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

  - ○ ☐ Main UI
    - ▪ ☐ UI
    - ▪ ☐ Code
  - ○ ☐ Settings
    - ▪ ☐ UI
    - ▪ ☐ Binding

- • ☐ About

  - ○ ☐ UI
  - ○ ☐ Code

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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

- • ☐ 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)