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In your requests please include the following reference number 78EE117C99-1184777266

Contents

1.1 lru-cache 4.1.5
1.1.1 Available under license
1.2 unicode-match-property-ecmascript 1.0.4
1.2.1 Available under license
1.3 babel-helper-create-regexp-features-plugin 7.14.5
1.3.1 Available under license
1.4 async 2.6.3
1.4.1 Available under license
1.5 d3-time 1.1.0
1.5.1 Available under license
1.6 react-native-community-netinfo 5.9.6
1.6.1 Available under license
1.7 static-extend 0.1.2
1.7.1 Available under license
1.8 event-target-shim 5.0.1
1.8.1 Available under license
1.9 fs-extra 9.1.0
1.9.1 Available under license
1.10 metro-source-map 0.59.0
1.10.1 Available under license
1.11 expo-asset 8.2.2
1.11.1 Available under license
1.12 merge-stream 1.0.1
1.12.1 Available under license
1.13 pretty-format 23.6.0
1.13.1 Available under license

1.14 @babel/plugin-transform-classes 7.14.5
1.14.1 Available under license
1.15 debug 2.6.9
1.15.1 Available under license
1.16 babel-plugin-syntax-flow 7.14.5
1.16.1 Available under license
1.17 @babel/plugin-transform-object-super 7.14.5
1.17.1 Available under license
1.18 fragment-cache 0.2.1
1.18.1 Available under license
1.19 fsevents 1.2.13
1.19.1 Available under license
1.20 unimodules-constants-interface 5.3.0
1.20.1 Available under license
1.21 expo-local-authentication 9.3.0
1.21.1 Available under license
1.22 @babel/plugin-transform-literals 7.14.5
1.22.1 Available under license
1.23 extend-shallow 3.0.2
1.23.1 Available under license
1.24 @babel/plugin-transform-arrow-functions 7.14.5
1.24.1 Available under license
1.25 object-is 1.1.5
1.25.1 Available under license
1.26 bytes 3.0.0
1.26.1 Available under license
1.27 onetime 2.0.1
1.27.1 Available under license
1.28 ua-parser-js 0.7.28
1.28.1 Available under license
1.29 expo-linking 1.0.7
1.29.1 Available under license
1.30 pascalcase 0.1.1
1.30.1 Available under license
1.31 split-string 3.1.0
1.31.1 Available under license
1.32 arr-flatten 1.1.0
1.32.1 Available under license
1.33 babel-plugin-proposal-dynamic-import 7.14.5

1.33.1 Available under license
1.34 prepend-http 2.0.0
1.34.1 Available under license
1.35 object.pick 1.3.0
1.35.1 Available under license
1.36 css-what 3.4.2
1.36.1 Available under license
1.37 p-limit 2.3.0
1.37.1 Available under license
1.38 camelcase 5.3.1
1.38.1 Available under license
1.39 babel-plugin-syntax-top-level-await 7.14.5
1.39.1 Available under license
1.40 @expo/websql 1.0.1
1.40.1 Available under license
1.41 escape-html 1.0.3
1.41.1 Available under license
1.42 color-name 1.1.4
1.42.1 Available under license
1.43 kind-of 1.1.0
1.43.1 Available under license
1.44 core-js 2.6.12
1.44.1 Available under license
1.45 expo-error-recovery 1.3.0
1.45.1 Available under license
1.46 p-locate 3.0.0
1.46.1 Available under license
1.47 fs-extra 2.1.2
1.47.1 Available under license
1.48 babel-plugin-transform-typescript 7.14.6
1.48.1 Available under license
1.49 simple-swizzle 0.2.2
1.49.1 Available under license
1.50 @react-navigation/bottom-tabs 5.2.5
1.50.1 Available under license
1.51 collection-visit 1.0.0
1.51.1 Available under license
1.52 mime-types 2.1.31
1.52.1 Available under license

1.53 pretty-format 24.9.0
1.53.1 Available under license
1.54 loose-envify 1.4.0
1.54.1 Available under license
1.55 is-fullwidth-code-point 3.0.0
1.55.1 Available under license
1.56 jest-validate 24.9.0
1.56.1 Available under license
1.57 metro-babel-transformer 0.59.0
1.57.1 Available under license
1.58 types-hoist-non-react-statics 3.3.1
1.58.1 Available under license
1.59 plugin-error 0.1.2
1.59.1 Available under license
1.60 @babel/generator 7.14.8
1.60.1 Available under license
1.61 execa 1.0.0
1.61.1 Available under license
1.62 graceful-fs 4.2.6
1.62.1 Available under license
1.63 locate-path 2.0.0
1.63.1 Available under license
1.64 unimodules-camera-interface 5.3.0
1.64.1 Available under license
1.65 import-fresh 2.0.0
1.65.1 Available under license
1.66 hapi-joi 15.1.1
1.66.1 Available under license
1.67 babel-plugin-syntax-decorators 7.14.5
1.67.1 Available under license
1.68 cli-width 2.2.1
1.68.1 Available under license
1.69 1to2 1.0.0
1.69.1 Available under license
1.70 xpipe 1.0.5
1.70.1 Available under license
1.71 npm-run-path 2.0.2
1.71.1 Available under license
1.72 scheduler 0.19.1

1.72.1 Available under license
1.73 js-yaml 3.14.1
1.73.1 Available under license
1.74 kind-of 5.1.0
1.74.1 Available under license
1.75 logkitty 0.7.1
1.75.1 Available under license
1.76 inherits 2.0.4
1.76.1 Available under license
1.77 unicode-property-aliases-ecmascript 1.1.0
1.77.1 Available under license
1.78 js-base64 2.5.1
1.78.1 Available under license
1.79 electron-to-chromium 1.3.786
1.79.1 Available under license
1.80 is-symbol 1.0.4
1.80.1 Available under license
1.81 is-stream 1.1.0
1.81.1 Available under license
1.82 native-base 2.13.14
1.82.1 Available under license
1.83 @babel/plugin-syntax-async-generators 7.8.4
1.83.1 Available under license
1.84 types-yargs 13.0.12
1.84.1 Available under license
1.85 rx-lite 4.0.8
1.85.1 Available under license
1.86 lodash.isequal 4.5.0
1.86.1 Available under license
1.87 metro 0.59.0
1.87.1 Available under license
1.88 @babel/helpers 7.14.8
1.88.1 Available under license
1.89 lodash.debounce 4.0.8
1.89.1 Available under license
1.90 redux 4.0.1
1.90.1 Available under license
1.91 nullthrows 1.1.1
1.91.1 Available under license

1.92 @react-navigation/stack 5.2.10
1.92.1 Available under license
1.93 domelementtype 1.3.1
1.93.1 Available under license
1.94 is-extendable 0.1.1
1.94.1 Available under license
1.95 connect 3.7.0
1.95.1 Available under license
1.96 is-date-object 1.0.4
1.96.1 Available under license
1.97 babel-plugin-transform-runtime 7.14.5
1.97.1 Available under license
1.98 side-channel 1.0.4
1.98.1 Available under license
1.99 ms 2.0.0
1.99.1 Available under license
1.100 destroy 1.0.4
1.100.1 Available under license
1.101 css-tree 1.1.3
1.101.1 Available under license
1.102 react-native-vector-icons 7.1.0
1.102.1 Available under license
1.103 tmpl 1.0.4
1.103.1 Available under license
1.104 ws 7.5.3
1.104.1 Available under license
1.105 denodeify 1.2.1
1.105.1 Available under license
1.106 @babel/helper-split-export-declaration 7.14.5
1.106.1 Available under license
1.107 once 1.4.0
1.107.1 Available under license
1.108 get-intrinsic 1.1.1
1.108.1 Available under license
1.109 @babel/plugin-transform-unicode-escapes 7.14.5
1.109.1 Available under license
1.110 nan 2.14.2
1.110.1 Available under license
1.111 react-native-animatable 1.3.3

1.111.1 Available under license

1.112 safe-regex 1.1.0

1.112.1 Available under license

1.113 decode-uri-component 0.2.0

1.113.1 Available under license

1.114 @babel/plugin-transform-modules-systemjs 7.14.5

1.114.1 Available under license

1.115 util-deprecate 1.0.2

1.115.1 Available under license

1.116 debug 4.3.2

1.116.1 Available under license

1.117 ansi-fragments 0.2.1

1.117.1 Available under license

1.118 jetifier 1.6.8

1.118.1 Available under license

1.119 mixin-deep 1.3.2

1.119.1 Available under license

1.120 react-native-safe-area-context 3.1.4

1.120.1 Available under license

1.121 domelementtype 2.2.0

1.121.1 Available under license

1.122 image-size 0.6.3

1.122.1 Available under license

1.123 @babel/plugin-transform-destructuring 7.14.7

1.123.1 Available under license

1.124 d3-time-format 2.3.0

1.124.1 Available under license

1.125 caller-path 2.0.0

1.125.1 Available under license

1.126 object-assign 4.1.1

1.126.1 Available under license

1.127 slice-ansi 2.1.0

1.127.1 Available under license

1.128 repeat-string 1.6.1

1.128.1 Available under license

1.129 is-weakset 2.0.1

1.129.1 Available under license

1.130 brace-expansion 1.1.11

1.130.1 Available under license

1.131 bplist-creator 0.0.8
1.131.1 Available under license
1.132 xmldoc 1.1.2
1.132.1 Available under license
1.133 uuid 3.4.0
1.133.1 Available under license
1.134 clone 1.0.4
1.134.1 Available under license
1.135 universalify 2.0.0
1.135.1 Available under license
1.136 fbjs-css-vars 1.0.2
1.136.1 Available under license
1.137 micromatch 3.1.10
1.137.1 Available under license
1.138 figures 2.0.0
1.138.1 Available under license
1.139 @types/prop-types 15.7.4
1.139.1 Available under license
1.140 babel-plugin-syntax-trailing-function-commas 7.0.0-beta.0
1.140.1 Available under license
1.141 chardet 0.4.2
1.141.1 Available under license
1.142 babel-plugin-proposal-decorators 7.14.5
1.142.1 Available under license
1.143 get-stdin 6.0.0
1.143.1 Available under license
1.144 has-ansi 2.0.0
1.144.1 Available under license
1.145 pump 3.0.0
1.145.1 Available under license
1.146 strict-uri-encode 1.1.0
1.146.1 Available under license
1.147 core-js-compat 3.15.2
1.147.1 Available under license
1.148 @types/scheduler 0.16.2
1.148.1 Available under license
1.149 tiny-queue 0.2.1
1.149.1 Available under license
1.150 is-accessor-descriptor 0.1.6

1.150.1 Available under license

1.151 kind-of 3.2.2

1.151.1 Available under license

1.152 fancy-log 1.3.3

1.152.1 Available under license

1.153 gensync 1.0.0-beta.2

1.153.1 Available under license

1.154 invariant 2.2.4

1.154.1 Available under license

1.155 simple-plist 1.1.1

1.155.1 Available under license

1.156 cnakazawa-watch 1.0.4

1.156.1 Available under license

1.157 metro-babel-register 0.59.0

1.157.1 Available under license

1.158 @babel/plugin-proposal-export-default-from 7.14.5

1.158.1 Available under license

1.159 is-data-descriptor 0.1.4

1.159.1 Available under license

1.160 foreach 2.0.5

1.160.1 Available under license

1.161 wrappy 1.0.2

1.161.1 Available under license

1.162 @react-native-community/cli-debugger-ui 4.13.1

1.162.1 Available under license

1.163 accepts 1.3.7

1.163.1 Available under license

1.164 arr-diff 1.1.0

1.164.1 Available under license

1.165 envinfo 7.8.1

1.165.1 Available under license

1.166 node-stream-zip 1.13.6

1.166.1 Available under license

1.167 json-stable-stringify 1.0.1

1.167.1 Available under license

1.168 caniuse-lite 1.0.30001247

1.168.1 Available under license

1.169 react-tween-state 0.1.5

1.169.1 Available under license

1.170 isobject 2.1.0

1.170.1 Available under license

1.171 to-regex-range 2.1.1

1.171.1 Available under license

1.172 core-js 3.15.2

1.172.1 Available under license

1.173 @react-native-community/cli-hermes 4.13.0

1.173.1 Available under license

1.174 hapi-topo 3.1.6

1.174.1 Available under license

1.175 @babel/plugin-bugfix-v8-spread-parameters-in-optional-chaining 7.14.5

1.175.1 Available under license

1.176 source-map 0.7.3

1.176.1 Available under license

1.177 jsesc 2.5.2

1.177.1 Available under license

1.178 @babel/plugin-transform-new-target 7.14.5

1.178.1 Available under license

1.179 expo-font 8.3.0

1.179.1 Available under license

1.180 array-filter 0.0.1

1.180.1 Available under license

1.181 plist 3.0.2

1.181.1 Available under license

1.182 require-directory 2.1.1

1.182.1 Available under license

1.183 @babel/plugin-syntax-json-strings 7.8.3

1.183.1 Available under license

1.184 which-module 2.0.0

1.184.1 Available under license

1.185 @react-native-community/cli 4.14.0

1.185.1 Available under license

1.186 @babel/plugin-transform-react-jsx-self 7.14.5

1.186.1 Available under license

1.187 string-width 2.1.1

1.187.1 Available under license

1.188 follow-redirects 1.5.10

1.188.1 Available under license

1.189 monorepo-symlink-test 0.0.0

1.189.1 Available under license

1.190 is-ci 2.0.0

1.190.1 Available under license

1.191 is-boolean-object 1.1.1

1.191.1 Available under license

1.192 setimmediate 1.0.5

1.192.1 Available under license

1.193 isobject 3.0.1

1.193.1 Available under license

1.194 native-base-shoutem-theme 0.3.1

1.194.1 Available under license

1.195 throat 4.1.0

1.195.1 Available under license

1.196 json-parse-better-errors 1.0.2

1.196.1 Available under license

1.197 jest-types 24.9.0

1.197.1 Available under license

1.198 @babel/plugin-proposal-unicode-property-regex 7.14.5

1.198.1 Available under license

1.199 shallow-clone 3.0.1

1.199.1 Available under license

1.200 jsesc 0.5.0

1.200.1 Available under license

1.201 json5 0.5.1

1.201.1 Available under license

1.202 clamp 1.0.1

1.202.1 Available under license

1.203 @babel/helper-function-name 7.14.5

1.203.1 Available under license

1.204 @babel/plugin-transform-react-jsx 7.14.5

1.204.1 Available under license

1.205 jsonfile 6.1.0

1.205.1 Available under license

1.206 @babel/helper-module-transforms 7.14.8

1.206.1 Available under license

1.207 react-native-iphone-x-helper 1.2.0

1.207.1 Available under license

1.208 unpipe 1.0.0

1.208.1 Available under license

1.209 jest-worker 24.9.0
1.209.1 Available under license
1.210 inflight 1.0.6
1.210.1 Available under license
1.211 jest-fake-timers 24.9.0
1.211.1 Available under license
1.212 bplist-parser 0.2.0
1.212.1 Available under license
1.213 kind-of 6.0.3
1.213.1 Available under license
1.214 copy-descriptor 0.1.1
1.214.1 Available under license
1.215 type-fest 0.7.1
1.215.1 Available under license
1.216 extend-shallow 1.1.4
1.216.1 Available under license
1.217 http-errors 1.7.3
1.217.1 Available under license
1.218 require-main-filename 2.0.0
1.218.1 Available under license
1.219 anser 1.4.10
1.219.1 Available under license
1.220 @babel/plugin-syntax-logical-assignment-operators 7.10.4
1.220.1 Available under license
1.221 @babel/plugin-proposal-object-rest-spread 7.14.7
1.221.1 Available under license
1.222 fill-range 4.0.0
1.222.1 Available under license
1.223 string_decoder 1.1.1
1.223.1 Available under license
1.224 lodash-reinterpolate 3.0.0
1.224.1 Available under license
1.225 restore-cursor 2.0.0
1.225.1 Available under license
1.226 slash 3.0.0
1.226.1 Available under license
1.227 xml 1.6.11
1.227.1 Available under license
1.228 jest-test-result 24.9.0

1.228.1 Available under license

1.229 y18n 4.0.3

1.229.1 Available under license

1.230 chalk 1.1.1

1.230.1 Available under license

1.231 babel-plugin-syntax-typescript 7.14.5

1.231.1 Available under license

1.232 error-ex 1.3.2

1.232.1 Available under license

1.233 is-typed-array 1.1.5

1.233.1 Available under license

1.234 d3-scale 1.0.7

1.234.1 Available under license

1.235 types-istanbul-lib-coverage 2.0.3

1.235.1 Available under license

1.236 ansi-cyan 0.1.1

1.236.1 Available under license

1.237 path-key 2.0.1

1.237.1 Available under license

1.238 is-arrayish 0.2.1

1.238.1 Available under license

1.239 ansi-gray 0.1.1

1.239.1 Available under license

1.240 rimraf 2.2.8

1.240.1 Available under license

1.241 performance-now 2.1.0

1.241.1 Available under license

1.242 which-typed-array 1.1.4

1.242.1 Available under license

1.243 is-buffer 1.1.6

1.243.1 Available under license

1.244 defaults 1.0.3

1.244.1 Available under license

1.245 metro-resolver 0.59.0

1.245.1 Available under license

1.246 regjsgen 0.5.2

1.246.1 Available under license

1.247 ansi-regex 2.1.1

1.247.1 Available under license

1.248 @babel/helper-validator-option 7.14.5

1.248.1 Available under license

1.249 mime 1.6.0

1.249.1 Available under license

1.250 jest-message-util 24.9.0

1.250.1 Available under license

1.251 ansi-regex 5.0.0

1.251.1 Available under license

1.252 fb-watchman 2.0.1

1.252.1 Available under license

1.253 to-object-path 0.3.0

1.253.1 Available under license

1.254 leven 3.1.0

1.254.1 Available under license

1.255 expo-blur 8.2.2

1.255.1 Available under license

1.256 unimodules-file-system-interface 5.3.0

1.256.1 Available under license

1.257 shebang-command 1.2.0

1.257.1 Available under license

1.258 strip-ansi 5.2.0

1.258.1 Available under license

1.259 @expo/configure-splash-screen 0.2.0

1.259.1 Available under license

1.260 @babel/plugin-transform-react-display-name 7.14.5

1.260.1 Available under license

1.261 file-uri-to-path 1.0.0

1.261.1 Available under license

1.262 get-stream 4.1.0

1.262.1 Available under license

1.263 opencollective-postinstall 2.0.3

1.263.1 Available under license

1.264 @babel/plugin-syntax-dynamic-import 7.8.3

1.264.1 Available under license

1.265 through 2.3.8

1.265.1 Available under license

1.266 @unimodules/core 5.5.1

1.266.1 Available under license

1.267 @react-navigation/native 5.4.0

1.267.1 Available under license

1.268 autobind-decorator 2.1.0

1.268.1 Available under license

1.269 @babel/helper-skip-transparent-expression-wrappers 7.14.5

1.269.1 Available under license

1.270 is-windows 1.0.2

1.270.1 Available under license

1.271 @babel/helper-optimise-call-expression 7.14.5

1.271.1 Available under license

1.272 set-value 2.0.1

1.272.1 Available under license

1.273 readable-stream 2.3.7

1.273.1 Available under license

1.274 @babel/helper-simple-access 7.14.8

1.274.1 Available under license

1.275 hoist-non-react-statics 2.5.5

1.275.1 Available under license

1.276 find-cache-dir 2.1.0

1.276.1 Available under license

1.277 react-native 0.63.4

1.277.1 Available under license

1.278 p-try 2.2.0

1.278.1 Available under license

1.279 isexe 2.0.0

1.279.1 Available under license

1.280 source-map 0.6.1

1.280.1 Available under license

1.281 node-int64 0.4.0

1.281.1 Available under license

1.282 url-parse 1.5.3

1.282.1 Available under license

1.283 babel-plugin-transform-member-expression-literals 7.14.5

1.283.1 Available under license

1.284 os-tmpdir 1.0.2

1.284.1 Available under license

1.285 babel-preset-fbjs 3.4.0

1.285.1 Available under license

1.286 ora 3.4.0

1.286.1 Available under license

1.287 hoist-non-react-statics 1.2.0

1.287.1 Available under license

1.288 map-visit 1.0.0

1.288.1 Available under license

1.289 i18njs 3.3.0

1.289.1 Available under license

1.290 is-wsl 1.1.0

1.290.1 Available under license

1.291 has-values 0.1.4

1.291.1 Available under license

1.292 ultron 1.0.2

1.292.1 Available under license

1.293 @codler/react-native-keyboard-aware-scroll-view 1.0.0

1.293.1 Available under license

1.294 ret 0.1.15

1.294.1 Available under license

1.295 cli-spinners 2.6.0

1.295.1 Available under license

1.296 p-locate 4.1.0

1.296.1 Available under license

1.297 locate-path 5.0.0

1.297.1 Available under license

1.298 @babel/types 7.14.8

1.298.1 Available under license

1.299 snapdragon-node 2.1.1

1.299.1 Available under license

1.300 es-abstract 1.18.3

1.300.1 Available under license

1.301 @babel/helper-replace-supers 7.14.5

1.301.1 Available under license

1.302 buffer-alloc 1.2.0

1.302.1 Available under license

1.303 wrap-ansi 6.2.0

1.303.1 Available under license

1.304 ansi-escapes 3.2.0

1.304.1 Available under license

1.305 is-bigint 1.0.2

1.305.1 Available under license

1.306 arr-union 3.1.0

1.306.1 Available under license

1.307 encoding 0.1.13

1.307.1 Available under license

1.308 define-property 0.2.5

1.308.1 Available under license

1.309 get-value 2.0.6

1.309.1 Available under license

1.310 string-width 4.2.2

1.310.1 Available under license

1.311 strip-ansi 6.0.0

1.311.1 Available under license

1.312 has-flag 4.0.0

1.312.1 Available under license

1.313 ansi-styles 2.2.1

1.313.1 Available under license

1.314 rsvp 4.8.5

1.314.1 Available under license

1.315 @babel/helper-member-expression-to-functions 7.14.7

1.315.1 Available under license

1.316 @babel/preset-modules 0.1.4

1.316.1 Available under license

1.317 fbjs-scripts 1.2.0

1.317.1 Available under license

1.318 buffer-alloc-unsafe 1.1.0

1.318.1 Available under license

1.319 is-string 1.0.6

1.319.1 Available under license

1.320 path-is-absolute 1.0.1

1.320.1 Available under license

1.321 cross-spawn 6.0.5

1.321.1 Available under license

1.322 eventemitter3 3.1.2

1.322.1 Available under license

1.323 assign-symbols 1.0.0

1.323.1 Available under license

1.324 iconv-lite 0.6.3

1.324.1 Available under license

1.325 function-bind 1.1.1

1.325.1 Available under license

1.326 is-regex 1.1.3

1.326.1 Available under license

1.327 expo-keep-awake 8.3.0

1.327.1 Available under license

1.328 decamelize 1.2.0

1.328.1 Available under license

1.329 has-bigints 1.0.1

1.329.1 Available under license

1.330 rimraf 2.7.1

1.330.1 Available under license

1.331 ansi-red 0.1.1

1.331.1 Available under license

1.332 has-value 0.3.1

1.332.1 Available under license

1.333 cliui 5.0.0

1.333.1 Available under license

1.334 metro-minify-uglify 0.59.0

1.334.1 Available under license

1.335 @react-native-community/cli-platform-ios 4.13.0

1.335.1 Available under license

1.336 array-unique 0.3.2

1.336.1 Available under license

1.337 supports-color 2.0.0

1.337.1 Available under license

1.338 object.assign 4.1.2

1.338.1 Available under license

1.339 @egjs/hammerjs 2.0.17

1.339.1 Available under license

1.340 asap 2.0.6

1.340.1 Available under license

1.341 base64-js 1.5.1

1.341.1 Available under license

1.342 @babel/plugin-transform-async-to-generator 7.14.5

1.342.1 Available under license

1.343 @babel/plugin-transform-named-capturing-groups-regex 7.14.7

1.343.1 Available under license

1.344 commander 2.20.3

1.344.1 Available under license

1.345 ws 1.1.5

1.345.1 Available under license

1.346 json5 2.2.0

1.346.1 Available under license

1.347 csstype 3.0.8

1.347.1 Available under license

1.348 wcwidth 1.0.1

1.348.1 Available under license

1.349 unimodules-task-manager-interface 5.3.0

1.349.1 Available under license

1.350 repeat-element 1.1.4

1.350.1 Available under license

1.351 pkg-dir 3.0.0

1.351.1 Available under license

1.352 @babel/traverse 7.14.8

1.352.1 Available under license

1.353 domutils 1.7.0

1.353.1 Available under license

1.354 regexpu-core 4.7.1

1.354.1 Available under license

1.355 minimist 1.2.5

1.355.1 Available under license

1.356 jest-console 24.9.0

1.356.1 Available under license

1.357 balanced-match 1.0.2

1.357.1 Available under license

1.358 babel-plugin-transform-reserved-words 7.14.5

1.358.1 Available under license

1.359 @babel/compat-data 7.14.7

1.359.1 Available under license

1.360 ansi-styles 3.2.1

1.360.1 Available under license

1.361 vlq 1.0.1

1.361.1 Available under license

1.362 commondir 1.0.1

1.362.1 Available under license

1.363 @babel/highlight 7.14.5

1.363.1 Available under license

1.364 react-native-localize 1.3.1

1.364.1 Available under license

1.365 color-name 1.1.3

1.365.1 Available under license

1.366 urix 0.1.0

1.366.1 Available under license

1.367 d3-collection 1.0.7

1.367.1 Available under license

1.368 boolbase 1.0.0

1.368.1 Available under license

1.369 hapi-address 2.1.4

1.369.1 Available under license

1.370 entities 2.2.0

1.370.1 Available under license

1.371 react-native-reanimated 1.13.3

1.371.1 Available under license

1.372 buffer-from 1.1.1

1.372.1 Available under license

1.373 is-arguments 1.1.0

1.373.1 Available under license

1.374 ee-first 1.1.1

1.374.1 Available under license

1.375 @types/react 17.0.15

1.375.1 Available under license

1.376 run-async 2.4.1

1.376.1 Available under license

1.377 ip 1.1.5

1.377.1 Available under license

1.378 raf 3.4.1

1.378.1 Available under license

1.379 normalize-path 2.1.1

1.379.1 Available under license

1.380 @babel/plugin-transform-duplicate-keys 7.14.5

1.380.1 Available under license

1.381 process-nextick-args 2.0.1

1.381.1 Available under license

1.382 blueimp-md 2.18.0

1.382.1 Available under license

1.383 deep-equal 2.0.5

1.383.1 Available under license

1.384 @babel/helper-plugin-utils 7.14.5

1.384.1 Available under license

1.385 wordwrap 1.0.0

1.385.1 Available under license

1.386 is-directory 0.3.1

1.386.1 Available under license

1.387 ansi-wrap 0.1.0

1.387.1 Available under license

1.388 @babel/plugin-syntax-export-default-from 7.14.5

1.388.1 Available under license

1.389 @types/hammerjs 2.0.40

1.389.1 Available under license

1.390 is-callable 1.2.3

1.390.1 Available under license

1.391 is-number 3.0.0

1.391.1 Available under license

1.392 callsites 3.1.0

1.392.1 Available under license

1.393 metro-react-native-babel-transformer 0.59.0

1.393.1 Available under license

1.394 babel-plugin-transform-property-literals 7.14.5

1.394.1 Available under license

1.395 deepmerge 3.3.0

1.395.1 Available under license

1.396 escape-string-regexp 4.0.0

1.396.1 Available under license

1.397 react-native-svg-charts 5.2.0

1.397.1 Available under license

1.398 fbjs 0.8.17

1.398.1 Available under license

1.399 call-bind 1.0.2

1.399.1 Available under license

1.400 @babel/plugin-syntax-export-namespace-from 7.8.3

1.400.1 Available under license

1.401 dom-serializer 0.2.2

1.401.1 Available under license

1.402 resolve-from 3.0.0

1.402.1 Available under license

1.403 array-slice 0.2.3

1.403.1 Available under license

1.404 astral-regex 1.0.0

1.404.1 Available under license

1.405 lodash-templatesettings 4.2.0

1.405.1 Available under license

1.406 map-cache 0.2.2

1.406.1 Available under license

1.407 d3-shape 1.3.7

1.407.1 Available under license

1.408 prop-types 15.6.2

1.408.1 Available under license

1.409 yallist 2.1.2

1.409.1 Available under license

1.410 is-core-module 2.5.0

1.410.1 Available under license

1.411 unimodules-app-loader 1.3.0

1.411.1 Available under license

1.412 dayjs 1.10.6

1.412.1 Available under license

1.413 fbemitter 2.1.1

1.413.1 Available under license

1.414 to-regex 3.0.2

1.414.1 Available under license

1.415 color-string 1.6.0

1.415.1 Available under license

1.416 @babel/helper-get-function-arity 7.14.5

1.416.1 Available under license

1.417 @babel/plugin-syntax-jsx 7.14.5

1.417.1 Available under license

1.418 kind-of 4.0.0

1.418.1 Available under license

1.419 big-integer 1.6.48

1.419.1 Available under license

1.420 jest-get-type 24.9.0

1.420.1 Available under license

1.421 unimodules-image-loader-interface 5.3.0

1.421.1 Available under license

1.422 abort-controller 3.0.0

1.422.1 Available under license

1.423 whatwg-fetch 2.0.4

1.423.1 Available under license

1.424 xmlbuilder 9.0.7

1.424.1 Available under license

1.425 send 0.17.1

1.425.1 Available under license

1.426 emoji-regex 7.0.3

1.426.1 Available under license

1.427 which-collection 1.0.1

1.427.1 Available under license

1.428 @babel/plugin-transform-exponentiation-operator 7.14.5

1.428.1 Available under license

1.429 anymatch 2.0.0

1.429.1 Available under license

1.430 metro-symbolicate 0.59.0

1.430.1 Available under license

1.431 nth-check 1.0.2

1.431.1 Available under license

1.432 unimodules-sensors-interface 5.3.0

1.432.1 Available under license

1.433 etag 1.8.1

1.433.1 Available under license

1.434 babel-plugin-polyfill-corejs3 0.2.3

1.434.1 Available under license

1.435 log-symbols 2.2.0

1.435.1 Available under license

1.436 expo 39.0.5

1.436.1 Available under license

1.437 is-extendable 1.0.1

1.437.1 Available under license

1.438 through2 2.0.5

1.438.1 Available under license

1.439 vary 1.1.2

1.439.1 Available under license

1.440 lodash-frompairs 4.0.1

1.440.1 Available under license

1.441 @babel/plugin-transform-unicode-regex 7.14.5

1.441.1 Available under license

1.442 inquirer 3.3.0

1.442.1 Available under license

1.443 metro-core 0.59.0

1.443.1 Available under license

1.444 get-caller-file 2.0.5

1.444.1 Available under license

1.445 lodash-throttle 4.1.1

1.445.1 Available under license

1.446 signal-exit 3.0.3

1.446.1 Available under license

1.447 pseudomap 1.0.2

1.447.1 Available under license

1.448 @babel/plugin-proposal-private-property-in-object 7.14.5

1.448.1 Available under license

1.449 define-property 1.0.0

1.449.1 Available under license

1.450 callsites 2.0.0

1.450.1 Available under license

1.451 crypto-js 3.1.9-1

1.451.1 Available under license

1.452 lodash-omit 4.5.0

1.452.1 Available under license

1.453 concat-stream 1.6.2

1.453.1 Available under license

1.454 babel-plugin-syntax-optional-chaining 7.8.3

1.454.1 Available under license

1.455 noop-fn 1.0.0

1.455.1 Available under license

1.456 regenerate 1.4.2

1.456.1 Available under license

1.457 esutils 2.0.3

1.457.1 Available under license

1.458 normalize-url 2.0.1

1.458.1 Available under license

1.459 object-copy 0.1.0

1.459.1 Available under license

1.460 redux-thunk 2.3.0

1.460.1 Available under license

1.461 lodash.isstring 4.0.1

1.461.1 Available under license

1.462 @babel/plugin-transform-function-name 7.14.5

1.462.1 Available under license

1.463 react-refresh 0.4.3

1.463.1 Available under license

1.464 sort-keys 2.0.0

1.464.1 Available under license

1.465 sane 4.1.0

1.465.1 Available under license

1.466 has 1.0.3

1.466.1 Available under license

1.467 babel-plugin-polyfill-corejs2 0.2.2

1.467.1 Available under license

1.468 is-descriptor 1.0.2

1.468.1 Available under license

1.469 atob 2.1.2

1.469.1 Available under license

1.470 babel-plugin-module-resolver 3.2.0

1.470.1 Available under license

1.471 expo-web-browser 8.5.0

1.471.1 Available under license

1.472 color-convert 2.0.1

1.472.1 Available under license

1.473 path-parse 1.0.7

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1.474 babel-register 7.14.5

1.474.1 Available under license

1.475 regexp-prototype-flags 1.3.1

1.475.1 Available under license

1.476 @babel/plugin-proposal-async-generator-functions 7.14.7

1.476.1 Available under license

1.477 @babel/plugin-proposal-class-properties 7.14.5

1.477.1 Available under license

1.478 shell-quote 1.6.1

1.478.1 Available under license

1.479 iconv-lite 0.4.24

1.479.1 Available under license

1.480 mylib 0.0.0

1.480.1 Available under license

1.481 @babel/plugin-transform-object-assign 7.14.5

1.481.1 Available under license

1.482 mime 2.5.2

1.482.1 Available under license

1.483 string-width 3.1.0

1.483.1 Available under license

1.484 stackframe 1.2.0

1.484.1 Available under license

1.485 escalade 3.1.1

1.485.1 Available under license

1.486 badgin 1.2.2

1.486.1 Available under license

1.487 @babel/parser 7.14.8

1.487.1 Available under license

1.488 expo-sqlite 8.4.0

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1.489 @babel/plugin-transform-block-scoped-functions 7.14.5

1.489.1 Available under license

1.490 escape-string-regexp 2.0.0

1.490.1 Available under license

1.491 temp 0.8.3

1.491.1 Available under license

1.492 xmldom 0.5.0

1.492.1 Available under license

1.493 resolve-url 0.2.1

1.493.1 Available under license

1.494 jest-source-map 24.9.0

1.494.1 Available under license

1.495 clone-deep 4.0.1

1.495.1 Available under license

1.496 mime-types 2.1.11

1.496.1 Available under license

1.497 prop-types 15.7.2

1.497.1 Available under license

1.498 object-keys 1.1.1

1.498.1 Available under license

1.499 snapdragon 0.8.2

1.499.1 Available under license

1.500 absolute-path 0.0.0

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1.501 hermes-profile-transformer 0.0.6

1.501.1 Available under license

1.502 types-yargs-parser 20.2.1

1.502.1 Available under license

1.503 axios 0.19.2

1.503.1 Available under license

1.504 stream-buffers 2.2.0

1.504.1 Available under license

1.505 capture-exit 2.0.0

1.505.1 Available under license

1.506 bser 2.1.1

1.506.1 Available under license

1.507 xcode 3.0.1

1.507.1 Available under license

1.508 babel-helper-create-class-features-plugin 7.14.8

1.508.1 Available under license

1.509 reselect 3.0.1

1.509.1 Available under license

1.510 argsarray 0.0.1

1.510.1 Available under license

1.511 string-prototype-trimend 1.0.4

1.511.1 Available under license

1.512 emoji-regex 8.0.0

1.512.1 Available under license

1.513 @babel/plugin-transform-computed-properties 7.14.5

1.513.1 Available under license

1.514 escape-string-regexp 1.0.5

1.514.1 Available under license

1.515 extglob 2.0.4

1.515.1 Available under license

1.516 @babel/plugin-proposal-optional-catch-binding 7.14.5

1.516.1 Available under license

1.517 yargs 15.4.1

1.517.1 Available under license

1.518 source-map-resolve 0.5.3

1.518.1 Available under license

1.519 @babel/plugin-syntax-numeric-separator 7.10.4

1.519.1 Available under license

1.520 caller-callsite 2.0.0

1.520.1 Available under license

1.521 expo-secure-store 9.2.0

1.521.1 Available under license

1.522 depd 1.1.2

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1.523 @babel/plugin-syntax-optional-catch-binding 7.8.3

1.523.1 Available under license

1.524 jwt-decode 2.2.0

1.524.1 Available under license

1.525 is-number-object 1.0.5

1.525.1 Available under license

1.526 jsonify 0.0.0

1.526.1 Available under license

1.527 qs 6.10.1

1.527.1 Available under license

1.528 lodash-template 4.5.0

1.528.1 Available under license

1.529 @babel/core 7.14.8

1.529.1 Available under license

1.530 @react-navigation/core 5.15.3

1.530.1 Available under license

1.531 types-istanbul-lib-report 3.0.0

1.531.1 Available under license

1.532 expand-brackets 2.1.4

1.532.1 Available under license

1.533 d3-array 1.2.4

1.533.1 Available under license

1.534 compression 1.7.4

1.534.1 Available under license

1.535 expo-splash-screen 0.6.2

1.535.1 Available under license

1.536 helloworld 0.0.1

1.536.1 Available under license

1.537 mdn-data 2.0.14

1.537.1 Available under license

1.538 cliui 6.0.0

1.538.1 Available under license

1.539 braces 2.3.2

1.539.1 Available under license

1.540 isomorphic-fetch 2.2.1

1.540.1 Available under license

1.541 react-devtools-core 4.14.0

1.541.1 Available under license

1.542 @babel/plugin-transform-for-of 7.14.5

1.542.1 Available under license

1.543 ansi-regex 3.0.0

1.543.1 Available under license

1.544 compressible 2.0.18

1.544.1 Available under license

1.545 options 0.0.6

1.545.1 Available under license

1.546 fbjs 1.0.0

1.546.1 Available under license

1.547 command-exists 1.2.9

1.547.1 Available under license

1.548 base 0.11.2

1.548.1 Available under license

1.549 @babel/helper-define-polyfill-provider 0.2.3

1.549.1 Available under license

1.550 metro-react-native-babel-preset 0.59.0

1.550.1 Available under license

1.551 @babel/plugin-syntax-object-rest-spread 7.8.3

1.551.1 Available under license

1.552 ansi-regex 4.1.0

1.552.1 Available under license

1.553 pkg-up 2.0.0

1.553.1 Available under license

1.554 md5-file 3.2.3

1.554.1 Available under license

1.555 mime-db 1.23.0

1.555.1 Available under license

1.556 typedarray 0.0.6

1.556.1 Available under license

1.557 @hapi/bourne 1.3.2

1.557.1 Available under license

1.558 @babel/plugin-proposal-private-methods 7.14.5

1.558.1 Available under license

1.559 d3-interpolate-path 2.0.0

1.559.1 Available under license

1.560 define-properties 1.1.3

1.560.1 Available under license

1.561 finalhandler 1.1.2

1.561.1 Available under license

1.562 @babel/template 7.14.5

1.562.1 Available under license

1.563 has-value 1.0.0

1.563.1 Available under license

1.564 unimodules-face-detector-interface 5.3.0

1.564.1 Available under license

1.565 isarray 2.0.5

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1.566 p-try 1.0.0

1.566.1 Available under license

1.567 source-map 0.5.7

1.567.1 Available under license

1.568 semver 6.3.0

1.568.1 Available under license

1.569 errorhandler 1.5.1

1.569.1 Available under license

1.570 supports-color 6.1.0

1.570.1 Available under license

1.571 jsonfile 2.4.0

1.571.1 Available under license

1.572 to-fast-properties 2.0.0

1.572.1 Available under license

1.573 commander 2.13.0

1.573.1 Available under license

1.574 which 1.3.1

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1.575 uglify-es 3.3.9

1.575.1 Available under license

1.576 expo-permissions 9.3.0

1.576.1 Available under license

1.577 react-native-svg 12.1.0

1.577.1 Available under license

1.578 jsc-android 245459.0.0

1.578.1 Available under license

1.579 unbox-primitive 1.0.1

1.579.1 Available under license

1.580 statuses 1.5.0

1.580.1 Available under license

1.581 @react-navigation/routers 5.7.2

1.581.1 Available under license

1.582 yargs-parser 18.1.3

1.582.1 Available under license

1.583 expo-location 9.0.1

1.583.1 Available under license

1.584 unicode-canonical-property-names-ecmascript 1.0.4

1.584.1 Available under license

1.585 react-native-appearance 0.3.4

1.585.1 Available under license

1.586 path-exists 4.0.0

1.586.1 Available under license

1.587 regjsparser 0.6.9

1.587.1 Available under license

1.588 jest-serializer 24.9.0

1.588.1 Available under license

1.589 metro-config 0.59.0

1.589.1 Available under license

1.590 babel-preset-expo 8.3.0

1.590.1 Available under license

1.591 ob1 0.59.0

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1.592 babel-plugin-transform-flow-strip-types 7.14.5

