**VSUILib**

**Create new control.**

1. **VSUIControl** – add new type const (e.g. public const string CONTROL\_TYPE\_IMAGE = "image";) and add this type to array to type array (public static string[] ControlTypes).
2. **VSUIControl** – add new propertie(s) if required for control type.
3. **VSUIPanel** – parse(), if there are specific attributes for type.
4. **VSUIPanel** – display() – create control.
5. **VSUIPanel** – Set(control) – add handling new attributes (if any).
6. **VSUIPanel** – SetXxxx(name, control) – add handling new Get/Set property (if any).
7. **VSUIPanel** – refresh\_control() – add handling new behavior (if any).