## UITK:

- rebuild full set of controllers
- - o 🕜 cs
  - o 🗹 uss

  - o active color (green or yellow)
- **S** 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
  - o **☑** TabBar cs
  - ✓ TabbedPage cs
  - o **☑** Panel cs
  - ∘ ✓ Enable / disable Tabs
  - ✓ Avoid update Ui if tab is not visible
  - on startup
  - ✓ UI look (back to simple buttons!)
- Status Line
  - o ✓ cs
  - o 🗹 uss
- Console Label
  - o 🗹 cs
  - o 🗹 uss
- 🗹 Label
  - o ✓ uss

- InlineEnum
- Editor Fields
  - o 🗹 uss
  - delayed
  - ∘ **☑** Bindable
- Windows Header
- Settings bindable
  - ✓ string
  - o **☑** int

  - ✓ Color
  - o **☑** 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

  - ✓ Gradient
- **I** full uss file
  - Meader transparency
  - ✓ Fold out background
- 🗹 draggable
  - and window limit
- Ui is not resizable @munix help

- Tooltips
- ✓ Node ex
  - Main UI
    - Node info not active on run
    - button binding on active
    - ✓ add Node using Flight Plan
  - ✓ Settings
    - ✓ UI
    - ■ Binding
- ✓ Lift
  - o **☑** Main UI
    - ✓ UI
    - ✓ Profile
  - **Settings** 
    - ✓ UI
    - **Binding**
- Land
  - o 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

## 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
- $\bullet \quad \square$  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)