

state.svelte.js — Global State

`state.svelte.js` is the single source of truth for shared reactive state that needs to be accessible across multiple components and routes. Currently it manages the three camera objects.

Camera objects

Three camera state objects are exported as Svelte 5 `$state` runes:

Export	Port	Camera
<code>depthCamera</code>	5000	Depth / front-facing camera
<code>frontCamera</code>	5001	Secondary front camera
<code>armCamera</code>	5002	Arm-mounted camera

Each object has three fields: `name` (display string), `port` (full `http://localhost:PORT` URL used as the `` `src`), and `stale` (boolean set to `true` when the backend reports no frames for 2+ seconds).

Camera health listener — `initCameraHealthListener()`

This function is called once from `+layout.svelte` on app startup. It listens for the `camera-feed-status` Tauri event emitted by the GStreamer health watcher in the backend, and updates the `stale` flag on the matching camera object. A 500ms startup delay is included to ensure the Tauri bridge is ready before the listener is attached.

Components that display video can read the `stale` flag to show a warning overlay when a feed is lost.

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