

1. **Actors (Elements involved)**

- `‘.poster[data-label="A1"]’` anchor in Row A with child `‘’` and `‘.poster-preview-button’` (â Previewâ) used as trigger.
- `‘.poster-preview-button’` absolute-positioned button on the A1 poster; existing element inside the A1 anchor.
- `‘.preview-overlay’` fixed full-viewport container with radial-gradient backdrop; exists in DOM near page end, initially hidden.
- `‘.preview-card’` dialog frame inside the overlay containing media placeholder, info, and actions; existing element set to `display:none`.
- `‘.preview-close-btn’` absolute close button within the preview card; existing element.
- Preview content fields: `‘.preview-title’`, `‘.preview-runtime’`, `‘.preview-tags’`, `‘.preview-description’` inside `‘.preview-info’`; existing elements.
- `‘.preview-morph-tile’` and child `‘.preview-morph-fill’` translucent clone created by JS during morph; appended to `‘document’`.
- Body element: scrolling disabled/enabled via inline `‘overflow’` style during preview lifecycle.
- Optional `‘activeMorphTile’` reference maintained in JS for reuse during close transitions (not a DOM element itself).

2. **Timeline (Step-by-step with timestamps)**

- ****T+0ms (click/keydown trigger):**** Clicking `‘.poster-preview-button’` (or pressing Enter/Space on the A1 card) prevents default and triggers `‘openPreviewFromCard’`.
- ****T+0ms:**** `‘openPreviewFromCard’` reads `‘data-title/runtime/tags/description’` from the A1 card and writes textContent to preview fields.
- ****T+0ms inside ‘runOpenMorph’:**** Gets `‘startRect’` via `‘card.getBoundingClientRect()’`; clears any `‘.is-hidden’` on preview overlay.
- ****T+0ms:**** Sets overlay styles back to default, adds `‘.is-visible’` (opacity/visibility/pointer-events reset) and `‘.is-active’` to preview card.
- ****T+0ms:**** Creates morph tile/ fill with background image from the cardâ s `‘’`; sets tile size/transform to `startRect`.

- **T+1 animation frame:** After 'requestAnimationFrame', forces layout via 'tile.offsetHeight' then calls 'moveTile' to s
- **During morph:** Tile listens for 'transitionend' on 'transform'; fallback 'setTimeout' at 'MORPH_DURATION + 100' (
- **After transform end (~340ms):** 'startCrossfade' executes once: sets preview card transition 'opacity 220ms cubic-
- **T+ up to 220ms later:** 'transitionend' on preview card opacity or fallback timeout 'FILL_FADE_DURATION + 120'
- **Close trigger T+0ms:** Close button click, overlay outside click (ignoring clicks inside preview card), or Escape key
- **Close T+0ms:** If 'lastOpenedCard' missing, overlay '.is-visible' removed, 'aria-hidden' true, preview card deactivat
- **Close normal:** Compute previewCardRect and cardRect; reuse existing 'activeMorphTile' or create new from prev
- **Close T+1 animation frame:** After 'requestAnimationFrame', force layout then 'moveTile' tile to cardRect with targ
- **Close T+340ms:** Timeout at 'MORPH_DURATION' removes '.is-active' from preview card, clears its opacity/point

3. **Layer stack (â pile of papersâ)**

- Base page content including shelves/posters (default stacking).
- '.preview-overlay' fixed with 'z-index:999' hidden, raised to '9999' when '.is-visible', creating stacking context via 'pos
- '.preview-card' inside overlay with 'position:relative' (new stacking context) and box shadow/border, opacity-animated
- '.preview-morph-tile' fixed positioned with 'z-index:12000', border/shadow, transitions; overlays above overlay while r
- '.preview-morph-fill' absolutely positioned inside tile, carries poster image; opacity animated during crossfade.
- Preview content (title/meta/body/actions) sits within preview card grid; inherits cardâ s stacking context.

4. ****Morph mechanics****

- Moving element is a cloned `‘.preview-morph-tile’` created from the clicked A1 card; the real card stays in place.
- Start rectangle from `‘card.getBoundingClientRect()’` for the trigger card.
- End rectangle measured by temporarily making overlay/card visible without transitions (`‘measurePreviewRect’` uses `‘.is-visible’`).
- Animated properties on tile: `‘transform’` (translate), `‘width’`, `‘height’`, `‘border-radius’`, `‘box-shadow’`, `‘border-color’` with `‘opacity’`.
- Crossfade removal of tile occurs after opacity transition end or after 340ms fallback.

5. ****Preview content population****

- Immediately on open trigger, before any morph, text fields (`‘.preview-title’`, `‘.preview-runtime’`, `‘.preview-tags’`, `‘.preview-description’`) are populated.
- Content remains visible but preview card starts with `‘opacity:0’`; becomes visible during crossfade when `‘startCrossfade’` is triggered.
- No additional data fetching; poster image for morph fill pulled from the card’s `‘’` src at tile creation and again on close.

6. ****Close mechanics****

- Triggers: `‘.preview-close-btn’` click; clicking outside `‘.preview-card’` on `‘.preview-overlay’`; pressing `‘Escape’/‘Esc’` while overlay is visible.
- Actions on close: set preview card opacity 0 and pointer-events none; remove overlay `‘.is-visible’` and set `‘aria-hidden=true’`.
- If no `‘lastOpenedCard’`, close immediately: overlay class removed, preview card reset, any active morph tile removed.
- Morph tile is removed in both crossfade finish (open) and post-close timeout; reuse occurs if tile still exists when close is triggered.

7. ****Constants and variables****

- CSS tokens: `‘--preview-morph-duration:340ms’`, `‘--preview-morph-ease:cubic-bezier(0.22, 0.61, 0.36, 1)’`, `‘--preview-fade-out-duration:340ms’`.

- JS constants: 'MORPH_DURATION = 340', 'PREVIEW_EASING = 'cubic-bezier(0.22, 0.61, 0.36, 1)''', 'FILL_FADE_
- Overlay default z-index 999, raised to 9999 when '.is-visible'; morph tile z-index 12000.
- Close fallback timeout uses 'MORPH_DURATION' (340ms); transform listener fallback at 'MORPH_DURATION + 10