

map.svelte — Map

TODO: We still don't have the map format, function is subject to change

Displays a static map that the operator imports. The map is stored in the `maps/` app data directory and loaded using Tauri's asset protocol (`convertFileSrc`).

Map selection flow

On mount, the component checks the `displayedMap` store. If a map is already selected (from a previous navigation within the session) it loads it directly. If not, it lists available map files and presents a selection UI. If exactly one map file exists it is auto-selected and confirmed without operator interaction.

Once a map is confirmed, the full path is constructed using `appDataDir()` and converted to a Tauri asset URL for display. The selected map is written to the `displayedMap` store so other components (and other routes) can access it.

A reload button (🔄) resets the selection and re-lists available files. Mouse coordinates over the map are tracked and displayed, laying the groundwork for click-based waypoint placement.

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