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1.593 has-values 1.0.0

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1.594 jest-haste-map 24.9.0

1.594.1 Available under license

1.595 react-native-iphone-x-helper 1.3.1

1.595.1 Available under license

1.596 fs-extra 1.0.0

1.596.1 Available under license

1.597 ms 2.1.2

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1.598 encodeurl 1.0.2

1.598.1 Available under license

1.599 lodash 4.17.21

1.599.1 Available under license

1.600 @babel/plugin-transform-block-scoping 7.14.5

1.600.1 Available under license

1.601 react-native-gesture-handler 1.7.0

1.601.1 Available under license

1.602 @babel/plugin-transform-shorthand-properties 7.14.5

1.602.1 Available under license

1.603 setprototypeof 1.1.1

1.603.1 Available under license

1.604 @unimodules/react-native-adapter 5.6.0

1.604.1 Available under license

1.605 walker 1.0.7

1.605.1 Available under license

1.606 babel-plugin-proposal-nullish-coalescing-operator 7.14.5

1.606.1 Available under license

1.607 bindings 1.5.0

1.607.1 Available under license

1.608 for-in 1.0.2

1.608.1 Available under license

1.609 find-up 2.1.0

1.609.1 Available under license

1.610 lodash-pick 4.4.0

1.610.1 Available under license

1.611 core-util-is 1.0.2

1.611.1 Available under license

1.612 metro-cache 0.59.0

1.612.1 Available under license

1.613 @babel/plugin-proposal-numeric-separator 7.14.5

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1.614 @babel/plugin-proposal-json-strings 7.14.5

1.614.1 Available under license

1.615 babel-plugin-dynamic-import-node 2.3.3

1.615.1 Available under license

1.616 is-plain-object 2.0.4

1.616.1 Available under license

1.617 unicode-match-property-value-ecmascript 1.2.0

1.617.1 Available under license

1.618 find-babel-config 1.2.0

1.618.1 Available under license

1.619 fs.realpath 1.0.0

1.619.1 Available under license

1.620 is-map 2.0.2

1.620.1 Available under license

1.621 cli-cursor 2.1.0

1.621.1 Available under license

1.622 @babel/helper-hoist-variables 7.14.5

1.622.1 Available under license

1.623 convert-source-map 1.8.0

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1.624 @babel/plugin-transform-react-jsx-source 7.14.5

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1.625 d3-interpolate 1.4.0

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1.626 find-up 3.0.0

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1.627 source-map-url 0.4.1

1.627.1 Available under license

1.628 babel-plugin-syntax-nullish-coalescing-operator 7.8.3

1.628.1 Available under license

1.629 symbol-observable 1.2.0

1.629.1 Available under license

1.630 union-value 1.0.1

1.630.1 Available under license

1.631 mute-stream 0.0.7

1.631.1 Available under license

1.632 browserslist 4.16.6

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1.633 @babel/helper-validator-identifier 7.14.8

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1.634 which-boxed-primitive 1.0.2

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1.635 ansi-styles 4.3.0

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1.636 make-dir 2.1.0

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1.637 cross-spawn 5.1.0

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1.638 define-property 2.0.2

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1.639 pouchdb-collections 1.0.1

1.639.1 Available under license

1.640 source-map-support 0.5.19

1.640.1 Available under license

1.641 is-plain-obj 1.1.0

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1.642 unset-value 1.0.0

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1.643 utils-merge 1.0.1

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1.644 use-subscription 1.5.1

1.644.1 Available under license

1.645 is-arrayish 0.3.2

1.645.1 Available under license

1.646 nanomatch 1.2.13

1.646.1 Available under license

1.647 isarray 1.0.0

1.647.1 Available under license

1.648 @babel/plugin-transform-regenerator 7.14.5

1.648.1 Available under license

1.649 metro-inspector-proxy 0.59.0

1.649.1 Available under license

1.650 arr-union 2.1.0

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1.2 unicode-match-property-ecmascript 1.0.4

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1.3 babel-helper-create-regexp-features-plugin 7.14.5

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1.4 async 2.6.3

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1.5 d3-time 1.1.0

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1.6 react-native-community-netinfo 5.9.6

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1.7 static-extend 0.1.2

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1.8 event-target-shim 5.0.1

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1.9 fs-extra 9.1.0

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1.10 metro-source-map 0.59.0

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*
*  strict-local
* @format
*/
```

Found in path(s):
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/search.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/types.flow.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/DelegatingConsumer.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/SectionsConsumer.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/index.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/constants.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/normalizeSourcePath.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/positionMath.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/AbstractConsumer.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/createConsumer.js

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* @flow strict-local
* @format
*/

'use strict';
```

```
const AbstractConsumer = require('./AbstractConsumer');

const createConsumer = require('./createConsumer');

const {FIRST_COLUMN, FIRST_LINE, EMPTY_POSITION} = require('./constants');
const {subtractOffsetFromPosition} = require('./positionMath');
const {greatestLowerBound} = require('./search');
const {add, get0, get1, add0, sub1, sub} = require('ob1');

import type {IndexMap} from '../source-map';
import type {
 GeneratedOffset,
 SourcePosition,
 GeneratedPositionLookup,
 Mapping,
 IConsumer,
} from './types.flow';

/**
* A source map consumer that supports "indexed" source maps (that have a
* `sections` field and no top-level mappings).
*/
class SectionsConsumer extends AbstractConsumer implements IConsumer {
 _consumers: $ReadOnlyArray<[GeneratedOffset, IConsumer]>;

 constructor(sourceMap: IndexMap) {
   super(sourceMap);
   this._consumers = sourceMap.sections.map((section, index) => {
     const generatedOffset = {
       lines: add0(section.offset.line),
       columns: add0(section.offset.column),
     };
     const consumer = createConsumer(section.map);
     return [generatedOffset, consumer];
   });
 }

 originalPositionFor(
   generatedPosition: GeneratedPositionLookup,
 ): SourcePosition {
   const [generatedOffset, consumer] =
     this._consumerForPosition(generatedPosition) || [];
   if (!consumer) {
     return EMPTY_POSITION;
   }
   return consumer.originalPositionFor(
     subtractOffsetFromPosition(generatedPosition, generatedOffset),
```

```
  );
}

*generatedMappings(): Iterable<Mapping> {
  for (const [generatedOffset, consumer] of this._consumers) {
    let first = true;
    for (const mapping of consumer.generatedMappings()) {
      if (
        first &&
        (get1(mapping.generatedLine) > 1 || get0(mapping.generatedColumn) > 0)
      ) {
        yield {
          generatedLine: FIRST_LINE,
          generatedColumn: FIRST_COLUMN,
          source: null,
          name: null,
          originalLine: null,
          originalColumn: null,
        };
      }
      first = false;
      yield {
        ...mapping,
        generatedLine: add(mapping.generatedLine, generatedOffset.lines),
        generatedColumn: add(
          mapping.generatedColumn,
          generatedOffset.columns,
        ),
      };
    }
  }
}

_consumerForPosition(
  generatedPosition: GeneratedPositionLookup,
): ?[GeneratedOffset, IConsumer] {
  const {line, column} = generatedPosition;
  if (line == null || column == null) {
    return null;
  }
  const index = greatestLowerBound(
    this._consumers,
    generatedPosition,
    (position, [offset]) => {
      const line0 = sub1(line);
      const column0 = column;
      if (line0 === offset.lines) {
        return get0(sub(column0, offset.columns));
```

```
      }
      return get0(sub(line0, offset.lines));
    },
  );
  return index != null ? this._consumers[index] : null;
 }
}

module.exports = SectionsConsumer;
```

Found in path(s):
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* @flow strict-local
* @format
*/

'use strict';

const invariant = require('invariant');

const {GENERATED_ORDER, iterationOrderToString} = require('./constants');

import type {
 SourcePosition,
 GeneratedPositionLookup,
 Mapping,
 IConsumer,
 IterationOrder,
} from './types.flow';

// Implementation details shared between MappingsConsumer and SectionsConsumer
class AbstractConsumer implements IConsumer {
 _sourceMap: {+file?: string, ...};

 constructor(sourceMap: {+file?: string, ...}) {
   this._sourceMap = sourceMap;
 }

 originalPositionFor(
```

```
  generatedPosition: GeneratedPositionLookup,
 ): SourcePosition {
  invariant(false, 'Not implemented');
 }

 generatedMappings(): Iterable<Mapping> {
  invariant(false, 'Not implemented');
 }

 eachMapping(
  callback: (mapping: Mapping) => mixed,
  context?: mixed = null,
  order?: IterationOrder = GENERATED_ORDER,
 ) {
  invariant(
    order === GENERATED_ORDER,
    `Iteration order not implemented: ${iterationOrderToString(order)}`,
  );
  for (const mapping of this.generatedMappings()) {
    callback.call(context, mapping);
  }
 }

 // flowlint unsafe-getters-setters:off
 get file(): ?string {
  return this._sourceMap.file;
 }
}

module.exports = AbstractConsumer;
```

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/**
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```

```
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*
* Based on the Base 64 VLQ implementation in Closure Compiler:
* https://git.io/vymuA
*
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*/

/* eslint-disable no-bitwise */

'use strict';

// A map of values to characters for the b64 encoding
const CHAR_MAP = [
 0x41,
 0x42,
 0x43,
 0x44,
 0x45,
 0x46,
```

0x47,
0x48,
0x49,
0x4a,
0x4b,
0x4c,
0x4d,
0x4e,
0x4f,
0x50,
0x51,
0x52,
0x53,
0x54,
0x55,
0x56,
0x57,
0x58,
0x59,
0x5a,
0x61,
0x62,
0x63,
0x64,
0x65,
0x66,
0x67,
0x68,
0x69,
0x6a,
0x6b,
0x6c,
0x6d,
0x6e,
0x6f,
0x70,
0x71,
0x72,
0x73,
0x74,
0x75,
0x76,
0x77,
0x78,
0x79,
0x7a,
0x30,
0x31,

```
 0x32,
 0x33,
 0x34,
 0x35,
 0x36,
 0x37,
 0x38,
 0x39,
 0x2b,
 0x2f,
];

// A single base 64 digit can contain 6 bits of data. For the base 64 variable
// length quantities we use in the source map spec, the first bit is the sign,
// the next four bits are the actual value, and the 6th bit is the
// continuation bit. The continuation bit tells us whether there are more
// digits in this value following this digit.
//
//   Continuation
//   |    Sign
//   |    |
//   V    V
//   101011

const VLQ_BASE_SHIFT = 5;

// binary: 100000
const VLQ_BASE = 1 << VLQ_BASE_SHIFT;

// binary: 011111
const VLQ_BASE_MASK = VLQ_BASE - 1;

// binary: 100000
const VLQ_CONTINUATION_BIT = VLQ_BASE;

/**
* Converts from a two-complement value to a value where the sign bit is
* placed in the least significant bit.  For example, as decimals:
*   1 becomes 2 (10 binary), -1 becomes 3 (11 binary)
*   2 becomes 4 (100 binary), -2 becomes 5 (101 binary)
*/
function toVLQSigned(value) {
 return value < 0 ? (-value << 1) + 1 : (value << 1) + 0;
}

/**
* Encodes a number to base64 VLQ format and appends it to the passed-in buffer
*
```

```
* DON'T USE COMPOUND OPERATORS (eg `>>>=`) ON `let`-DECLARED VARIABLES!
* V8 WILL DEOPTIMIZE THIS FUNCTION AND MAP CREATION WILL BE 25% SLOWER!
*
* DON'T ADD MORE COMMENTS TO THIS FUNCTION TO KEEP ITS LENGTH SHORT ENOUGH FOR
* V8 OPTIMIZATION!
*/
function encode(value: number, buffer: Buffer, position: number): number {
 let vlq = toVLQSigned(value);
 let digit;
 do {
   digit = vlq & VLQ_BASE_MASK;
   vlq = vlq >>> VLQ_BASE_SHIFT;
   if (vlq > 0) {
     // There are still more digits in this value, so we must make sure the
     // continuation bit is marked.
     digit = digit | VLQ_CONTINUATION_BIT;
   }
   buffer[position++] = CHAR_MAP[digit];
 } while (vlq > 0);

 return position;
}

module.exports = encode;
```

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* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/source-map.js.flow
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/generateFunctionMap.js.flow
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/composeSourceMaps.js.flow
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* @flow
* @format
*/

'use strict';

const B64Builder = require('./B64Builder');

import type {
 BasicSourceMap,
 FBSourceMetadata,
 FBSourceFunctionMap,
} from './source-map';

/**
* Generates a source map from raw mappings.
*
* Raw mappings are a set of 2, 4, or five elements:
*
* - line and column number in the generated source
* - line and column number in the original source
* - symbol name in the original source
*
* Mappings have to be passed in the order appearance in the generated source.
*/
class Generator {
 builder: B64Builder;
 last: {|
   generatedColumn: number,
   generatedLine: number,
   name: number,
   source: number,
   sourceColumn: number,
   sourceLine: number,
 |};
 names: IndexedSet;
 source: number;
 sources: Array<string>;
 sourcesContent: Array<?string>;
 x_facebook_sources: Array<?FBSourceMetadata>;

 constructor() {
```

```
  this.builder = new B64Builder();
  this.last = {
    generatedColumn: 0,
    generatedLine: 1, // lines are passed in 1-indexed
    name: 0,
    source: 0,
    sourceColumn: 0,
    sourceLine: 1,
  };
  this.names = new IndexedSet();
  this.source = -1;
  this.sources = [];
  this.sourcesContent = [];
  this.x_facebook_sources = [];
}

/**
 * Mark the beginning of a new source file.
 */
startFile(file: string, code: string, functionMap: ?FBSourceFunctionMap) {
  this.source = this.sources.push(file) - 1;
  this.sourcesContent.push(code);
  this.x_facebook_sources.push(functionMap ? [functionMap] : null);
}

/**
 * Mark the end of the current source file
 */
endFile() {
  this.source = -1;
}

/**
 * Adds a mapping for generated code without a corresponding source location.
 */
addSimpleMapping(generatedLine: number, generatedColumn: number): void {
  const last = this.last;
  if (
    this.source === -1 ||
    (generatedLine === last.generatedLine &&
      generatedColumn < last.generatedColumn) ||
    generatedLine < last.generatedLine
  ) {
    const msg =
      this.source === -1
        ? 'Cannot add mapping before starting a file with `addFile()`'
        : 'Mapping is for a position preceding an earlier mapping';
    throw new Error(msg);
```

```
  }

  if (generatedLine > last.generatedLine) {
    this.builder.markLines(generatedLine - last.generatedLine);
    last.generatedLine = generatedLine;
    last.generatedColumn = 0;
  }

  this.builder.startSegment(generatedColumn - last.generatedColumn);
  last.generatedColumn = generatedColumn;
}

/**
 * Adds a mapping for generated code with a corresponding source location.
 */
addSourceMapping(
  generatedLine: number,
  generatedColumn: number,
  sourceLine: number,
  sourceColumn: number,
): void {
  this.addSimpleMapping(generatedLine, generatedColumn);

  const last = this.last;
  this.builder
    .append(this.source - last.source)
    .append(sourceLine - last.sourceLine)
    .append(sourceColumn - last.sourceColumn);

  last.source = this.source;
  last.sourceColumn = sourceColumn;
  last.sourceLine = sourceLine;
}

/**
 * Adds a mapping for code with a corresponding source location + symbol name.
 */
addNamedSourceMapping(
  generatedLine: number,
  generatedColumn: number,
  sourceLine: number,
  sourceColumn: number,
  name: string,
): void {
  this.addSourceMapping(
    generatedLine,
    generatedColumn,
    sourceLine,
```

```
    sourceColumn,
  );

  const last = this.last;
  const nameIndex = this.names.indexFor(name);
  this.builder.append(nameIndex - last.name);
  last.name = nameIndex;
}

/**
 * Return the source map as object.
 */
toMap(
  file?: string,
  options?: {excludeSource?: boolean, ...},
): BasicSourceMap {
  let content, sourcesMetadata;

  if (options && options.excludeSource) {
    content = {};
  } else {
    content = {sourcesContent: this.sourcesContent.slice()};
  }

  if (this.hasSourcesMetadata()) {
    sourcesMetadata = {
      x_facebook_sources: JSON.parse(JSON.stringify(this.x_facebook_sources)),
    };
  } else {
    sourcesMetadata = {};
  }

  /* $FlowFixMe(>=0.111.0 site=react_native_fb) This comment suppresses an
   * error found when Flow v0.111 was deployed. To see the error, delete this
   * comment and run Flow. */
  return {
    version: 3,
    file,
    sources: this.sources.slice(),
    ...content,
    /* $FlowFixMe(>=0.111.0 site=react_native_fb) This comment suppresses an
     * error found when Flow v0.111 was deployed. To see the error, delete
     * this comment and run Flow. */
    ...sourcesMetadata,
    names: this.names.items(),
    mappings: this.builder.toString(),
  };
}
```

```
/**
 * Return the source map as string.
 *
 * This is ~2.5x faster than calling `JSON.stringify(generator.toMap())`
 */
toString(file?: string, options?: {excludeSource?: boolean, ...}): string {
  let content, sourcesMetadata;

  if (options && options.excludeSource) {
    content = '';
  } else {
    content = `"sourcesContent":${JSON.stringify(this.sourcesContent)},`;
  }

  if (this.hasSourcesMetadata()) {
    sourcesMetadata = `"x_facebook_sources":${JSON.stringify(
      this.x_facebook_sources,
    )},`;
  } else {
    sourcesMetadata = '';
  }

  return (
    '{' +
    '"version":3,' +
    (file ? `"file":${JSON.stringify(file)},` : '') +
    `"sources":${JSON.stringify(this.sources)},` +
    content +
    sourcesMetadata +
    `"names":${JSON.stringify(this.names.items())},` +
    `"mappings":"${this.builder.toString()}"` +
    '}'
  );
}

/**
 * Determine whether we need to write the `x_facebook_sources` field.
 * If the metadata is all `null`s, we can omit the field entirely.
 */
hasSourcesMetadata(): boolean {
  return this.x_facebook_sources.some(
    metadata => metadata != null && metadata.some(value => value != null),
  );
}
}

class IndexedSet {
```

```
 map: Map<string, number>;
 nextIndex: number;

 constructor() {
   this.map = new Map();
   this.nextIndex = 0;
 }

 indexFor(x: string): number {
   let index = this.map.get(x);
   if (index == null) {
     index = this.nextIndex++;
     this.map.set(x, index);
   }
   return index;
 }

 items(): Array<string> {
   return Array.from(this.map.keys());
 }
}

module.exports = Generator;
```

Found in path(s):
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Generator.js.flow
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* @flow strict-local
* @format
*/

'use strict';

// flowlint-next-line untyped-import:off
const util = require('source-map/lib/util');

// Extracted from source-map@0.5.6's SourceMapConsumer
function normalizeSourcePath(
 sourceInput: string,
 map: {+sourceRoot?: ?string, ...},
): string {
```

```
 const {sourceRoot} = map;
 let source = sourceInput;

 source = String(source);
 // Some source maps produce relative source paths like "./foo.js" instead of
 // "foo.js".  Normalize these first so that future comparisons will succeed.
 // See bugzil.la/1090768.
 source = util.normalize(source);
 // Always ensure that absolute sources are internally stored relative to
 // the source root, if the source root is absolute. Not doing this would
 // be particularly problematic when the source root is a prefix of the
 // source (valid, but why??). See github issue #199 and bugzil.la/1188982.
 source =
   sourceRoot != null && util.isAbsolute(sourceRoot) && util.isAbsolute(source)
     ? util.relative(sourceRoot, source)
     : source;

 return source;
}

module.exports = normalizeSourcePath;
```

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* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/normalizeSourcePath.js.flow
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```

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* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/constants.js.flow
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/createConsumer.js.flow
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/types.flow.js.flow
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*/

'use strict';
const createConsumer = require('./createConsumer');

const {
 GENERATED_ORDER,
 ORIGINAL_ORDER,
 GREATEST_LOWER_BOUND,
 LEAST_UPPER_BOUND,
} = require('./constants');

import type {MixedSourceMap} from '../source-map';
import type {LookupBias} from './constants.js';
import type {
 SourcePosition,
 GeneratedPositionLookup,
 Mapping,
 IConsumer,
 IterationOrder,
} from './types.flow';

/**
* A source map consumer that supports both "basic" and "indexed" source maps.
* Uses `MappingsConsumer` and `SectionsConsumer` under the hood (via
* `createConsumer`).
*/
class DelegatingConsumer implements IConsumer {
 static +GENERATED_ORDER: IterationOrder = GENERATED_ORDER;
 static +ORIGINAL_ORDER: IterationOrder = ORIGINAL_ORDER;
 static +GREATEST_LOWER_BOUND: LookupBias = GREATEST_LOWER_BOUND;
 static +LEAST_UPPER_BOUND: LookupBias = LEAST_UPPER_BOUND;

 _rootConsumer: IConsumer;

 constructor(sourceMap: MixedSourceMap): IConsumer {
   this._rootConsumer = createConsumer(sourceMap);
   return this._rootConsumer;
 }
```

```
 originalPositionFor(
   generatedPosition: GeneratedPositionLookup,
 ): SourcePosition {
   return this._rootConsumer.originalPositionFor(generatedPosition);
 }

 generatedMappings(): Iterable<Mapping> {
   return this._rootConsumer.generatedMappings();
 }

 eachMapping(
   callback: (mapping: Mapping) => mixed,
   context?: mixed,
   order?: IterationOrder,
 ): void {
   return this._rootConsumer.eachMapping(callback, context, order);
 }

 // flowlint unsafe-getters-setters:off
 get file(): ?string {
   return this._rootConsumer.file;
 }
}

module.exports = DelegatingConsumer;
```

Found in path(s):
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*
* @flow
* @format
*/

'use strict';

import type {IndexMap, IndexMapSection, MixedSourceMap} from './source-map';

const EMPTY_MAP = {
 version: 3,
 sources: [],
```

```
 names: [],
 mappings: 'A',
};

/**
* Builds a source-mapped bundle by concatenating strings and their
* corresponding source maps (if any).
*
* Usage:
*
* const builder = new BundleBuilder('bundle.js');
* builder
*   .append('foo\n', fooMap)
*   .append('bar\n')
*   // ...
* const code = builder.getCode();
* const map = builder.getMap();
*/
class BundleBuilder {
 _file: string;
 _sections: Array<IndexMapSection>;
 _line: number;
 _column: number;
 _code: string;
 _afterMappedContent: boolean;

 constructor(file: string) {
   this._file = file;
   this._sections = [];
   this._line = 0;
   this._column = 0;
   this._code = '';
   this._afterMappedContent = false;
 }

 _pushMapSection(map: MixedSourceMap) {
   this._sections.push({
     map,
     offset: {column: this._column, line: this._line},
   });
 }

 _endMappedContent() {
   if (this._afterMappedContent) {
     this._pushMapSection(EMPTY_MAP);
     this._afterMappedContent = false;
   }
 }
```

```
 append(code: string, map: ?MixedSourceMap): this {
  if (!code.length) {
    return this;
  }
  const {lineBreaks, lastLineColumns} = measureString(code);
  if (map) {
    this._pushMapSection(map);
    this._afterMappedContent = true;
  } else {
    this._endMappedContent();
  }
  this._afterMappedContent = !!map;
  this._line = this._line + lineBreaks;
  if (lineBreaks > 0) {
    this._column = lastLineColumns;
  } else {
    this._column = this._column + lastLineColumns;
  }
  this._code = this._code + code;
  return this;
 }

 getMap(): MixedSourceMap {
  this._endMappedContent();
  return createIndexMap(this._file, this._sections);
 }

 getCode(): string {
  return this._code;
 }
}

const reLineBreak = /\r\n|\r|\n/g;

function measureString(
 str: string,
): {|lineBreaks: number, lastLineColumns: number|} {
 let lineBreaks = 0;
 let match;
 let lastLineStart = 0;
 while ((match = reLineBreak.exec(str))) {
  ++lineBreaks;
  lastLineStart = match.index + match[0].length;
 }
 const lastLineColumns = str.length - lastLineStart;
 return {lineBreaks, lastLineColumns};
}
```

```
function createIndexMap(
 file: string,
 sections: Array<IndexMapSection>,
): IndexMap {
 return {
   version: 3,
   file,
   sections,
 };
}

module.exports = {BundleBuilder, createIndexMap};
```

Found in path(s):
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/BundleBuilder.js.flow
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*
* @flow strict-local
* @format
*/

'use strict';

// Implements an API-compatible subset of source-map's `SourceMapConsumer`.
const DelegatingConsumer = require('./DelegatingConsumer');

module.exports = DelegatingConsumer;
```

Found in path(s):
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/index.js.flow
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*
* @flow
* @format
```

```
*/

'use strict';

const AbstractConsumer = require('./AbstractConsumer');

const invariant = require('invariant');
const normalizeSourcePath = require('./normalizeSourcePath');

const {
 FIRST_COLUMN,
 FIRST_LINE,
 GREATEST_LOWER_BOUND,
 EMPTY_POSITION,
 lookupBiasToString,
} = require('./constants');
const {greatestLowerBound} = require('./search');
const {add, get0, add0, sub, inc} = require('ob1');
const {decode: decodeVlq} = require('vlq');

import type {BasicSourceMap} from '../source-map';
import type {
 SourcePosition,
 GeneratedPositionLookup,
 Mapping,
 IConsumer,
} from './types.flow';

/**
* A source map consumer that supports "basic" source maps (that have a
* `mappings` field and no sections).
*/
class MappingsConsumer extends AbstractConsumer implements IConsumer {
 _sourceMap: BasicSourceMap;
 _decodedMappings: ?$ReadOnlyArray<Mapping>;
 _normalizedSources: ?$ReadOnlyArray<string>;

 constructor(sourceMap: BasicSourceMap) {
   super(sourceMap);
   this._sourceMap = sourceMap;
   this._decodedMappings = null;
   this._normalizedSources = null;
 }

 originalPositionFor(
   generatedPosition: GeneratedPositionLookup,
 ): SourcePosition {
   const {line, column} = generatedPosition;
```

```
  if (line == null || column == null) {
    return {...EMPTY_POSITION};
  }
  if (generatedPosition.bias != null) {
    invariant(
      generatedPosition.bias === GREATEST_LOWER_BOUND,
      `Unimplemented lookup bias: ${lookupBiasToString(
        generatedPosition.bias,
      )}`,
    );
  }
  const mappings = this._decodeAndCacheMappings();
  const index = greatestLowerBound(
    mappings,
    {line, column},
    (position, mapping) => {
      if (position.line === mapping.generatedLine) {
        return get0(sub(position.column, mapping.generatedColumn));
      }
      return get0(sub(position.line, mapping.generatedLine));
    },
  );
  if (
    index != null &&
    mappings[index].generatedLine === generatedPosition.line
  ) {
    const mapping = mappings[index];
    return {
      source: mapping.source,
      name: mapping.name,
      line: mapping.originalLine,
      column: mapping.originalColumn,
    };
  }
  return {...EMPTY_POSITION};
}

*_decodeMappings() {
  let generatedLine = FIRST_LINE;
  let generatedColumn = FIRST_COLUMN;
  let originalLine = FIRST_LINE;
  let originalColumn = FIRST_COLUMN;
  let nameIndex = add0(0);
  let sourceIndex = add0(0);

  const normalizedSources = this._normalizeAndCacheSources();

  const {mappings: mappingsRaw, names} = this._sourceMap;
```

```
let next;
const vlqCache = new Map();
for (let i = 0; i < mappingsRaw.length; i = next) {
  switch (mappingsRaw[i]) {
    case ';':
      generatedLine = inc(generatedLine);
      generatedColumn = FIRST_COLUMN;
    /* falls through */
    case ',':
      next = i + 1;
      continue;
  }
  findNext: for (next = i + 1; next < mappingsRaw.length; ++next) {
    switch (mappingsRaw[next]) {
      case ';':
      /* falls through */
      case ',':
        break findNext;
    }
  }
  const mappingRaw = mappingsRaw.slice(i, next);
  let decodedVlqValues;
  if (vlqCache.has(mappingRaw)) {
    decodedVlqValues = vlqCache.get(mappingRaw);
  } else {
    decodedVlqValues = decodeVlq(mappingRaw);
    vlqCache.set(mappingRaw, decodedVlqValues);
  }
  invariant(Array.isArray(decodedVlqValues), 'Decoding VLQ tuple failed');
  const [
    generatedColumnDelta,
    sourceIndexDelta,
    originalLineDelta,
    originalColumnDelta,
    nameIndexDelta,
  ] = decodedVlqValues;
  decodeVlq(mappingRaw);
  invariant(generatedColumnDelta != null, 'Invalid generated column delta');
  generatedColumn = add(generatedColumn, generatedColumnDelta);
  const mapping: Mapping = {
    generatedLine,
    generatedColumn,
    source: null,
    name: null,
    originalLine: null,
    originalColumn: null,
  };
```

```
    if (sourceIndexDelta != null) {
      sourceIndex = add(sourceIndex, sourceIndexDelta);
      mapping.source = normalizedSources[get0(sourceIndex)];

      invariant(originalLineDelta != null, 'Invalid original line delta');
      invariant(originalColumnDelta != null, 'Invalid original column delta');

      originalLine = add(originalLine, originalLineDelta);
      originalColumn = add(originalColumn, originalColumnDelta);

      mapping.originalLine = originalLine;
      mapping.originalColumn = originalColumn;

      if (nameIndexDelta != null) {
        nameIndex = add(nameIndex, nameIndexDelta);
        mapping.name = names[get0(nameIndex)];
      }
    }

    yield mapping;
  }
}

_normalizeAndCacheSources(): $ReadOnlyArray<string> {
  if (!this._normalizedSources) {
    this._normalizedSources = this._sourceMap.sources.map(source =>
      normalizeSourcePath(source, this._sourceMap),
    );
  }
  return this._normalizedSources;
}

_decodeAndCacheMappings(): $ReadOnlyArray<Mapping> {
  if (!this._decodedMappings) {
    this._decodedMappings = [...this._decodeMappings()];
  }
  return this._decodedMappings;
}

generatedMappings(): Iterable<Mapping> {
  return this._decodeAndCacheMappings();
}
}

module.exports = MappingsConsumer;
```

Found in path(s):
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*
* Based on the Base 64 VLQ implementation in Closure Compiler:
* https://git.io/vymuA
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```
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* @flow strict-local
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*/

'use strict';

function greatestLowerBound<T, U>(
 elements: $ReadOnlyArray<T>,
 target: U,
 comparator: (U, T) => number,
): ?number {
 let first = 0;
 let it = 0;
 let count = elements.length;
 let step;
 while (count > 0) {
   it = first;
   step = Math.floor(count / 2);
   it = it + step;
   if (comparator(target, elements[it]) >= 0) {
     first = ++it;
     count = count - (step + 1);
   } else {
     count = step;
   }
 }
 return first ? first - 1 : null;
}

module.exports = {greatestLowerBound};
```

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* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/generateFunctionMap.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Consumer/MappingsConsumer.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/BundleBuilder.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/Generator.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/B64Builder.js
* /opt/cola/permits/1168298915_1621972066.05/0/metro-source-map-0-59-0-tgz/package/src/source-map.js

1.11 expo-asset 8.2.2

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1.12 merge-stream 1.0.1

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1.13 pretty-format 23.6.0

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* /opt/cola/permits/1162001870_1620777265.36/0/pretty-format-23-6-0-2-tgz/package/build/plugins/asymmetric_matcher.js
* /opt/cola/permits/1162001870_1620777265.36/0/pretty-format-23-6-0-2-tgz/package/build/plugins/react_test_component.js
* /opt/cola/permits/1162001870_1620777265.36/0/pretty-format-23-6-0-2-tgz/package/build/plugins/dom_collection.js
* /opt/cola/permits/1162001870_1620777265.36/0/pretty-format-23-6-0-2-tgz/package/build/index.js
* /opt/cola/permits/1162001870_1620777265.36/0/pretty-format-23-6-0-2-tgz/package/build/plugins/dom_element.js
* /opt/cola/permits/1162001870_1620777265.36/0/pretty-format-23-6-0-2-tgz/package/build/plugins/lib/markup.js
* /opt/cola/permits/1162001870_1620777265.36/0/pretty-format-23-6-0-2-tgz/package/build/plugins/react_element.js
* /opt/cola/permits/1162001870_1620777265.36/0/pretty-format-23-6-0-2-tgz/package/build/plugins/lib/escape_html.js
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Found in path(s):
* /opt/cola/permits/1162001870_1620777265.36/0/pretty-format-23-6-0-2-tgz/package/build-es5/index.js

1.14 @babel/plugin-transform-classes 7.14.5

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1.15 debug 2.6.9

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1.16 babel-plugin-syntax-flow 7.14.5

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1.17 @babel/plugin-transform-object-super 7.14.5

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1.18 fragment-cache 0.2.1

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1.19 fsevents 1.2.13

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1.20 unimodules-constants-interface 5.3.0

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Found in path(s):
* /opt/cola/permits/1168299244_1621972149.82/0/unimodules-constants-interface-5-3-0-tgz/package/ios/UMConstantsInterface/UMConstantsInterface.h

1.21 expo-local-authentication 9.3.0

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Found in path(s):
* /opt/cola/permits/1168296688_1621981589.42/0/expo-local-authentication-9-3-0-tgz/package/ios/EXLocalAuthentication/EXLocalAuthentication.m
* /opt/cola/permits/1168296688_1621981589.42/0/expo-local-authentication-9-3-0-tgz/package/ios/EXLocalAuthentication/EXLocalAuthentication.h
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* /opt/cola/permits/1168296688_1621981589.42/0/expo-local-authentication-9-3-0-tgz/package/android/src/main/java/expo/modules/localauthentication/LocalAuthenticationModule.java

1.22 @babel/plugin-transform-literals 7.14.5

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1.23 extend-shallow 3.0.2

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1.24 @babel/plugin-transform-arrow-functions 7.14.5

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1.25 object-is 1.1.5

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1.26 bytes 3.0.0

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1.27 onetime 2.0.1

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1.28 ua-parser-js 0.7.28

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1.29 expo-linking 1.0.7

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1.30 pascalcase 0.1.1

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1.31 split-string 3.1.0

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1.32 arr-flatten 1.1.0

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1.33 babel-plugin-proposal-dynamic-import 7.14.5

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1.34 prepend-http 2.0.0

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1.35 object.pick 1.3.0

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1.36 css-what 3.4.2

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1.37 p-limit 2.3.0

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1.38 camelcase 5.3.1

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1.39 babel-plugin-syntax-top-level-await 7.14.5

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1.40 @expo/websql 1.0.1

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1.42 color-name 1.1.4

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1.43 kind-of 1.1.0

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1.44 core-js 2.6.12

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1.45 expo-error-recovery 1.3.0

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1.46 p-locate 3.0.0

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1.47 fs-extra 2.1.2

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1.48 babel-plugin-transform-typescript 7.14.6

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1.49 simple-swizzle 0.2.2

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1.50 @react-navigation/bottom-tabs 5.2.5

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1.51 collection-visit 1.0.0

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1.52 mime-types 2.1.31

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1.53 pretty-format 24.9.0

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1.54 loose-envify 1.4.0

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1.55 is-fullwidth-code-point 3.0.0

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1.56 jest-validate 24.9.0

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1.57 metro-babel-transformer 0.59.0

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* @format
*/
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1.58 types-hoist-non-react-statics 3.3.1

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1.59 plugin-error 0.1.2

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1.60 @babel/generator 7.14.8

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1.61 execa 1.0.0

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1.62 graceful-fs 4.2.6

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1.63 locate-path 2.0.0

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1.64 unimodules-camera-interface 5.3.0

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1.65 import-fresh 2.0.0

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1.66 hapi-joi 15.1.1

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1.67 babel-plugin-syntax-decorators 7.14.5

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1.68 cli-width 2.2.1

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1.69 1to2 1.0.0

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Found in path(s):
* /opt/cola/permits/1172272573_1623265712.13/0/1to2-1-0-0-3-tgz/package/1to2.js

1.70 xpipe 1.0.5

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1.72 scheduler 0.19.1

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1.74 kind-of 5.1.0

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1.75 logkitty 0.7.1

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1.77 unicode-property-aliases-ecmascript 1.1.0

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1.78 js-base64 2.5.1

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1.79 electron-to-chromium 1.3.786

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1.80 is-symbol 1.0.4

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1.82 native-base 2.13.14

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1.83 @babel/plugin-syntax-async-generators 7.8.4

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1.84 types-yargs 13.0.12

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1.85 rx-lite 4.0.8

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1.86 lodash.isequal 4.5.0

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1.87 metro 0.59.0

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1.88 @babel/helpers 7.14.8

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File: src/main/java/org/apache/commons/ssl/ASN1Util.java

Changes: Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/KeyStoreBuilder.java

Changes: Modifying the order in which keystore types are tested to more
gracefully comply with the changes in JEP 229 present in Java 9+.
Replacing direct System.out calls with Logger calls.
Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/PKCS8Key.java

Changes: Removing Bouncy Castle classes and linking to the JAR instead.

File: src/main/java/org/apache/commons/ssl/TrustMaterial.java

Changes: Replacing direct printStackTrace calls with Logger calls.

Files: src/main/java/org/apache/commons/ssl/org/bouncycastle/*

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In a mail sent to Bruno Lowagie on January 23, 2008, Brian Burkhalter (@sun.com) writes: "This code is under a BSD license and supersedes the older codec packages on which your code is based. It also includes numerous fixes among them being the ability to handle a lot of 'broken' TIFFs."

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FYI: Brian also added: "A bit of history might be in order.
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Java 1.4: GIF (read only), JPEG, PNG
Java 1.5: Added support for BMP and WBMP
Java 1.6: Added support for writing GIF

The JAI Image I/O Tools packages (jai-imageio-core) were created to support formats handled by JAI but not included in Java SE as well as some new things like JPEG2000."

