Revamp v1.1.10 -> v1.2.0 - done

-> change bg.ts into fx.ts and fx.bg\_color\_

Revamp v1.2.0 -> v1.2.10 - done

-> position - remove custom named props and 1/2 props and check if it accepts percents

-> zIndex - lacks custom functions

Revamp v1.2.10 -> v1.2.20 - done

-> align - sub props like content\_space\_between should be content\_between

-> justify - sub props like content\_space\_around should be around (native justify does not support self)

-> add flex props for place items (feature)

Revamp v1.2.20 -> v1.2.21 - done

-> shadow - revamp it into a individual directory

-> Add imports

Revamp v1.2.21 -> v1.2.22

→ justify- remove content from syntax - done

-> text.color auto generated ones don’t work and more numbers of somw props - done

-> size.ts - add s\_0 - done

-> shadow.ts / also shadow for text - fix opacity prop, it takes normal numbers not dec | remove elevation - done

-> fix how padding/margin is being generated - bunked

-> fix text variants takes some [“ffff”] instead of “fffff” - bunked

-> shadow.ts - generate each of numerical props until 24 - done

Revamp - future

-> enable dual input like p.p\_(n1, n2, n3, n4) mapped as t-r-b-l (x,y,regular spacing), similar for shadow offset - VARIETY INPUT SHOULD WORK