

```

"use client";

import { useSureSailStore } from "../store/sureSailStore";

export default function HeaderBar() {
  const ui = useSureSailStore((s) => s.ui);
  const versions = useSureSailStore((s) => s.versions);
  const activeRunId = useSureSailStore((s) => s.activeRunId);

  const toggleNeon = useSureSailStore((s) => s.toggleNeon);
  const setAudio = useSureSailStore((s) => s.setAudio);
  const toggleZoneOps = useSureSailStore((s) => s.toggleZoneOps);
  const setVolume = useSureSailStore((s) => s.setVolume);

  return (
    <div className="headerBar">
      <div className="headerLeft">
        <div className="titleRow">
          <h1>Sure Sail Dashboard</h1>
          <span className="badge">Master Format (Draft)</span>
          {activeRunId ? <span className="badge">run_id: {activeRunId}</span> : null}
        </div>

        <div className="badges">
          <span className="badge">Engine {versions.engine}</span>
          <span className="badge">Data {versions.dataContract}</span>
          <span className="badge">Timeframe {versions.timeframeCanon}</span>
          <span className="badge">Thresholds {versions.thresholdRegistry}</span>
        </div>
      </div>

      <div className="controlsRight">
        <div className="toggle" onClick={toggleZoneOps} title="Toggle Zone Ops (docs
mode)">
          <span>📄</span>
          <small>Zone Ops</small>
          <b>{ui.dashboardMode === "docs" ? "ON" : "OFF"}</b>
        </div>

        <div className="toggle" onClick={toggleNeon} title="Toggle neon execution effects">
          <span>⚡</span>
          <small>Neon</small>
          <b>{ui.neon ? "ON" : "OFF"}</b>
        </div>

        <div
          className="toggle"
          onClick={() => setAudio(ui.audio === "OCEAN" ? "OFF" : "OCEAN")}
          title="Toggle ocean wave cue (plays once per run at Phase 1 start)"
        >
          <span>🌊</span>
          <small>Audio</small>

```

```
    <b>{ui.audio === "OCEAN" ? "OCEAN" : "OFF"}</b>
  </div>

  {ui.audio === "OCEAN" ? (
    <div className="toggle" title="Audio volume">
      <small>Vol</small>
      <input
        type="range"
        min={0}
        max={100}
        value={Math.round(ui.volume * 100)}
        onChange={(e) => setVolume(Number(e.target.value) / 100)}
      />
    </div>
  ) : null}
</div>
</div>
);
}
```