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NEVER
Runtime
Not for development
win32/x86;linux/ppc64;linux/x86;mac/x86;mac/x64;mac/ppc;linux/x64;win32/x64;linux/ppc
b8w6vxsrc9hgb4m4e5gx5521clxzuz8j54xsgcu2g8kyo6065cf4dkw5359w4c6lrteyanrbqqkm5ca6
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Version: 3.x
Product: JNIWrapper

Product: JxBrowser
Version: 2.x
Licensed to:
License type: Runtime
License info: Not for development
Expiration date: NEVER
Generation date: 26-08-2010
Platforms: win32/x86;linux/x86;mac/x86;mac/x64;mac/ppc;linux/x64;win32/x64
Company: eviware software ab
SigB: 10adh72idjhnahax9wro9p4dmcrw48ryuib185hji9o4dv00tramvzxtvwyh722an4kqqblllo3ficy77
SigA: y5xzgq75bd5uqagrq0zygnzbfeh8758jhnd5e1ekppaar2m2879mmlk1nzzaoste7j8bifqkahlzmsdv

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win32/x86;win32/x64
qsnu8p4scx5jkpve90det7j8koqdlta080yqf2ve2wvev2ycpij05o79htz53h2rlb78hp8qyhfvolx3
5ugn50g047tv0c855yl5xhv75d41wgvki2h74tmjro33dqiv1buw8k7097bpd3jnwnaqea9mb8vhnokk
Version: 2.x
Product: JExplorer

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win32/x86;win32/x64
cjvzsd9upa7gakblwm3gfwxm0yi33qrxquape7sijv2vag6ps7nvcf60calz8s0rz316x0ujrbouudyi
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1.97 babel-plugin-transform-runtime 7.14.5

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1.106 @babel/helper-split-export-declaration 7.14.5

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1.109 @babel/plugin-transform-unicode-escapes 7.14.5

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1.110 nan 2.14.2

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1.111 react-native-animatable 1.3.3

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1.112 safe-regex 1.1.0

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1.113 decode-uri-component 0.2.0

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1.114 @babel/plugin-transform-modules-systemjs 7.14.5

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1.115 util-deprecate 1.0.2

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util-deprecate
==========
The Node.js `util.deprecate()` function with browser support

In Node.js, this module simply re-exports the `util.deprecate()` function.

In the web browser (i.e. via browserify), a browser-specific implementation
of the `util.deprecate()` function is used.

API

A `deprecate()` function is the only thing exposed by this module.

```javascript
// setup:
exports.foo = deprecate(foo, 'foo() is deprecated, use bar() instead');


// users see:
foo();
// foo() is deprecated, use bar() instead
foo();
foo();
```

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* /opt/cola/permits/1162001807_1620776304.13/0/fis-components-util-deprecate-1-0-2-0-geb62f48-1-tar-gz/fis-components-util-deprecate-d252d2b/README.md

1.116 debug 4.3.2

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1.117 ansi-fragments 0.2.1

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* /opt/cola/permits/1162005762_1620776819.18/0/ansi-fragments-0-2-1-tgz/package/README.md

1.118 jetifier 1.6.8

1.118.1 Available under license :

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1.119 mixin-deep 1.3.2

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1.120 react-native-safe-area-context 3.1.4

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1.121 domelementtype 2.2.0

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1.123 @babel/plugin-transform-destructuring 7.14.7

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1.124 d3-time-format 2.3.0

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1.126 object-assign 4.1.1

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1.128 repeat-string 1.6.1

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1.131 bplist-creator 0.0.8

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1.132 xmldoc 1.1.2

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1.133 uuid 3.4.0

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1.134 clone 1.0.4

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1.135 universalify 2.0.0

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1.136 fbjs-css-vars 1.0.2

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1.137 micromatch 3.1.10

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1.139 @types/prop-types 15.7.4

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1.140 babel-plugin-syntax-trailing-function-commas 7.0.0-beta.0

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1.142 babel-plugin-proposal-decorators 7.14.5

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1.143 get-stdin 6.0.0

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1.144 has-ansi 2.0.0

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1.146 strict-uri-encode 1.1.0

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1.147 core-js-compat 3.15.2

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1.148 @types/scheduler 0.16.2

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1.149 tiny-queue 0.2.1

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1.151 kind-of 3.2.2

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1.152 fancy-log 1.3.3

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1.153 gensync 1.0.0-beta.2

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1.155 simple-plist 1.1.1

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1.156 cnakazawa-watch 1.0.4

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1.157 metro-babel-register 0.59.0

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* /opt/cola/permits/1168297004_1621972604.32/0/metro-babel-register-0-59-0-tgz/package/src/babel-register.js

1.158 @babel/plugin-proposal-export-default-from 7.14.5

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1.159 is-data-descriptor 0.1.4

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1.160 foreach 2.0.5

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1.161 wrappy 1.0.2

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1.162 @react-native-community/cli-debugger-ui 4.13.1

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1.163 accepts 1.3.7

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1.164 arr-diff 1.1.0

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1.165 envinfo 7.8.1

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1.166 node-stream-zip 1.13.6

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1.167 json-stable-stringify 1.0.1

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1.168 caniuse-lite 1.0.30001247

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1.169 react-tween-state 0.1.5

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1.170 isobject 2.1.0

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1.171 to-regex-range 2.1.1

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1.172 core-js 3.15.2

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1.173 @react-native-community/cli-hermes 4.13.0

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1.174 hapi-topo 3.1.6

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1.175 @babel/plugin-bugfix-v8-spread-parameters-in-optional-chaining 7.14.5

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1.176 source-map 0.7.3

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1.177 jsesc 2.5.2

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1.178 @babel/plugin-transform-new-target 7.14.5

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1.179 expo-font 8.3.0

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1.180 array-filter 0.0.1

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1.181 plist 3.0.2

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1.182 require-directory 2.1.1

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1.183 @babel/plugin-syntax-json-strings 7.8.3

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1.184 which-module 2.0.0

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1.185 @react-native-community/cli 4.14.0

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1.186 @babel/plugin-transform-react-jsx-self 7.14.5

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1.187 string-width 2.1.1

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1.188 follow-redirects 1.5.10

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1.189 monorepo-symlink-test 0.0.0

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1.190 is-ci 2.0.0

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1.191 is-boolean-object 1.1.1

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1.192 setimmediate 1.0.5

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1.193 isobject 3.0.1

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1.196 json-parse-better-errors 1.0.2

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1.197 jest-types 24.9.0

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1.198 @babel/plugin-proposal-unicode-property-regex 7.14.5

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1.199 shallow-clone 3.0.1

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1.200 jsesc 0.5.0

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1.201 json5 0.5.1

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1.202 clamp 1.0.1

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1.203 @babel/helper-function-name 7.14.5

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1.204 @babel/plugin-transform-react-jsx 7.14.5

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1.205 jsonfile 6.1.0

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1.206 @babel/helper-module-transforms 7.14.8

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1.207 react-native-iphone-x-helper 1.2.0

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1.208 unpipe 1.0.0

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1.209 jest-worker 24.9.0

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1.210 inflight 1.0.6

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1.211 jest-fake-timers 24.9.0

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1.212 bplist-parser 0.2.0

1.212.1 Available under license :

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bplist-parser

Binary Mac OS X Plist (property list) parser.

Installation

```bash
$ npm install bplist-parser
```

Quick Examples

```javascript
const bplist = require('bplist-parser');

(async () => {

 const obj = await bplist.parseFile('myPlist.bplist');

 console.log(JSON.stringify(obj));

})();
```

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Found in path(s):
* /opt/cola/permits/1161998223_1620774342.65/0/bplist-parser-0-2-0-tgz/package/README.md

1.213 kind-of 6.0.3

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1.214 copy-descriptor 0.1.1

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1.215 type-fest 0.7.1

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1.216 extend-shallow 1.1.4

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1.219 anser 1.4.10

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1.220 @babel/plugin-syntax-logical-assignment-operators 7.10.4

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1.221 @babel/plugin-proposal-object-rest-spread 7.14.7

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1.222 fill-range 4.0.0

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1.223 string_decoder 1.1.1

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1.224 lodash-reinterpolate 3.0.0

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1.225 restore-cursor 2.0.0

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1.226 slash 3.0.0

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1.227 xml 1.6.11

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1.228 jest-test-result 24.9.0

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1.229 y18n 4.0.3

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1.230 chalk 1.1.1

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1.231 babel-plugin-syntax-typescript 7.14.5

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1.232 error-ex 1.3.2

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1.233 is-typed-array 1.1.5

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1.234 d3-scale 1.0.7

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1.235 types-istanbul-lib-coverage 2.0.3

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1.236 ansi-cyan 0.1.1

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1.237 path-key 2.0.1

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1.238 is-arrayish 0.2.1

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1.240 rimraf 2.2.8

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1.241 performance-now 2.1.0

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1.242 which-typed-array 1.1.4

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1.243 is-buffer 1.1.6

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1.244 defaults 1.0.3

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1.245 metro-resolver 0.59.0

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*
* @flow strict
* @format
*/

'use strict';

export type Result<+TResolution, +TCandidates> =
 | {|+type: 'resolved', +resolution: TResolution|}
 | {|+type: 'failed', +candidates: TCandidates|};

export type Resolution = FileResolution | {|+type: 'empty'|};

export type AssetFileResolution = $ReadOnlyArray<string>;
export type FileResolution =
 | {|+type: 'sourceFile', +filePath: string|}
 | {|+type: 'assetFiles', +filePaths: AssetFileResolution|};

export type FileAndDirCandidates = {|
 +dir: FileCandidates,
```

```
 +file: FileCandidates,
|};

/**
* This is a way to describe what files we tried to look for when resolving
* a module name as file. This is mainly used for error reporting, so that
* we can explain why we cannot resolve a module.
*/
export type FileCandidates =
 // We only tried to resolve a specific asset.
 | {|+type: 'asset', +name: string|}
 // We attempted to resolve a name as being a source file (ex. JavaScript,
 // JSON...), in which case there can be several extensions we tried, for
 // example `/js/foo.ios.js`, `/js/foo.js`, etc. for a single prefix '/js/foo'.
 | {|
     +type: 'sourceFile',
     filePathPrefix: string,
     +candidateExts: $ReadOnlyArray<string>,
   |};

/**
* Check existence of a single file.
*/
export type DoesFileExist = (filePath: string) => boolean;
export type IsAssetFile = (fileName: string) => boolean;

/**
* Given a directory path and the base asset name, return a list of all the
* asset file names that match the given base name in that directory. Return
* null if there's no such named asset. `platform` is used to identify
* platform-specific assets, ex. `foo.ios.js` instead of a generic `foo.js`.
*/
export type ResolveAsset = (
 dirPath: string,
 assetName: string,
 extension: string,
) => ?$ReadOnlyArray<string>;

export type FileContext = {
 +doesFileExist: DoesFileExist,
 +isAssetFile: IsAssetFile,
 +preferNativePlatform: boolean,
 +redirectModulePath: (modulePath: string) => string | false,
 +resolveAsset: ResolveAsset,
 +sourceExts: $ReadOnlyArray<string>,
 ...
};
```

```
export type FileOrDirContext = FileContext & {
 /**
  * This should return the path of the "main" module of the specified
  * `package.json` file, after post-processing: for example, applying the
  * 'browser' field if necessary.
  *
  * FIXME: move the post-processing here. Right now it is
  * located in `node-haste/Package.js`, and fully duplicated in
  * `ModuleGraph/node-haste/Package.js` (!)
  */
 +getPackageMainPath: (packageJsonPath: string) => string,
 ...
};

export type HasteContext = FileOrDirContext & {
 /**
  * Given a name, this should return the full path to the file that provides
  * a Haste module of that name. Ex. for `Foo` it may return `/smth/Foo.js`.
  */
 +resolveHasteModule: (name: string) => ?string,
 /**
  * Given a name, this should return the full path to the package manifest that
  * provides a Haste package of that name. Ex. for `Foo` it may return
  * `/smth/Foo/package.json`.
  */
 +resolveHastePackage: (name: string) => ?string,
 ...
};

export type ModulePathContext = FileOrDirContext & {
 /**
  * Full path of the module that is requiring or importing the module to be
  * resolved.
  */
 +originModulePath: string,
 ...
};

export type ResolutionContext = ModulePathContext &
 HasteContext & {
   allowHaste: boolean,
   extraNodeModules: ?{[string]: string, ...},
   originModulePath: string,
   resolveRequest?: ?CustomResolver,
   ...
 };

export type CustomResolver = (
```

```
 ResolutionContext,
 string,
 string | null,
 string | null,
) => Resolution;
```

Found in path(s):
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/types.js.flow
No license file was found, but licenses were detected in source scan.

```
/**
* Copyright (c) Facebook, Inc. and its affiliates.
*
* This source code is licensed under the MIT license found in the
* LICENSE file in the root directory of this source tree.
*
* @flow strict
* @format
*/

'use strict';

const formatFileCandidates = require('./formatFileCandidates');

import type {FileAndDirCandidates} from './types';

class FailedToResolvePathError extends Error {
 candidates: FileAndDirCandidates;

 constructor(candidates: FileAndDirCandidates) {
   super(
     'The module could not be resolved because none of these files exist:\n\n' +
       `  * ${formatFileCandidates(candidates.file)}\n` +
       `  * ${formatFileCandidates(candidates.dir)}`,
   );
   this.candidates = candidates;
 }
}

module.exports = FailedToResolvePathError;
```

Found in path(s):
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/FailedToResolvePathError.js.flow
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```
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```

```
*
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* LICENSE file in the root directory of this source tree.
*
* @flow strict
* @format
*/

'use strict';

const formatFileCandidates = require('./formatFileCandidates');

import type {FileCandidates} from './types';

class InvalidPackageError extends Error {
 /**
  * The file candidates we tried to find to resolve the `main` field of the
  * package. Ex. `/js/foo/beep(.js|.json)?` if `main` is specifying `./beep`
  * as the entry point.
  */
 fileCandidates: FileCandidates;
 /**
  * The 'index' file candidates we tried to find to resolve the `main` field of
  * the package. Ex. `/js/foo/beep/index(.js|.json)?` if `main` is specifying
  * `./beep` as the entry point.
  */
 indexCandidates: FileCandidates;
 /**
  * The module path prefix we where trying to resolve. For example './beep'.
  */
 mainPrefixPath: string;
 /**
  * Full path the package we were trying to resolve.
  * Ex. `/js/foo/package.json`.
  */
 packageJsonPath: string;

 constructor(opts: {|
   +fileCandidates: FileCandidates,
   +indexCandidates: FileCandidates,
   +mainPrefixPath: string,
   +packageJsonPath: string,
 |}) {
   super(
     `The package \`${opts.packageJsonPath}\` is invalid because it ` +
       'specifies a `main` module field that could not be resolved (' +
       `\`${opts.mainPrefixPath}\`. None of these files exist:\n\n` +
       `  * ${formatFileCandidates(opts.fileCandidates)}\n` +
```

```
    ` * ${formatFileCandidates(opts.indexCandidates)}`,
  );
  Object.assign(this, opts);
 }
}

module.exports = InvalidPackageError;
```

Found in path(s):
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/InvalidPackageError.js.flow
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*
*  strict-local
* @format
*/
```

Found in path(s):
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/index.js
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*
*  strict
* @format
*/
```

Found in path(s):
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/formatFileCandidates.js
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/FailedToResolvePathError.js
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/types.js
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/FailedToResolveNameError.js
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/InvalidPackageError.js
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```
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```

Found in path(s):
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/FailedToResolveNameError.js.flow
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*
* @flow
* @format
*/

'use strict';

const FailedToResolveNameError = require('./FailedToResolveNameError');
const FailedToResolvePathError = require('./FailedToResolvePathError');
const InvalidPackageError = require('./InvalidPackageError');

const formatFileCandidates = require('./formatFileCandidates');
const isAbsolutePath = require('absolute-path');
const path = require('path');

import type {
 DoesFileExist,
 FileAndDirCandidates,
 FileCandidates,
 FileContext,
 FileOrDirContext,
 FileResolution,
 HasteContext,
 ModulePathContext,
 ResolutionContext,
 Resolution,
 Result,
} from './types';

function resolve(
 context: ResolutionContext,
 moduleName: string,
 platform: string | null,
): Resolution {
 const resolveRequest = context.resolveRequest;
 if (
   !resolveRequest &&
```

```
  (isRelativeImport(moduleName) || isAbsolutePath(moduleName))
) {
  return resolveModulePath(context, moduleName, platform);
}

const realModuleName = context.redirectModulePath(moduleName);

// exclude
if (realModuleName === false) {
  return {type: 'empty'};
}

const {originModulePath} = context;

const isDirectImport =
  isRelativeImport(realModuleName) || isAbsolutePath(realModuleName);

// We disable the direct file loading to let the custom resolvers deal with it
if (!resolveRequest && isDirectImport) {
  // derive absolute path /.../node_modules/originModuleDir/realModuleName
  const fromModuleParentIdx =
    originModulePath.lastIndexOf('node_modules' + path.sep) + 13;
  const originModuleDir = originModulePath.slice(
    0,
    originModulePath.indexOf(path.sep, fromModuleParentIdx),
  );
  const absPath = path.join(originModuleDir, realModuleName);
  return resolveModulePath(context, absPath, platform);
}

// The Haste resolution must occur before the custom resolver because we want
// to allow overriding imports. It could be part of the custom resolver, but
// that's not the case right now.
if (context.allowHaste && !isDirectImport) {
  const normalizedName = normalizePath(realModuleName);
  const result = resolveHasteName(context, normalizedName, platform);
  if (result.type === 'resolved') {
    return result.resolution;
  }
}

if (resolveRequest) {
  try {
    const resolution = resolveRequest(
      context,
      realModuleName,
      platform,
      moduleName,
```

```
    );
    if (resolution) {
      return resolution;
    }
  } catch (error) {}
}

const dirPaths = [];
for (
  let currDir = path.dirname(originModulePath);
  currDir !== '.' && currDir !== path.parse(originModulePath).root;
  currDir = path.dirname(currDir)
) {
  const searchPath = path.join(currDir, 'node_modules');
  dirPaths.push(path.join(searchPath, realModuleName));
}

const extraPaths = [];
const {extraNodeModules} = context;
if (extraNodeModules) {
  let bits = path.normalize(moduleName).split(path.sep);
  let packageName;
  // Normalize packageName and bits for scoped modules
  if (bits.length >= 2 && bits[0].startsWith('@')) {
    packageName = bits.slice(0, 2).join('/');
    bits = bits.slice(1);
  } else {
    packageName = bits[0];
  }
  if (extraNodeModules[packageName]) {
    bits[0] = extraNodeModules[packageName];
    extraPaths.push(path.join.apply(path, bits));
  }
}

const allDirPaths = dirPaths.concat(extraPaths);
for (let i = 0; i < allDirPaths.length; ++i) {
  const realModuleName = context.redirectModulePath(allDirPaths[i]);
  const result = resolveFileOrDir(context, realModuleName, platform);
  if (result.type === 'resolved') {
    return result.resolution;
  }
}
throw new FailedToResolveNameError(dirPaths, extraPaths);
}

/**
* Resolve any kind of module path, whether it's a file or a directory.
```

```
* For example we may want to resolve './foobar'. The closest
* `package.json` may define a redirection for this path, for example
* `/smth/lib/foobar`, that may be further resolved to
* `/smth/lib/foobar/index.ios.js`.
*/
function resolveModulePath(
 context: ModulePathContext,
 toModuleName: string,
 platform: string | null,
): Resolution {
 const modulePath = isAbsolutePath(toModuleName)
   ? resolveWindowsPath(toModuleName)
   : path.join(path.dirname(context.originModulePath), toModuleName);
 const redirectedPath = context.redirectModulePath(modulePath);
 if (redirectedPath === false) {
   return {type: 'empty'};
 }
 const result = resolveFileOrDir(context, redirectedPath, platform);
 if (result.type === 'resolved') {
   return result.resolution;
 }
 throw new FailedToResolvePathError(result.candidates);
}

/**
* Resolve a module as a Haste module or package. For example we might try to
* resolve `Foo`, that is provided by file `/smth/Foo.js`. Or, in the case of
* a Haste package, it could be `/smth/Foo/index.js`.
*/
function resolveHasteName(
 context: HasteContext,
 moduleName: string,
 platform: string | null,
): Result<FileResolution, void> {
 const modulePath = context.resolveHasteModule(moduleName);
 if (modulePath != null) {
   return resolvedAs({type: 'sourceFile', filePath: modulePath});
 }
 let packageName = moduleName;
 let packageJsonPath = context.resolveHastePackage(packageName);
 while (packageJsonPath == null && packageName && packageName !== '.') {
   packageName = path.dirname(packageName);
   packageJsonPath = context.resolveHastePackage(packageName);
 }
 if (packageJsonPath == null) {
   return failedFor();
 }
 const packageDirPath = path.dirname(packageJsonPath);
```

```
 const pathInModule = moduleName.substring(packageName.length + 1);
 const potentialModulePath = path.join(packageDirPath, pathInModule);
 const result = resolveFileOrDir(context, potentialModulePath, platform);
 if (result.type === 'resolved') {
   return result;
 }
 const {candidates} = result;
 const opts = {moduleName, packageName, pathInModule, candidates};
 throw new MissingFileInHastePackageError(opts);
}

class MissingFileInHastePackageError extends Error {
 candidates: FileAndDirCandidates;
 moduleName: string;
 packageName: string;
 pathInModule: string;

 constructor(opts: {|
   +candidates: FileAndDirCandidates,
   +moduleName: string,
   +packageName: string,
   +pathInModule: string,
 |}) {
   super(
     `While resolving module \`${opts.moduleName}\`, ` +
       `the Haste package \`${opts.packageName}\` was found. However the ` +
       `module \`${opts.pathInModule}\` could not be found within ` +
       'the package. Indeed, none of these files exist:\n\n' +
       `  * \`${formatFileCandidates(opts.candidates.file)}\`\n` +
       `  * \`${formatFileCandidates(opts.candidates.dir)}\``,
   );
   Object.assign(this, opts);
 }
}

/**
* In the NodeJS-style module resolution scheme we want to check potential
* paths both as directories and as files. For example, `/foo/bar` may resolve
* to `/foo/bar.js` (preferred), but it might also be `/foo/bar/index.js`, or
* even a package directory.
*/
function resolveFileOrDir(
 context: FileOrDirContext,
 potentialModulePath: string,
 platform: string | null,
): Result<FileResolution, FileAndDirCandidates> {
 const dirPath = path.dirname(potentialModulePath);
 const fileNameHint = path.basename(potentialModulePath);
```

```
 const fileResult = resolveFile(context, dirPath, fileNameHint, platform);
 if (fileResult.type === 'resolved') {
   return fileResult;
 }
 const dirResult = resolveDir(context, potentialModulePath, platform);
 if (dirResult.type === 'resolved') {
   return dirResult;
 }
 return failedFor({file: fileResult.candidates, dir: dirResult.candidates});
}

/**
* Try to resolve a potential path as if it was a directory-based module.
* Either this is a directory that contains a package, or that the directory
* contains an index file. If it fails to resolve these options, it returns
* `null` and fills the array of `candidates` that were tried.
*
* For example we could try to resolve `/foo/bar`, that would eventually
* resolve to `/foo/bar/lib/index.ios.js` if we're on platform iOS and that
* `bar` contains a package which entry point is `./lib/index` (or `./lib`).
*/
function resolveDir(
 context: FileOrDirContext,
 potentialDirPath: string,
 platform: string | null,
): Result<FileResolution, FileCandidates> {
 const packageJsonPath = path.join(potentialDirPath, 'package.json');
 if (context.doesFileExist(packageJsonPath)) {
   const resolution = resolvePackage(context, packageJsonPath, platform);
   return {resolution, type: 'resolved'};
 }
 return resolveFile(context, potentialDirPath, 'index', platform);
}

/**
* Resolve the main module of a package that we know exist. The resolution
* itself cannot fail because we already resolved the path to the package.
* If the `main` of the package is invalid, this is not a resolution failure,
* this means the package is invalid, and should purposefully stop the
* resolution process altogether.
*/
function resolvePackage(
 context: FileOrDirContext,
 packageJsonPath: string,
 platform: string | null,
): FileResolution {
 const mainPrefixPath = context.getPackageMainPath(packageJsonPath);
 const dirPath = path.dirname(mainPrefixPath);
```

```
 const prefixName = path.basename(mainPrefixPath);
 const fileResult = resolveFile(context, dirPath, prefixName, platform);
 if (fileResult.type === 'resolved') {
   return fileResult.resolution;
 }
 const indexResult = resolveFile(context, mainPrefixPath, 'index', platform);
 if (indexResult.type === 'resolved') {
   return indexResult.resolution;
 }
 throw new InvalidPackageError({
   packageJsonPath,
   mainPrefixPath,
   indexCandidates: indexResult.candidates,
   fileCandidates: fileResult.candidates,
 });
}

/**
* Given a file name for a particular directory, return a resolution result
* depending on whether or not we found the corresponding module as a file. For
* example, we might ask for `foo.png`, that resolves to
* `['/js/beep/foo.ios.png']`. Or we may ask for `boop`, that resolves to
* `/js/boop.android.ts`. On the other hand this function does not resolve
* directory-based module names: for example `boop` will not resolve to
* `/js/boop/index.js` (see `_loadAsDir` for that).
*/
function resolveFile(
 context: FileContext,
 dirPath: string,
 fileName: string,
 platform: string | null,
): Result<FileResolution, FileCandidates> {
 const {isAssetFile, resolveAsset} = context;
 if (isAssetFile(fileName)) {
   const extension = path.extname(fileName);
   const basename = path.basename(fileName, extension);
   if (!/@\d+(?:\.\d+)?x$/.test(basename)) {
     try {
       const assets = resolveAsset(dirPath, basename, extension);
       if (assets != null) {
         return mapResult(resolvedAs(assets), filePaths => ({
           type: 'assetFiles',
           filePaths,
         }));
       }
     } catch (err) {
       if (err.code === 'ENOENT') {
         return failedFor({type: 'asset', name: fileName});
```

```
      }
    }
  }
  return failedFor({type: 'asset', name: fileName});
}
const candidateExts = [];
const filePathPrefix = path.join(dirPath, fileName);
const sfContext = {...context, candidateExts, filePathPrefix};
const filePath = resolveSourceFile(sfContext, platform);
if (filePath != null) {
  return resolvedAs({type: 'sourceFile', filePath});
}
return failedFor({type: 'sourceFile', filePathPrefix, candidateExts});
}

type SourceFileContext = SourceFileForAllExtsContext & {
 +sourceExts: $ReadOnlyArray<string>,
 ...
};

/**
* A particular 'base path' can resolve to a number of possibilities depending
* on the context. For example `foo/bar` could resolve to `foo/bar.ios.js`, or
* to `foo/bar.js`. If can also resolve to the bare path `foo/bar` itself, as
* supported by Node.js resolution. On the other hand it doesn't support
* `foo/bar.ios`, for historical reasons.
*
* Return the full path of the resolved module, `null` if no resolution could
* be found.
*/
function resolveSourceFile(
 context: SourceFileContext,
 platform: ?string,
): ?string {
 let filePath = resolveSourceFileForAllExts(context, '');
 if (filePath) {
   return filePath;
 }
 const {sourceExts} = context;
 for (let i = 0; i < sourceExts.length; i++) {
   const ext = `.${sourceExts[i]}`;
   filePath = resolveSourceFileForAllExts(context, ext, platform);
   if (filePath != null) {
     return filePath;
   }
 }
 return null;
}
```

```
type SourceFileForAllExtsContext = SourceFileForExtContext & {
 +preferNativePlatform: boolean,
 ...
};

/**
* For a particular extension, ex. `js`, we want to try a few possibilities,
* such as `foo.ios.js`, `foo.native.js`, and of course `foo.js`. Return the
* full path of the resolved module, `null` if no resolution could be found.
*/
function resolveSourceFileForAllExts(
 context: SourceFileForAllExtsContext,
 sourceExt: string,
 platform: ?string,
): ?string {
 if (platform != null) {
   const ext = `.${platform}${sourceExt}`;
   const filePath = resolveSourceFileForExt(context, ext);
   if (filePath) {
     return filePath;
   }
 }
 if (context.preferNativePlatform) {
   const filePath = resolveSourceFileForExt(context, `.native${sourceExt}`);
   if (filePath) {
     return filePath;
   }
 }
 const filePath = resolveSourceFileForExt(context, sourceExt);
 return filePath;
}

type SourceFileForExtContext = {
 +candidateExts: Array<string>,
 +doesFileExist: DoesFileExist,
 +filePathPrefix: string,
 ...
};

/**
* We try to resolve a single possible extension. If it doesn't exist, then
* we make sure to add the extension to a list of candidates for reporting.
*/
function resolveSourceFileForExt(
 context: SourceFileForExtContext,
 extension: string,
): ?string {
```

```
 const filePath = `${context.filePathPrefix}${extension}`;
 if (context.doesFileExist(filePath)) {
   return filePath;
 }
 context.candidateExts.push(extension);
 return null;
}

// HasteFS stores paths with backslashes on Windows, this ensures the path is in
// the proper format. Will also add drive letter if not present so `/root` will
// resolve to `C:\root`. Noop on other platforms.
function resolveWindowsPath(modulePath) {
 if (path.sep !== '\\') {
   return modulePath;
 }
 return path.resolve(modulePath);
}

function isRelativeImport(filePath: string) {
 return /^[.][.]?(?:[/]|$)/.test(filePath);
}

function normalizePath(modulePath) {
 if (path.sep === '/') {
   modulePath = path.normalize(modulePath);
 } else if (path.posix) {
   modulePath = path.posix.normalize(modulePath);
 }

 return modulePath.replace(/\/$/, '');
}

function resolvedAs<TResolution, TCandidates>(
 resolution: TResolution,
): Result<TResolution, TCandidates> {
 return {type: 'resolved', resolution};
}

function failedFor<TResolution, TCandidates>(
 candidates: TCandidates,
): Result<TResolution, TCandidates> {
 return {type: 'failed', candidates};
}

function mapResult<TResolution, TNewResolution, TCandidates>(
 result: Result<TResolution, TCandidates>,
 mapper: TResolution => TNewResolution,
): Result<TNewResolution, TCandidates> {
```

```
 if (result.type === 'failed') {
   return result;
 }
 return {type: 'resolved', resolution: mapper(result.resolution)};
}

module.exports = resolve;
```

Found in path(s):
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/resolve.js.flow
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* LICENSE file in the root directory of this source tree.
*
* @flow strict-local
* @format
*/

'use strict';

export type {
 AssetFileResolution,
 CustomResolver,
 DoesFileExist,
 FileAndDirCandidates,
 FileCandidates,
 FileResolution,
 IsAssetFile,
 ResolutionContext,
 Resolution,
 ResolveAsset,
 Result,
} from './types';

const Resolver = {
 FailedToResolveNameError: require('./FailedToResolveNameError'),
 FailedToResolvePathError: require('./FailedToResolvePathError'),
 formatFileCandidates: require('./formatFileCandidates'),
 InvalidPackageError: require('./InvalidPackageError'),
 resolve: require('./resolve'),
};

module.exports = Resolver;
```

Found in path(s):
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/index.js.flow
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*
* @flow strict
* @format
*/
```

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*
*
* @format
*/
```

Found in path(s):
* /opt/cola/permits/1168297193_1621971770.67/0/metro-resolver-0-59-0-tgz/package/src/resolve.js

1.246 regjsgen 0.5.2

1.246.1 Available under license :

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1.247 ansi-regex 2.1.1

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1.248 @babel/helper-validator-option 7.14.5

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1.249 mime 1.6.0

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1.250 jest-message-util 24.9.0

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1.251 ansi-regex 5.0.0

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1.252 fb-watchman 2.0.1

1.252.1 Available under license :

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Found in path(s):
* /opt/cola/permits/1161999084_1620775664.59/0/fb-watchman-2-0-1-3-tgz/package/index.js

1.253 to-object-path 0.3.0

1.253.1 Available under license :

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1.254 leven 3.1.0

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1.255 expo-blur 8.2.2

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* /opt/cola/permits/1168298194_1621981551.42/0/expo-blur-8-2-2-tgz/package/ios/EXBlur/EXBlurView.h
* /opt/cola/permits/1168298194_1621981551.42/0/expo-blur-8-2-2-tgz/package/ios/EXBlur/EXBlurView.m
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Found in path(s):
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* /opt/cola/permits/1168298194_1621981551.42/0/expo-blur-8-2-2-tgz/package/ios/EXBlur/EXBlurViewManager.h

1.256 unimodules-file-system-interface 5.3.0

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Found in path(s):
* /opt/cola/permits/1168293968_1621973016.24/0/unimodules-file-system-interface-5-3-0-tgz/package/ios/UMFileSystemInterface/UMFileSystemInterface.h

1.257 shebang-command 1.2.0

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1.258 strip-ansi 5.2.0

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1.259 @expo/configure-splash-screen 0.2.0

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1.260 @babel/plugin-transform-react-display-name 7.14.5

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1.261 file-uri-to-path 1.0.0

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1.262 get-stream 4.1.0

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1.263 opencollective-postinstall 2.0.3

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1.264 @babel/plugin-syntax-dynamic-import 7.8.3

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1.265 through 2.3.8

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1.266 @unimodules/core 5.5.1

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* /opt/cola/permits/1168298929_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/UMUtilities.m
* /opt/cola/permits/1168298929_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/UMUtilities.h
* /opt/cola/permits/1168298929_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/Protocols/UMModuleRegistryConsumer.h
* /opt/cola/permits/1168298929_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/Protocols/UMJavaScriptContextProvider.h
* /opt/cola/permits/1168298929_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/UMViewManager.m
* /opt/cola/permits/1168298929_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/UMViewManager.h
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* /opt/cola/permits/1168298929_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/Protocols/UMAppLifecycleService.h
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* /opt/cola/permits/1168298929_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/Protocols/UMKernelService.h
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* /opt/cola/permits/1168298929_1621981547.97/0/core-5-5-1-tgz/package/ios/UMCore/UMErrorCodes.m

1.267 @react-navigation/native 5.4.0

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1.268 autobind-decorator 2.1.0

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1.269 @babel/helper-skip-transparent-expression-wrappers 7.14.5

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1.270 is-windows 1.0.2

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1.271 @babel/helper-optimise-call-expression 7.14.5

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1.272 set-value 2.0.1

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1.273 readable-stream 2.3.7

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1.274 @babel/helper-simple-access 7.14.8

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1.275 hoist-non-react-statics 2.5.5

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1.276 find-cache-dir 2.1.0

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1.277 react-native 0.63.4

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1.278 p-try 2.2.0

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1.279 isexe 2.0.0

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1.280 source-map 0.6.1

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1.281 node-int64 0.4.0

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1.282 url-parse 1.5.3

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1.283 babel-plugin-transform-member-expression-literals 7.14.5

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1.284 os-tmpdir 1.0.2

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1.285 babel-preset-fbjs 3.4.0

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1.286 ora 3.4.0

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1.289 i18njs 3.3.0

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1.290 is-wsl 1.1.0

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1.291 has-values 0.1.4

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1.292 ultron 1.0.2

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1.293 @codler/react-native-keyboard-aware-scroll-view 1.0.0

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1.294 ret 0.1.15

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1.295 cli-spinners 2.6.0

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1.296 p-locate 4.1.0

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1.297 locate-path 5.0.0

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1.298 @babel/types 7.14.8

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1.299 snapdragon-node 2.1.1

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1.300 es-abstract 1.18.3

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1.301 @babel/helper-replace-supers 7.14.5

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1.302 buffer-alloc 1.2.0

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1.303 wrap-ansi 6.2.0

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1.304 ansi-escapes 3.2.0

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1.305 is-bigint 1.0.2

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1.306 arr-union 3.1.0

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1.307 encoding 0.1.13

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1.308 define-property 0.2.5

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1.309 get-value 2.0.6

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1.310 string-width 4.2.2

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1.311 strip-ansi 6.0.0

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1.313 ansi-styles 2.2.1

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1.314 rsvp 4.8.5

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1.315 @babel/helper-member-expression-to-functions 7.14.7

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1.316 @babel/preset-modules 0.1.4

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1.317 fbjs-scripts 1.2.0

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1.318 buffer-alloc-unsafe 1.1.0

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1.320 path-is-absolute 1.0.1

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1.321 cross-spawn 6.0.5

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1.322 eventemitter3 3.1.2

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1.324 iconv-lite 0.6.3

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1.325 function-bind 1.1.1

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1.326 is-regex 1.1.3

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1.327 expo-keep-awake 8.3.0

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1.328 decamelize 1.2.0

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1.329 has-bigints 1.0.1

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1.330 rimraf 2.7.1

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1.332 has-value 0.3.1

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1.333 cliui 5.0.0

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1.334 metro-minify-uglify 0.59.0

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* @format
*/
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*
* @flow strict-local
* @format
*/

'use strict';

const minifier = require('./minifier');

module.exports = minifier;
```

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1.335 @react-native-community/cli-platform-ios 4.13.0

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1.336 array-unique 0.3.2

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1.338 object.assign 4.1.2

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1.339 @egjs/hammerjs 2.0.17

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1.340 asap 2.0.6

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1.341 base64-js 1.5.1

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1.342 @babel/plugin-transform-async-to-generator 7.14.5

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1.343 @babel/plugin-transform-named-capturing-groups-regex 7.14.7

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1.344 commander 2.20.3

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1.345 ws 1.1.5

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1.348 wcwidth 1.0.1

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wcwidth.js: JavaScript Portng of Markus Kuhn's wcwidth() Implementation
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1.350 repeat-element 1.1.4

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1.351 pkg-dir 3.0.0

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1.352 @babel/traverse 7.14.8

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1.353 domutils 1.7.0

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1.354 regexpu-core 4.7.1

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1.356 jest-console 24.9.0

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1.357 balanced-match 1.0.2

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1.358 babel-plugin-transform-reserved-words 7.14.5

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1.359 @babel/compat-data 7.14.7

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1.360 ansi-styles 3.2.1

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1.361 vlq 1.0.1

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1.362 commondir 1.0.1

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1.363 @babel/highlight 7.14.5

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1.364 react-native-localize 1.3.1

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1.365 color-name 1.1.3

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1.366 urix 0.1.0

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1.367 d3-collection 1.0.7

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1.368 boolbase 1.0.0

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1.369 hapi-address 2.1.4

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1.370 entities 2.2.0

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1.371 react-native-reanimated 1.13.3

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1.372 buffer-from 1.1.1

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1.375 @types/react 17.0.15

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1.378 raf 3.4.1

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1.379 normalize-path 2.1.1

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1.380 @babel/plugin-transform-duplicate-keys 7.14.5

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1.381 process-nextick-args 2.0.1

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1.382 blueimp-md 2.18.0

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1.383 deep-equal 2.0.5

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1.384 @babel/helper-plugin-utils 7.14.5

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1.387 ansi-wrap 0.1.0

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1.388 @babel/plugin-syntax-export-default-from 7.14.5

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1.389 @types/hammerjs 2.0.40

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1.390 is-callable 1.2.3

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1.392 callsites 3.1.0

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1.393 metro-react-native-babel-transformer 0.59.0

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1.394 babel-plugin-transform-property-literals 7.14.5

