predictive.js

```
1 var up = 38;
 2 var down = 40;
 3 var right = 39;
 4 var left = 37;
 5 var key status = {up: 0, down: 0, right: 0, left:0};
 6 var base margin = 0;
 7 var base image width = 1024;
 8 var pixel turn rate = 30;
 9 var pixel scale rate = 5;
10
11 var horizontal move = 0;
12 var scale move = 0;
13 var horizontal px move = 0;
14 var scale px move = 0;
15
16 var update interval = 25;
17 var perceived delay = 710;
18
19
20 var bodW = 0;
21
22 function sleep(ms) {
23
     return new Promise(resolve => setTimeout(resolve, ms));
24 }
25
26 async function update hor with delay(amount, delay) {
       await sleep (delay);
28
       horizontal move += amount;
29 }
30
31 async function update scale with delay(amount, delay) {
       await sleep (delay);
33
       scale move += amount;
34 }
35
36 var x = setInterval(function() {
37
       if (key status[up]) {
38
           scale move += 1;
39
           update scale with delay(-1, perceived delay);
40
41
          var factor = 0.8;
42
           if (key status[left]){
43
               horizontal move += factor;
44
               update hor with delay (-factor, perceived delay);
```

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```
45
           } else if (key status[right]) {
46
               horizontal move -= factor;
47
               update hor with delay(+factor, perceived delay);
48
       } else if (key status[down]) {
49
           scale move -= 1;
50
51
           update scale with delay(1, perceived delay);
52
53
           var factor = -0.8;
54
           if (key status[left]) {
55
               horizontal move += factor;
               update hor with delay(-factor, perceived delay);
56
57
           } else if (key status[right]) {
58
               horizontal move -= factor;
59
               update hor with delay(+factor, perceived delay);
60
61
       } else if (key status[left]){
62
           horizontal move += 1;
63
           update hor with delay(-1, perceived delay);
64
       } else if (key status[right]){
65
           horizontal move -= 1;
66
           update hor with delay(+1, perceived delay);
67
68
69
       var new width = base image width + scale move*
   pixel scale rate;
       var new margin left = (bodW-new width)/2 +
70
   horizontal move*pixel turn rate;
71
72
       horizontal px move = base margin+horizontal move*
   pixel turn rate;
73
       scale px move = base image width+scale move*
   pixel scale rate;
74
       margin left = (bodW-scale px move)/2+scale move*
   pixel scale rate;
       document.getElementById("stream").style.width = `${
75
   new width}px`;
       document.getElementById("stream").style.marginLeft = `${
76
   new margin left}px`;
77 }, update interval);
78
79 function set base margin() {
80
       var myImage = new Image();
81
       var img = document.getElementById("stream");
```

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```
myImage.src = img.src;

var imgW = myImage.width;

bodW = document.body.clientWidth;

base_margin = (bodW-imgW)/2;

document.getElementById("stream").style.marginLeft = `${
  base_margin}px`;

document.getElementById("overlay").style.left = `${
  base_margin}px`;

base_margin}px`;
```