UITK:

- rebuild full set of controllers
- - o ✓ cs
 - o 🗹 uss
 - o **✓** add icon
- 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
 - ✓ TabBar cs
 - ✓ TabbedPage cs
 - o **☑** 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
 - o ✓ cs
 - o 🗹 uss
- Console Label
 - o 🗹 cs
 - o 🗹 uss
- 🗹 Label
 - o **✓** uss

- Value Fields **✓** uss test delayed Bindable Focus Label Windows Header Settings bindable Repeat button Field with repeat button (for the drone) Compass Curve Panel Graph Line Gradient ✓ full uss file • Header transparency ✓ draggable and window limit bug on size change Ui is not resizable @munix help Tooltips • ✓ Node ex ■ Mode info not active on run ■ **I** button binding on active ■ ✓ add Node using Flight Plan ✓ Settings ■ **☑** UI
- 🔲 Lift
 - Main UI

■ **Binding**

| | UI Settings UI Binding |
|-----------------|---|
| • | Land Main UI UI Code Settings UI Binding |
| • | Drone Main UI UI Code Settings UI Binding Attitude Main UI UI Code Settings UI Binding |
| emino • • | der 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) |