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1.395 deepmerge 3.3.0

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1.396 escape-string-regexp 4.0.0

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1.398 fbjs 0.8.17

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1.400 @babel/plugin-syntax-export-namespace-from 7.8.3

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1.405 lodash-templatesettings 4.2.0

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1.406 map-cache 0.2.2

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1.407 d3-shape 1.3.7

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1.408 prop-types 15.6.2

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1.409 yallist 2.1.2

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1.410 is-core-module 2.5.0

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1.411 unimodules-app-loader 1.3.0

1.411.1 Available under license :

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Found in path(s):
* /opt/cola/permits/1168294091_1621972349.63/0/unimodules-app-loader-1-3-0-tgz/package/ios/UMAppLoader/Interfaces/UMAppLoaderInterface.h
* /opt/cola/permits/1168294091_1621972349.63/0/unimodules-app-loader-1-3-0-tgz/package/ios/UMAppLoader/Interfaces/UMAppRecordInterface.h
* /opt/cola/permits/1168294091_1621972349.63/0/unimodules-app-loader-1-3-0-tgz/package/ios/UMAppLoader/UMAppLoaderProvider.m
* /opt/cola/permits/1168294091_1621972349.63/0/unimodules-app-loader-1-3-0-tgz/package/ios/UMAppLoader/UMAppLoaderProvider.h

1.412 dayjs 1.10.6

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1.413 fbemitter 2.1.1

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1.414 to-regex 3.0.2

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1.415 color-string 1.6.0

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1.416 @babel/helper-get-function-arity 7.14.5

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1.417 @babel/plugin-syntax-jsx 7.14.5

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1.418 kind-of 4.0.0

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1.419 big-integer 1.6.48

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1.420 jest-get-type 24.9.0

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1.421 unimodules-image-loader-interface 5.3.0

1.421.1 Available under license :

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Found in path(s):
* /opt/cola/permits/1168298432_1621972541.25/0/unimodules-image-loader-interface-5-3-0-tgz/package/ios/UMImageLoaderInterface/UMImageLoaderInterface.h

1.422 abort-controller 3.0.0

1.422.1 Available under license :

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1.423 whatwg-fetch 2.0.4

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1.424 xmlbuilder 9.0.7

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1.425 send 0.17.1

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1.426 emoji-regex 7.0.3

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1.427 which-collection 1.0.1

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1.428 @babel/plugin-transform-exponentiation-operator 7.14.5

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1.429 anymatch 2.0.0

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1.430 metro-symbolicate 0.59.0

1.430.1 Available under license :

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// Jest Snapshot v1, https://goo.gl/fbAQLP

exports[`directory context symbolicating a stack trace 1`] = `

```
"/js/react-native-github/Libraries/BatchedBridge/BatchedBridge.js:23:Object
/js/react-native-github/Libraries/BatchedBridge/MessageQueue.js:89:null
fileThatDoesntExist.js:10:null
"
`;

exports[`symbolicating a hermes stack trace 1`] = `
Array [
 Object {
   "column": 21,
   "functionName": "columns.forEach$argument_0",
   "line": 480,
   "name": "rows",
   "source": "/js/node_modules/react-native/Libraries/polyfills/console.js",
 },
 Object {
   "column": 8,
   "functionName": "setEnabled",
   "line": 101,
   "name": "_enabled",
   "source": "/js/react-native-github/Libraries/Performance/Systrace.js",
 },
 Object {
   "column": 2,
   "functionName": "getValue",
   "line": 13,
   "name": null,
   "source": "/js/RKJSModules/Apps/HermesModulesTest/HMTLazyFetched.js",
 },
 Object {
   "column": null,
   "functionName": null,
   "line": null,
   "name": null,
   "source": null,
 },
 Object {
   "column": 2,
   "functionName": "getValue",
   "line": 13,
   "name": null,
   "source": "/js/RKJSModules/Apps/HermesModulesTest/HMTLazyFetched.js",
 },
 Object {
   "NativeCode": true,
 },
]
`;
```

```
exports[`symbolicating a hermes stack trace CJS 1`] = `
Array [
 Object {
   "column": 36,
   "functionName": "result.clearExceptTimespans",
   "line": 160,
   "name": null,
   "source": "/js/react-native-github/Libraries/Utilities/createPerformanceLogger.js",
 },
 Object {
   "column": 2,
   "functionName": "getValue",
   "line": 13,
   "name": null,
   "source": "/js/RKJSModules/Apps/HermesModulesTest/HMTLazyFetched.js",
 },
 Object {
   "column": 2,
   "functionName": "getValue",
   "line": 13,
   "name": null,
   "source": "/js/RKJSModules/Apps/HermesModulesTest/HMTLazyFetched.js",
 },
 Object {
   "column": 2,
   "functionName": "getValue",
   "line": 13,
   "name": null,
   "source": "/js/RKJSModules/Apps/HermesModulesTest/HMTLazyFetched.js",
 },
 Object {
   "NativeCode": true,
 },
]
`;

exports[`symbolicating a profiler map 1`] = `
"JS_0000_xxxxxxxxxxxxxxxxxxxxxx throws0::thrower.js:48:11
JS_0001_xxxxxxxxxxxxxxxxxxxxxx throws6::thrower.js:35:38
JS_0002_xxxxxxxxxxxxxxxxxxxxxx name::thrower.js:1:0
JS_0003_xxxxxxxxxxxxxxxxxxxxxx (unknown)::thrower.js:1:0"
`;

exports[`symbolicating a stack trace 1`] = `
"thrower.js:18:null
thrower.js:30:arg
null:null:null
```

```
thrower.js:30:arguments
thrower.js:35:this
eval code
null:null:null
thrower.js:27:null
thrower.js:39:throws3
thrower.js:44:throws2
thrower.js:49:throws1
thrower.js:53:throws0
global thrower.js:1:null
"
`;

exports[`symbolicating a stack trace ignoring a function map 1`] = `
"/js/RKJSModules/segmented/biz.js:5:null
/js/RKJSModules/segmented/glo.js:7:throwSmthInner
/js/RKJSModules/bar.js:14:throwSmth
/js/RKJSModules/bar.js:10:makeItThrowInner
/js/RKJSModules/bar.js:5:makeItThrow
"
`;

exports[`symbolicating a stack trace in Node format 1`] = `
"TypeError: undefined is not a function
  at throws6 (thrower.js:18:null)
  at thrower.js:30:arg
  at forEach (null:null:null)
  at o (thrower.js:30:arguments)
  at throws4 (thrower.js:35:this)
  at eval (eval at thrower.js:30:forEach)
  at t (thrower.js:27:null)
  at throws2 (thrower.js:39:throws3)
  at throws1 (thrower.js:44:throws2)
  at throws0 (thrower.js:49:throws1)
  at thrower.js:53:throws0
  at global code (thrower.js:1:null)
"
`;

exports[`symbolicating a stack trace with a function map 1`] = `
"/js/RKJSModules/segmented/biz.js:5:module.exports.throwSmthInner
/js/RKJSModules/segmented/glo.js:7:module.exports.throwSmth
/js/RKJSModules/bar.js:14:makeItThrowInner
/js/RKJSModules/bar.js:10:makeItThrow
/js/RKJSModules/bar.js:5:import.then$argument_0
"
`;
```

```
exports[`symbolicating a stack trace with a segmented RAM bundle map 1`] = `
"/js/RKJSModules/segmented/biz.js:5:null
/js/RKJSModules/segmented/glo.js:7:throwSmthInner
/js/RKJSModules/bar.js:14:throwSmth
/js/RKJSModules/bar.js:10:makeItThrowInner
/js/RKJSModules/bar.js:5:makeItThrow
"
`;

exports[`symbolicating an attribution file 1`] = `
"{\\"functionId\\":1,\\"location\\":{\\"file\\":\\"thrower.js\\",\\"line\\":4,\\"column\\":11},\\"usage\\":[]}
{\\"functionId\\":2,\\"location\\":{\\"file\\":\\"thrower.js\\",\\"line\\":14,\\"column\\":14},\\"usage\\":[]}
"
`;

exports[`symbolicating an attribution file with 1-based column output 1`] = `
"{\\"functionId\\":1,\\"location\\":{\\"file\\":\\"thrower.js\\",\\"line\\":4,\\"column\\":12},\\"usage\\":[]}
{\\"functionId\\":2,\\"location\\":{\\"file\\":\\"thrower.js\\",\\"line\\":14,\\"column\\":15},\\"usage\\":[]}
"
`;

exports[`symbolicating with a cpuprofile 1`] = `
Object {
 "stackFrames": Object {
  "1": Object {
   "category": "JavaScript",
   "funcVirtAddr": "0",
   "name": "<global>(temp/bench.js:2:1)",
   "offset": "0",
  },
  "2": Object {
   "category": "JavaScript",
   "funcVirtAddr": "0",
   "name": "<global>(temp/bench.js:21:11)",
   "offset": "55",
  },
  "3": Object {
   "category": "JavaScript",
   "funcVirtAddr": "67",
   "name": "entryPoint(temp/bench.js:3:9)",
   "offset": "16",
   "parent": 2,
  },
  "4": Object {
   "category": "JavaScript",
   "funcVirtAddr": "89",
   "name": "helper(temp/bench.js:6:19)",
   "offset": "0",
```

"parent": 3,
},
"5": Object {
"category": "JavaScript",
"funcVirtAddr": "89",
"name": "helper(temp/bench.js:14:20)",
"offset": "146",
"parent": 3,
},
"6": Object {
"category": "Native",
"name": "[Native]4367295792",
"parent": 5,
},
},
}
`;

exports[`symbolicating with a cpuprofile ignoring a function map 1`] = `
Object {
"stackFrames": Object {
"1": Object {
"category": "JavaScript",
"funcVirtAddr": "0",
"name": "global+0(temp/bench.js:2:1)",
"offset": "0",
},
"2": Object {
"category": "JavaScript",
"funcVirtAddr": "0",
"name": "global+55(temp/bench.js:21:11)",
"offset": "55",
},
"3": Object {
"category": "JavaScript",
"funcVirtAddr": "67",
"name": "entryPoint+16(temp/bench.js:3:9)",
"offset": "16",
"parent": 2,
},
"4": Object {
"category": "JavaScript",
"funcVirtAddr": "89",
"name": "helper+0(temp/bench.js:6:19)",
"offset": "0",
"parent": 3,
},
"5": Object {

"category": "JavaScript",
"funcVirtAddr": "89",
"name": "helper+146(temp/bench.js:14:20)",
"offset": "146",
"parent": 3,
},
"6": Object {
"category": "Native",
"name": "[Native]4367295792",
"parent": 5,
},
},
}
`;

Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/__tests__/__snapshots__/symbolicate-test.js.snap
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```
/**
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*
*
* @format
*/
```

Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/SourceMetadataMapConsumer.js
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/Symbolication.js
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```
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*
* @flow strict-local
* @format
*/
```

Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/symbolicate.js

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*
* @flow
* @format
*/

'use strict';

const vlq = require('vlq');

const {normalizeSourcePath} = require('metro-source-map');

import type {
 MixedSourceMap,
 FBSourcesArray,
 FBSourceFunctionMap,
 FBSourceMetadata,
 BasicSourceMap,
 IndexMap,
} from 'metro-source-map';

const METADATA_FIELD_FUNCTIONS = 0;

type Position = {
 +line: number,
 +column: number,
 ...
};
type FunctionMapping = {
 +line: number,
 +column: number,
 +name: string,
 ...
};
type SourceNameNormalizer = (string, {+sourceRoot?: ?string, ...}) => string;
type MetadataMap = {[source: string]: ?FBSourceMetadata, ...};

/**
* Consumes the `x_facebook_sources` metadata field from a source map and
* exposes various queries on it.
*
* By default, source names are normalized using the same logic that the
```

```
* `source-map@0.5.6` package uses internally. This is crucial for keeping the
* sources list in sync with a `SourceMapConsumer` instance.

* If you're using this with a different source map reader (e.g. one that
* doesn't normalize source names at all), you can switch out the normalization
* function in the constructor, e.g.
*
*     new SourceMetadataMapConsumer(map, source => source) // Don't normalize
*/
class SourceMetadataMapConsumer {
 constructor(
   map: MixedSourceMap,
   normalizeSourceFn: SourceNameNormalizer = normalizeSourcePath,
 ) {
   this._sourceMap = map;
   this._decodedFunctionMapCache = new Map();
   this._normalizeSource = normalizeSourceFn;
 }

 _sourceMap: MixedSourceMap;
 _decodedFunctionMapCache: Map<string, ?$ReadOnlyArray<FunctionMapping>>;
 _normalizeSource: SourceNameNormalizer;
 _metadataBySource: ?MetadataMap;

 /**
  * Retrieves a human-readable name for the function enclosing a particular
  * source location.
  *
  * When used with the `source-map` package, you'll first use
  * `SourceMapConsumer#originalPositionFor` to retrieve a source location,
  * then pass that location to `functionNameFor`.
  */
 functionNameFor({
   line,
   column,
   source,
 }: Position & {+source: ?string, ...}): ?string {
   if (source && line != null && column != null) {
     const mappings = this._getFunctionMappings(source);
     if (mappings) {
       const mapping = findEnclosingMapping(mappings, {line, column});
       if (mapping) {
         return mapping.name;
       }
     }
   }
   return null;
 }
```

```
/**
 * Returns this map's source metadata as a new array with the same order as
 * `sources`.
 *
 * This array can be used as the `x_facebook_sources` field of a map whose
 * `sources` field is the array that was passed into this method.
 */
toArray(sources: $ReadOnlyArray<string>): FBSourcesArray {
  const metadataBySource = this._getMetadataBySource();
  const encoded = [];
  for (const source of sources) {
    encoded.push(metadataBySource[source] || null);
  }
  return encoded;
}

/**
 * Prepares and caches a lookup table of metadata by source name.
 */
_getMetadataBySource(): MetadataMap {
  if (!this._metadataBySource) {
    this._metadataBySource = this._getMetadataObjectsBySourceNames(
      this._sourceMap,
    );
  }

  return this._metadataBySource;
}

/**
 * Decodes the function name mappings for the given source if needed, and
 * retrieves a sorted, searchable array of mappings.
 */
_getFunctionMappings(source: string): ?$ReadOnlyArray<FunctionMapping> {
  if (this._decodedFunctionMapCache.has(source)) {
    return this._decodedFunctionMapCache.get(source);
  }
  let parsedFunctionMap = null;
  const metadataBySource = this._getMetadataBySource();
  if (Object.prototype.hasOwnProperty.call(metadataBySource, source)) {
    const metadata = metadataBySource[source] || [];
    parsedFunctionMap = decodeFunctionMap(metadata[METADATA_FIELD_FUNCTIONS]);
  }
  this._decodedFunctionMapCache.set(source, parsedFunctionMap);
  return parsedFunctionMap;
}
```

```
 /**
  * Collects source metadata from the given map using the current source name
  * normalization function. Handles both index maps (with sections) and plain
  * maps.
  *
  * NOTE: If any sources are repeated in the map (which shouldn't happen in
  * Metro, but is technically possible because of index maps) we only keep the
  * metadata from the last occurrence of any given source.
  */
 _getMetadataObjectsBySourceNames(map: MixedSourceMap): MetadataMap {
   // eslint-disable-next-line lint/strictly-null
   if (map.mappings === undefined) {
     const indexMap: IndexMap = map;
     return Object.assign(
       {},
       ...indexMap.sections.map(section =>
         this._getMetadataObjectsBySourceNames(section.map),
       ),
     );
   }

   if ('x_facebook_sources' in map) {
     const basicMap: BasicSourceMap = map;
     return (basicMap.x_facebook_sources || []).reduce(
       (acc, metadata, index) => {
         let source = basicMap.sources[index];
         if (source != null) {
           source = this._normalizeSource(source, basicMap);
           acc[source] = metadata;
         }
         return acc;
       },
       {},
     );
   }
   return {};
 }
}

function decodeFunctionMap(
 functionMap: ?FBSourceFunctionMap,
): $ReadOnlyArray<FunctionMapping> {
 if (!functionMap) {
   return [];
 }
 const parsed = [];
 let line = 1;
 let nameIndex = 0;
```

```
 for (const lineMappings of functionMap.mappings.split(';')) {
   let column = 0;
   for (const mapping of lineMappings.split(',')) {
     const [columnDelta, nameDelta, lineDelta = 0] = vlq.decode(mapping);
     line += lineDelta;
     nameIndex += nameDelta;
     column += columnDelta;
     parsed.push({line, column, name: functionMap.names[nameIndex]});
   }
 }
 return parsed;
}

function findEnclosingMapping(
 mappings: $ReadOnlyArray<FunctionMapping>,
 target: Position,
): ?FunctionMapping {
 let first = 0;
 let it = 0;
 let count = mappings.length;
 let step;
 while (count > 0) {
   it = first;
   step = Math.floor(count / 2);
   it += step;
   if (comparePositions(target, mappings[it]) >= 0) {
     first = ++it;
     count -= step + 1;
   } else {
     count = step;
   }
 }
 return first ? mappings[first - 1] : null;
}

function comparePositions(a: Position, b: Position): number {
 if (a.line === b.line) {
   return a.column - b.column;
 }
 return a.line - b.line;
}

module.exports = SourceMetadataMapConsumer;
```

Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/SourceMetadataMapConsumer.js.flow

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```
* This source code is licensed under the MIT license found in the
type SizeAttributionMap = Object;
symbolicateAttribution(obj: SizeAttributionMap): SizeAttributionMap {
function symbolicateAttribution<ModuleIdsT>(
obj: SizeAttributionMap,
): SizeAttributionMap {
return context.symbolicateAttribution(obj);
symbolicateAttribution,
```

Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/Symbolication.js.flow
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```
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*
*  strict-local
* @format
*/
```

Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/symbolicate.js
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* LICENSE file in the root directory of this source tree.
*
* @emails oncall+js_symbolication
* @format
*/
```

Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/__tests__/Symbolication-test.js
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/__tests__/SourceMetadataMapConsumer-test.js
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/__tests__/symbolicate-test.js
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```
/**
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* LICENSE file in the root directory of this source tree.
*
* @flow
* @format
*/
```

Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/Symbolication.js
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src.real/SourceMetadataMapConsumer.js
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```
#!/usr/bin/env node
/**
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* LICENSE file in the root directory of this source tree.
*
* @flow strict-local
* @format
*/

// Symbolicates a JavaScript stack trace using a source map.
// In our first form, we read a stack trace from stdin and symbolicate it via
// the provided source map.
// In our second form, we symbolicate using an explicit line number, and
// optionally a column.
// In our third form, we symbolicate using a module ID, a line number, and
// optionally a column.

'use strict';

// flowlint-next-line untyped-import:off
const SourceMapConsumer = require('source-map').SourceMapConsumer;
const Symbolication = require('./Symbolication.js');

const fs = require('fs');
// flowlint-next-line untyped-import:off
const through2 = require('through2');

async function main(
 argvInput: Array<string> = process.argv.slice(2),
 {
```

```
  stdin,
  stderr,
  stdout,
 }: {
  stdin: stream$Readable | tty$ReadStream,
  stderr: stream$Writable,
  stdout: stream$Writable,
  ...
 } = process,
): Promise<number> {
 const argv = argvInput.slice();
 function checkAndRemoveArg(arg, valuesPerArg = 0) {
  let values = null;
  for (let idx = argv.indexOf(arg); idx !== -1; idx = argv.indexOf(arg)) {
    argv.splice(idx, 1);
    values = values || [];
    values.push(argv.splice(idx, valuesPerArg));
  }
  return values;
 }

 function checkAndRemoveArgWithValue(arg) {
  const values = checkAndRemoveArg(arg, 1);
  return values ? values[0][0] : null;
 }
 try {
  const noFunctionNames = checkAndRemoveArg('--no-function-names');
  const isHermesCrash = checkAndRemoveArg('--hermes-crash');
  const inputLineStart = Number.parseInt(
    checkAndRemoveArgWithValue('--input-line-start') || '1',
    10,
  );
  const inputColumnStart = Number.parseInt(
    checkAndRemoveArgWithValue('--input-column-start') || '0',
    10,
  );
  const outputLineStart = Number.parseInt(
    checkAndRemoveArgWithValue('--output-line-start') || '1',
    10,
  );
  const outputColumnStart = Number.parseInt(
    checkAndRemoveArgWithValue('--output-column-start') || '0',
    10,
  );

  if (argv.length < 1 || argv.length > 4) {
    /* eslint no-path-concat: "off" */
```

```
  const usages = [
    'Usage: ' + __filename + ' <source-map-file>',
    '       ' + __filename + ' <source-map-file> <line> [column]',
    '       ' +
      __filename +
      ' <source-map-file> <moduleId>.js <line> [column]',
    '       ' + __filename + ' <source-map-file> <mapfile>.profmap',
    '       ' +
      __filename +
      ' <source-map-file> --attribution < in.jsonl > out.jsonl',
    '       ' + __filename + ' <source-map-file> <tracefile>.cpuprofile',
    ' Optional flags:',
    '  --no-function-names',
    '  --hermes-crash',
    '  --input-line-start <line> (default: 1)',
    '  --input-column-start <column> (default: 0)',
    '  --output-line-start <line> (default: 1)',
    '  --output-column-start <column> (default: 0)',
  ];
  console.error(usages.join('\n'));
  return 1;
}

// Read the source map.
const sourceMapFileName = argv.shift();
const options = {
  nameSource: noFunctionNames ? 'identifier_names' : 'function_names',
  inputLineStart,
  inputColumnStart,
  outputLineStart,
  outputColumnStart,
};
let context;
if (fs.lstatSync(sourceMapFileName).isDirectory()) {
  context = Symbolication.unstable_createDirectoryContext(
    SourceMapConsumer,
    sourceMapFileName,
    options,
  );
} else {
  const content = fs.readFileSync(sourceMapFileName, 'utf8');
  context = Symbolication.createContext(
    SourceMapConsumer,
    content,
    options,
  );
}
if (argv.length === 0) {
```

```
  const stackTrace = await readAll(stdin);
  if (isHermesCrash) {
    const stackTraceJSON = JSON.parse(stackTrace);
    const symbolicatedTrace = context.symbolicateHermesMinidumpTrace(
      stackTraceJSON,
    );
    stdout.write(JSON.stringify(symbolicatedTrace));
  } else {
    stdout.write(context.symbolicate(stackTrace));
  }
} else if (argv[0].endsWith('.profmap')) {
  stdout.write(context.symbolicateProfilerMap(argv[0]));
} else if (argv[0] === '--attribution') {
  let buffer = '';
  await waitForStream(
    stdin
      .pipe(
        through2(function(data, enc, callback) {
          // Take arbitrary strings, output single lines
          buffer += data;
          const lines = buffer.split('\n');
          for (let i = 0, e = lines.length - 1; i < e; i++) {
            this.push(lines[i]);
          }
          buffer = lines[lines.length - 1];
          callback();
        }),
      )
      .pipe(
        through2.obj(function(data, enc, callback) {
          // This is JSONL, so each line is a separate JSON object
          const obj = JSON.parse(data);
          context.symbolicateAttribution(obj);
          this.push(JSON.stringify(obj) + '\n');
          callback();
        }),
      )
      .pipe(stdout),
  );
} else if (argv[0].endsWith('.cpuprofile')) {
  // NOTE: synchronous
  context.symbolicateChromeTrace(argv[0], {stdout, stderr});
} else {
  // read-from-argv form.
  let moduleIds;
  if (argv[0].endsWith('.js')) {
    moduleIds = context.parseFileName(argv[0]);
    argv.shift();
```

```
    } else {
      moduleIds = null;
    }
    const lineNumber = argv.shift();
    const columnNumber = argv.shift() || 0;
    const original = context.getOriginalPositionFor(
      +lineNumber,
      +columnNumber,
      // $FlowFixMe context is a union here and so this parameter is a union
      moduleIds,
    );
    stdout.write(
      [
        original.source ?? 'null',
        original.line ?? 'null',
        original.name ?? 'null',
      ].join(':') + '\n',
    );
  }
 } catch (error) {
  stderr.write(error + '\n');
  return 1;
 }
 return 0;
}

function readAll(stream) {
 return new Promise(resolve => {
  let data = '';
  if (stream.isTTY === true) {
    resolve(data);
    return;
  }

  stream.setEncoding('utf8');
  stream.on('readable', () => {
    let chunk;
    // flowlint-next-line sketchy-null-string:off
    while ((chunk = stream.read())) {
      data += chunk.toString();
    }
  });
  stream.on('end', () => {
    resolve(data);
  });
 });
}
```

```
function waitForStream(stream) {
 return new Promise(resolve => {
   stream.on('finish', resolve);
 });
}

if (require.main === module) {
 main().then(code => process.exit(code));
}

module.exports = main;
```

Found in path(s):
* /opt/cola/permits/1168299832_1621972687.08/0/metro-symbolicate-0-59-0-tgz/package/src/symbolicate.js.flow

1.431 nth-check 1.0.2

1.431.1 Available under license :

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1.432 unimodules-sensors-interface 5.3.0

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Found in path(s):
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMGyroscopeInterface.h
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMDeviceMotionInterface.h
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMMagnetometerUncalibratedInterface.h
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMAccelerometerInterface.h
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMBarometerInterface.h
* /opt/cola/permits/1168299797_1621972384.79/0/unimodules-sensors-interface-5-3-0-tgz/package/ios/UMSensorsInterface/UMMagnetometerInterface.h

1.433 etag 1.8.1

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1.434 babel-plugin-polyfill-corejs3 0.2.3

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1.436 expo 39.0.5

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1.437 is-extendable 1.0.1

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1.438 through2 2.0.5

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1.440 lodash-frompairs 4.0.1

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1.441 @babel/plugin-transform-unicode-regex 7.14.5

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1.442 inquirer 3.3.0

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1.443 metro-core 0.59.0

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* @format
*/

'use strict';

function canonicalize(key: string, value: mixed): mixed {
 if (
   // eslint-disable-next-line lint/strictly-null
   value === null ||
   typeof value !== 'object' ||
   Array.isArray(value)
 ) {
   return value;
 }
```

```
 const keys = Object.keys(value).sort();
 const length = keys.length;
 const object = {};

 for (let i = 0; i < length; i++) {
   object[keys[i]] = value[keys[i]];
 }

 return object;
}

module.exports = canonicalize;
```

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*  strict-local
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*/
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* /opt/cola/permits/1168297438_1621972581.11/0/metro-core-0-59-0-tgz/package/src/errors/PackageResolutionError.js
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```

```
* @flow
* @format
*/

'use strict';

const readline = require('readline');
const throttle = require('lodash.throttle');
const tty = require('tty');
const util = require('util');

type UnderlyingStream = net$Socket | stream$Writable;

/**
* Clear some text that was previously printed on an interactive stream,
* without trailing newline character (so we have to move back to the
* beginning of the line).
*/
function clearStringBackwards(stream: tty.WriteStream, str: string): void {
 readline.moveCursor(stream, -stream.columns, 0);
 readline.clearLine(stream, 0);
 let lineCount = (str.match(/\n/g) || []).length;
 while (lineCount > 0) {
   readline.moveCursor(stream, 0, -1);
   readline.clearLine(stream, 0);
   --lineCount;
 }
}

/**
* Cut a string into an array of string of the specific maximum size. A newline
* ends a chunk immediately (it's not included in the "." RexExp operator), and
* is not included in the result.
* When counting we should ignore non-printable characters. In particular the
* ANSI escape sequences (regex: /\x1B\[([0-9]{1,2}(;[0-9]{1,2})?)?m/)
* (Not an exhaustive match, intended to match ANSI color escapes)
* https://en.wikipedia.org/wiki/ANSI_escape_code
*/
function chunkString(str: string, size: number): Array<string> {
 const ANSI_COLOR = '\x1B\\[([0-9]{1,2}(;[0-9]{1,2})?)?m';
 const SKIP_ANSI = `(?:${ANSI_COLOR})*`;
 return str.match(new RegExp(`(?:${SKIP_ANSI}.){1,${size}}`, 'g')) || [];
}

/**
* Get the stream as a TTY if it effectively looks like a valid TTY.
*/
function getTTYStream(stream: UnderlyingStream): ?tty.WriteStream {
```

```
 if (
   stream instanceof tty.WriteStream &&
   stream.isTTY &&
   stream.columns >= 1
 ) {
   return stream;
 }
 return null;
}

/**
* We don't just print things to the console, sometimes we also want to show
* and update progress. This utility just ensures the output stays neat: no
* missing newlines, no mangled log lines.
*
*     const terminal = Terminal.default;
*     terminal.status('Updating... 38%');
*     terminal.log('warning: Something happened.');
*     terminal.status('Updating, done.');
*     terminal.persistStatus();
*
* The final output:
*
*     warning: Something happened.
*     Updating, done.
*
* Without the status feature, we may get a mangled output:
*
*     Updating... 38%warning: Something happened.
*     Updating, done.
*
* This is meant to be user-readable and TTY-oriented. We use stdout by default
* because it's more about status information than diagnostics/errors (stderr).
*
* Do not add any higher-level functionality in this class such as "warning" and
* "error" printers, as it is not meant for formatting/reporting. It has the
* single responsibility of handling status messages.
*/
class Terminal {
 _logLines: Array<string>;
 _nextStatusStr: string;
 _scheduleUpdate: () => void;
 _statusStr: string;
 _stream: UnderlyingStream;

 constructor(stream: UnderlyingStream) {
   this._logLines = [];
   this._nextStatusStr = '';
```

```
  this._scheduleUpdate = throttle(this._update, 33);
  this._statusStr = '';
  this._stream = stream;
}

/**
 * Clear and write the new status, logging in bulk in-between. Doing this in a
 * throttled way (in a different tick than the calls to `log()` and
 * `status()`) prevents us from repeatedly rewriting the status in case
 * `terminal.log()` is called several times.
 */
_update(): void {
  const {_statusStr, _stream} = this;
  const ttyStream = getTTYStream(_stream);
  if (_statusStr === this._nextStatusStr && this._logLines.length === 0) {
    return;
  }
  if (ttyStream != null) {
    clearStringBackwards(ttyStream, _statusStr);
  }
  this._logLines.forEach(line => {
    _stream.write(line);
    _stream.write('\n');
  });
  this._logLines = [];
  if (ttyStream != null) {
    this._nextStatusStr = chunkString(
      this._nextStatusStr,
      ttyStream.columns,
    ).join('\n');
    _stream.write(this._nextStatusStr);
  }
  this._statusStr = this._nextStatusStr;
}

/**
 * Shows some text that is meant to be overriden later. Return the previous
 * status that was shown and is no more. Calling `status()` with no argument
 * removes the status altogether. The status is never shown in a
 * non-interactive terminal: for example, if the output is redirected to a
 * file, then we don't care too much about having a progress bar.
 */
status(format: string, ...args: Array<mixed>): string {
  const {_nextStatusStr} = this;
  this._nextStatusStr = util.format(format, ...args);
  this._scheduleUpdate();
  return _nextStatusStr;
}
```

```
 /**
  * Similar to `console.log`, except it moves the status/progress text out of
  * the way correctly. In non-interactive terminals this is the same as
  * `console.log`.
  */
 log(format: string, ...args: Array<mixed>): void {
   this._logLines.push(util.format(format, ...args));
   this._scheduleUpdate();
 }

 /**
  * Log the current status and start from scratch. This is useful if the last
  * status was the last one of a series of updates.
  */
 persistStatus(): void {
   this.log(this._nextStatusStr);
   this._nextStatusStr = '';
 }

 flush(): void {
   // Useful if you're going to start calling console.log/console.error directly
   // again; otherwise you could end up with mangled output when the queued
   // update starts writing to stream after a delay.
   /* $FlowFixMe(>=0.99.0 site=react_native_fb) This comment suppresses an
    * error found when Flow v0.99 was deployed. To see the error, delete this
    * comment and run Flow. */
   this._scheduleUpdate.flush();
 }
}

module.exports = Terminal;
```

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*
* @flow
* @format
*/

'use strict';

const AmbiguousModuleResolutionError = require('./errors/AmbiguousModuleResolutionError');
const Logger = require('./Logger');
const PackageResolutionError = require('./errors/PackageResolutionError');
const Terminal = require('./Terminal');

module.exports = {
 AmbiguousModuleResolutionError,
 Logger,
 PackageResolutionError,
 Terminal,
};
```

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*
* @format
*/
```

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* /opt/cola/permits/1168297438_1621972581.11/0/metro-core-0-59-0-tgz/package/src/index.js
* /opt/cola/permits/1168297438_1621972581.11/0/metro-core-0-59-0-tgz/package/src/Logger.js
* /opt/cola/permits/1168297438_1621972581.11/0/metro-core-0-59-0-tgz/package/src/errors/AmbiguousModuleResolutionError.js

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*
* @flow strict-local
* @format
*/

'use strict';

const AmbiguousModuleResolutionError = require('./errors/AmbiguousModuleResolutionError');
const PackageResolutionError = require('./errors/PackageResolutionError');

module.exports = {
 AmbiguousModuleResolutionError,
 PackageResolutionError,
};
```

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1.444 get-caller-file 2.0.5

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1.446 signal-exit 3.0.3

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1.447 pseudomap 1.0.2

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1.448 @babel/plugin-proposal-private-property-in-object 7.14.5

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1.450 callsites 2.0.0

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1.451 crypto-js 3.1.9-1

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1.452 lodash-omit 4.5.0

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1.453 concat-stream 1.6.2

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1.454 babel-plugin-syntax-optional-chaining 7.8.3

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1.457 esutils 2.0.3

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1.458 normalize-url 2.0.1

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1.459 object-copy 0.1.0

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1.460 redux-thunk 2.3.0

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1.462 @babel/plugin-transform-function-name 7.14.5

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1.463 react-refresh 0.4.3

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1.464 sort-keys 2.0.0

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1.465 sane 4.1.0

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1.467 babel-plugin-polyfill-corejs2 0.2.2

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1.468 is-descriptor 1.0.2

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1.470 babel-plugin-module-resolver 3.2.0

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1.472 color-convert 2.0.1

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1.473 path-parse 1.0.7

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1.474 babel-register 7.14.5

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1.475 regexp-prototype-flags 1.3.1

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1.476 @babel/plugin-proposal-async-generator-functions 7.14.7

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1.480 mylib 0.0.0

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1.481 @babel/plugin-transform-object-assign 7.14.5

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1.482 mime 2.5.2

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1.483 string-width 3.1.0

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1.485 escalade 3.1.1

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1.487 @babel/parser 7.14.8

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1.489 @babel/plugin-transform-block-scoped-functions 7.14.5

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1.507 xcode 3.0.1

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1.508 babel-helper-create-class-features-plugin 7.14.8

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1.515 extglob 2.0.4

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1.516 @babel/plugin-proposal-optional-catch-binding 7.14.5

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1.517 yargs 15.4.1

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1.518 source-map-resolve 0.5.3

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1.519 @babel/plugin-syntax-numeric-separator 7.10.4

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1.520 caller-callsite 2.0.0

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1.521 expo-secure-store 9.2.0

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* /opt/cola/permits/1168297634_1621981549.17/0/expo-secure-store-9-2-0-tgz/package/ios/EXSecureStore/EXSecureStore.m

1.522 depd 1.1.2

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1.523 @babel/plugin-syntax-optional-catch-binding 7.8.3

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1.524 jwt-decode 2.2.0

1.524.1 Available under license :

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1.525 is-number-object 1.0.5

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1.526 jsonify 0.0.0

1.526.1 Available under license :

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jsonify

This module provides Douglas Crockford's JSON implementation without modifying
any globals.

`stringify` and `parse` are merely exported without respect to whether or not a
global `JSON` object exists.

[![build status](https://secure.travis-ci.org/substack/jsonify.png)](http://travis-ci.org/substack/jsonify)

methods

``` js
var json = require('jsonify');
```

json.parse(source, reviver)

Return a new javascript object from a parse of the `source` string.

If a `reviver` function is specified, walk the structure passing each name/value
pair to `reviver.call(parent, key, value)` to transform the `value` before
parsing it.

json.stringify(value, replacer, space)

Return a string representation for `value`.

If `replacer` is specified, walk the structure passing each name/value pair to
`replacer.call(parent, key, value)` to transform the `value` before stringifying
it.

If `space` is a number, indent the result by that many spaces.
If `space` is a string, use `space` as the indentation.

install

With [npm](http://npmjs.org) do:

```
npm install jsonify
```

To use this module in the browser, check out
[browserify](https://github.com/substack/node-browserify).

