UITK :

- ☐ rebuild full set of controllers

- ☑ big toogle button (rename to toggle button)

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

- ☑ small slider toogle

  - ☑ 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

- ☑ 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

- ☐ Test Without FlightPlan

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

- ☐ Lift : setup TWR
- ☐ Lift : setup roll

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