Library Filter Behavior

Filter Logic Summary

- **OR logic** within each filter type (selecting PSN + Manual shows games from either source)
- **AND logic** between filter types (must pass Platform AND Synced From AND Priority, etc.)

Expected Behavior by Scenario

Scenario	Expected Result
Platform = PlayStation (no Synced From)	ALL PlayStation games (PSN-synced + manually-entered)
Synced From = PSN (no Platform)	ALL games synced from PSN
Synced From = Manual (no Platform)	ALL manually-entered games (any platform)
Platform = PlayStation + Synced From = PSN	PlayStation games that were synced from PSN
Platform = PlayStation + Synced From = Manual	PlayStation games that were manually entered
Platform = PlayStation + Synced From = PSN + Manual	PlayStation games that are EITHER PSN-synced OR manually-entered

Filter Types

Platform Filter

Filters by game platform (PlayStation, Xbox, Nintendo, Steam, etc.)

- Multiple selections use OR logic
- Empty selection = show all platforms

Synced From Filter

Filters by sync source (how the game was added)

- **Steam** - Games synced from Steam
- **PSN** - Games synced from PlayStation Network
- **Xbox** - Games synced from Xbox Live
- **Epic** - Games synced from Epic Games Store
- **Manual** - Games added manually by the user

Priority Filter

Filters by user-assigned priority (High, Medium, Low)

Console Filter

Appears when PlayStation, Xbox, Nintendo platform or Manual source is selected. Allows drilling down to specific consoles (PS3, PS4, PS5, Xbox One, Switch, etc.)

Key Implementation Details

1. **Sync Source Detection** (`src/lib/utils.ts` - `getGameSyncSource`)

- Steam: Checks `user_games.steam_appid`
- Xbox: Checks `user_games.xbox_title_id`
- PSN: Checks `user_games.psn_title_id`
- Epic: Checks platform + `games.epic_catalog_item_id`
- Manual: Default if no platform-specific ID is found

2. **Filter Function** (`src/lib/utils.ts` - `filterGames`)

- Applies all active filters sequentially
- A game must pass ALL filter types to be displayed