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1.527 qs 6.10.1

1.527.1 Available under license :

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1.528 lodash-template 4.5.0

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1.529 @babel/core 7.14.8

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1.530 @react-navigation/core 5.15.3

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1.531 types-istanbul-lib-report 3.0.0

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1.532 expand-brackets 2.1.4

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1.533 d3-array 1.2.4

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1.534 compression 1.7.4

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1.535 expo-splash-screen 0.6.2

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* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-tgz/package/ios/EXSplashScreen/EXSplashScreenViewNativeProvider.h
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* /opt/cola/permits/1168295545_1621972905.63/0/expo-splash-screen-0-6-2-tgz/package/ios/EXSplashScreen/EXSplashScreenModule.h
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1.536 helloworld 0.0.1

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#

##############################################################################
##
##  Gradle start up script for UN*X
##
##############################################################################

# Attempt to set APP_HOME
# Resolve links: $0 may be a link
PRG="$0"
# Need this for relative symlinks.
while [ -h "$PRG" ] ; do
  ls=`ls -ld "$PRG"`
  link=`expr "$ls" : '.*-> \(.*\)$'`
  if expr "$link" : '/.*' > /dev/null; then
    PRG="$link"
  else
    PRG=`dirname "$PRG"`"/$link"
  fi
done
SAVED="`pwd`"
cd "`dirname \"$PRG\"`/" >/dev/null
APP_HOME="`pwd -P`"
cd "$SAVED" >/dev/null

APP_NAME="Gradle"
APP_BASE_NAME=`basename "$0"`

# Add default JVM options here. You can also use JAVA_OPTS and GRADLE_OPTS to pass JVM options to this
script.
DEFAULT_JVM_OPTS="'-Xmx64m" "-Xms64m'"

# Use the maximum available, or set MAX_FD != -1 to use that value.
MAX_FD="maximum"

warn () {
  echo "$*"
}
```

```
die () {
  echo
  echo "$*"
  echo
  exit 1
}

# OS specific support (must be 'true' or 'false').
cygwin=false
msys=false
darwin=false
nonstop=false
case "`uname`" in
 CYGWIN* )
  cygwin=true
  ;;
 Darwin* )
  darwin=true
  ;;
 MINGW* )
  msys=true
  ;;
 NONSTOP* )
  nonstop=true
  ;;
esac

CLASSPATH=$APP_HOME/gradle/wrapper/gradle-wrapper.jar

# Determine the Java command to use to start the JVM.
if [ -n "$JAVA_HOME" ] ; then
  if [ -x "$JAVA_HOME/jre/sh/java" ] ; then
    # IBM's JDK on AIX uses strange locations for the executables
    JAVACMD="$JAVA_HOME/jre/sh/java"
  else
    JAVACMD="$JAVA_HOME/bin/java"
  fi
  if [ ! -x "$JAVACMD" ] ; then
    die "ERROR: JAVA_HOME is set to an invalid directory: $JAVA_HOME

Please set the JAVA_HOME variable in your environment to match the
location of your Java installation."
  fi
else
  JAVACMD="java"
  which java >/dev/null 2>&1 || die "ERROR: JAVA_HOME is not set and no 'java' command could be found in
your PATH.
```

```
Please set the JAVA_HOME variable in your environment to match the
location of your Java installation."
fi

# Increase the maximum file descriptors if we can.
if [ "$cygwin" = "false" -a "$darwin" = "false" -a "$nonstop" = "false" ] ; then
  MAX_FD_LIMIT=`ulimit -H -n`
  if [ $? -eq 0 ] ; then
    if [ "$MAX_FD" = "maximum" -o "$MAX_FD" = "max" ] ; then
      MAX_FD="$MAX_FD_LIMIT"
    fi
    ulimit -n $MAX_FD
    if [ $? -ne 0 ] ; then
      warn "Could not set maximum file descriptor limit: $MAX_FD"
    fi
  else
    warn "Could not query maximum file descriptor limit: $MAX_FD_LIMIT"
  fi
fi

# For Darwin, add options to specify how the application appears in the dock
if $darwin; then
  GRADLE_OPTS="$GRADLE_OPTS \"-Xdock:name=$APP_NAME\" \"-
Xdock:icon=$APP_HOME/media/gradle.icns\""
fi

# For Cygwin or MSYS, switch paths to Windows format before running java
if [ "$cygwin" = "true" -o "$msys" = "true" ] ; then
  APP_HOME=`cygpath --path --mixed "$APP_HOME"`
  CLASSPATH=`cygpath --path --mixed "$CLASSPATH"`
  JAVACMD=`cygpath --unix "$JAVACMD"`

  # We build the pattern for arguments to be converted via cygpath
  ROOTDIRSRAW=`find -L / -maxdepth 1 -mindepth 1 -type d 2>/dev/null`
  SEP=""
  for dir in $ROOTDIRSRAW ; do
    ROOTDIRS="$ROOTDIRS$SEP$dir"
    SEP="|"
  done
  OURCYGPATTERN="(^($ROOTDIRS))"
  # Add a user-defined pattern to the cygpath arguments
  if [ "$GRADLE_CYGPATTERN" != "" ] ; then
    OURCYGPATTERN="$OURCYGPATTERN|($GRADLE_CYGPATTERN)"
  fi
  # Now convert the arguments - kludge to limit ourselves to /bin/sh
  i=0
  for arg in "$@" ; do
```

```
        CHECK=`echo "$arg"|egrep -c "$OURCYGPATTERN" -`
        CHECK2=`echo "$arg"|egrep -c "^-"`                        ### Determine if an option

        if [ $CHECK -ne 0 ] && [ $CHECK2 -eq 0 ] ; then                    ### Added a condition
            eval `echo args$i`=`cygpath --path --ignore --mixed "$arg"`
        else
            eval `echo args$i`="\"$arg\""
        fi
        i=`expr $i + 1`
    done
    case $i in
        0) set -- ;;
        1) set -- "$args0" ;;
        2) set -- "$args0" "$args1" ;;
        3) set -- "$args0" "$args1" "$args2" ;;
        4) set -- "$args0" "$args1" "$args2" "$args3" ;;
        5) set -- "$args0" "$args1" "$args2" "$args3" "$args4" ;;
        6) set -- "$args0" "$args1" "$args2" "$args3" "$args4" "$args5" ;;
        7) set -- "$args0" "$args1" "$args2" "$args3" "$args4" "$args5" "$args6" ;;
        8) set -- "$args0" "$args1" "$args2" "$args3" "$args4" "$args5" "$args6" "$args7" ;;
        9) set -- "$args0" "$args1" "$args2" "$args3" "$args4" "$args5" "$args6" "$args7" "$args8" ;;
    esac
fi

# Escape application args
save () {
    for i do printf %s\\n "$i" | sed "s/'/'\\\\''/g;1s/^/'/;\$s/\$/' \\\\/" ; done
    echo " "
}
APP_ARGS=`save "$@"`

# Collect all arguments for the java command, following the shell quoting and substitution rules
eval set -- $DEFAULT_JVM_OPTS $JAVA_OPTS $GRADLE_OPTS "\"-
Dorg.gradle.appname=$APP_BASE_NAME\"" -classpath "\"$CLASSPATH\""
org.gradle.wrapper.GradleWrapperMain "$APP_ARGS"

exec "$JAVACMD" "$@"
```

Found in path(s):
* /opt/cola/permits/1172272235_1623266644.66/0/template-66-zip/template/android/gradlew
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```
@rem Licensed under the Apache License, Version 2.0 (the "License");
@rem you may not use this file except in compliance with the License.
@rem You may obtain a copy of the License at
@rem distributed under the License is distributed on an "AS IS" BASIS,
```

Found in path(s):

* /opt/cola/permits/1172272235_1623266644.66/0/template-66-zip/template/android/gradlew.bat

1.537 mdn-data 2.0.14

1.537.1 Available under license :

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1.538 cliui 6.0.0

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1.539 braces 2.3.2

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1.540 isomorphic-fetch 2.2.1

1.540.1 Available under license :

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isomorphic-fetch [![Build Status](https://travis-ci.org/matthew-andrews/isomorphic-fetch.svg?branch=master)](https://travis-ci.org/matthew-andrews/isomorphic-fetch)
==========

Fetch for node and Browserify. Built on top of [GitHub's WHATWG Fetch polyfill](https://github.com/github/fetch).

Warnings

- This adds `fetch` as a global so that its API is consistent between client and server.
- You must bring your own ES6 Promise compatible polyfill, I suggest [es6-promise](https://github.com/jakearchibald/es6-promise).

For [ease-of-maintenance and backward-compatibility reasons][why polyfill], this library will always be a polyfill. As a "safe" alternative, which does not modify the global, consider [fetch-ponyfill][].

[why polyfill]: https://github.com/matthew-andrews/isomorphic-fetch/issues/31#issuecomment-149668361
[fetch-ponyfill]: https://github.com/qubyte/fetch-ponyfill

Installation

NPM

```sh
npm install --save isomorphic-fetch es6-promise
```

Bower

```sh
bower install --save isomorphic-fetch es6-promise
```

Usage

```js
require('es6-promise').polyfill();
require('isomorphic-fetch');

fetch('//offline-news-api.herokuapp.com/stories')
 .then(function(response) {
  if (response.status >= 400) {
   throw new Error("Bad response from server");
  }
  return response.json();
 })
 .then(function(stories) {
  console.log(stories);
 });
```

License

All open source code released by FT Labs is licenced under the MIT licence. Based on [the fine work by](https://github.com/github/fetch/pull/31) **[jxck](https://github.com/Jxck)**.

Found in path(s):
* /opt/cola/permits/1162011754_1620774811.96/0/fis-components-isomorphic-fetch-2-2-1-0-g4801b9c-1-tar-gz/fis-components-isomorphic-fetch-9599403/README.md

1.541 react-devtools-core 4.14.0

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{"version":3,"sources":["webpack://ReactDevToolsBackend/webpack/universalModuleDefinition","webpack://ReactDevToolsBackend/webpack/bootstrap","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/build/node_modules/react-is/index.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/object-assign/index.js","webpack://ReactDevToolsBackend/../react-devtools-shared/node_modules/semver/semver.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/lodash.throttle/index.js","webpack://ReactDevToolsBackend/(webpack)/buildin/global.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/process/browser.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/lru-cache/index.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/clipboard-js/clipboard.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/build/node_modules/react-debug-tools/index.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/devtools/views/root.css","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/lru-cache/node_modules/yallist/yallist.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/lru-cache/node_modules/yallist/iterator.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/build/node_modules/react-is/cjs/react-is.production.min.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/timers-browserify/main.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/setimmediate/setImmediate.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/build/node_modules/react-debug-tools/cjs/react-debug-tools.production.min.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/error-stack-parser/error-stack-parser.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/stackframe/stackframe.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/build/node_modules/react/index.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/build/node_modules/react/cjs/react.production.min.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/events.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/constants.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/storage.js","webpack://ReactDevToolsBackend//Users/bvaughn/Documents/git/react.devtools/node_modules/memoize-one/esm/index.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/backend/views/utils.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/backend/views/Highlighter/Overlay.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/backend/views/Highlighter/Highlighter.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/backend/views/Highlighter/index.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/backend/views/TraceUpdates/canvas.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/backend/views/TraceUpdates/index.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/types.js","webpack://ReactDevToolsBackend/../shared/ReactSymbols.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/hydration.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/utils.js","webpack://ReactDevToolsBackend/../shared/isArray.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/backend/utils.js","webpack://ReactDevToolsBackend/../react-devtools-shared/src/backend/ReactSymbols.js","webpack://ReactDevToolsBackend/../react-devtools-

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UPDATE_TREE_BASE_DURATION","TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS","TREE_
OPERATION_REMOVE_ROOT","LOCAL_STORAGE_FILTER_PREFERENCES_KEY","SESSION_STORAG
E_LAST_SELECTION_KEY","LOCAL_STORAGE_PARSE_HOOK_NAMES_KEY","SESSION_STORAGE_R
ECORD_CHANGE_DESCRIPTIONS_KEY","SESSION_STORAGE_RELOAD_AND_PROFILE_KEY","LOCA
L_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS","LOCAL_STORAGE_SHOULD_PATCH_CONS
OLE_KEY","LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY","LOCAL_STORAGE_
TRACE_UPDATES_ENABLED_KEY","PROFILER_EXPORT_VERSION","CHANGE_LOG_URL","UNSUPP
ORTED_VERSION_URL","REACT_DEVTOOLS_WORKPLACE_URL","COMFORTABLE_LINE_HEIGHT","
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Item","localStorageRemoveItem","removeItem","localStorageSetItem","setItem","sessionStorageGetItem","session
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T_NODE","outerBox","POSITIVE_INFINITY","NEGATIVE_INFINITY","element","update","nodeName","hook
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IDForNode","OUTLINE_COLOR","COLORS","canvas","draw","nodeToData","initialize","canvasFlow","getCont
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ld","prepareViewAttributeSource","isMostRecentlyInspectedElement","$attribute","prepareViewElementSource","$
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ropsDeletePaths","canEditFunctionPropsRenamePaths","canToggleError","canToggleSuspense","forceFallbackFor
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ouldSuspendFiberAlwaysFalse","shouldSuspendFiberAccordingToSet","overrideSuspense","forceFallback","tracke
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entFrameCache","describeNativeComponentFrame","construct","control","previousPrepareStackTrace","prepareSta
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cFrame","describeClassComponentFrame","ctor","describeFunctionComponentFrame","shouldConstruct","describe
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ogress","getStackByFiberInDevAndProd","APPEND_STACK_TO_METHODS","PREFIX_REGEX","ROW_COL
UMN_NUMBER_REGEX","isStringComponentStack","injectedRenderers","targetConsole","targetConsoleMethod
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RIDGE_PROTOCOL","minNpmVersion","maxNpmVersion","currentBridgeProtocol","Bridge","wall","_timeoutI
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thodName","Agent","_rendererInterfaces","_bridge","_isProfiling","_persistedSelectionMatch","_persistedSelection
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ilingStatus","reloadAndProfile","syncSelectionFromNativeElementsPanel","shutdown","updateConsolePatchSetting
s","viewAttributeSource","viewElementSource","overrideContext","overrideState","isBackendStorageAPISupporte
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Root","mountedRoots","isKnownRoot","isUnmounting","onPostCommitFiberRoot","supportsFiber","decorate","old

","decorateMany","fns","olds","restoreMany","internalInstance","_currentElement","getElementType","publicInstance","getPublicInstance","getChildren","_renderedComponent","_renderedChildren","renderedChildren","idToInternalInstanceMap","internalInstanceToIDMap","internalInstanceToRootIDMap","getInternalIDForNative","findNativeNodeForInternalID","ComponentTree","getClosestInstanceFromNode","getNodeFromInstance","getID","getNode","areEqualArrays","parentIDStack","oldReconcilerMethods","Reconciler","mountComponent","hostContainerInfo","_topLevelWrapper","performUpdateIfNecessary","prevChildren","recordReorder","receiveComponent","unmountComponent","Mixin","nextChildIDs","pendingUnmountedIDs","crawlAndRecordInitialMounts","_instancesByReactRootID","_instancesByContainerID","currentlyInspectedElementID","_instance","nativeNode","enabled","initBackend","subs","setRendererInterface","onUnsupportedRenderer","onFastRefreshScheduled","onHookOperations","onTraceUpdates","attachRenderer","attachLegacy","reactDevtoolsAgent","onAgentShutdown","resolveBoxStyle","hasParts","styleForAll","styleForHorizontal","styleForLeft","styleForRight","styleForEnd","styleForStart","styleForVertical","styleForBottom","styleForTop","setupNativeStyleEditor","resolveNativeStyle","validAttributes","measureStyle","oldName","newName","renameStyle","setStyle","isSupported","EMPTY_BOX_STYLE","componentIDToStyleOverrides","layout","resolvedStyle","styleOverrides","measure","shallowClone","cloned","newStyle","customStyle","setNativeProps","lastLength","savedComponentFilters","connectToDevTools","host","nativeStyleEditorValidAttributes","useHttps","port","websocket","resolveRNStyle","retryConnectionDelay","isAppActive","protocol","retryTimeoutID","scheduleRetry","messageListeners","uri","ws","WebSocket","onclose","handleClose","onerror","handleFailed","handleMessage","onopen","transferable","readyState","OPEN","lazyResolveRNStyle","lazyNativeStyleEditorValidAttributes","initAfterTick"],"mappings":"AAAA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA;AACA,CAAC;AACD,O;QCVA;QACA;;QAEA;QACA;;QAEA;QACA;QACA;QACA;QACA;QACA;QACA;QACA;QACA;QACA;;QAEA;QACA;;QAEA;QACA;;QAEA;QACA;QACA;;;QAGA;QACA;;QAEA;QACA;;QAEA;QACA;QACA;QACA,0CAA0C,gCAAgC;QAC1E;QACA;;QAEA;QACA;QACA;QACA,wDAAwD,kBAAkB;QAC1E;QACA,iDAAiD,cAAc;QAC/D;;QAEA;QACA;QACA;QACA;QACA;QACA;QACA;QACA;QACA;QACA;QACA,yCAAyC,iCAAiC;QAC1E,gHAAgH,mBAAmB,EAAE;QACrI;QACA;;QAEA;QACA;QACA;QACA,2BAA2B,0BAA0B,EAAE;QACvD,iCAAiC,eAAe;QAChD;QACA;QACA;;QAEA;QACA,sDAAsD,+DAA+D;;QAErH;QACA;;;QAGA;QACA;;;;;;;AClFa;;AAEb,IAAAIA,IAAAJ,EAA2C;AACzCC,QAAAM,CAAACC,OAAAP,GAAAiBC,mBAAAO,CAAAC,EAAAD,CAAAxB;AACD,CAFD,MAEO,E;;;;;;;ACJP;;;;;AAMa;AACb;;AACA,IAAAIC,qBAAAqB,GAAAGC,MAAAM,CAAACD,qBAAAnC;AACA,IAAAIE,cAAc,GAAAGD,MAAAM,CAAACE,SAAAP,CAAAiBD,cAAAtC;AACA,IAAAIE,gBAAAgB,GAAAGH,MAAAM,CAAACE,SAAAP,CAAAiBE,oBAAAxC;;AAEA,SAASC,QAAAT,CAAAkBC,GAAAlB,EAAAuB;AACCtB,MAAAIA,GAAAG,KAAAK,IAAAR,IAAAgBA,GAAAG,KAAAKC,SAA5B,EAAAuC;AACCtC,UAAAM,IAAAIC,SAAAJ,CAAAc,uDAAd,CAAAN;AACA;;AAED,SAAAOR,MAAAM,CAAACM,GAAAD,CAAAb;AACA;;AAED,SAASG,eAAAT,GAA2B;AAAC1B,MAAAI;AACH,QAAAI,CAAACT,MAAAM,CAAACU,MAAAZ,EAAAoB;AACCnB,aAAAO,KAAAP;AACA,KAAHE,CAAKH;AAEA;;;AACA,QAAAIC,KAAAK,GAAAG,IAAAIC,MAAAJ,CAAAW,KAAAX,CAAAZ,CARG,CAAQ6B;;AAChCD,SAAAK,CAAAC,CAAAD,CAAAL,GAAAW,IAAAX;;AACA,QAAAIX,MAAAM,CAAACa,mBAAAP,CAAA2BF,KAAA3B,EAAAkC,CAAAlC,MAAAyC,GAAA7C,EAAAkD;AACjD,aAAAO,KAAAP;AACA,KAAZE,CAAAcH;;;AACA,QAAAIG,KAAAK,GAAAG,EAAAZ;;AACA,SAAAK,IAAAIC,CAAAC,GAAAG,CAAAb,EAAAgBA,CAAAC,GAAAG,EAAApB,EAAAwBA,CAAAC,EAAAzB,EAAA6B;AAC5BD,WAAAK,CAAAC,MAAAMF,MAAAM,CAAACI,YAAAP,CAAAoBD,CAAApB,CAAAP,CAAAL,GAAAsCA,CAAAtC;AACA;;AACD;AACA,QAAAIE,MAAAM,GAAAGjB,MAAAM,CAAACa,mBAAAP,CAAA2BC,KAAA3B,EAAAkCI,GAAAlC,CAAAsC,UAAAUC,CAAAV,EAAAa;AAC/D,aAAAOL,KAAAK,CAAACK,CAAAD,CAAAZ;AACA,KAFY,CAAb;;AAGA,QAAAIF,MAAAM,CAAACG,IAAAP,CAAAY,EAAAZ,MAAAoB,YAAAxB,EAAAsC;AACrC,aAAAO,KAAAP;AACA,KAAxBE,CAAA0BH;;;AACA,QAAAIC,KAAAK,GAAAG,EAAAZ;AACA,2BAAAuBC,KAAAvB,CAAA6B,EAAA7B,EAAAiCC,OAAAjC,CAAAyC,UAAAUC,MAAAV,EAAAkB;AACtC1DH,WAAAK,CAAAcG,MAAAD,CAAAL,GAAAgBA,MAAAhB;AACA,KAFD;;AAGA,QAAAIFD;;AAEA,QAAAIxB,MAAAM,CAAAcyB,IAAAP,CAAAYzB,MAAAM,CAAAcU,MAAAP,CAAAc,EAAAd,EAAAkBW,KAAAlB,CAAAZ,EAAAsCD,IAAAtC,CAAA2C,EAAA3C,MACF,sBADF,EAAC0B;AACCzB,aAAAO,KAAAP;AACA;;AAED,WAAAO,IAAAP;AACA,GAArCD,CAAAqCE,OAAAOM,GAAAP,EAAAY;AACCb;AACA,WAAAO,KAAAP;AACA;AACD;;AAED9B,MAAAM,CAAAACC,OAAAP,GAAAiBY,eAAAe,KAAAKT,MAAAM,CAAAACU,MAAAZ,GAAAAqB,UAAAUiB,MAAAV,EAAAAkBC,MAAAlB,EAAAA0B;AAC9E,MAAAIC,IAAAJ;AACA,MAAAIC,EAAAE,GAAAGzB,QAAAQ,CAAACsB,MAAAD,CAAAjB;AACA,MAAAII,OAAAJ;;AAEA,OAAAK,IAAAIC,CAAAC,GAAAG,CAAAb,EAAAgBA,CAAAC,GAAAGC,SAAAS,CAAACC,M

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}.bind(null, key));\n \t\treturn ns;\n \t};\n\n \t// getDefaultExport function for compatibility with non-harmony modules\n \t__webpack_require__.n = function(module) {\n \t\tvar getter = module && module.__esModule ?\n \t\t\tfunction getDefault() { return module['default']; } :\n \t\t\tfunction getModuleExports() { return module; };\n \t\t__webpack_require__.d(getter, 'a', getter);\n \t\treturn getter;\n \t};\n\n \t// Object.prototype.hasOwnProperty.call\n \t__webpack_require__.o = function(object, property) { return Object.prototype.hasOwnProperty.call(object, property); };\n\n \t// __webpack_public_path__\n \t__webpack_require__.p = \"\";\n\n\n \t// Load entry module and return exports\n \treturn __webpack_require__(__webpack_require__.s = 20);\n","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react-is.production.min.js');\n} else {\n module.exports = require('./cjs/react-is.development.js');\n}\n","/*\nobject-assign\n(c) Sindre Sorhus\n@license MIT\n*/\n\n'use strict';\n/* eslint-disable no-unused-vars */\nvar getOwnPropertySymbols = Object.getOwnPropertySymbols;\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nvar propIsEnumerable = Object.prototype.propertyIsEnumerable;\n\nfunction toObject(val) {\n\tif (val === null || val === undefined) {\n\t\tthrow new TypeError('Object.assign cannot be called with null or undefined');\n\t}\n\n\treturn Object(val);\n}\n\nfunction shouldUseNative() {\n\ttry {\n\t\tif (!Object.assign) {\n\t\t\treturn false;\n\t\t}\n\n\t\t// Detect buggy property enumeration order in older V8 versions.\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=4118\n\t\tvar test1 = new String('abc'); // eslint-disable-line no-new-wrappers\n\t\ttest1[5] = 'de';\n\t\tif (Object.getOwnPropertyNames(test1)[0] === '5') {\n\t\t\treturn false;\n\t\t}\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\t\tvar test2 = {};\n\t\tfor (var i = 0; i <

10; i++) {\n\t\t\ttest2['_' + String.fromCharCode(i)] = i;\n\t\t}\n\t\tvar order2 = Object.getOwnPropertyNames(test2).map(function (n) {\n\t\t\treturn test2[n];\n\t\t});\n\t\tif (order2.join('') !== '0123456789') {\n\t\t\treturn false;\n\t\t}\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\t\tvar test3 = {};\n\t\t'abcdefghijklmnopqrst'.split('').forEach(function (letter) {\n\t\t\ttest3[letter] = letter;\n\t\t});\n\t\tif (Object.keys(Object.assign({}, test3)).join('') !==\n\t\t\t\t'abcdefghijklmnopqrst') {\n\t\t\treturn false;\n\t\t}\n\n\t\treturn true;\n\t} catch (err) {\n\t\t// We don't expect any of the above to throw, but better to be safe.\n\t\treturn false;\n\t}\n}\n\nmodule.exports = shouldUseNative() ? Object.assign : function (target, source) {\n\tvar from;\n\tvar to = toObject(target);\n\tvar symbols;\n\n\tfor (var s = 1; s < arguments.length; s++) {\n\t\tfrom = Object(arguments[s]);\n\n\t\tfor (var key in from) {\n\t\t\tif (hasOwnProperty.call(from, key)) {\n\t\t\t\tto[key] = from[key];\n\t\t\t}\n\t\t}\n\n\tif (getOwnPropertySymbols) {\n\t\tsymbols = getOwnPropertySymbols(from);\n\t\tfor (var i = 0; i < symbols.length; i++) {\n\t\t\tif (propIsEnumerable.call(from, symbols[i])) {\n\t\t\t\tto[symbols[i]] = from[symbols[i]];\n\t\t\t}\n\t\t}\n\t}\n\t}\n\n\treturn to;\n};\n","exports = module.exports = SemVer\n\nvar debug\n/* istanbul ignore next */\nif (typeof process === 'object' &&\n process.env &&\n process.env.NODE_DEBUG &&\n /\\bsemver\\b/i.test(process.env.NODE_DEBUG)) {\n debug = function () {\n var args = Array.prototype.slice.call(arguments, 0)\n args.unshift('SEMVER')\n console.log.apply(console, args)\n }\n} else {\n debug = function () {}\n}\n\n// Note: this is the semver.org version of the spec that it implements\n// Not necessarily the package version of this code.\nexports.SEMVER_SPEC_VERSION = '2.0.0'\n\nvar MAX_LENGTH = 256\nvar MAX_SAFE_INTEGER = Number.MAX_SAFE_INTEGER ||\n /* istanbul ignore next */ 9007199254740991\n\n// Max safe segment length for coercion.\nvar MAX_SAFE_COMPONENT_LENGTH = 16\n\n// The actual regexps go on exports.re\nvar re = exports.re = []\nvar src = exports.src = []\nvar t = exports.tokens = {}\nvar R = 0\n\nfunction tok (n) {\n t[n] = R++\n}\n\n// The following Regular Expressions can be used for tokenizing,\n// validating, and parsing SemVer version strings.\n\n// ## Numeric Identifier\n// A single `0`, or a non-zero digit followed by zero or more digits.\n\ntok('NUMERICIDENTIFIER')\nsrc[t.NUMERICIDENTIFIER] = '0|[1-9]\\\\d*'\ntok('NUMERICIDENTIFIERLOOSE')\nsrc[t.NUMERICIDENTIFIERLOOSE] = '[0-9]+'\n\n// ## Non-numeric Identifier\n// Zero or more digits, followed by a letter or hyphen, and then zero or\n// more letters, digits, or hyphens.\n\ntok('NONNUMERICIDENTIFIER')\nsrc[t.NONNUMERICIDENTIFIER] = '\\\\d*[a-zA-Z-][a-zA-Z0-9-]*'\n\n// ## Main Version\n// Three dot-separated numeric identifiers.\n\ntok('MAINVERSION')\nsrc[t.MAINVERSION] = '(' + src[t.NUMERICIDENTIFIER] + ')\\\\.' +\n   '(' + src[t.NUMERICIDENTIFIER] + ')\\\\.' +\n   '(' + src[t.NUMERICIDENTIFIER] + ')'\n\ntok('MAINVERSIONLOOSE')\nsrc[t.MAINVERSIONLOOSE] = '(' + src[t.NUMERICIDENTIFIERLOOSE] + ')\\\\.' +\n   '(' + src[t.NUMERICIDENTIFIERLOOSE] + ')\\\\.' +\n   '(' + src[t.NUMERICIDENTIFIERLOOSE] + ')'\n\n// ## Pre-release Version Identifier\n// A numeric identifier, or a non-numeric identifier.\n\ntok('PRERELEASEIDENTIFIER')\nsrc[t.PRERELEASEIDENTIFIER] = '(?:' + src[t.NUMERICIDENTIFIER] +\n   '|' + src[t.NONNUMERICIDENTIFIER] + ')'\n\ntok('PRERELEASEIDENTIFIERLOOSE')\nsrc[t.PRERELEASEIDENTIFIERLOOSE] = '(?:' + src[t.NUMERICIDENTIFIERLOOSE] +\n   '|' + src[t.NONNUMERICIDENTIFIER] + ')'\n\n// ## Pre-release Version\n// Hyphen, followed by one or more dot-separated pre-release version\n// identifiers.\n\ntok('PRERELEASE')\nsrc[t.PRERELEASE] = '(?:-(' + src[t.PRERELEASEIDENTIFIER] +\n   '(?:\\\\.' + src[t.PRERELEASEIDENTIFIER] + ')*))'\n\ntok('PRERELEASELOOSE')\nsrc[t.PRERELEASELOOSE] = '(?:-?(' + src[t.PRERELEASEIDENTIFIERLOOSE] +\n   '(?:\\\\.' + src[t.PRERELEASEIDENTIFIERLOOSE] + ')*))'\n\n// ## Build Metadata Identifier\n// Any combination of digits, letters, or hyphens.\n\ntok('BUILDIDENTIFIER')\nsrc[t.BUILDIDENTIFIER] = '[0-9A-Za-z-]+'\n\n// ## Build Metadata\n// Plus sign, followed by one or more period-separated build metadata\n// identifiers.\n\ntok('BUILD')\nsrc[t.BUILD] = '(?:\\\\+(' + src[t.BUILDIDENTIFIER] +\n   '(?:\\\\.' + src[t.BUILDIDENTIFIER] + ')*))'\n\n// ## Full Version String\n// A main version, followed optionally by a pre-release version and\n// build metadata.\n\n// Note

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that the only major, minor, patch, and pre-release sections of\n// the version string are capturing groups.  The build
metadata is not a\n// capturing group, because it should not ever be used in version\n//
comparison.\n\ntok('FULL')\ntok('FULLPLAIN')\nsrc[t.FULLPLAIN] = 'v?' + src[t.MAINVERSION] +\n
src[t.PRERELEASE] + '?' +\n                src[t.BUILD] + '?'\n\nsrc[t.FULL] = '^' + src[t.FULLPLAIN] + '$'\n\n// like
full, but allows v1.2.3 and =1.2.3, which people do sometimes.\n// also, 1.0.0alpha1 (prerelease without the hyphen)
which is pretty\n// common in the npm registry.\ntok('LOOSEPLAIN')\nsrc[t.LOOSEPLAIN] = '[v=\\\\s]*' +
src[t.MAINVERSIONLOOSE] +\n                src[t.PRERELEASELOOSE] + '?' +\n                src[t.BUILD] +
'?'\n\ntok('LOOSE')\nsrc[t.LOOSE] = '^' + src[t.LOOSEPLAIN] + '$'\n\ntok('GTLT')\nsrc[t.GTLT] =
'((?:<|>)?=?)'\n\n// Something like \"2.*\" or \"1.2.x\".\n// Note that \"x.x\" is a valid xRange identifer, meaning \"any
version\"\n// Only the first item is strictly
required.\ntok('XRANGEIDENTIFIERLOOSE')\nsrc[t.XRANGEIDENTIFIERLOOSE] =
src[t.NUMERICIDENTIFIERLOOSE] + '|x|X|\\\\*'\ntok('XRANGEIDENTIFIER')\nsrc[t.XRANGEIDENTIFIER]
= src[t.NUMERICIDENTIFIER] + '|x|X|\\\\*'\n\ntok('XRANGEPLAIN')\nsrc[t.XRANGEPLAIN] = '[v=\\\\s]*(' +
src[t.XRANGEIDENTIFIER] + ')' +\n                '(?:\\\\.(' + src[t.XRANGEIDENTIFIER] + ')' +\n
'(?:\\\\.(' + src[t.XRANGEIDENTIFIER] + ')' +\n                '(?:' + src[t.PRERELEASE] + ')?' +\n
src[t.BUILD] + '?' +\n                ')?)?'\n\ntok('XRANGEPLAINLOOSE')\nsrc[t.XRANGEPLAINLOOSE] =
'[v=\\\\s]*(' + src[t.XRANGEIDENTIFIERLOOSE] + ')' +\n                '(?:\\\\.(' +
src[t.XRANGEIDENTIFIERLOOSE] + ')' +\n                '(?:\\\\.(' + src[t.XRANGEIDENTIFIERLOOSE] + ')'
+\n                '(?:' + src[t.PRERELEASELOOSE] + ')?' +\n                src[t.BUILD] + '?' +\n
')?)?'\n\ntok('XRANGE')\nsrc[t.XRANGE] = '^' + src[t.GTLT] + '\\\\s*' + src[t.XRANGEPLAIN] +
'$'\ntok('XRANGELOOSE')\nsrc[t.XRANGELOOSE] = '^' + src[t.GTLT] + '\\\\s*' +
src[t.XRANGEPLAINLOOSE] + '$'\n\n// Coercion.\n// Extract anything that could conceivably be a part of a valid
semver\ntok('COERCE')\nsrc[t.COERCE] = '(^|[^\\\\d])' +\n            '(\\\\d{1,' +
MAX_SAFE_COMPONENT_LENGTH + '})' +\n            '(?:\\\\.(\\\\d{1,' +
MAX_SAFE_COMPONENT_LENGTH + '}))?' +\n            '(?:\\\\.(\\\\d{1,' +
MAX_SAFE_COMPONENT_LENGTH + '}))?' +\n
'(?:$|[^\\\\d])'\ntok('COERCERTL')\nre[t.COERCERTL] = new RegExp(src[t.COERCE], 'g')\n\n// Tilde ranges.\n//
Meaning is \"reasonably at or greater than\"\ntok('LONETILDE')\nsrc[t.LONETILDE] =
'(?:~>?)'\n\ntok('TILDETRIM')\nsrc[t.TILDETRIM] = '(\\\\s*)' + src[t.LONETILDE] + '\\\\s+'\nre[t.TILDETRIM] =
new RegExp(src[t.TILDETRIM], 'g')\nvar tildeTrimReplace = '$1~'\n\ntok('TILDE')\nsrc[t.TILDE] = '^' +
src[t.LONETILDE] + src[t.XRANGEPLAIN] + '$'\ntok('TILDELOOSE')\nsrc[t.TILDELOOSE] = '^' +
src[t.LONETILDE] + src[t.XRANGEPLAINLOOSE] + '$'\n\n// Caret ranges.\n// Meaning is \"at least and
backwards compatible with\"\ntok('LONECARET')\nsrc[t.LONECARET] =
'(?:\\\\^)'\n\ntok('CARETTRIM')\nsrc[t.CARETTRIM] = '(\\\\s*)' + src[t.LONECARET] +
'\\\\s+'\nre[t.CARETTRIM] = new RegExp(src[t.CARETTRIM], 'g')\nvar caretTrimReplace =
'$1^'\n\ntok('CARET')\nsrc[t.CARET] = '^' + src[t.LONECARET] + src[t.XRANGEPLAIN] +
'$'\ntok('CARETLOOSE')\nsrc[t.CARETLOOSE] = '^' + src[t.LONECARET] + src[t.XRANGEPLAINLOOSE] +
'$'\n\n// A simple gt/lt/eq thing, or just \"\" to indicate \"any
version\"\ntok('COMPARATORLOOSE')\nsrc[t.COMPARATORLOOSE] = '^' + src[t.GTLT] + '\\\\s*(' +
src[t.LOOSEPLAIN] + ')$|^$'\ntok('COMPARATOR')\nsrc[t.COMPARATOR] = '^' + src[t.GTLT] + '\\\\s*(' +
src[t.FULLPLAIN] + ')$|^$'\n\n// An expression to strip any whitespace between the gtlt and the thing\n// it
modifies, so that `> 1.2.3` ==> `>1.2.3`\ntok('COMPARATORTRIM')\nsrc[t.COMPARATORTRIM] = '(\\\\s*)' +
src[t.GTLT] +\n                '\\\\s*(' + src[t.LOOSEPLAIN] + '|' + src[t.XRANGEPLAIN] + ')'\n\n// this one has to
use the /g flag\nre[t.COMPARATORTRIM] = new RegExp(src[t.COMPARATORTRIM], 'g')\nvar
comparatorTrimReplace = '$1$2$3'\n\n// Something like `1.2.3 - 1.2.4`\n// Note that these all use the loose form,
because they'll be\n// checked against either the strict or loose comparator form\n//
later.\ntok('HYPHENRANGE')\nsrc[t.HYPHENRANGE] = '^\\\\s*(' + src[t.XRANGEPLAIN] + ')' +\n
'\\\\s+-\\\\s+' +\n                '(' + src[t.XRANGEPLAIN] + ')' +\n
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'\\\\s*$'\n\ntok('HYPHENRANGELOOSE')\nsrc[t.HYPHENRANGELOOSE] = '^\\\\s*(' +
src[t.XRANGEPLAINLOOSE] + ')' +\n '\\\\s+-\\\\s+' +\n '(' +
src[t.XRANGEPLAINLOOSE] + ')' +\n '\\\\s*$'\n\n// Star ranges basically just allow anything at
all.\ntok('STAR')\nsrc[t.STAR] = '(<|>)?=?\\\\s**'\n\n// Compile to actual regexp objects.\n// All are flag-free,
unless they were created above with a flag.\nfor (var i = 0; i < R; i++) {\n debug(i, src[i])\n if (!re[i]) {\n re[i] =
new RegExp(src[i])\n }\n}\n\nexports.parse = parse\nfunction parse (version, options) {\n if (!options || typeof
options !== 'object') {\n options = {\n loose: !!options,\n includePrerelease: false\n }\n }\n\n if (version
instanceof SemVer) {\n return version\n }\n\n if (typeof version !== 'string') {\n return null\n }\n\n if
(version.length > MAX_LENGTH) {\n return null\n }\n\n var r = options.loose ? re[t.LOOSE] : re[t.FULL]\n if
(!r.test(version)) {\n return null\n }\n\n try {\n return new SemVer(version, options)\n } catch (er) {\n return
null\n }\n}\n\nexports.valid = valid\nfunction valid (version, options) {\n var v = parse(version, options)\n return v
? v.version : null\n}\n\nexports.clean = clean\nfunction clean (version, options) {\n var s =
parse(version.trim().replace(/^[=v]+/, ''), options)\n return s ? s.version : null\n}\n\nexports.SemVer =
SemVer\n\nfunction SemVer (version, options) {\n if (!options || typeof options !== 'object') {\n options = {\n
loose: !!options,\n includePrerelease: false\n }\n }\n if (version instanceof SemVer) {\n if (version.loose
=== options.loose) {\n return version\n } else {\n version = version.version\n }\n } else if (typeof version
!== 'string') {\n throw new TypeError('Invalid Version: ' + version)\n }\n\n if (version.length > MAX_LENGTH)
{\n throw new TypeError('version is longer than ' + MAX_LENGTH + ' characters')\n }\n\n if (!(this instanceof
SemVer)) {\n return new SemVer(version, options)\n }\n\n debug('SemVer', version, options)\n this.options =
options\n this.loose = !!options.loose\n\n var m = version.trim().match(options.loose ? re[t.LOOSE] :
re[t.FULL])\n\n if (!m) {\n throw new TypeError('Invalid Version: ' + version)\n }\n\n this.raw = version\n\n //
these are actually numbers\n this.major = +m[1]\n this.minor = +m[2]\n this.patch = +m[3]\n\n if (this.major >
MAX_SAFE_INTEGER || this.major < 0) {\n throw new TypeError('Invalid major version')\n }\n\n if (this.minor
> MAX_SAFE_INTEGER || this.minor < 0) {\n throw new TypeError('Invalid minor version')\n }\n\n if
(this.patch > MAX_SAFE_INTEGER || this.patch < 0) {\n throw new TypeError('Invalid patch version')\n }\n\n
// numberify any prerelease numeric ids\n if (!m[4]) {\n this.prerelease = []\n } else {\n this.prerelease =
m[4].split('.').map(function (id) {\n if (/^[0-9]+$/.test(id)) {\n var num = +id\n if (num >= 0 && num <
MAX_SAFE_INTEGER) {\n return num\n }\n }\n return id\n })\n }\n\n this.build = m[5] ?
m[5].split('.') : []\n this.format()\n}\n\nSemVer.prototype.format = function () {\n this.version = this.major + '.' +
this.minor + '.' + this.patch\n if (this.prerelease.length) {\n this.version += '-' + this.prerelease.join('.')\n }\n return
this.version\n}\n\nSemVer.prototype.toString = function () {\n return this.version\n}\n\nSemVer.prototype.compare
= function (other) {\n debug('SemVer.compare', this.version, this.options, other)\n if (!(other instanceof SemVer))
{\n other = new SemVer(other, this.options)\n }\n\n return this.compareMain(other) ||
this.comparePre(other)\n}\n\nSemVer.prototype.compareMain = function (other) {\n if (!(other instanceof
SemVer)) {\n other = new SemVer(other, this.options)\n }\n\n return compareIdentifiers(this.major, other.major)
||\n compareIdentifiers(this.minor, other.minor) ||\n compareIdentifiers(this.patch,
other.patch)\n}\n\nSemVer.prototype.comparePre = function (other) {\n if (!(other instanceof SemVer)) {\n other
= new SemVer(other, this.options)\n }\n\n // NOT having a prerelease is > having one\n if (this.prerelease.length
&& !other.prerelease.length) {\n return -1\n } else if (!this.prerelease.length && other.prerelease.length) {\n
return 1\n } else if (!this.prerelease.length && !other.prerelease.length) {\n return 0\n }\n\n var i = 0\n do {\n
var a = this.prerelease[i]\n var b = other.prerelease[i]\n debug('prerelease compare', i, a, b)\n if (a ===
undefined && b === undefined) {\n return 0\n } else if (b === undefined) {\n return 1\n } else if (a ===
undefined) {\n return -1\n } else if (a === b) {\n continue\n } else {\n return compareIdentifiers(a, b)\n
}\n } while (++i)\n}\n\nSemVer.prototype.compareBuild = function (other) {\n if (!(other instanceof SemVer)) {\n
other = new SemVer(other, this.options)\n }\n\n var i = 0\n do {\n var a = this.build[i]\n var b =
other.build[i]\n debug('prerelease compare', i, a, b)\n if (a === undefined && b === undefined) {\n return 0\n
} else if (b === undefined) {\n return 1\n } else if (a === undefined) {\n return -1\n } else if (a === b)
{\n continue\n } else {\n return compareIdentifiers(a, b)\n }\n } while (++i)\n}\n\n// preminor will bump

