Documentation for Stream-SSJ

1. Joystick – #Stick\_var
2. Joystick\_bordes – #Stick\_var
3. Joystick\_axis\_XY – #Stick\_xy\_color\_var
4. Joystick\_diagonal\_axis– #Stick\_xy\_diag\_color\_var
5. Joystick\_circles – #Stick\_circle\_color\_var
6. Joystick\_crosshair –#Stick\_crosshair\_var
7. Thruster – #Throttle\_var
8. Thruster\_borders– #Throttle\_var
9. Thruster\_crosshair – #Throttle[1,2]\_crosshair\_var
10. Pedals – #Rudder\_var
11. Pedals\_borders– #Rudder\_var
12. Pedals\_horizontal\_line – #Rudder\_var
13. Pedals\_crosshair – #Ruder\_crosshair\_var

Code

Body {

Overflow: hidden;

}

Canvas{

Opacity: 0.5;

}

#Throttle\_var{

width: 20px;

height: 250px;

border-right-width: 2px;

border-right-color: rgba(0, 81, 0,1);

}

#Throttle1\_crosshair\_var{

width: 3px;

background-color: rgba(255, 0, 0, 1);

}

#Throttle2\_crosshair\_var{

width: 3px;

background-color: rgba(255, 0, 0, 1);

}

#Rudder\_var{

width: 2px;

height: 28px;

background-color: rgba(0, 128, 0, 1);

border-width: 2px;

border-color: rgba(0, 81, 0, 1);

}

#Ruder\_crosshair\_var{

width: 6px;

background-color: rgba(255, 0, 0, 1);

}

#Stick\_var{

width: 250px;

border-width: 2px;

border-color: rgba(0, 81, 0, 1);

}

#Stick\_xy\_color\_var{

background-color: rgba(0, 128, 0, 1);

}

#Stick\_xy\_diag\_color\_var{

background-color: rgba(0, 128, 0, 1);

}

#Stick\_circle\_color\_var{

background-color: rgba(0, 128, 0, 1);

}

#Stick\_crosshair\_var{

width: 20px;

background-color: rgba(255, 0, 0, 1);

}

body – Full page

overflow: hidden; - hide scrollbars

canvas – all that is drawn

opacity – transparency

**7,8**  
width - crosshair width

Height – window height

border-right-width – border width

border-right-color – border color

**9**  
width – crosshair thickness

background-color – crosshair color

**9**  
width – crosshair thickness

background-color – crosshair color

**10,11**  
width – line thickness

Height – window height

background-color – line color

border-width – border width

border-color – border color

**13**

width – crosshair thickness

background-color – crosshair color

**1,2**

width – window width

border-width – border width

border-color – border color

**3**

background-color – axis color

**4**

background-color – diagonal axis color

**5**

background-color – circles color

**6**

width – crosshair thickness

background-color – crosshair color