

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

- ☐ Dock
 - ☐ Main UI
 - ☐ UI
 - ☐ Code
 - ☐ Settings
 - ☐ UI
 - ☐ Binding

- ☐ Drone
 - ☐ 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)
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- ☐ Lift : setup TWR
 - ☐ Lift : setup roll
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- ☐ Staging : only use stage with a rocket attached...
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