the version up to the next minor release, and immediately\n// down to pre-release. premajor and prepatch work the same way.\nSemVer.prototype.inc = function (release, identifier) {\n switch (release) {\n   case 'premajor':\n this.prerelease.length = 0\n   this.patch = 0\n   this.minor = 0\n   this.major++\n   this.inc('pre', identifier)\n break\n   case 'preminor':\n   this.prerelease.length = 0\n   this.patch = 0\n   this.minor++\n   this.inc('pre', identifier)\n   break\n   case 'prepatch':\n   // If this is already a prerelease, it will bump to the next version\n   // drop any prereleases that might already exist, since they are not\n   // relevant at this point.\n this.prerelease.length = 0\n   this.inc('patch', identifier)\n   this.inc('pre', identifier)\n   break\n   // If the input is a non-prerelease version, this acts the same as\n   // prepatch.\n   case 'prerelease':\n   if (this.prerelease.length === 0) {\n   this.inc('patch', identifier)\n   }\n   this.inc('pre', identifier)\n   break\n\n   case 'major':\n   // If this is a pre-major version, bump up to the same major version.\n   // Otherwise increment major.\n   // 1.0.0-5 bumps to 1.0.0\n   // 1.1.0 bumps to 2.0.0\n   if (this.minor !== 0 ||\n   this.patch !== 0 ||\n this.prerelease.length === 0) {\n   this.major++\n   }\n   this.minor = 0\n   this.patch = 0\n   this.prerelease = []\n   break\n   case 'minor':\n   // If this is a pre-minor version, bump up to the same minor version.\n   // Otherwise increment minor.\n   // 1.2.0-5 bumps to 1.2.0\n   // 1.2.1 bumps to 1.3.0\n   if (this.patch !== 0 || this.prerelease.length === 0) {\n   this.minor++\n   }\n   this.patch = 0\n   this.prerelease = []\n   break\n case 'patch':\n   // If this is not a pre-release version, it will increment the patch.\n   // If it is a pre-release it will bump up to the same patch version.\n   // 1.2.0-5 patches to 1.2.0\n   // 1.2.0 patches to 1.2.1\n   if (this.prerelease.length === 0) {\n   this.patch++\n   }\n   this.prerelease = []\n   break\n   // This probably shouldn't be used publicly.\n   // 1.0.0 \"pre\" would become 1.0.0-0 which is the wrong direction.\n   case 'pre':\n if (this.prerelease.length === 0) {\n   this.prerelease = [0]\n   } else {\n   var i = this.prerelease.length\n while (--i >= 0) {\n   if (typeof this.prerelease[i] === 'number') {\n   this.prerelease[i]++\n   i = -2\n   }\n   }\n   if (i === -1) {\n   // didn't increment anything\n   this.prerelease.push(0)\n   }\n   }\n   if (identifier) {\n   // 1.2.0-beta.1 bumps to 1.2.0-beta.2,\n   // 1.2.0-beta.fooblz or 1.2.0-beta bumps to 1.2.0-beta.0\n   if (this.prerelease[0] === identifier) {\n   if (isNaN(this.prerelease[1])) {\n   this.prerelease = [identifier, 0]\n   }\n   } else {\n   this.prerelease = [identifier, 0]\n   }\n   }\n   break\n\n default:\n   throw new Error('invalid increment argument: ' + release)\n }\n this.format()\n this.raw = this.version\n return this\n}\n\nexports.inc = inc\nfunction inc (version, release, loose, identifier) {\n if (typeof (loose) === 'string') {\n   identifier = loose\n   loose = undefined\n }\n\n try {\n   return new SemVer(version, loose).inc(release, identifier).version\n } catch (er) {\n   return null\n }\n}\n\nexports.diff = diff\nfunction diff (version1, version2) {\n if (eq(version1, version2)) {\n   return null\n } else {\n   var v1 = parse(version1)\n   var v2 = parse(version2)\n   var prefix = ''\n   if (v1.prerelease.length || v2.prerelease.length) {\n   prefix = 'pre'\n var defaultResult = 'prerelease'\n   }\n   for (var key in v1) {\n   if (key === 'major' || key === 'minor' || key === 'patch') {\n   if (v1[key] !== v2[key]) {\n   return prefix + key\n   }\n   }\n   }\n   return defaultResult // may be undefined\n }\n}\n\nexports.compareIdentifiers = compareIdentifiers\n\nvar numeric = /^[0-9]+$/\nfunction compareIdentifiers (a, b) {\n var anum = numeric.test(a)\n var bnum = numeric.test(b)\n\n if (anum && bnum) {\n   a = +a\n   b = +b\n }\n\n return a === b ? 0\n   : (anum && !bnum) ? -1\n   : (bnum && !anum) ? 1\n   : a < b ? -1\n   : 1\n}\n\nexports.rcompareIdentifiers = rcompareIdentifiers\nfunction rcompareIdentifiers (a, b) {\n return compareIdentifiers(b, a)\n}\n\nexports.major = major\nfunction major (a, loose) {\n return new SemVer(a, loose).major\n}\n\nexports.minor = minor\nfunction minor (a, loose) {\n return new SemVer(a, loose).minor\n}\n\nexports.patch = patch\nfunction patch (a, loose) {\n return new SemVer(a, loose).patch\n}\n\nexports.compare = compare\nfunction compare (a, b, loose) {\n return new SemVer(a, loose).compare(new SemVer(b, loose))\n}\n\nexports.compareLoose = compareLoose\nfunction compareLoose (a, b) {\n return compare(a, b, true)\n}\n\nexports.compareBuild = compareBuild\nfunction compareBuild (a, b, loose) {\n var versionA = new SemVer(a, loose)\n var versionB = new SemVer(b, loose)\n return versionA.compare(versionB) || versionA.compareBuild(versionB)\n}\n\nexports.rcompare = rcompare\nfunction rcompare (a, b, loose) {\n return compare(b, a, loose)\n}\n\nexports.sort = sort\nfunction sort (list, loose) {\n return list.sort(function (a, b) {\n   return exports.compareBuild(a, b, loose)\n })\n}\n\nexports.rsort = rsort\nfunction rsort (list, loose) {\n return list.sort(function (a, b) {\n   return exports.compareBuild(b, a, loose)\n })\n}\n\nexports.gt =

gt\nfunction gt (a, b, loose) {\n return compare(a, b, loose) > 0\n}\n\nexports.lt = lt\nfunction lt (a, b, loose) {\n return compare(a, b, loose) < 0\n}\n\nexports.eq = eq\nfunction eq (a, b, loose) {\n return compare(a, b, loose) === 0\n}\n\nexports.neq = neq\nfunction neq (a, b, loose) {\n return compare(a, b, loose) !== 0\n}\n\nexports.gte = gte\nfunction gte (a, b, loose) {\n return compare(a, b, loose) >= 0\n}\n\nexports.lte = lte\nfunction lte (a, b, loose) {\n return compare(a, b, loose) <= 0\n}\n\nexports.cmp = cmp\nfunction cmp (a, op, b, loose) {\n switch (op) {\n case '===':\n if (typeof a === 'object')\n a = a.version\n if (typeof b === 'object')\n b = b.version\n return a === b\n\n case '!==':\n if (typeof a === 'object')\n a = a.version\n if (typeof b === 'object')\n b = b.version\n return a !== b\n\n case '':\n case '=':\n case '==':\n return eq(a, b, loose)\n\n case '!=':\n return neq(a, b, loose)\n\n case '>':\n return gt(a, b, loose)\n\n case '>=':\n return gte(a, b, loose)\n\n case '<':\n return lt(a, b, loose)\n\n case '<=':\n return lte(a, b, loose)\n\n default:\n throw new TypeError('Invalid operator: ' + op)\n }\n}\n\nexports.Comparator = Comparator\nfunction Comparator (comp, options) {\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n includePrerelease: false\n }\n }\n\n if (comp instanceof Comparator) {\n if (comp.loose === !!options.loose) {\n return comp\n } else {\n comp = comp.value\n }\n }\n\n if (!(this instanceof Comparator)) {\n return new Comparator(comp, options)\n }\n\n debug('comparator', comp, options)\n this.options = options\n this.loose = !!options.loose\n this.parse(comp)\n\n if (this.semver === ANY) {\n this.value = ''\n } else {\n this.value = this.operator + this.semver.version\n }\n\n debug('comp', this)\n}\n\nvar ANY = {}\nComparator.prototype.parse = function (comp) {\n var r = this.options.loose ? re[t.COMPARATORLOOSE] : re[t.COMPARATOR]\n var m = comp.match(r)\n\n if (!m) {\n throw new TypeError('Invalid comparator: ' + comp)\n }\n\n this.operator = m[1] !== undefined ? m[1] : ''\n if (this.operator === '=') {\n this.operator = ''\n }\n\n // if it literally is just '>' or '' then allow anything.\n if (!m[2]) {\n this.semver = ANY\n } else {\n this.semver = new SemVer(m[2], this.options.loose)\n }\n}\n\nComparator.prototype.toString = function () {\n return this.value\n}\n\nComparator.prototype.test = function (version) {\n debug('Comparator.test', version, this.options.loose)\n\n if (this.semver === ANY || version === ANY) {\n return true\n }\n\n if (typeof version === 'string') {\n try {\n version = new SemVer(version, this.options)\n } catch (er) {\n return false\n }\n }\n\n return cmp(version, this.operator, this.semver, this.options)\n}\n\nComparator.prototype.intersects = function (comp, options) {\n if (!(comp instanceof Comparator)) {\n throw new TypeError('a Comparator is required')\n }\n\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n includePrerelease: false\n }\n }\n\n var rangeTmp\n\n if (this.operator === '') {\n if (this.value === '') {\n return true\n }\n rangeTmp = new Range(comp.value, options)\n return satisfies(this.value, rangeTmp, options)\n } else if (comp.operator === '') {\n if (comp.value === '') {\n return true\n }\n rangeTmp = new Range(this.value, options)\n return satisfies(comp.semver, rangeTmp, options)\n }\n\n var sameDirectionIncreasing =\n (this.operator === '>=' || this.operator === '>') &&\n (comp.operator === '>=' || comp.operator === '>')\n var sameDirectionDecreasing =\n (this.operator === '<=' || this.operator === '<') &&\n (comp.operator === '<=' || comp.operator === '<')\n var sameSemVer = this.semver.version === comp.semver.version\n var differentDirectionsInclusive =\n (this.operator === '>=' || this.operator === '<=') &&\n (comp.operator === '>=' || comp.operator === '<=')\n var oppositeDirectionsLessThan =\n cmp(this.semver, '<', comp.semver, options) &&\n ((this.operator === '>=' || this.operator === '>') &&\n (comp.operator === '<=' || comp.operator === '<'))\n var oppositeDirectionsGreaterThan =\n cmp(this.semver, '>', comp.semver, options) &&\n ((this.operator === '<=' || this.operator === '<') &&\n (comp.operator === '>=' || comp.operator === '>'))\n\n return sameDirectionIncreasing || sameDirectionDecreasing ||\n (sameSemVer && differentDirectionsInclusive) ||\n oppositeDirectionsLessThan || oppositeDirectionsGreaterThan\n}\n\nexports.Range = Range\nfunction Range (range, options) {\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n includePrerelease: false\n }\n }\n\n if (range instanceof Range) {\n if (range.loose === !!options.loose &&\n range.includePrerelease === !!options.includePrerelease) {\n return range\n } else {\n return new Range(range.raw, options)\n }\n }\n\n if (range instanceof Comparator) {\n return new Range(range.value, options)\n }\n\n if (!(this instanceof Range)) {\n return new Range(range, options)\n }\n\n this.options = options\n this.loose = !!options.loose\n this.includePrerelease = !!options.includePrerelease\n\n // First, split based

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on boolean or ||\n  this.raw = range\n  this.set = range.split(/\\s*\\|\\|\\s*/).map(function (range) {\n    return
this.parseRange(range.trim())\n  }, this).filter(function (c) {\n    // throw out any that are not relevant for whatever
reason\n    return c.length\n  })\n\n  if (!this.set.length) {\n    throw new TypeError('Invalid SemVer Range: ' +
range)\n  }\n\n  this.format()\n}\n\nRange.prototype.format = function () {\n  this.range = this.set.map(function
(comps) {\n    return comps.join(' ').trim()\n  }).join('||').trim()\n  return this.range\n}\n\nRange.prototype.toString =
function () {\n  return this.range\n}\n\nRange.prototype.parseRange = function (range) {\n  var loose =
this.options.loose\n  range = range.trim()\n  // `1.2.3 - 1.2.4` => `>=1.2.3 <=1.2.4`\n  var hr = loose ?
re[t.HYPHENRANGELOOSE] : re[t.HYPHENRANGE]\n  range = range.replace(hr, hyphenReplace)\n
debug('hyphen replace', range)\n  // `> 1.2.3 < 1.2.5` => `>1.2.3 <1.2.5`\n  range =
range.replace(re[t.COMPARATORTRIM], comparatorTrimReplace)\n  debug('comparator trim', range,
re[t.COMPARATORTRIM])\n\n  // `~ 1.2.3` => `~1.2.3`\n  range = range.replace(re[t.TILDETRIM],
tildeTrimReplace)\n\n  // `^ 1.2.3` => `^1.2.3`\n  range = range.replace(re[t.CARETTRIM], caretTrimReplace)\n\n
// normalize spaces\n  range = range.split(/\\s+/).join(' ')\n\n  // At this point, the range is completely trimmed and\n
// ready to be split into comparators.\n\n  var compRe = loose ? re[t.COMPARATORLOOSE] :
re[t.COMPARATOR]\n  var set = range.split(' ').map(function (comp) {\n    return parseComparator(comp,
this.options)\n  }, this).join(' ').split(/\\s+/)\n  if (this.options.loose) {\n    // in loose mode, throw out any that are not
valid comparators\n    set = set.filter(function (comp) {\n      return !!comp.match(compRe)\n    })\n  }\n  set =
set.map(function (comp) {\n    return new Comparator(comp, this.options)\n  }, this)\n\n  return
set\n}\n\nRange.prototype.intersects = function (range, options) {\n  if (!(range instanceof Range)) {\n    throw new
TypeError('a Range is required')\n  }\n\n  return this.set.some(function (thisComparators) {\n    return (\n
isSatisfiable(thisComparators, options) &&\n      range.set.some(function (rangeComparators) {\n        return (\n
 isSatisfiable(rangeComparators, options) &&\n          thisComparators.every(function (thisComparator) {\n
return rangeComparators.every(function (rangeComparator) {\n            return
thisComparator.intersects(rangeComparator, options)\n            })\n          })\n        )\n      })\n    )\n  })\n}\n\n// take a
set of comparators and determine whether there\n// exists a version which can satisfy it\nfunction isSatisfiable
(comparators, options) {\n  var result = true\n  var remainingComparators = comparators.slice()\n  var
testComparator = remainingComparators.pop()\n\n  while (result && remainingComparators.length) {\n    result =
remainingComparators.every(function (otherComparator) {\n      return testComparator.intersects(otherComparator,
options)\n    })\n\n    testComparator = remainingComparators.pop()\n  }\n\n  return result\n}\n\n// Mostly just for
testing and legacy API reasons\nexports.toComparators = toComparators\nfunction toComparators (range, options)
{\n  return new Range(range, options).set.map(function (comp) {\n    return comp.map(function (c) {\n      return
c.value\n    }).join(' ').trim().split(' ')\n  })\n}\n\n// comprised of xranges, tildes, stars, and gtlt's at this point.\n//
already replaced the hyphen ranges\n// turn into a set of JUST comparators.\nfunction parseComparator (comp,
options) {\n  debug('comp', comp, options)\n  comp = replaceCarets(comp, options)\n  debug('caret', comp)\n  comp
= replaceTildes(comp, options)\n  debug('tildes', comp)\n  comp = replaceXRanges(comp, options)\n
debug('xrange', comp)\n  comp = replaceStars(comp, options)\n  debug('stars', comp)\n  return comp\n}\n\nfunction
isX (id) {\n  return !id || id.toLowerCase() === 'x' || id === '*'\n}\n\n// ~, ~> --> * (any, kinda silly)\n// ~2, ~2.x,
~2.x.x, ~>2, ~>2.x ~>2.x.x --> >=2.0.0 <3.0.0\n// ~2.0, ~2.0.x, ~>2.0, ~>2.0.x --> >=2.0.0 <2.1.0\n// ~1.2, ~1.2.x,
~>1.2, ~>1.2.x --> >=1.2.0 <1.3.0\n// ~1.2.3, ~>1.2.3 --> >=1.2.3 <1.3.0\n// ~1.2.0, ~>1.2.0 --> >=1.2.0
<1.3.0\nfunction replaceTildes (comp, options) {\n  return comp.trim().split(/\\s+/).map(function (comp) {\n    return
replaceTilde(comp, options)\n  }).join(' ')\n}\n\nfunction replaceTilde (comp, options) {\n  var r = options.loose ?
re[t.TILDELOOSE] : re[t.TILDE]\n  return comp.replace(r, function (_, M, m, p, pr) {\n    debug('tilde', comp, _, M,
m, p, pr)\n    var ret\n\n    if (isX(M)) {\n      ret = ''\n    } else if (isX(m)) {\n      ret = '>=' + M + '.0.0 <' + (+M + 1)
+ '.0.0'\n    } else if (isX(p)) {\n      // ~1.2 == >=1.2.0 <1.3.0\n      ret = '>=' + M + '.' + m + '.0 <' + M + '.' + (+m +
1) + '.0'\n    } else if (pr) {\n      debug('replaceTilde pr', pr)\n      ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n            '
<' + M + '.' + (+m + 1) + '.0'\n    } else {\n      // ~1.2.3 == >=1.2.3 <1.3.0\n      ret = '>=' + M + '.' + m + '.' + p +\n
    ' <' + M + '.' + (+m + 1) + '.0'\n    }\n\n    debug('tilde return', ret)\n    return ret\n  })\n}\n\n// ^ --> * (any, kinda
silly)\n// ^2, ^2.x, ^2.x.x --> >=2.0.0 <3.0.0\n// ^2.0, ^2.0.x --> >=2.0.0 <3.0.0\n// ^1.2, ^1.2.x --> >=1.2.0 <2.0.0\n//
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^1.2.3 --> >=1.2.3 <2.0.0\n// ^1.2.0 --> >=1.2.0 <2.0.0\nfunction replaceCarets (comp, options) {\n  return
comp.trim().split(/\\s+/).map(function (comp) {\n    return replaceCaret(comp, options)\n  }).join(' ')\n}\n\nfunction
replaceCaret (comp, options) {\n  debug('caret', comp, options)\n  var r = options.loose ? re[t.CARETLOOSE] :
re[t.CARET]\n  return comp.replace(r, function (_, M, m, p, pr) {\n    debug('caret', comp, _, M, m, p, pr)\n    var
ret\n\n    if (isX(M)) {\n      ret = ''\n    } else if (isX(m)) {\n      ret = '>=' + M + '.0.0 <' + (+M + 1) + '.0.0'\n    } else
if (isX(p)) {\n      if (M === '0') {\n        ret = '>=' + M + '.' + m + '.0 <' + M + '.' + (+m + 1) + '.0'\n      } else {\n
ret = '>=' + M + '.' + m + '.0 <' + (+M + 1) + '.0.0'\n      }\n    } else if (pr) {\n      debug('replaceCaret pr', pr)\n      if
(M === '0') {\n        if (m === '0') {\n          ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n              ' <' + M + '.' + m +
'.' + (+p + 1)\n        } else {\n          ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n              ' <' + M + '.' + (+m + 1) +
'.0'\n        }\n      } else {\n        ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n              ' <' + (+M + 1) + '.0.0'\n      }\n
} else {\n      debug('no pr')\n      if (M === '0') {\n        if (m === '0') {\n          ret = '>=' + M + '.' + m + '.' + p +\n
        ' <' + M + '.' + m + '.' + (+p + 1)\n        } else {\n          ret = '>=' + M + '.' + m + '.' + p +\n              ' <' + M + '.'
+ (+m + 1) + '.0'\n        }\n      } else {\n        ret = '>=' + M + '.' + m + '.' + p +\n              ' <' + (+M + 1) + '.0.0'\n
}\n    }\n\n    debug('caret return', ret)\n    return ret\n  })\n}\n\nfunction replaceXRanges (comp, options) {\n
debug('replaceXRanges', comp, options)\n  return comp.split(/\\s+/).map(function (comp) {\n    return
replaceXRange(comp, options)\n  }).join(' ')\n}\n\nfunction replaceXRange (comp, options) {\n  comp =
comp.trim()\n  var r = options.loose ? re[t.XRANGELOOSE] : re[t.XRANGE]\n  return comp.replace(r, function
(ret, gtlt, M, m, p, pr) {\n    debug('xRange', comp, ret, gtlt, M, m, p, pr)\n    var xM = isX(M)\n    var xm = xM ||
isX(m)\n    var xp = xm || isX(p)\n    var anyX = xp\n\n    if (gtlt === '=' && anyX) {\n      gtlt = ''\n    }\n\n    // if
we're including prereleases in the match, then we need\n    // to fix this to -0, the lowest possible prerelease value\n
pr = options.includePrerelease ? '-0' : ''\n\n    if (xM) {\n      if (gtlt === '>' || gtlt === '<') {\n        // nothing is
allowed\n        ret = '<0.0.0-0'\n      } else {\n        // nothing is forbidden\n        ret = '*'\n      }\n    } else if (gtlt &&
anyX) {\n      // we know patch is an x, because we have any x at all.\n      // replace X with 0\n      if (xm) {\n        m
= 0\n      }\n      p = 0\n\n      if (gtlt === '>') {\n        // >1 => >=2.0.0\n        // >1.2 => >=1.3.0\n        // >1.2.3 => >=
1.2.4\n        gtlt = '>='\n        if (xm) {\n          M = +M + 1\n          m = 0\n          p = 0\n        } else {\n          m = +m
+ 1\n          p = 0\n        }\n      } else if (gtlt === '<=') {\n        // <=0.7.x is actually <0.8.0, since any 0.7.x should\n
    // pass.  Similarly, <=7.x is actually <8.0.0, etc.\n        gtlt = '<'\n        if (xm) {\n          M = +M + 1\n        } else
{\n          m = +m + 1\n        }\n      }\n\n      ret = gtlt + M + '.' + m + '.' + p + pr\n    } else if (xm) {\n      ret = '>=' +
M + '.0.0' + pr + ' <' + (+M + 1) + '.0.0' + pr\n    } else if (xp) {\n      ret = '>=' + M + '.' + m + '.0' + pr +\n        ' <' +
M + '.' + (+m + 1) + '.0' + pr\n    }\n\n    debug('xRange return', ret)\n\n    return ret\n  })\n}\n\n// Because * is AND-
ed with everything else in the comparator,\n// and '' means \"any version\", just remove the *s entirely.\nfunction
replaceStars (comp, options) {\n  debug('replaceStars', comp, options)\n  // Looseness is ignored here.  star is always
as loose as it gets!\n  return comp.trim().replace(re[t.STAR], '')\n}\n\n// This function is passed to
string.replace(re[t.HYPHENRANGE])\n// M, m, patch, prerelease, build\n// 1.2 - 3.4.5 => >=1.2.0 <=3.4.5\n// 1.2.3
- 3.4 => >=1.2.0 <3.5.0 Any 3.4.x will do\n// 1.2 - 3.4 => >=1.2.0 <3.5.0\nfunction hyphenReplace ($0,\n  from, fM,
fm, fp, fpr, fb,\n  to, tM, tm, tp, tpr, tb) {\n  if (isX(fM)) {\n    from = ''\n  } else if (isX(fm)) {\n    from = '>=' + fM +
'.0.0'\n  } else if (isX(fp)) {\n    from = '>=' + fM + '.' + fm + '.0'\n  } else {\n    from = '>=' + from\n  }\n\n  if
(isX(tM)) {\n    to = ''\n  } else if (isX(tm)) {\n    to = '<' + (+tM + 1) + '.0.0'\n  } else if (isX(tp)) {\n    to = '<' + tM +
'.' + (+tm + 1) + '.0'\n  } else if (tpr) {\n    to = '<=' + tM + '.' + tm + '.' + tp + '-' + tpr\n  } else {\n    to = '<=' + to\n
}\n\n  return (from + ' ' + to).trim()\n}\n\n// if ANY of the sets match ALL of its comparators, then
pass\nRange.prototype.test = function (version) {\n  if (!version) {\n    return false\n  }\n\n  if (typeof version ===
'string') {\n    try {\n      version = new SemVer(version, this.options)\n    } catch (er) {\n      return false\n    }\n
}\n\n  for (var i = 0; i < this.set.length; i++) {\n    if (testSet(this.set[i], version, this.options)) {\n      return true\n
}\n  }\n  return false\n}\n\nfunction testSet (set, version, options) {\n  for (var i = 0; i < set.length; i++) {\n    if
(!set[i].test(version)) {\n      return false\n    }\n  }\n\n  if (version.prerelease.length && !options.includePrerelease)
{\n    // Find the set of versions that are allowed to have prereleases\n    // For example, ^1.2.3-pr.1 desugars to
>=1.2.3-pr.1 <2.0.0\n    // That should allow `1.2.3-pr.2` to pass.\n    // However, `1.2.4-alpha.notready` should NOT
be allowed,\n    // even though it's within the range set by the comparators.\n    for (i = 0; i < set.length; i++) {\n
```

