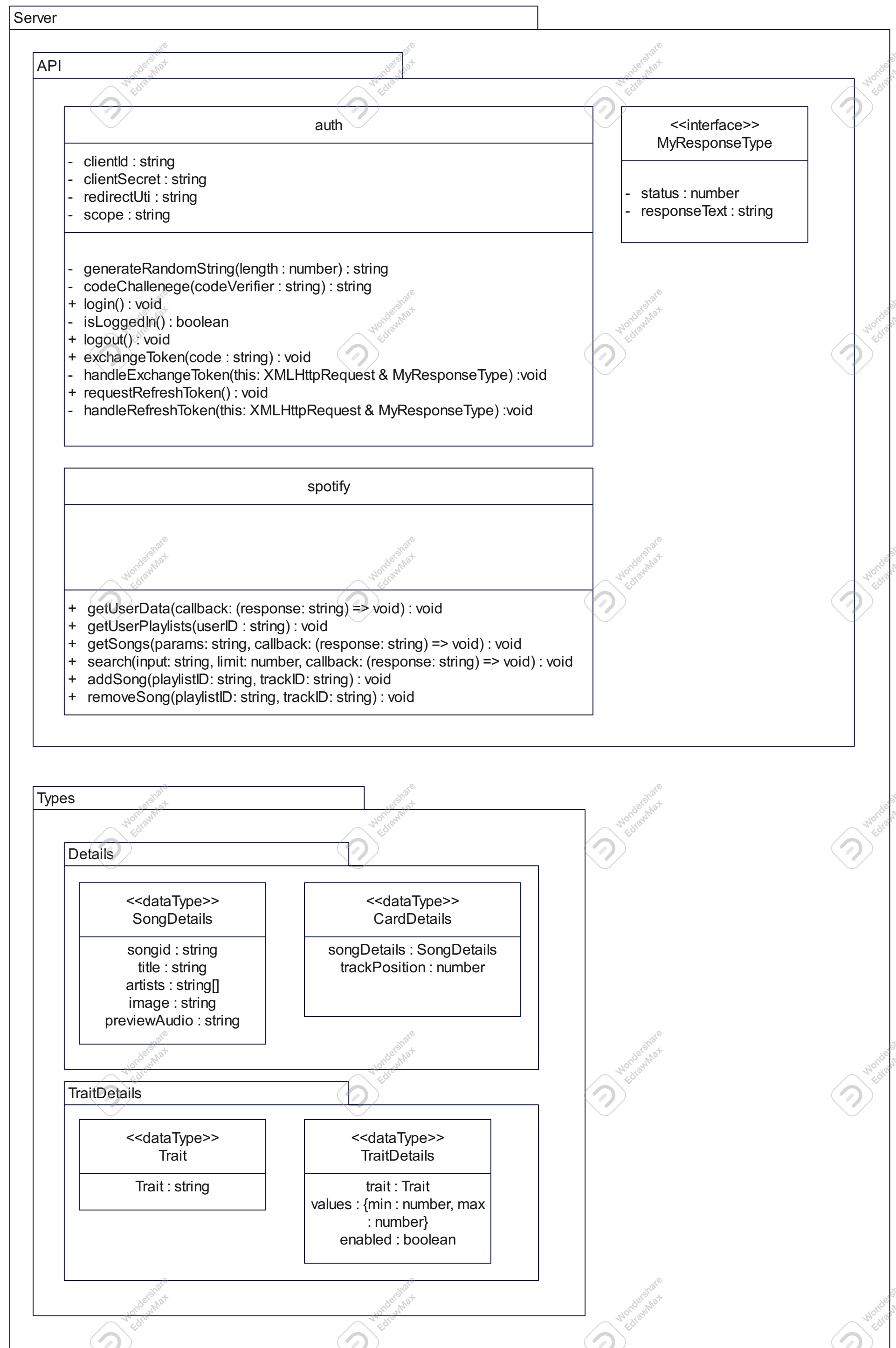


Stores

ControlStore

- currentSongId : string
- + ControlStore : string

- + updateCurrentSong(newSongId: string) : void



Types

Details

<<dataType>> SongDetails

- songid : string
- title : string
- artists : string[]
- image : string
- previewAudio : string

<<dataType>> CardDetails

- songDetails : SongDetails
- trackPosition : number

TraitDetails

<<dataType>> Trait

- Trait : string

<<dataType>> TraitDetails

- trait : Trait
- values : {min : number, max : number}
- enabled : boolean