight Plan Settings ✓ UI
•	 Node ex Main UI Node info not active on run button binding on active add Node using Flight Plan Settings ✓ UI Binding Lift Main UI
•	 Node ex Main UI Node info not active on run button binding on active add Node using Flight Plan Settings ✓ UI Binding

■ U 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
eminder 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)