```
debug(set[i].semver)\n      if (set[i].semver === ANY) {\n        continue\n      }\n\n      if
(set[i].semver.prerelease.length > 0) {\n        var allowed = set[i].semver\n        if (allowed.major === version.major
&&\n            allowed.minor === version.minor &&\n            allowed.patch === version.patch) {\n          return
true\n        }\n      }\n    }\n\n    // Version has a -pre, but it's not one of the ones we like.\n    return false\n  }\n\n
return true\n}\n\nexports.satisfies = satisfies\nfunction satisfies (version, range, options) {\n  try {\n    range = new
Range(range, options)\n  } catch (er) {\n    return false\n  }\n  return range.test(version)\n}\n\nexports.maxSatisfying
= maxSatisfying\nfunction maxSatisfying (versions, range, options) {\n  var max = null\n  var maxSV = null\n  try
{\n    var rangeObj = new Range(range, options)\n  } catch (er) {\n    return null\n  }\n  versions.forEach(function (v)
{\n    if (rangeObj.test(v)) {\n      // satisfies(v, range, options)\n      if (!max || maxSV.compare(v) === -1) {\n        //
compare(max, v, true)\n        max = v\n        maxSV = new SemVer(max, options)\n      }\n    }\n  })\n  return
max\n}\n\nexports.minSatisfying = minSatisfying\nfunction minSatisfying (versions, range, options) {\n  var min =
null\n  var minSV = null\n  try {\n    var rangeObj = new Range(range, options)\n  } catch (er) {\n    return null\n
}\n  versions.forEach(function (v) {\n    if (rangeObj.test(v)) {\n      // satisfies(v, range, options)\n      if (!min ||
minSV.compare(v) === 1) {\n        // compare(min, v, true)\n        min = v\n        minSV = new SemVer(min,
options)\n      }\n    }\n  })\n  return min\n}\n\nexports.minVersion = minVersion\nfunction minVersion (range,
loose) {\n  range = new Range(range, loose)\n\n  var minver = new SemVer('0.0.0')\n  if (range.test(minver)) {\n
return minver\n  }\n\n  minver = new SemVer('0.0.0-0')\n  if (range.test(minver)) {\n    return minver\n  }\n\n
minver = null\n  for (var i = 0; i < range.set.length; ++i) {\n    var comparators = range.set[i]\n\n
comparators.forEach(function (comparator) {\n      // Clone to avoid manipulating the comparator's semver object.\n
    var compver = new SemVer(comparator.semver.version)\n      switch (comparator.operator) {\n        case '>':\n
  if (compver.prerelease.length === 0) {\n            compver.patch++\n          } else {\n
compver.prerelease.push(0)\n          }\n          compver.raw = compver.format()\n          /* fallthrough */\n        case
'':\n        case '>=':\n          if (!minver || gt(minver, compver)) {\n            minver = compver\n          }\n          break\n
    case '<':\n        case '<=':\n          /* Ignore maximum versions */\n          break\n        /* istanbul ignore next */\n
  default:\n          throw new Error('Unexpected operation: ' + comparator.operator)\n      }\n    })\n  }\n\n  if (minver
&& range.test(minver)) {\n    return minver\n  }\n\n  return null\n}\n\nexports.validRange = validRange\nfunction
validRange (range, options) {\n  try {\n    // Return '*' instead of '' so that truthiness works.\n    // This will throw if
it's invalid anyway\n    return new Range(range, options).range || '*'\n  } catch (er) {\n    return null\n  }\n}\n\n//
Determine if version is less than all the versions possible in the range\nexports.ltr = ltr\nfunction ltr (version, range,
options) {\n  return outside(version, range, '<', options)\n}\n\n// Determine if version is greater than all the versions
possible in the range.\nexports.gtr = gtr\nfunction gtr (version, range, options) {\n  return outside(version, range, '>',
options)\n}\n\nexports.outside = outside\nfunction outside (version, range, hilo, options) {\n  version = new
SemVer(version, options)\n  range = new Range(range, options)\n\n  var gtfn, ltefn, ltfn, comp, ecomp\n  switch
(hilo) {\n    case '>':\n      gtfn = gt\n      ltefn = lte\n      ltfn = lt\n      comp = '>'\n      ecomp = '>='\n      break\n
case '<':\n      gtfn = lt\n      ltefn = gte\n      ltfn = gt\n      comp = '<'\n      ecomp = '<='\n      break\n    default:\n
throw new TypeError('Must provide a hilo val of \"<\" or \">\"')\n  }\n\n  // If it satisifes the range it is not outside\n
if (satisfies(version, range, options)) {\n    return false\n  }\n\n  // From now on, variable terms are as if we're in
\"gtr\" mode.\n  // but note that everything is flipped for the \"ltr\" function.\n\n  for (var i = 0; i < range.set.length;
++i) {\n    var comparators = range.set[i]\n\n    var high = null\n    var low = null\n\n    comparators.forEach(function
(comparator) {\n      if (comparator.semver === ANY) {\n        comparator = new Comparator('>=0.0.0')\n      }\n
high = high || comparator\n      low = low || comparator\n      if (gtfn(comparator.semver, high.semver, options)) {\n
    high = comparator\n      } else if (ltfn(comparator.semver, low.semver, options)) {\n        low = comparator\n
}\n    })\n\n    // If the edge version comparator has a operator then our version\n    // isn't outside it\n    if
(high.operator === comp || high.operator === ecomp) {\n      return false\n    }\n\n    // If the lowest version
comparator has an operator and our version\n    // is less than it then it isn't higher than the range\n    if
((!low.operator || low.operator === comp) &&\n        ltefn(version, low.semver)) {\n      return false\n    } else if
(low.operator === ecomp && ltfn(version, low.semver)) {\n      return false\n    }\n  }\n  return
true\n}\n\nexports.prerelease = prerelease\nfunction prerelease (version, options) {\n  var parsed = parse(version,
```

options)\n return (parsed && parsed.prerelease.length) ? parsed.prerelease : null\n}\n\nexports.intersects = intersects\nfunction intersects (r1, r2, options) {\n r1 = new Range(r1, options)\n r2 = new Range(r2, options)\n return r1.intersects(r2)\n}\n\nexports.coerce = coerce\nfunction coerce (version, options) {\n if (version instanceof SemVer) {\n   return version\n }\n\n if (typeof version === 'number') {\n   version = String(version)\n }\n\n if (typeof version !== 'string') {\n   return null\n }\n\n options = options || {}\n\n var match = null\n if (!options.rtl) {\n   match = version.match(re[t.COERCE])\n } else {\n   // Find the right-most coercible string that does not share\n   // a terminus with a more left-ward coercible string.\n   // Eg, '1.2.3.4' wants to coerce '2.3.4', not '3.4' or '4'\n   //\n   // Walk through the string checking with a /g regexp\n   // Manually set the index so as to pick up overlapping matches.\n   // Stop when we get a match that ends at the string end, since no\n   // coercible string can be more right-ward without the same terminus.\n   var next\n   while ((next = re[t.COERCERTL].exec(version)) &&\n   (!match || match.index + match[0].length !== version.length)\n   ) {\n   if (!match ||\n   next.index + next[0].length !== match.index + match[0].length) {\n   match = next\n   }\n   re[t.COERCERTL].lastIndex = next.index + next[1].length + next[2].length\n   }\n   // leave it in a clean state\n   re[t.COERCERTL].lastIndex = -1\n }\n\n if (match === null) {\n   return null\n }\n\n return parse(match[2] +\n   '.' + (match[3] || '0') +\n   '.' + (match[4] || '0'), options)\n}\n","/**\n * lodash (Custom Build) <https://lodash.com/>\n * Build: `lodash modularize exports=\"npm\" -o ./`\n * Copyright jQuery Foundation and other contributors <https://jquery.org/>\n * Released under MIT license <https://lodash.com/license>\n * Based on Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>\n * Copyright Jeremy Ashkenas, DocumentCloud and Investigative Reporters & Editors\n */\n\n/** Used as the `TypeError` message for \"Functions\" methods. */\nvar FUNC_ERROR_TEXT = 'Expected a function';\n\n/** Used as references for various `Number` constants. */\nvar NAN = 0 / 0;\n\n/** `Object#toString` result references. */\nvar symbolTag = '[object Symbol]';\n\n/** Used to match leading and trailing whitespace. */\nvar reTrim = /^\\s+|\\s+$/g;\n\n/** Used to detect bad signed hexadecimal string values. */\nvar reIsBadHex = /^[-+]0x[0-9a-f]+$/i;\n\n/** Used to detect binary string values. */\nvar reIsBinary = /^0b[01]+$/i;\n\n/** Used to detect octal string values. */\nvar reIsOctal = /^0o[0-7]+$/i;\n\n/** Built-in method references without a dependency on `root`. */\nvar freeParseInt = parseInt;\n\n/** Detect free variable `global` from Node.js. */\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\n\n/** Detect free variable `self`. */\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the global object. */\nvar root = freeGlobal || freeSelf || Function('return this')();\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\nvar objectToString = objectProto.toString;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeMax = Math.max,\n   nativeMin = Math.min;\n\n/**\n * Gets the timestamp of the number of milliseconds that have elapsed since\n * the Unix epoch (1 January 1970 00:00:00 UTC).\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Date\n * @returns {number} Returns the timestamp.\n * @example\n *\n * _.defer(function(stamp) {\n *   console.log(_.now() - stamp);\n * }, _.now());\n * // => Logs the number of milliseconds it took for the deferred invocation.\n */\nvar now = function() {\n return root.Date.now();\n};\n\n/**\n * Creates a debounced function that delays invoking `func` until after `wait`\n * milliseconds have elapsed since the last time the debounced function was\n * invoked. The debounced function comes with a `cancel` method to cancel\n * delayed `func` invocations and a `flush` method to immediately invoke them.\n * Provide `options` to indicate whether `func` should be invoked on the\n * leading and/or trailing edge of the `wait` timeout. The `func` is invoked\n * with the last arguments provided to the debounced function. Subsequent\n * calls to the debounced function return the result of the last `func`\n * invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is\n * invoked on the trailing edge of the timeout only if the debounced function\n * is invoked more than once during the `wait` timeout.\n *\n * If `wait` is `0` and `leading` is `false`, `func` invocation is deferred\n * until to the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/)\n * for details over the differences between `_.debounce` and `_.throttle`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to debounce.\n * @param {number} [wait=0] The

number of milliseconds to delay.\n * @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=false]\n * Specify invoking on the leading edge of the timeout.\n * @param {number} [options.maxWait]\n * The maximum time `func` is allowed to be delayed before it's invoked.\n * @param {boolean} [options.trailing=true]\n * Specify invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new debounced function.\n * @example\n *\n * // Avoid costly calculations while the window size is in flux.\n * jQuery(window).on('resize', _.debounce(calculateLayout, 150));\n *\n * // Invoke `sendMail` when clicked, debouncing subsequent calls.\n * jQuery(element).on('click', _.debounce(sendMail, 300, {\n *   'leading': true,\n * 'trailing': false\n * }));\n *\n * // Ensure `batchLog` is invoked once after 1 second of debounced calls.\n * var debounced = _.debounce(batchLog, 250, { 'maxWait': 1000 });\n * var source = new EventSource('/stream');\n * jQuery(source).on('message', debounced);\n *\n * // Cancel the trailing debounced invocation.\n * jQuery(window).on('popstate', debounced.cancel);\n */\nfunction debounce(func, wait, options) {\n var lastArgs,\n lastThis,\n maxWait,\n result,\n timerId,\n lastCallTime,\n lastInvokeTime = 0,\n leading = false,\n maxing = false,\n trailing = true;\n\n if (typeof func != 'function') {\n throw new TypeError(FUNC_ERROR_TEXT);\n }\n wait = toNumber(wait) || 0;\n if (isObject(options)) {\n leading = !!options.leading;\n maxing = 'maxWait' in options;\n maxWait = maxing ? nativeMax(toNumber(options.maxWait) || 0, wait) : maxWait;\n trailing = 'trailing' in options ? !!options.trailing : trailing;\n }\n\n function invokeFunc(time) {\n var args = lastArgs,\n thisArg = lastThis;\n\n lastArgs = lastThis = undefined;\n lastInvokeTime = time;\n result = func.apply(thisArg, args);\n return result;\n }\n\n function leadingEdge(time) {\n // Reset any `maxWait` timer.\n lastInvokeTime = time;\n // Start the timer for the trailing edge.\n timerId = setTimeout(timerExpired, wait);\n // Invoke the leading edge.\n return leading ? invokeFunc(time) : result;\n }\n\n function remainingWait(time) {\n var timeSinceLastCall = time - lastCallTime,\n timeSinceLastInvoke = time - lastInvokeTime,\n result = wait - timeSinceLastCall;\n\n return maxing ? nativeMin(result, maxWait - timeSinceLastInvoke) : result;\n }\n\n function shouldInvoke(time) {\n var timeSinceLastCall = time - lastCallTime,\n timeSinceLastInvoke = time - lastInvokeTime;\n\n // Either this is the first call, activity has stopped and we're at the\n // trailing edge, the system time has gone backwards and we're treating\n // it as the trailing edge, or we've hit the `maxWait` limit.\n return (lastCallTime === undefined || (timeSinceLastCall >= wait) ||\n (timeSinceLastCall < 0) || (maxing && timeSinceLastInvoke >= maxWait));\n }\n\n function timerExpired() {\n var time = now();\n if (shouldInvoke(time)) {\n return trailingEdge(time);\n }\n // Restart the timer.\n timerId = setTimeout(timerExpired, remainingWait(time));\n }\n\n function trailingEdge(time) {\n timerId = undefined;\n\n // Only invoke if we have `lastArgs` which means `func` has been\n // debounced at least once.\n if (trailing && lastArgs) {\n return invokeFunc(time);\n }\n lastArgs = lastThis = undefined;\n return result;\n }\n\n function cancel() {\n if (timerId !== undefined) {\n clearTimeout(timerId);\n }\n lastInvokeTime = 0;\n lastArgs = lastCallTime = lastThis = timerId = undefined;\n }\n\n function flush() {\n return timerId === undefined ? result : trailingEdge(now());\n }\n\n function debounced() {\n var time = now(),\n isInvoking = shouldInvoke(time);\n\n lastArgs = arguments;\n lastThis = this;\n lastCallTime = time;\n\n if (isInvoking) {\n if (timerId === undefined) {\n return leadingEdge(lastCallTime);\n }\n if (maxing) {\n // Handle invocations in a tight loop.\n timerId = setTimeout(timerExpired, wait);\n return invokeFunc(lastCallTime);\n }\n }\n if (timerId === undefined) {\n timerId = setTimeout(timerExpired, wait);\n }\n return result;\n }\n debounced.cancel = cancel;\n debounced.flush = flush;\n return debounced;\n}\n\n/**\n * Creates a throttled function that only invokes `func` at most once per\n * every `wait` milliseconds. The throttled function comes with a `cancel`\n * method to cancel delayed `func` invocations and a `flush` method to\n * immediately invoke them. Provide `options` to indicate whether `func`\n * should be invoked on the leading and/or trailing edge of the `wait`\n * timeout. The `func` is invoked with the last arguments provided to the\n * throttled function. Subsequent calls to the throttled function return the\n * result of the last `func` invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is\n * invoked on the trailing edge of the timeout only if the throttled function\n * is invoked more than once during the `wait` timeout.\n *\n * If `wait` is `0` and `leading` is `false`, `func` invocation is deferred\n * until to the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-

tricks.com/debouncing-throttling-explained-examples/)\n * for details over the differences between `_.throttle` and `_.debounce`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to throttle.\n * @param {number} [wait=0] The number of milliseconds to throttle invocations to.\n * @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=true]\n * Specify invoking on the leading edge of the timeout.\n * @param {boolean} [options.trailing=true]\n * Specify invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new throttled function.\n * @example\n *\n * // Avoid excessively updating the position while scrolling.\n * jQuery(window).on('scroll', _.throttle(updatePosition, 100));\n *\n * // Invoke `renewToken` when the click event is fired, but not more than once every 5 minutes.\n * var throttled = _.throttle(renewToken, 300000, { 'trailing': false });\n * jQuery(element).on('click', throttled);\n *\n * // Cancel the trailing throttled invocation.\n * jQuery(window).on('popstate', throttled.cancel);\n */\nfunction throttle(func, wait, options) {\n var leading = true,\n trailing = true;\n\n if (typeof func != 'function') {\n throw new TypeError(FUNC_ERROR_TEXT);\n }\n if (isObject(options)) {\n leading = 'leading' in options ? !!options.leading : leading;\n trailing = 'trailing' in options ? !!options.trailing : trailing;\n }\n return debounce(func, wait, {\n 'leading': leading,\n 'maxWait': wait,\n 'trailing': trailing\n });\n}\n\n/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\nfunction isObject(value) {\n var type = typeof value;\n return !!value && (type == 'object' || type == 'function');\n}\n\n/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n */\nfunction isObjectLike(value) {\n return !!value && typeof value == 'object';\n}\n\n/**\n * Checks if `value` is classified as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n */\nfunction isSymbol(value) {\n return typeof value == 'symbol' ||\n (isObjectLike(value) && objectToString.call(value) == symbolTag);\n}\n\n/**\n * Converts `value` to a number.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to process.\n * @returns {number} Returns the number.\n * @example\n *\n * _.toNumber(3.2);\n * // => 3.2\n *\n * _.toNumber(Number.MIN_VALUE);\n * // => 5e-324\n *\n * _.toNumber(Infinity);\n * // => Infinity\n *\n * _.toNumber('3.2');\n * // => 3.2\n */\nfunction toNumber(value) {\n if (typeof value == 'number') {\n return value;\n }\n if (isSymbol(value)) {\n return NAN;\n }\n if (isObject(value)) {\n var other = typeof value.valueOf == 'function' ? value.valueOf() : value;\n value = isObject(other) ? (other + '') : other;\n }\n if (typeof value != 'string') {\n return value === 0 ? value : +value;\n }\n value = value.replace(reTrim, '');\n var isBinary = reIsBinary.test(value);\n return (isBinary || reIsOctal.test(value))\n ? freeParseInt(value.slice(2), isBinary ? 2 : 8)\n : (reIsBadHex.test(value) ? NAN : +value);\n}\n\nmodule.exports = throttle;\n","var g;\n\n// This works in non-strict mode\ng = (function() {\n\treturn this;\n})();\n\ntry {\n\t// This works if eval is allowed (see CSP)\n\tg = g || new Function(\"return this\")();\n} catch (e) {\n\t// This works if the window reference is available\n\tif (typeof window === \"object\") g = window;\n}\n\n// g can still be undefined, but nothing to do about it...\n// We return undefined, instead of nothing here, so it's\n// easier to handle this case. if(!global) { ...}\n\nmodule.exports = g;\n","// shim for using process in browser\nvar process = module.exports = {};\n\n// cached from whatever global is present so that test runners that stub it\n// don't break things. But we need to wrap it in a try catch in case it is\n// wrapped in strict mode code which doesn't define any globals. It's inside a\n// function because try/catches deoptimize in certain engines.\n\nvar cachedSetTimeout;\nvar cachedClearTimeout;\n\nfunction

defaultSetTimout() {\n   throw new Error('setTimeout has not been defined');\n}\nfunction defaultClearTimeout () {\n   throw new Error('clearTimeout has not been defined');\n}\n(function () {\n   try {\n   if (typeof setTimeout === 'function') {\n   cachedSetTimeout = setTimeout;\n   } else {\n   cachedSetTimeout = defaultSetTimout;\n   }\n   } catch (e) {\n   cachedSetTimeout = defaultSetTimout;\n   }\n   try {\n   if (typeof clearTimeout === 'function') {\n   cachedClearTimeout = clearTimeout;\n   } else {\n   cachedClearTimeout = defaultClearTimeout;\n   }\n   } catch (e) {\n   cachedClearTimeout = defaultClearTimeout;\n   }\n} ())\nfunction runTimeout(fun) {\n   if (cachedSetTimeout === setTimeout) {\n   //normal enviroments in sane situations\n   return setTimeout(fun, 0);\n   }\n   // if setTimeout wasn't available but was latter defined\n   if ((cachedSetTimeout === defaultSetTimout || !cachedSetTimeout) && setTimeout) {\n   cachedSetTimeout = setTimeout;\n   return setTimeout(fun, 0);\n   }\n   try {\n   // when when somebody has screwed with setTimeout but no I.E. maddness\n   return cachedSetTimeout(fun, 0);\n   } catch(e){\n   try {\n   // When we are in I.E. but the script has been evaled so I.E. doesn't trust the global object when called normally\n   return cachedSetTimeout.call(null, fun, 0);\n   } catch(e){\n   // same as above but when it's a version of I.E. that must have the global object for 'this', hopfully our context correct otherwise it will throw a global error\n   return cachedSetTimeout.call(this, fun, 0);\n   }\n   }\n\n\n}\nfunction runClearTimeout(marker) {\n   if (cachedClearTimeout === clearTimeout) {\n   //normal enviroments in sane situations\n   return clearTimeout(marker);\n   }\n   // if clearTimeout wasn't available but was latter defined\n   if ((cachedClearTimeout === defaultClearTimeout || !cachedClearTimeout) && clearTimeout) {\n   cachedClearTimeout = clearTimeout;\n   return clearTimeout(marker);\n   }\n   try {\n   // when when somebody has screwed with setTimeout but no I.E. maddness\n   return cachedClearTimeout(marker);\n   } catch (e){\n   try {\n   // When we are in I.E. but the script has been evaled so I.E. doesn't trust the global object when called normally\n   return cachedClearTimeout.call(null, marker);\n   } catch (e){\n   // same as above but when it's a version of I.E. that must have the global object for 'this', hopfully our context correct otherwise it will throw a global error.\n   // Some versions of I.E. have different rules for clearTimeout vs setTimeout\n   return cachedClearTimeout.call(this, marker);\n   }\n   }\n\n\n}\nvar queue = [];\nvar draining = false;\nvar currentQueue;\nvar queueIndex = -1;\n\nfunction cleanUpNextTick() {\n   if (!draining || !currentQueue) {\n   return;\n   }\n   draining = false;\n   if (currentQueue.length) {\n   queue = currentQueue.concat(queue);\n   } else {\n   queueIndex = -1;\n   }\n   if (queue.length) {\n   drainQueue();\n   }\n}\n\nfunction drainQueue() {\n   if (draining) {\n   return;\n   }\n   var timeout = runTimeout(cleanUpNextTick);\n   draining = true;\n\n   var len = queue.length;\n   while(len) {\n   currentQueue = queue;\n   queue = [];\n   while (++queueIndex < len) {\n   if (currentQueue) {\n   currentQueue[queueIndex].run();\n   }\n   }\n   queueIndex = -1;\n   len = queue.length;\n   }\n   currentQueue = null;\n   draining = false;\n   runClearTimeout(timeout);\n}\n\nprocess.nextTick = function (fun) {\n   var args = new Array(arguments.length - 1);\n   if (arguments.length > 1) {\n   for (var i = 1; i < arguments.length; i++) {\n   args[i - 1] = arguments[i];\n   }\n   }\n   queue.push(new Item(fun, args));\n   if (queue.length === 1 && !draining) {\n   runTimeout(drainQueue);\n   }\n};\n\n// v8 likes predictible objects\nfunction Item(fun, array) {\n   this.fun = fun;\n   this.array = array;\n}\nItem.prototype.run = function () {\n   this.fun.apply(null, this.array);\n};\nprocess.title = 'browser';\nprocess.browser = true;\nprocess.env = {};\nprocess.argv = [];\nprocess.version = ''; // empty string to avoid regexp issues\nprocess.versions = {};\n\nfunction noop() {}\n\nprocess.on = noop;\nprocess.addListener = noop;\nprocess.once = noop;\nprocess.off = noop;\nprocess.removeListener = noop;\nprocess.removeAllListeners = noop;\nprocess.emit = noop;\nprocess.prependListener = noop;\nprocess.prependOnceListener = noop;\n\nprocess.listeners = function (name) { return [] }\n\nprocess.binding = function (name) {\n   throw new Error('process.binding is not supported');\n};\n\nprocess.cwd = function () { return '/' };\nprocess.chdir = function (dir) {\n   throw new Error('process.chdir is not supported');\n};\nprocess.umask = function() { return 0; };\n","'use strict'\n\n// A linked list to keep track of recently-used-ness\nconst Yallist = require('yallist')\n\nconst MAX = Symbol('max')\nconst LENGTH = Symbol('length')\nconst LENGTH_CALCULATOR = Symbol('lengthCalculator')\nconst ALLOW_STALE = Symbol('allowStale')\nconst MAX_AGE = Symbol('maxAge')\nconst DISPOSE =

Symbol('dispose')\nconst NO_DISPOSE_ON_SET = Symbol('noDisposeOnSet')\nconst LRU_LIST = Symbol('lruList')\nconst CACHE = Symbol('cache')\nconst UPDATE_AGE_ON_GET = Symbol('updateAgeOnGet')\n\nconst naiveLength = () => 1\n\n// lruList is a yallist where the head is the youngest\n// item, and the tail is the oldest. the list contains the Hit\n// objects as the entries.\n// Each Hit object has a reference to its Yallist.Node. This\n// never changes.\n//\n// cache is a Map (or PseudoMap) that matches the keys to\n// the Yallist.Node object.\nclass LRUCache {\n constructor (options) {\n   if (typeof options === 'number')\n options = { max: options }\n\n   if (!options)\n   options = {}\n\n   if (options.max && (typeof options.max !== 'number' || options.max < 0))\n   throw new TypeError('max must be a non-negative number')\n   // Kind of weird to have a default max of Infinity, but oh well.\n   const max = this[MAX] = options.max || Infinity\n\n   const lc = options.length || naiveLength\n   this[LENGTH_CALCULATOR] = (typeof lc !== 'function') ? naiveLength : lc\n   this[ALLOW_STALE] = options.stale || false\n   if (options.maxAge && typeof options.maxAge !== 'number')\n   throw new TypeError('maxAge must be a number')\n   this[MAX_AGE] = options.maxAge || 0\n   this[DISPOSE] = options.dispose\n   this[NO_DISPOSE_ON_SET] = options.noDisposeOnSet || false\n   this[UPDATE_AGE_ON_GET] = options.updateAgeOnGet || false\n   this.reset()\n }\n\n // resize the cache when the max changes.\n set max (mL) {\n   if (typeof mL !== 'number' || mL < 0)\n   throw new TypeError('max must be a non-negative number')\n\n   this[MAX] = mL || Infinity\n   trim(this)\n }\n get max () {\n   return this[MAX]\n }\n\n set allowStale (allowStale) {\n   this[ALLOW_STALE] = !!allowStale\n }\n get allowStale () {\n   return this[ALLOW_STALE]\n }\n\n set maxAge (mA) {\n   if (typeof mA !== 'number')\n   throw new TypeError('maxAge must be a non-negative number')\n\n   this[MAX_AGE] = mA\n   trim(this)\n }\n get maxAge () {\n   return this[MAX_AGE]\n }\n\n // resize the cache when the lengthCalculator changes.\n set lengthCalculator (lC) {\n   if (typeof lC !== 'function')\n   lC = naiveLength\n\n   if (lC !== this[LENGTH_CALCULATOR]) {\n   this[LENGTH_CALCULATOR] = lC\n   this[LENGTH] = 0\n   this[LRU_LIST].forEach(hit => {\n   hit.length = this[LENGTH_CALCULATOR](hit.value, hit.key)\n   this[LENGTH] += hit.length\n   })\n   }\n   trim(this)\n }\n get lengthCalculator () { return this[LENGTH_CALCULATOR] }\n\n get length () { return this[LENGTH] }\n get itemCount () { return this[LRU_LIST].length }\n\n rforEach (fn, thisp) {\n   thisp = thisp || this\n   for (let walker = this[LRU_LIST].tail; walker !== null;) {\n   const prev = walker.prev\n   forEachStep(this, fn, walker, thisp)\n   walker = prev\n   }\n }\n\n forEach (fn, thisp) {\n   thisp = thisp || this\n   for (let walker = this[LRU_LIST].head; walker !== null;) {\n   const next = walker.next\n   forEachStep(this, fn, walker, thisp)\n   walker = next\n   }\n }\n\n keys () {\n   return this[LRU_LIST].toArray().map(k => k.key)\n }\n\n values () {\n   return this[LRU_LIST].toArray().map(k => k.value)\n }\n\n reset () {\n   if (this[DISPOSE] &&\n   this[LRU_LIST] &&\n   this[LRU_LIST].length) {\n   this[LRU_LIST].forEach(hit => this[DISPOSE](hit.key, hit.value))\n   }\n\n   this[CACHE] = new Map() // hash of items by key\n   this[LRU_LIST] = new Yallist() // list of items in order of use recency\n   this[LENGTH] = 0 // length of items in the list\n }\n\n dump () {\n   return this[LRU_LIST].map(hit =>\n   isStale(this, hit) ? false : {\n   k: hit.key,\n   v: hit.value,\n   e: hit.now + (hit.maxAge || 0)\n   }).toArray().filter(h => h)\n }\n\n dumpLru () {\n   return this[LRU_LIST]\n }\n\n set (key, value, maxAge) {\n   maxAge = maxAge || this[MAX_AGE]\n\n   if (maxAge && typeof maxAge !== 'number')\n   throw new TypeError('maxAge must be a number')\n\n   const now = maxAge ? Date.now() : 0\n   const len = this[LENGTH_CALCULATOR](value, key)\n\n   if (this[CACHE].has(key)) {\n   if (len > this[MAX]) {\n   del(this, this[CACHE].get(key))\n   return false\n   }\n\n   const node = this[CACHE].get(key)\n   const item = node.value\n\n   // dispose of the old one before overwriting\n   // split out into 2 ifs for better coverage tracking\n   if (this[DISPOSE]) {\n   if (!this[NO_DISPOSE_ON_SET])\n this[DISPOSE](key, item.value)\n   }\n\n   item.now = now\n   item.maxAge = maxAge\n   item.value = value\n   this[LENGTH] += len - item.length\n   item.length = len\n   this.get(key)\n   trim(this)\n   return true\n   }\n\n   const hit = new Entry(key, value, len, now, maxAge)\n\n   // oversized objects fall out of cache automatically.\n   if (hit.length > this[MAX]) {\n   if (this[DISPOSE])\n   this[DISPOSE](key, value)\n\n   return false\n   }\n\n   this[LENGTH] += hit.length\n   this[LRU_LIST].unshift(hit)\n   this[CACHE].set(key, this[LRU_LIST].head)\n   trim(this)\n   return true\n }\n\n has (key) {\n   if (!this[CACHE].has(key)) return

false\n const hit = this[CACHE].get(key).value\n return !isStale(this, hit)\n }\n\n get (key) {\n return get(this, key, true)\n }\n\n peek (key) {\n return get(this, key, false)\n }\n\n pop () {\n const node = this[LRU_LIST].tail\n if (!node)\n return null\n\n del(this, node)\n return node.value\n }\n\n del (key) {\n del(this, this[CACHE].get(key))\n }\n\n load (arr) {\n // reset the cache\n this.reset()\n\n const now = Date.now()\n // A previous serialized cache has the most recent items first\n for (let l = arr.length - 1; l >= 0; l--) {\n const hit = arr[l]\n const expiresAt = hit.e || 0\n if (expiresAt === 0)\n // the item was created without expiration in a non aged cache\n this.set(hit.k, hit.v)\n else {\n const maxAge = expiresAt - now\n // dont add already expired items\n if (maxAge > 0) {\n this.set(hit.k, hit.v, maxAge)\n }\n }\n }\n }\n\n prune () {\n this[CACHE].forEach((value, key) => get(this, key, false))\n }\n}\n\nconst get = (self, key, doUse) => {\n const node = self[CACHE].get(key)\n if (node) {\n const hit = node.value\n if (isStale(self, hit)) {\n del(self, node)\n if (!self[ALLOW_STALE])\n return undefined\n } else {\n if (doUse) {\n if (self[UPDATE_AGE_ON_GET])\n node.value.now = Date.now()\n self[LRU_LIST].unshiftNode(node)\n }\n }\n return hit.value\n }\n}\n\nconst isStale = (self, hit) => {\n if (!hit || (!hit.maxAge && !self[MAX_AGE]))\n return false\n\n const diff = Date.now() - hit.now\n return hit.maxAge ? diff > hit.maxAge\n : self[MAX_AGE] && (diff > self[MAX_AGE])\n}\n\nconst trim = self => {\n if (self[LENGTH] > self[MAX]) {\n for (let walker = self[LRU_LIST].tail;\n self[LENGTH] > self[MAX] && walker !== null;) {\n // We know that we're about to delete this one, and also\n // what the next least recently used key will be, so just\n // go ahead and set it now.\n const prev = walker.prev\n del(self, walker)\n walker = prev\n }\n }\n}\n\nconst del = (self, node) => {\n if (node) {\n const hit = node.value\n if (self[DISPOSE])\n self[DISPOSE](hit.key, hit.value)\n\n self[LENGTH] -= hit.length\n self[CACHE].delete(hit.key)\n self[LRU_LIST].removeNode(node)\n }\n}\n\nclass Entry {\n constructor (key, value, length, now, maxAge) {\n this.key = key\n this.value = value\n this.length = length\n this.now = now\n this.maxAge = maxAge || 0\n }\n}\n\nconst forEachStep = (self, fn, node, thisp) => {\n let hit = node.value\n if (isStale(self, hit)) {\n del(self, node)\n if (!self[ALLOW_STALE])\n hit = undefined\n }\n if (hit)\n fn.call(thisp, hit.value, hit.key, self)\n}\n\nmodule.exports = LRUCache\n","// Import support https://stackoverflow.com/questions/13673346/supporting-both-commonjs-and-amd\n(function(name, definition) {\n if (typeof module !== \"undefined\") { module.exports = definition(); }\n else if (typeof define === \"function\" && typeof define.amd === \"object\") { define(definition); }\n else { this[name] = definition(); }\n}(\"clipboard\", function() {\n if (typeof document === 'undefined' || !document.addEventListener) {\n return null;\n }\n\n var clipboard = {};\n\n clipboard.copy = (function() {\n var _intercept = false;\n var _data = null; // Map from data type (e.g. \"text/html\") to value.\n var _bogusSelection = false;\n\n function cleanup() {\n _intercept = false;\n _data = null;\n if (_bogusSelection) {\n window.getSelection().removeAllRanges();\n }\n _bogusSelection = false;\n }\n\n document.addEventListener(\"copy\", function(e) {\n if (_intercept) {\n for (var key in _data) {\n e.clipboardData.setData(key, _data[key]);\n }\n e.preventDefault();\n }\n });\n\n // Workaround for Safari: https://bugs.webkit.org/show_bug.cgi?id=156529\n function bogusSelect() {\n var sel = document.getSelection();\n // If \"nothing\" is selected...\n if (!document.queryCommandEnabled(\"copy\") && sel.isCollapsed) {\n // ... temporarily select the entire body.\n //\n // We select the entire body because:\n // - it's guaranteed to exist,\n // - it works (unlike, say, document.head, or phantom element that is\n // not inserted into the DOM),\n // - it doesn't seem to flicker (due to the synchronous copy event), and\n // - it avoids modifying the DOM (can trigger mutation observers).\n //\n // Because we can't do proper feature detection (we already checked\n // document.queryCommandEnabled(\"copy\") , which actually gives a false\n // negative for Blink when nothing is selected) and UA sniffing is not\n // reliable (a lot of UA strings contain \"Safari\"), this will also\n // happen for some browsers other than Safari. :-()\n var range = document.createRange();\n range.selectNodeContents(document.body);\n sel.removeAllRanges();\n sel.addRange(range);\n _bogusSelection = true;\n }\n };\n\n return function(data) {\n return new Promise(function(resolve, reject) {\n _intercept = true;\n if (typeof data === \"string\") {\n _data = {\"text/plain\": data};\n } else if (data instanceof Node) {\n _data =

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{\"text/html\": new XMLSerializer().serializeToString(data)};\n        } else if (data instanceof Object){\n          _data
= data;\n        } else {\n          reject(\"Invalid data type. Must be string, DOM node, or an object mapping MIME
types to strings.\")\n        }\n\n        function triggerCopy(tryBogusSelect) {\n          try {\n            if
(document.execCommand(\"copy\")) {\n              // document.execCommand is synchronous:
http://www.w3.org/TR/2015/WD-clipboard-apis-20150421/#integration-with-rich-text-editing-apis\n              // So
we can call resolve() back here.\n              cleanup();\n              resolve();\n            }\n            else {\n              if
(!tryBogusSelect) {\n                bogusSelect();\n                triggerCopy(true);\n              } else {\n
cleanup();\n                throw new Error(\"Unable to copy. Perhaps it's not available in your browser?\");\n
}\n            }\n          } catch (e) {\n            cleanup();\n            reject(e);\n          }\n        }\n
triggerCopy(false);\n\n      });\n    };\n  })();\n\n  clipboard.paste = (function() {\n    var _intercept = false;\n    var
_resolve;\n    var _dataType;\n\n    document.addEventListener(\"paste\", function(e) {\n      if (_intercept) {\n
_intercept = false;\n        e.preventDefault();\n        var resolve = _resolve;\n        _resolve = null;\n
resolve(e.clipboardData.getData(_dataType));\n      }\n    });\n\n    return function(dataType) {\n      return new
Promise(function(resolve, reject) {\n        _intercept = true;\n        _resolve = resolve;\n        _dataType = dataType ||
\"text/plain\";\n        try {\n          if (!document.execCommand(\"paste\")) {\n            _intercept = false;\n
reject(new Error(\"Unable to paste. Pasting only works in Internet Explorer at the moment.\"));\n          }\n        }
catch (e) {\n          _intercept = false;\n          reject(new Error(e));\n        }\n      });\n    };\n  })();\n\n  // Handle IE
behaviour.\n  if (typeof ClipboardEvent === \"undefined\" &&\n      typeof window.clipboardData !== \"undefined\"
&&\n      typeof window.clipboardData.setData !== \"undefined\") {\n\n    /*! promise-polyfill 2.0.1 */\n
(function(a){function b(a,b){return function(){a.apply(b,arguments)}}function c(a){if(\"object\"!=typeof this)throw
new TypeError(\"Promises must be constructed via new\");if(\"function\"!=typeof a)throw new TypeError(\"not a
function\");this._state=null,this._value=null,this._deferreds=[],i(a,b(e,this),b(f,this))}function d(a){var b=this;return
null===this._state?void this._deferreds.push(a):void j(function(){var
c=b._state?a.onFulfilled:a.onRejected;if(null===c)return void(b._state?a.resolve:a.reject)(b._value);var
d;try{d=c(b._value)}catch(e){return void a.reject(e)}a.resolve(d)})}function e(a){try{if(a===this)throw new
TypeError(\"A promise cannot be resolved with itself.\");if(a&&(\"object\"==typeof a||\"function\"==typeof a)){var
c=a.then;if(\"function\"==typeof c)return void
i(b(c,a),b(e,this),b(f,this))}this._state=!0,this._value=a,g.call(this)}catch(d){f.call(this,d)}}function
f(a){this._state=!1,this._value=a,g.call(this)}function g(){for(var
a=0,b=this._deferreds.length;b>a;a++)d.call(this,this._deferreds[a]);this._deferreds=null}function
h(a,b,c,d){this.onFulfilled=\"function\"==typeof a?a:null,this.onRejected=\"function\"==typeof
b?b:null,this.resolve=c,this.reject=d}function i(a,b,c){var
d=!1;try{a(function(a){d||(d=!0,b(a))},function(a){d||(d=!0,c(a))})}catch(e){if(d)return;d=!0,c(e)}}var
j=c.immediateFn||\"function\"==typeof
setImmediate&&setImmediate||function(a){setTimeout(a,1)},k=Array.isArray||function(a){return\"[object
Array]\"===Object.prototype.toString.call(a)};c.prototype[\"catch\"]=function(a){return
this.then(null,a)},c.prototype.then=function(a,b){var e=this;return new c(function(c,f){d.call(e,new
h(a,b,c,f))})},c.all=function(){var
a=Array.prototype.slice.call(1===arguments.length&&k(arguments[0])?arguments[0]:arguments);return new
c(function(b,c){function d(f,g){try{if(g&&(\"object\"==typeof g||\"function\"==typeof g)){var
h=g.then;if(\"function\"==typeof h)return void h.call(g,function(a){d(f,a)},c)}a[f]=g,0===--
e&&b(a)}catch(i){c(i)}}if(0===a.length)return b([]);for(var
e=a.length,f=0;f<a.length;f++)d(f,a[f])})},c.resolve=function(a){return a&&\"object\"==typeof
a&&a.constructor===c?a:new c(function(b){b(a)})},c.reject=function(a){return new
c(function(b,c){c(a)})},c.race=function(a){return new c(function(b,c){for(var
d=0,e=a.length;e>d;d++)a[d].then(b,c)})},\"undefined\"!=typeof
module&&module.exports?module.exports=c:a.Promise||(a.Promise=c)})(this);\n\n    clipboard.copy =
function(data) {\n      return new Promise(function(resolve, reject) {\n        // IE supports string and URL types:
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https://msdn.microsoft.com/en-us/library/ms536744(v=vs.85).aspx\n // We only support the string type for now.\n if (typeof data !== \"string\" && !(\"text/plain\" in data)) {\n throw new Error(\"You must provide a text/plain type.\");\n }\n\n var strData = (typeof data === \"string\" ? data : data[\"text/plain\"]);\n var copySucceeded = window.clipboardData.setData(\"Text\", strData);\n if (copySucceeded) {\n resolve();\n } else {\n reject(new Error(\"Copying was rejected.\"));\n }\n });\n };\n\n clipboard.paste = function() {\n return new Promise(function(resolve, reject) {\n var strData = window.clipboardData.getData(\"Text\");\n if (strData) {\n resolve(strData);\n } else {\n // The user rejected the paste request.\n reject(new Error(\"Pasting was rejected.\"));\n }\n });\n };\n }\n\n return clipboard;\n}));\n","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react-debug-tools.production.min.js');\n} else {\n module.exports = require('./cjs/react-debug-tools.development.js');\n}\n","export default \":root {\\n /**\\n * IMPORTANT: When new theme variables are added below– also add them to SettingsContext updateThemeVariables()\\n */\\n\\n /* Light theme */\\n --light-color-attribute-name: #ef6632;\\n --light-color-attribute-name-not-editable: #23272f;\\n --light-color-attribute-name-inverted: rgba(255, 255, 255, 0.7);\\n --light-color-attribute-value: #1a1aa6;\\n --light-color-attribute-value-inverted: #ffffff;\\n --light-color-attribute-editable-value: #1a1aa6;\\n --light-color-background: #ffffff;\\n --light-color-background-hover: rgba(0, 136, 250, 0.1);\\n --light-color-background-inactive: #e5e5e5;\\n --light-color-background-invalid: #fff0f0;\\n --light-color-background-selected: #0088fa;\\n --light-color-button-background: #ffffff;\\n --light-color-button-background-focus: #ededed;\\n --light-color-button: #5f6673;\\n --light-color-button-disabled: #cfd1d5;\\n --light-color-button-active: #0088fa;\\n --light-color-button-focus: #23272f;\\n --light-color-button-hover: #23272f;\\n --light-color-border: #eeeeee;\\n --light-color-commit-did-not-render-fill: #cfd1d5;\\n --light-color-commit-did-not-render-fill-text: #000000;\\n --light-color-commit-did-not-render-pattern: #cfd1d5;\\n --light-color-commit-did-not-render-pattern-text: #333333;\\n --light-color-commit-gradient-0: #37afa9;\\n --light-color-commit-gradient-1: #63b19e;\\n --light-color-commit-gradient-2: #80b393;\\n --light-color-commit-gradient-3: #97b488;\\n --light-color-commit-gradient-4: #abb67d;\\n --light-color-commit-gradient-5: #beb771;\\n --light-color-commit-gradient-6: #cfb965;\\n --light-color-commit-gradient-7: #dfba57;\\n --light-color-commit-gradient-8: #efbb49;\\n --light-color-commit-gradient-9: #febc38;\\n --light-color-commit-gradient-text: #000000;\\n --light-color-component-name: #6a51b2;\\n --light-color-component-name-inverted: #ffffff;\\n --light-color-component-badge-background: rgba(0, 0, 0, 0.1);\\n --light-color-component-badge-background-inverted: rgba(255, 255, 255, 0.25);\\n --light-color-component-badge-count: #777d88;\\n --light-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\\n --light-color-console-error-badge-text: #ffffff;\\n --light-color-console-error-background: #fff0f0;\\n --light-color-console-error-border: #ffd6d6;\\n --light-color-console-error-icon: #eb3941;\\n --light-color-console-error-text: #fe2e31;\\n --light-color-console-warning-badge-text: #000000;\\n --light-color-console-warning-background: #fffbe5;\\n --light-color-console-warning-border: #fff5c1;\\n --light-color-console-warning-icon: #f4bd00;\\n --light-color-console-warning-text: #64460c;\\n --light-color-context-background: rgba(0,0,0,.9);\\n --light-color-context-background-hover: rgba(255, 255, 255, 0.1);\\n --light-color-context-background-selected: #178fb9;\\n --light-color-context-border: #3d424a;\\n --light-color-context-text: #ffffff;\\n --light-color-context-text-selected: #ffffff;\\n --light-color-dim: #777d88;\\n --light-color-dimmer: #cfd1d5;\\n --light-color-dimmest: #eff0f1;\\n --light-color-error-background: hsl(0, 100%, 97%);\\n --light-color-error-border: hsl(0, 100%, 92%);\\n --light-color-error-text: #ff0000;\\n --light-color-expand-collapse-toggle: #777d88;\\n --light-color-link: #0000ff;\\n --light-color-modal-background: rgba(255, 255, 255, 0.75);\\n --light-color-bridge-version-npm-background: #eff0f1;\\n --light-color-bridge-version-npm-text: #000000;\\n --light-color-bridge-version-number: #0088fa;\\n --light-color-primitive-hook-badge-background: #e5e5e5;\\n --light-color-primitive-hook-badge-text: #5f6673;\\n --light-color-record-active: #fc3a4b;\\n --light-color-record-hover: #3578e5;\\n --light-color-record-inactive: #0088fa;\\n --light-color-scroll-thumb: #c2c2c2;\\n --light-color-scroll-track: #fafafa;\\n --light-color-search-match: yellow;\\n --light-color-search-match-current: #f7923b;\\n --light-color-selected-tree-highlight-active: rgba(0, 136, 250, 0.1);\\n --light-color-selected-tree-highlight-inactive: rgba(0, 0, 0, 0.05);\\n --light-color-shadow: rgba(0, 0, 0, 0.25);\\n --light-color-tab-selected-border: #0088fa;\\n --light-color-text: #000000;\\n --light-color-text-invalid: #ff0000;\\n --light-color-text-selected: #ffffff;\\n --light-color-

toggle-background-invalid: #fc3a4b;\\n --light-color-toggle-background-on: #0088fa;\\n --light-color-toggle-background-off: #cfd1d5;\\n --light-color-toggle-text: #ffffff;\\n --light-color-tooltip-background: rgba(0, 0, 0, 0.9);\\n --light-color-tooltip-text: #ffffff;\\n\\n /* Dark theme */\\n --dark-color-attribute-name: #9d87d2;\\n --dark-color-attribute-name-not-editable: #ededed;\\n --dark-color-attribute-name-inverted: #282828;\\n --dark-color-attribute-value: #cedae0;\\n --dark-color-attribute-value-inverted: #ffffff;\\n --dark-color-attribute-editable-value: yellow;\\n --dark-color-background: #282c34;\\n --dark-color-background-hover: rgba(255, 255, 255, 0.1);\\n --dark-color-background-inactive: #3d424a;\\n --dark-color-background-invalid: #5c0000;\\n --dark-color-background-selected: #178fb9;\\n --dark-color-button-background: #282c34;\\n --dark-color-button-background-focus: #3d424a;\\n --dark-color-button: #afb3b9;\\n --dark-color-button-active: #61dafb;\\n --dark-color-button-disabled: #4f5766;\\n --dark-color-button-focus: #a2e9fc;\\n --dark-color-button-hover: #ededed;\\n --dark-color-border: #3d424a;\\n --dark-color-commit-did-not-render-fill: #777d88;\\n --dark-color-commit-did-not-render-fill-text: #000000;\\n --dark-color-commit-did-not-render-pattern: #666c77;\\n --dark-color-commit-did-not-render-pattern-text: #ffffff;\\n --dark-color-commit-gradient-0: #37afa9;\\n --dark-color-commit-gradient-1: #63b19e;\\n --dark-color-commit-gradient-2: #80b393;\\n --dark-color-commit-gradient-3: #97b488;\\n --dark-color-commit-gradient-4: #abb67d;\\n --dark-color-commit-gradient-5: #beb771;\\n --dark-color-commit-gradient-6: #cfb965;\\n --dark-color-commit-gradient-7: #dfba57;\\n --dark-color-commit-gradient-8: #efbb49;\\n --dark-color-commit-gradient-9: #febc38;\\n --dark-color-commit-gradient-text: #000000;\\n --dark-color-component-name: #61dafb;\\n --dark-color-component-name-inverted: #282828;\\n --dark-color-component-badge-background: rgba(255, 255, 255, 0.25);\\n --dark-color-component-badge-background-inverted: rgba(0, 0, 0, 0.25);\\n --dark-color-component-badge-count: #8f949d;\\n --dark-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\\n --dark-color-console-error-badge-text: #000000;\\n --dark-color-console-error-background: #290000;\\n --dark-color-console-error-border: #5c0000;\\n --dark-color-console-error-icon: #eb3941;\\n --dark-color-console-error-text: #fc7f7f;\\n --dark-color-console-warning-badge-text: #000000;\\n --dark-color-console-warning-background: #332b00;\\n --dark-color-console-warning-border: #665500;\\n --dark-color-console-warning-icon: #f4bd00;\\n --dark-color-console-warning-text: #f5f2ed;\\n --dark-color-context-background: rgba(255,255,255,.9);\\n --dark-color-context-background-hover: rgba(0, 136, 250, 0.1);\\n --dark-color-context-background-selected: #0088fa;\\n --dark-color-context-border: #eeeeee;\\n --dark-color-context-text: #000000;\\n --dark-color-context-text-selected: #ffffff;\\n --dark-color-dim: #8f949d;\\n --dark-color-dimmer: #777d88;\\n --dark-color-dimmest: #4f5766;\\n --dark-color-error-background: #200;\\n --dark-color-error-border: #900;\\n --dark-color-error-text: #f55;\\n --dark-color-expand-collapse-toggle: #8f949d;\\n --dark-color-link: #61dafb;\\n --dark-color-modal-background: rgba(0, 0, 0, 0.75);\\n --dark-color-bridge-version-npm-background: rgba(0, 0, 0, 0.25);\\n --dark-color-bridge-version-npm-text: #ffffff;\\n --dark-color-bridge-version-number: yellow;\\n --dark-color-primitive-hook-badge-background: rgba(0, 0, 0, 0.25);\\n --dark-color-primitive-hook-badge-text: rgba(255, 255, 255, 0.7);\\n --dark-color-record-active: #fc3a4b;\\n --dark-color-record-hover: #a2e9fc;\\n --dark-color-record-inactive: #61dafb;\\n --dark-color-scroll-thumb: #afb3b9;\\n --dark-color-scroll-track: #313640;\\n --dark-color-search-match: yellow;\\n --dark-color-search-match-current: #f7923b;\\n --dark-color-selected-tree-highlight-active: rgba(23, 143, 185, 0.15);\\n --dark-color-selected-tree-highlight-inactive: rgba(255, 255, 255, 0.05);\\n --dark-color-shadow: rgba(0, 0, 0, 0.5);\\n --dark-color-tab-selected-border: #178fb9;\\n --dark-color-text: #ffffff;\\n --dark-color-text-invalid: #ff8080;\\n --dark-color-text-selected: #ffffff;\\n --dark-color-toggle-background-invalid: #fc3a4b;\\n --dark-color-toggle-background-on: #178fb9;\\n --dark-color-toggle-background-off: #777d88;\\n --dark-color-toggle-text: #ffffff;\\n --dark-color-tooltip-background: rgba(255, 255, 255, 0.9);\\n --dark-color-tooltip-text: #000000;\\n\\n /* Font smoothing */\\n --light-font-smoothing: auto;\\n --dark-font-smoothing: antialiased;\\n --font-smoothing: auto;\\n\\n /* Compact density */\\n --compact-font-size-monospace-small: 9px;\\n --compact-font-size-monospace-normal: 11px;\\n --compact-font-size-monospace-large: 15px;\\n --compact-font-size-sans-small: 10px;\\n --compact-font-size-sans-normal: 12px;\\n --compact-font-size-sans-large: 14px;\\n --compact-line-height-data: 18px;\\n --compact-root-font-size: 16px;\\n\\n /* Comfortable density */\\n --comfortable-font-size-monospace-small: 10px;\\n --comfortable-font-size-monospace-normal: 13px;\\n --comfortable-font-size-monospace-large: 17px;\\n --comfortable-font-size-sans-small: 12px;\\n --comfortable-font-size-sans-normal:

14px;\\n --comfortable-font-size-sans-large: 16px;\\n --comfortable-line-height-data: 22px;\\n --comfortable-root-font-size: 20px;\\n\\n /* GitHub.com system fonts */\\n --font-family-monospace: 'SFMono-Regular', Consolas, 'Liberation Mono', Menlo,\\n   Courier, monospace;\\n --font-family-sans: -apple-system, BlinkMacSystemFont, Segoe UI, Helvetica,\\n   Arial, sans-serif, Apple Color Emoji, Segoe UI Emoji, Segoe UI Symbol;\\n}\\n\"","'use strict'\nmodule.exports = Yallist\n\nYallist.Node = Node\nYallist.create = Yallist\n\nfunction Yallist (list) {\n var self = this\n if (!(self instanceof Yallist)) {\n   self = new Yallist()\n }\n\n self.tail = null\n self.head = null\n self.length = 0\n\n if (list && typeof list.forEach === 'function') {\n   list.forEach(function (item) {\n   self.push(item)\n   })\n } else if (arguments.length > 0) {\n   for (var i = 0, l = arguments.length; i < l; i++) {\n   self.push(arguments[i])\n   }\n }\n\n return self\n}\n\nYallist.prototype.removeNode = function (node) {\n if (node.list !== this) {\n   throw new Error('removing node which does not belong to this list')\n }\n\n var next = node.next\n var prev = node.prev\n\n if (next) {\n   next.prev = prev\n }\n\n if (prev) {\n   prev.next = next\n }\n\n if (node === this.head) {\n   this.head = next\n }\n if (node === this.tail) {\n   this.tail = prev\n }\n\n node.list.length--\n node.next = null\n node.prev = null\n node.list = null\n\n return next\n}\n\nYallist.prototype.unshiftNode = function (node) {\n if (node === this.head) {\n   return\n }\n\n if (node.list) {\n   node.list.removeNode(node)\n }\n\n var head = this.head\n node.list = this\n node.next = head\n if (head) {\n   head.prev = node\n }\n\n this.head = node\n if (!this.tail) {\n   this.tail = node\n }\n this.length++\n}\n\nYallist.prototype.pushNode = function (node) {\n if (node === this.tail) {\n   return\n }\n\n if (node.list) {\n   node.list.removeNode(node)\n }\n\n var tail = this.tail\n node.list = this\n node.prev = tail\n if (tail) {\n   tail.next = node\n }\n\n this.tail = node\n if (!this.head) {\n   this.head = node\n }\n this.length++\n}\n\nYallist.prototype.push = function () {\n for (var i = 0, l = arguments.length; i < l; i++) {\n   push(this, arguments[i])\n }\n return this.length\n}\n\nYallist.prototype.unshift = function () {\n for (var i = 0, l = arguments.length; i < l; i++) {\n   unshift(this, arguments[i])\n }\n return this.length\n}\n\nYallist.prototype.pop = function () {\n if (!this.tail) {\n   return undefined\n }\n\n var res = this.tail.value\n this.tail = this.tail.prev\n if (this.tail) {\n   this.tail.next = null\n } else {\n   this.head = null\n }\n this.length--\n return res\n}\n\nYallist.prototype.shift = function () {\n if (!this.head) {\n   return undefined\n }\n\n var res = this.head.value\n this.head = this.head.next\n if (this.head) {\n   this.head.prev = null\n } else {\n   this.tail = null\n }\n this.length--\n return res\n}\n\nYallist.prototype.forEach = function (fn, thisp) {\n thisp = thisp || this\n for (var walker = this.head, i = 0; walker !== null; i++) {\n   fn.call(thisp, walker.value, i, this)\n   walker = walker.next\n }\n}\n\nYallist.prototype.forEachReverse = function (fn, thisp) {\n thisp = thisp || this\n for (var walker = this.tail, i = this.length - 1; walker !== null; i--) {\n   fn.call(thisp, walker.value, i, this)\n   walker = walker.prev\n }\n}\n\nYallist.prototype.get = function (n) {\n for (var i = 0, walker = this.head; walker !== null && i < n; i++) {\n   // abort out of the list early if we hit a cycle\n   walker = walker.next\n }\n if (i === n && walker !== null) {\n   return walker.value\n }\n}\n\nYallist.prototype.getReverse = function (n) {\n for (var i = 0, walker = this.tail; walker !== null && i < n; i++) {\n   // abort out of the list early if we hit a cycle\n   walker = walker.prev\n }\n if (i === n && walker !== null) {\n   return walker.value\n }\n}\n\nYallist.prototype.map = function (fn, thisp) {\n thisp = thisp || this\n var res = new Yallist()\n for (var walker = this.head; walker !== null;) {\n   res.push(fn.call(thisp, walker.value, this))\n   walker = walker.next\n }\n return res\n}\n\nYallist.prototype.mapReverse = function (fn, thisp) {\n thisp = thisp || this\n var res = new Yallist()\n for (var walker = this.tail; walker !== null;) {\n   res.push(fn.call(thisp, walker.value, this))\n   walker = walker.prev\n }\n return res\n}\n\nYallist.prototype.reduce = function (fn, initial) {\n var acc\n var walker = this.head\n if (arguments.length > 1) {\n   acc = initial\n } else if (this.head) {\n   walker = this.head.next\n   acc = this.head.value\n } else {\n   throw new TypeError('Reduce of empty list with no initial value')\n }\n\n for (var i = 0; walker !== null; i++) {\n   acc = fn(acc, walker.value, i)\n   walker = walker.next\n }\n\n return acc\n}\n\nYallist.prototype.reduceReverse = function (fn, initial) {\n var acc\n var walker = this.tail\n if (arguments.length > 1) {\n   acc = initial\n } else if (this.tail) {\n   walker = this.tail.prev\n   acc = this.tail.value\n } else {\n   throw new TypeError('Reduce of empty list with no initial value')\n }\n\n for (var i = this.length - 1; walker !== null; i--) {\n   acc = fn(acc, walker.value, i)\n   walker = walker.prev\n }\n\n return acc\n}\n\nYallist.prototype.toArray = function () {\n var arr = new Array(this.length)\n for (var i = 0, walker =

this.head; walker !== null; i++) {\n arr[i] = walker.value\n walker = walker.next\n }\n return arr\n}\n\nYallist.prototype.toArrayReverse = function () {\n var arr = new Array(this.length)\n for (var i = 0, walker = this.tail; walker !== null; i++) {\n arr[i] = walker.value\n walker = walker.prev\n }\n return arr\n}\n\nYallist.prototype.slice = function (from, to) {\n to = to || this.length\n if (to < 0) {\n to += this.length\n }\n from = from || 0\n if (from < 0) {\n from += this.length\n }\n var ret = new Yallist()\n if (to < from || to < 0) {\n return ret\n }\n if (from < 0) {\n from = 0\n }\n if (to > this.length) {\n to = this.length\n }\n for (var i = 0, walker = this.head; walker !== null && i < from; i++) {\n walker = walker.next\n }\n for (; walker !== null && i < to; i++, walker = walker.next) {\n ret.push(walker.value)\n }\n return ret\n}\n\nYallist.prototype.sliceReverse = function (from, to) {\n to = to || this.length\n if (to < 0) {\n to += this.length\n }\n from = from || 0\n if (from < 0) {\n from += this.length\n }\n var ret = new Yallist()\n if (to < from || to < 0) {\n return ret\n }\n if (from < 0) {\n from = 0\n }\n if (to > this.length) {\n to = this.length\n }\n for (var i = this.length, walker = this.tail; walker !== null && i > to; i--) {\n walker = walker.prev\n }\n for (; walker !== null && i > from; i--, walker = walker.prev) {\n ret.push(walker.value)\n }\n return ret\n}\n\nYallist.prototype.splice = function (start, deleteCount /*, ...nodes */) {\n if (start > this.length) {\n start = this.length - 1\n }\n if (start < 0) {\n start = this.length + start;\n }\n\n for (var i = 0, walker = this.head; walker !== null && i < start; i++) {\n walker = walker.next\n }\n\n var ret = []\n for (var i = 0; walker && i < deleteCount; i++) {\n ret.push(walker.value)\n walker = this.removeNode(walker)\n }\n if (walker === null) {\n walker = this.tail\n }\n\n if (walker !== this.head && walker !== this.tail) {\n walker = walker.prev\n }\n\n for (var i = 2; i < arguments.length; i++) {\n walker = insert(this, walker, arguments[i])\n }\n return ret;\n}\n\nYallist.prototype.reverse = function () {\n var head = this.head\n var tail = this.tail\n for (var walker = head; walker !== null; walker = walker.prev) {\n var p = walker.prev\n walker.prev = walker.next\n walker.next = p\n }\n this.head = tail\n this.tail = head\n return this\n}\n\nfunction insert (self, node, value) {\n var inserted = node === self.head ?\n new Node(value, null, node, self) :\n new Node(value, node, node.next, self)\n\n if (inserted.next === null) {\n self.tail = inserted\n }\n if (inserted.prev === null) {\n self.head = inserted\n }\n\n self.length++\n\n return inserted\n}\n\nfunction push (self, item) {\n self.tail = new Node(item, self.tail, null, self)\n if (!self.head) {\n self.head = self.tail\n }\n self.length++\n}\n\nfunction unshift (self, item) {\n self.head = new Node(item, null, self.head, self)\n if (!self.tail) {\n self.tail = self.head\n }\n self.length++\n}\n\nfunction Node (value, prev, next, list) {\n if (!(this instanceof Node)) {\n return new Node(value, prev, next, list)\n }\n\n this.list = list\n this.value = value\n\n if (prev) {\n prev.next = this\n this.prev = prev\n } else {\n this.prev = null\n }\n\n if (next) {\n next.prev = this\n this.next = next\n } else {\n this.next = null\n }\n}\n\ntry {\n // add if support for Symbol.iterator is present\n require('./iterator.js')(Yallist)\n} catch (er) {}\n","'use strict'\nmodule.exports = function (Yallist) {\n Yallist.prototype[Symbol.iterator] = function* () {\n for (let walker = this.head; walker; walker = walker.next) {\n yield walker.value\n }\n }\n}\n","/** @license React vundefined\n * react-is.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';var b=60103,c=60106,d=60107,e=60108,f=60114,g=60109,h=60110,k=60112,l=60113,m=60120,n=60115,p=60116,q=60129,r=60130,u=60131,v=60132;\nif(\"function\"===typeof Symbol&&Symbol.for){var w=Symbol.for;b=w(\"react.element\");c=w(\"react.portal\");d=w(\"react.fragment\");e=w(\"react.strict_mode\");f=w(\"react.profiler\");g=w(\"react.provider\");h=w(\"react.context\");k=w(\"react.forward_ref\");l=w(\"react.suspense\");m=w(\"react.suspense_list\");n=w(\"react.memo\");p=w(\"react.lazy\");q=w(\"react.debug_trace_mode\");r=w(\"react.offscreen\");u=w(\"react.legacy_hidden\");v=w(\"react.cache\")}var x=0;\"function\"===typeof Symbol&&(x=Symbol.for(\"react.module.reference\"));\nfunction y(a){if(\"object\"===typeof a&&null!==a){var t=a.$$typeof;switch(t){case b:switch(a=a.type,a){case d:case f:case e:case l:case m:return a;default:switch(a=a&&a.$$typeof,a){case h:case k:case p:case n:case g:return a;default:return t}}case c:return t}}}var z=g,A=b,B=k,C=d,D=p,E=n,F=c,G=f,H=e,I=l,J=m;exports.ContextConsumer=h;exports.ContextProvider=z;exports.Element=A;exports.ForwardRef=B;exports.Fragment=C;exports.Lazy=D;exports.Memo=E;exports.Portal=F;export

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s.Profiler=G;\nexports.StrictMode=H;exports.Suspense=I;exports.SuspenseList=J;exports.isAsyncMode=function()
{return!1};exports.isConcurrentMode=function(){return!1};exports.isContextConsumer=function(a){return
y(a)===h};exports.isContextProvider=function(a){return
y(a)===g};exports.isElement=function(a){return\"object\"===typeof
a&&null!==a&&a.$$typeof===b};exports.isForwardRef=function(a){return
y(a)===k};exports.isFragment=function(a){return y(a)===d};exports.isLazy=function(a){return
y(a)===p};\nexports.isMemo=function(a){return y(a)===n};exports.isPortal=function(a){return
y(a)===c};exports.isProfiler=function(a){return y(a)===f};exports.isStrictMode=function(a){return
y(a)===e};exports.isSuspense=function(a){return y(a)===l};exports.isSuspenseList=function(a){return
y(a)===m};\nexports.isValidElementType=function(a){return\"string\"===typeof a||\"function\"===typeof
a||a===d||a===f||a===q||a===e||a===l||a===m||a===u||a===r||a===v||\"object\"===typeof
a&&null!==a&&(a.$$typeof===p||a.$$typeof===n||a.$$typeof===g||a.$$typeof===h||a.$$typeof===k||a.$$typeof=
==x||void 0!==a.getModuleId)?!0:!1};exports.typeOf=y;\n","var scope = (typeof global !== \"undefined\" &&
global) ||\n            (typeof self !== \"undefined\" && self) ||\n            window;\nvar apply =
Function.prototype.apply;\n\n// DOM APIs, for completeness\n\nexports.setTimeout = function() {\n  return new
Timeout(apply.call(setTimeout, scope, arguments), clearTimeout);\n};\nexports.setInterval = function() {\n  return
new Timeout(apply.call(setInterval, scope, arguments), clearInterval);\n};\nexports.clearTimeout
=\nexports.clearInterval = function(timeout) {\n  if (timeout) {\n    timeout.close();\n  }\n};\n\nfunction Timeout(id,
clearFn) {\n  this._id = id;\n  this._clearFn = clearFn;\n}\nTimeout.prototype.unref = Timeout.prototype.ref =
function() {};\nTimeout.prototype.close = function() {\n  this._clearFn.call(scope, this._id);\n};\n\n// Does not start
the time, just sets up the members needed.\nexports.enroll = function(item, msecs) {\n
clearTimeout(item._idleTimeoutId);\n  item._idleTimeout = msecs;\n};\n\nexports.unenroll = function(item) {\n
clearTimeout(item._idleTimeoutId);\n  item._idleTimeout = -1;\n};\n\nexports._unrefActive = exports.active =
function(item) {\n  clearTimeout(item._idleTimeoutId);\n\n  var msecs = item._idleTimeout;\n  if (msecs >= 0) {\n
item._idleTimeoutId = setTimeout(function onTimeout() {\n      if (item._onTimeout)\n        item._onTimeout();\n
}, msecs);\n  }\n};\n\n// setimmediate attaches itself to the global object\nrequire(\"setimmediate\");\n// On some
exotic environments, it's not clear which object `setimmediate` was\n// able to install onto.  Search each possibility
in the same order as the\n// `setimmediate` library.\nexports.setImmediate = (typeof self !== \"undefined\" &&
self.setImmediate) ||\n                    (typeof global !== \"undefined\" && global.setImmediate) ||\n
(this && this.setImmediate);\nexports.clearImmediate = (typeof self !== \"undefined\" && self.clearImmediate) ||\n
                    (typeof global !== \"undefined\" && global.clearImmediate) ||\n                    (this &&
this.clearImmediate);\n","(function (global, undefined) {\n    \"use strict\";\n\n    if (global.setImmediate) {\n
return;\n    }\n\n    var nextHandle = 1; // Spec says greater than zero\n    var tasksByHandle = {};\n    var
currentlyRunningATask = false;\n    var doc = global.document;\n    var registerImmediate;\n\n    function
setImmediate(callback) {\n      // Callback can either be a function or a string\n      if (typeof callback !==
\"function\") {\n        callback = new Function(\"\" + callback);\n      }\n      // Copy function arguments\n      var args
= new Array(arguments.length - 1);\n      for (var i = 0; i < args.length; i++) {\n          args[i] = arguments[i + 1];\n
}\n      // Store and register the task\n      var task = { callback: callback, args: args };\n
tasksByHandle[nextHandle] = task;\n      registerImmediate(nextHandle);\n      return nextHandle++;\n    }\n\n
function clearImmediate(handle) {\n        delete tasksByHandle[handle];\n    }\n\n    function run(task) {\n        var
callback = task.callback;\n        var args = task.args;\n        switch (args.length) {\n        case 0:\n            callback();\n
        break;\n        case 1:\n            callback(args[0]);\n            break;\n        case 2:\n            callback(args[0],
args[1]);\n            break;\n        case 3:\n            callback(args[0], args[1], args[2]);\n            break;\n        default:\n
      callback.apply(undefined, args);\n            break;\n        }\n    }\n\n    function runIfPresent(handle) {\n        //
From the spec: \"Wait until any invocations of this algorithm started before this one have completed.\"\n        // So if
we're currently running a task, we'll need to delay this invocation.\n        if (currentlyRunningATask) {\n            //
Delay by doing a setTimeout. setImmediate was tried instead, but in Firefox 7 it generated a\n            // \"too much
recursion\" error.\n            setTimeout(runIfPresent, 0, handle);\n        } else {\n            var task =
```

