# Bugs and Improvements UI

## Known bugs

* The road option GUI has some odd issues:

\* Because everything is done with raycasting, objects behind the optionsGUI are clicked as well.

\* When the apply button is clicked, the popup disappears as it should, but it will not reappear when the road piece is right-clicked again.

\* When a road piece is selected in the bottom corner, the optionsGUI already shows on the left upper side of the screen.

* Sometimes the bottom menu falls a bit from the screen when the program is run in windowed mode.

## Developer recommendations

* Currently, the buttons and menus are textures. When a mouse button is clicked, the program checks if it is a texture, and what the program should do when this texture is clicked. An easier way to make this is a simple button wih a texture and a click event.
* There is no (known) way to instantiate classes inside another class. If this is fixed, a lot more expansion opportunities are able.
* When the physics engine is implemented, the camera should be set to the correct driver position. (to the left of the car, correct height etc.)