



```
const playerQueue = targetEl.querySelector('.player-queue-landscape');
 1
      const trackPlayer = targetEl.querySelector('.track-player');
 2
 3
      const playerRecPre = getRec(trackPlayer);
 4
      const playerQueueRecPre = getRec(playerQueue);
 5
 6
      targetEl.classList.toggle('queue-active');
 7
 8
      const playerRecPost = getRec(trackPlayer);
 9
      const playerQueueRecPost = getRec(playerQueue);
10
11
      const playerDeltaX = playerRecPre_left - playerRecPost_left;
12
      const playerDeltaY = playerRecPre.top - playerRecPost.top;
13
14
15
      const playerQueueDeltaW = getQueueVectors(
        playerQueueRecPre.width
16
        playerQueueRecPost_width
17
18
      const playerQueueDeltaH = getQueueVectors()
19
        playerQueueRecPre_height,
20
        playerQueueRecPost height
21
22
23
24
      const playerQueueAnimation = createAnimation()
25
         addElement playerQueue
         fromTo
26
           'transform'
27
           `scale3d(${playerQueueDeltaW.scaleFrom}, ${playerQueueDeltaH.scaleFrom}, ${playerQueueDeltaH.scaleFrom})`.
28
           `scale3d(${playerQueueDeltaW.scaleTo}, ${playerQueueDeltaH.scaleTo}, ${playerQueueDeltaH.scaleTo})`
29
30
         fromTo
31
           'opacity'
32
          playerQueueDeltaH_opacityFrom
33
          playerQueueDeltaH_opacityTo
34
35
      animationChain.push(playerQueueAnimation);
36
37
      const trackPlayerAnimation = createAnimation()
38
         addElement(trackPlayer)
39
         beforeStyles
40
           'transform-origin': 'top left',
41
42
         .from('transform', `translate3d(${playerDeltaX}px, ${playerDeltaY}px, 0)`)
43
         afterClearStyles(['transform-origin']) {}_{\mathbb{R}}
44
45
      animationChain.push(trackPlayerAnimation);
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47
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      const playerDeltaX = playerRecPre left - playerRecPost left;
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      const playerQueueDeltaW = getQueueVectors
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16
        playerQueueRecPre width
17
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19
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          'transform'
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28
           `scale3d(${playerQueueDeltaW_scaleTo}, ${playerQueueDeltaH_scaleTo}, ${playerQueueDeltaH_scaleTo})`
29
30
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      animationChain.push(trackPlayerAnimation)
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