

UITK :

- ☐ rebuild full set of controllers
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- ☒ big toggle button (rename to toggle button)

- ☒ cs
- ☒ uss
- ☒ add icon
- ☒ active color (green or yellow)

- ☒ small slider toggle

- ☒ cs
- ☒ uss

- ☒ slider with options

- ☒ cs
- ☒ uss

- ☒ Simplified Progress Bar

- ☒ cs
- ☒ uss

- ☒ Tabs Panel

- ☒ Button cs
- ☒ TabBar cs
- ☒ TabbedPage cs
- ☒ 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

- ☒ cs
- ☒ uss

- ☒ Console Label

- ☒ cs
- ☒ uss

- ☒ Label

- ☒ uss

- ☒ InlineEnum
- ☒ Editor Fields
  - ☒ uss
  - ☒ test delayed
  - ☒ Bindable
  - ☒ Focus Label
- ☒ Windows Header
- ☒ Settings bindable
  - ☒ string
  - ☒ int
  - ☒ float
  - ☒ Color
  - ☒ Enum
  - ☒ Settings pages + button Settings
  - ☒ Too ways settings
  - ☒ reset to default
  - ☒ current\_tab
- ☐ Repeat button
- ☐ Field with repeat button (for the drone)
- ☒ Compass
- ☒ Curve Panel
  - ☒ Graph Line
  - ☒ Gradient
- ☒ full uss file
  - ☒ Header transparency
  - ☒ Fold out background
- ☒ draggable
  - ☒ and window limit
- ☐ default window pos is centered
- ☒ bug on size change

- ☒ Ui is not resizable @munix help
  - ☐ close window on exit of a valid game scene (flight and map only)
  - ☐ Tooltips
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- ☒ 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
    - ☒ UI
    - ☒ Profile
    - ☐ colors for bodies
  - ☒ Settings
    - ☒ UI
    - ☒ Binding

- ☐ Land
  - ☐ Main UI
    - ☐ UI
    - ☐ Code
  - ☐ Settings
    - ☐ UI
    - ☐ Binding

- ☐ Drone
  - ☐ Main UI
    - ☐ UI
    - ☐ Code
  - ☐ Settings
    - ☐ UI
    - ☐ Binding

- ☐ Dock
  - ☐ Main UI
    - ☐ UI
    - ☐ Code

- ☐ Settings
  - ☐ UI
  - ☐ Binding
- ☐ Attitude
  - ☐ Main UI
    - ☐ UI
    - ☐ Code
  - ☐ Settings
    - ☐ UI
    - ☐ Binding
- ☐ Staging
  - ☐ UI
  - ☐ Code
- ☐ About
  - ☐ UI
  - ☐ Code
- ☐ API interface

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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

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- ☐ Staging : only use stage with a rocket attached...

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- ☐ Lift : setup roll

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- ☐ Land : Force retro SAS on start up
  - ☐ Land : Adjust the 10° max direction (set in settings)
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