tasksByHandle[handle];\n if (task) {\n currentlyRunningATask = true;\n try {\n run(task);\n } finally {\n clearImmediate(handle);\n currentlyRunningATask = false;\n }\n }\n }\n }\n\n function installNextTickImplementation() {\n registerImmediate = function(handle) {\n process.nextTick(function () { runIfPresent(handle); });\n };\n }\n\n function canUsePostMessage() {\n // The test against `importScripts` prevents this implementation from being installed inside a web worker,\n // where `global.postMessage` means something completely different and can't be used for this purpose.\n if (global.postMessage && !global.importScripts) {\n var postMessageIsAsynchronous = true;\n var oldOnMessage = global.onmessage;\n global.onmessage = function() {\n postMessageIsAsynchronous = false;\n };\n global.postMessage(\"\", \"*\");\n global.onmessage = oldOnMessage;\n return postMessageIsAsynchronous;\n }\n }\n\n function installPostMessageImplementation() {\n // Installs an event handler on `global` for the `message` event: see\n // * https://developer.mozilla.org/en/DOM/window.postMessage\n // * http://www.whatwg.org/specs/web-apps/current-work/multipage/comms.html#crossDocumentMessages\n\n var messagePrefix = \"setImmediate$\" + Math.random() + \"$\";\n var onGlobalMessage = function(event) {\n if (event.source === global &&\n typeof event.data === \"string\" &&\n event.data.indexOf(messagePrefix) === 0) {\n runIfPresent(+event.data.slice(messagePrefix.length));\n }\n };\n\n if (global.addEventListener) {\n global.addEventListener(\"message\", onGlobalMessage, false);\n } else {\n global.attachEvent(\"onmessage\", onGlobalMessage);\n }\n\n registerImmediate = function(handle) {\n global.postMessage(messagePrefix + handle, \"*\");\n };\n }\n\n function installMessageChannelImplementation() {\n var channel = new MessageChannel();\n channel.port1.onmessage = function(event) {\n var handle = event.data;\n runIfPresent(handle);\n };\n\n registerImmediate = function(handle) {\n channel.port2.postMessage(handle);\n };\n }\n\n function installReadyStateChangeImplementation() {\n var html = doc.documentElement;\n registerImmediate = function(handle) {\n // Create a <script> element; its readystatechange event will be fired asynchronously once it is inserted\n // into the document. Do so, thus queuing up the task. Remember to clean up once it's been called.\n var script = doc.createElement(\"script\");\n script.onreadystatechange = function () {\n runIfPresent(handle);\n script.onreadystatechange = null;\n html.removeChild(script);\n script = null;\n };\n html.appendChild(script);\n };\n }\n\n function installSetTimeoutImplementation() {\n registerImmediate = function(handle) {\n setTimeout(runIfPresent, 0, handle);\n };\n }\n\n // If supported, we should attach to the prototype of global, since that is where setTimeout et al. live.\n var attachTo = Object.getPrototypeOf && Object.getPrototypeOf(global);\n attachTo = attachTo && attachTo.setTimeout ? attachTo : global;\n\n // Don't get fooled by e.g. browserify environments.\n if ({}.toString.call(global.process) === \"[object process]\") {\n // For Node.js before 0.9\n installNextTickImplementation();\n\n } else if (canUsePostMessage()) {\n // For non-IE10 modern browsers\n installPostMessageImplementation();\n\n } else if (global.MessageChannel) {\n // For web workers, where supported\n installMessageChannelImplementation();\n\n } else if (doc && \"onreadystatechange\" in doc.createElement(\"script\")) {\n // For IE 6–8\n installReadyStateChangeImplementation();\n\n } else {\n // For older browsers\n installSetTimeoutImplementation();\n }\n\n attachTo.setImmediate = setImmediate;\n attachTo.clearImmediate = clearImmediate;\n}(typeof self === \"undefined\" ? typeof global === \"undefined\" ? this : global : self));\n","/** @license React vundefined\n * react-debug-tools.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';var k=require(\"object-assign\"),p=require(\"error-stack-parser\");function r(a){for(var b=\"https://reactjs.org/docs/error-decoder.html?invariant=\"+a,e=1;e<arguments.length;e++)b+=\"&args[]=\"+encodeURIComponent(arguments[e]);return\"Minified React error #\"+a+\"; visit \"+b+\" for the full message or use the non-minified dev environment for full errors and additional helpful warnings.\"}var w=require(\"react\").__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED,x=60128;\nif(\"fun

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ction\"===typeof Symbol&&Symbol.for){var y=Symbol.for;x=y(\"react.opaque.id\")}var
z=[],A=null,B=null;\nfunction C(){if(null===A){var a=new
Map;try{D.useContext({_currentValue:null}),D.useState(null),D.useReducer(function(a){return
a},null),D.useRef(null),\"function\"===typeof
D.useCacheRefresh&&D.useCacheRefresh(),D.useLayoutEffect(function(){}),D.useEffect(function(){}),D.useImpe
rativeHandle(void 0,function(){return
null}),D.useDebugValue(null),D.useCallback(function(){}),D.useMemo(function(){return null})}finally{var
b=z;z=[]}for(var e=0;e<b.length;e++){var f=b[e];a.set(f.primitive,p.parse(f.stackError))}A=\na}return A}var
E=null;function F(){var a=E;null!==a&&(E=a.next);return a}\nvar D={getCacheForType:function(){throw
Error(r(248));},readContext:function(a){return a._currentValue},useCacheRefresh:function(){var
a=F();z.push({primitive:\"CacheRefresh\",stackError:Error(),value:null!==a?a.memoizedState:function(){}});return
function(){}},useCallback:function(a){var
b=F();z.push({primitive:\"Callback\",stackError:Error(),value:null!==b?b.memoizedState[0]:a});return
a},useContext:function(a){z.push({primitive:\"Context\",stackError:Error(),value:a._currentValue});return
a._currentValue},\nuseEffect:function(a){F();z.push({primitive:\"Effect\",stackError:Error(),value:a})},useImperati
veHandle:function(a){F();var b=void 0;null!==a&&\"object\"===typeof
a&&(b=a.current);z.push({primitive:\"ImperativeHandle\",stackError:Error(),value:b})},useDebugValue:function(a,
b){z.push({primitive:\"DebugValue\",stackError:Error(),value:\"function\"===typeof
b?b(a):a})},useLayoutEffect:function(a){F();z.push({primitive:\"LayoutEffect\",stackError:Error(),value:a})},useM
emo:function(a){var
b=F();a=null!==b?b.memoizedState[0]:\na();z.push({primitive:\"Memo\",stackError:Error(),value:a});return
a},useReducer:function(a,b,e){a=F();b=null!==a?a.memoizedState:void
0!==e?e(b):b;z.push({primitive:\"Reducer\",stackError:Error(),value:b});return[b,function(){}]},useRef:function(a){
var
b=F();a=null!==b?b.memoizedState:{current:a};z.push({primitive:\"Ref\",stackError:Error(),value:a.current});retur
n a},useState:function(a){var b=F();a=null!==b?b.memoizedState:\"function\"===typeof
a?a():a;z.push({primitive:\"State\",stackError:Error(),value:a});\nreturn[a,function(){}]},useTransition:function(){F(
);F();z.push({primitive:\"Transition\",stackError:Error(),value:void
0});return[!1,function(){}]},useMutableSource:function(a,b){F();F();F();F();a=b(a._source);z.push({primitive:\"Mut
ableSource\",stackError:Error(),value:a});return
a},useDeferredValue:function(a){F();F();z.push({primitive:\"DeferredValue\",stackError:Error(),value:a});return
a},useOpaqueIdentifier:function(){var a=F();B&&0===B.mode&&F();(a=null===a?void
0:a.memoizedState)&&a.$$typeof===\nx&&(a=void
0);z.push({primitive:\"OpaqueIdentifier\",stackError:Error(),value:a});return a}},G=0;function H(a,b,e){var
f=b[e].source,c=0;a:for(;c<a.length;c++)if(a[c].source===f){for(var
l=e+1,q=c+1;l<b.length&&q<a.length;l++,q++)if(a[q].source!==b[l].source)continue a;return c}return-1}function
I(a,b){if(!a)return!1;b=\"use\"+b;return a.length<b.length?!1:a.lastIndexOf(b)===a.length-b.length}\nfunction
J(a,b,e){for(var f=[],c=null,l=f,q=0,t=[],v=0;v<b.length;v++){var u=b[v];var d=a;var h=p.parse(u.stackError);b:{var
m=h,n=H(m,d,G);if(-1!==n)d=n;else{for(var g=0;g<d.length&&5>g;g++)if(n=H(m,d,g),-1!==n){G=g;d=n;break
b}d=-1}}b:{m=h;n=C().get(u.primitive);if(void
0!==n)for(g=0;g<n.length&&g<m.length;g++)if(n[g].source!==m[g].source){g<m.length-
1&&I(m[g].functionName,u.primitive)&&g++;g<m.length-
1&&I(m[g].functionName,u.primitive)&&g++;m=g;break b}m=-1}h=-1===d||-1===m||2>d-m?null:h.slice(m,\nd-
1);if(null!==h){d=0;if(null!==c){for(;d<h.length&&d<c.length&&h[h.length-d-1].source===c[c.length-d-
1].source;)d++;for(c=c.length-1;c>d;c--)l=t.pop()}for(c=h.length-d-1;1<=c;c--)d=[],m=h[c],(n=h[c-
1].functionName)?(g=n.lastIndexOf(\".\"),-
1===g&&(g=0),\"use\"===n.substr(g,3)&&(g+=3),n=n.substr(g)):n=\"\",n={id:null,isStateEditable:!1,name:n,value
:void
```

0,subHooks:d},e&&(n.hookSource={lineNumber:m.lineNumber,columnNumber:m.columnNumber,functionName:
m.functionName,fileName:m.fileName}),l.push(n),t.push(l),\nl=d;c=h}d=u.primitive;u={id:\"Context\"===d||\"Deb
ugValue\"===d?null:q++,isStateEditable:\"Reducer\"===d||\"State\"===d,name:d,value:u.value,subHooks:[]};e&&(
d={lineNumber:null,functionName:null,fileName:null,columnNumber:null},h&&1<=h.length&&(h=h[0],d.lineNu
mber=h.lineNumber,d.functionName=h.functionName,d.fileName=h.fileName,d.columnNumber=h.columnNumber
),u.hookSource=d);l.push(u)}K(f,null);return f}\nfunction K(a,b){for(var e=[],f=0;f<a.length;f++){var
c=a[f];\"DebugValue\"===c.name&&0===c.subHooks.length?(a.splice(f,1),f--
,e.push(c)):K(c.subHooks,c)}null!==b&&(1===e.length?b.value=e[0].value:1<e.length&&(b.value=e.map(function
(a){return a.value}))))}function L(a,b,e){var f=3<arguments.length&&void
0!==arguments[3]?arguments[3]:!1;null==e&&(e=w.ReactCurrentDispatcher);var c=e.current;e.current=D;try{var
l=Error();a(b)}finally{var q=z;z=[];e.current=c}c=p.parse(l);return J(c,q,f)}\nfunction
M(a){a.forEach(function(a,e){return
e._currentValue=a})}exports.inspectHooks=L;\nexports.inspectHooksOfFiber=function(a,b){var
e=2<arguments.length&&void
0!==arguments[2]?arguments[2]:!1;null==b&&(b=w.ReactCurrentDispatcher);B=a;if(0!==a.tag&&15!==a.tag&&1
1!==a.tag)throw Error(\"Unknown Fiber. Needs to be a function component to inspect hooks.\");C();var
f=a.type,c=a.memoizedProps;if(f!==a.elementType&&f&&f.defaultProps){c=k({},c);var l=f.defaultProps;for(q in
l)void 0===c[q]&&(c[q]=l[q])}E=a.memoizedState;var q=new Map;try{for(l=a;l;){if(10===l.tag){var
t=l.type._context;q.has(t)||\n(q.set(t,t._currentValue),t._currentValue=l.memoizedProps.value)}l=l.return}if(11===a.
tag){var v=f.render;f=c;var u=a.ref;t=b;var d=t.current;t.current=D;try{var h=Error();v(f,u)}finally{var
m=z;z=[];t.current=d}var n=p.parse(h);return J(n,m,e)}return L(f,c,b,e)}finally{E=null,M(q)}};\n","(function(root,
factory) {\n 'use strict';\n // Universal Module Definition (UMD) to support AMD, CommonJS/Node.js, Rhino,
and browsers.\n\n /* istanbul ignore next */\n if (typeof define === 'function' && define.amd) {\n
define('error-stack-parser', ['stackframe'], factory);\n } else if (typeof exports === 'object') {\n   module.exports
= factory(require('stackframe'));\n } else {\n   root.ErrorStackParser = factory(root.StackFrame);\n }\n}(this,
function ErrorStackParser(StackFrame) {\n 'use strict';\n\n var FIREFOX_SAFARI_STACK_REGEXP =
/(^|@)\\S+:\\d+/;\n var CHROME_IE_STACK_REGEXP = /^\\s*at .*(\\S+:\\d+|\\(native\\))/m;\n var
SAFARI_NATIVE_CODE_REGEXP = /^(eval@)?(\\[native code])?$/;\n\n return {\n   /**\n   * Given an
Error object, extract the most information from it.\n   *\n   * @param {Error} error object\n   * @return
{Array} of StackFrames\n   */\n   parse: function ErrorStackParser$$parse(error) {\n   if (typeof
error.stacktrace !== 'undefined' || typeof error['opera#sourceloc'] !== 'undefined') {\n   return
this.parseOpera(error);\n   } else if (error.stack && error.stack.match(CHROME_IE_STACK_REGEXP)) {\n
        return this.parseV8OrIE(error);\n   } else if (error.stack) {\n   return
this.parseFFOrSafari(error);\n   } else {\n   throw new Error('Cannot parse given Error object');\n
}\n   },\n\n   // Separate line and column numbers from a string of the form: (URI:Line:Column)\n
extractLocation: function ErrorStackParser$$extractLocation(urlLike) {\n   // Fail-fast but return locations like
\"(native)\"\n   if (urlLike.indexOf(':') === -1) {\n   return [urlLike];\n   }\n\n   var regExp =
/(.+?)(?::(\\d+))?(?::(\\d+))?$/;\n   var parts = regExp.exec(urlLike.replace(/[()]/g, ''));\n   return [parts[1],
parts[2] || undefined, parts[3] || undefined];\n   },\n\n   parseV8OrIE: function
ErrorStackParser$$parseV8OrIE(error) {\n   var filtered = error.stack.split('\\n').filter(function(line) {\n
  return !!line.match(CHROME_IE_STACK_REGEXP);\n   }, this);\n\n   return
filtered.map(function(line) {\n   if (line.indexOf('(eval ') > -1) {\n   // Throw away eval
information until we implement stacktrace.js/stackframe#8\n   line = line.replace(/eval code/g,
'eval').replace(/(\\(eval at [^()]*)|(\\),.*$)/g, '');\n   }\n   var sanitizedLine = line.replace(/^\\s+/,
'').replace(/\\(eval code/g, '(');\n\n   // capture and preseve the parenthesized location \"(/foo/my
bar.js:12:87)\" in\n   // case it has spaces in it, as the string is split on \\s+ later on\n   var location =
sanitizedLine.match(/ (\\((.+):(\\d+):(\\d+)\\)$)/);\n\n   // remove the parenthesized location from the line, if it
was matched\n   sanitizedLine = location ? sanitizedLine.replace(location[0], '') : sanitizedLine;\n\n

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var tokens = sanitizedLine.split(/\\s+/).slice(1);\n                // if a location was matched, pass it to extractLocation()
otherwise pop the last token\n                var locationParts = this.extractLocation(location ? location[1] :
tokens.pop());\n                var functionName = tokens.join(' ') || undefined;\n                var fileName = ['eval',
'<anonymous>'].indexOf(locationParts[0]) > -1 ? undefined : locationParts[0];\n\n                return new
StackFrame({\n                    functionName: functionName,\n                    fileName: fileName,\n
lineNumber: locationParts[1],\n                    columnNumber: locationParts[2],\n                    source: line\n
});\n            }, this);\n        },\n\n        parseFFOrSafari: function ErrorStackParser$$parseFFOrSafari(error) {\n
 var filtered = error.stack.split('\\n').filter(function(line) {\n                return
!line.match(SAFARI_NATIVE_CODE_REGEXP);\n            }, this);\n\n            return filtered.map(function(line)
{\n                // Throw away eval information until we implement stacktrace.js/stackframe#8\n                if
(line.indexOf(' > eval') > -1) {\n                    line = line.replace(/ line (\\d+)(?: > eval line \\d+)* > eval:\\d+:\\d+/g,
':$1');\n                }\n\n                if (line.indexOf('@') === -1 && line.indexOf(':') === -1) {\n                    // Safari
eval frames only have function names and nothing else\n                    return new StackFrame({\n
functionName: line\n                    });\n                } else {\n                    var functionNameRegex =
/((.*\".+\"[^@]*)?[^@]*)(?:@)/;\n                    var matches = line.match(functionNameRegex);\n                    var
functionName = matches && matches[1] ? matches[1] : undefined;\n                    var locationParts =
this.extractLocation(line.replace(functionNameRegex, ''));\n\n                    return new StackFrame({\n
functionName: functionName,\n                    fileName: locationParts[0],\n                    lineNumber:
locationParts[1],\n                    columnNumber: locationParts[2],\n                    source: line\n                    });\n
            }\n            }, this);\n        },\n\n        parseOpera: function ErrorStackParser$$parseOpera(e) {\n            if
(!e.stacktrace || (e.message.indexOf('\\n') > -1 &&\n                e.message.split('\\n').length >
e.stacktrace.split('\\n').length)) {\n                return this.parseOpera9(e);\n            } else if (!e.stack) {\n
return this.parseOpera10(e);\n            } else {\n                return this.parseOpera11(e);\n            }\n        },\n\n
parseOpera9: function ErrorStackParser$$parseOpera9(e) {\n            var lineRE = /Line (\\d+).*script (?:in
)?(\\S+)/i;\n            var lines = e.message.split('\\n');\n            var result = [];\n\n            for (var i = 2, len =
lines.length; i < len; i += 2) {\n                var match = lineRE.exec(lines[i]);\n                if (match) {\n
result.push(new StackFrame({\n                    fileName: match[2],\n                    lineNumber: match[1],\n
            source: lines[i]\n                    }));\n                }\n            }\n\n            return result;\n        },\n\n
parseOpera10: function ErrorStackParser$$parseOpera10(e) {\n            var lineRE = /Line (\\d+).*script (?:in
)?(\\S+)(?:: In function (\\S+))?$/i;\n            var lines = e.stacktrace.split('\\n');\n            var result = [];\n\n            for
(var i = 0, len = lines.length; i < len; i += 2) {\n                var match = lineRE.exec(lines[i]);\n                if (match)
{\n                    result.push(\n                    new StackFrame({\n                    functionName: match[3] ||
undefined,\n                    fileName: match[2],\n                    lineNumber: match[1],\n
source: lines[i]\n                    })\n                );\n                }\n            }\n\n            return result;\n        },\n\n        //
Opera 10.65+ Error.stack very similar to FF/Safari\n        parseOpera11: function
ErrorStackParser$$parseOpera11(error) {\n            var filtered = error.stack.split('\\n').filter(function(line) {\n
   return !!line.match(FIREFOX_SAFARI_STACK_REGEXP) && !line.match(/^Error created at/);\n            },
this);\n\n            return filtered.map(function(line) {\n                var tokens = line.split('@');\n                var
locationParts = this.extractLocation(tokens.pop());\n                var functionCall = (tokens.shift() || '');\n                var
functionName = functionCall\n                    .replace(/<anonymous function(: (\\w+))?>/, '$2')\n
.replace(/\\([^)]*\\)/g, '') || undefined;\n                var argsRaw;\n                if (functionCall.match(/\\(([^)]*)\\)/)) {\n
                argsRaw = functionCall.replace(/^[^(]+\\(([^)]*)\\)$/, '$1');\n                }\n                var args = (argsRaw
=== undefined || argsRaw === '[arguments not available]') ?\n                    undefined : argsRaw.split(',');\n\n
return new StackFrame({\n                    functionName: functionName,\n                    args: args,\n
fileName: locationParts[0],\n                    lineNumber: locationParts[1],\n                    columnNumber:
locationParts[2],\n                    source: line\n                });\n            }, this);\n        }\n    };\n}));\n","(function(root,
factory) {\n    'use strict';\n    // Universal Module Definition (UMD) to support AMD, CommonJS/Node.js, Rhino,
and browsers.\n\n    /* istanbul ignore next */\n    if (typeof define === 'function' && define.amd) {\n
```

define('stackframe', [], factory);\n   } else if (typeof exports === 'object') {\n   module.exports = factory();\n   } else {\n   root.StackFrame = factory();\n   }\n}(this, function() {\n   'use strict';\n   function _isNumber(n) {\n return !isNaN(parseFloat(n)) && isFinite(n);\n   }\n\n   function _capitalize(str) {\n   return str.charAt(0).toUpperCase() + str.substring(1);\n   }\n\n   function _getter(p) {\n   return function() {\n return this[p];\n   };\n   }\n\n   var booleanProps = ['isConstructor', 'isEval', 'isNative', 'isToplevel'];\n   var numericProps = ['columnNumber', 'lineNumber'];\n   var stringProps = ['fileName', 'functionName', 'source'];\n var arrayProps = ['args'];\n\n   var props = booleanProps.concat(numericProps, stringProps, arrayProps);\n\n function StackFrame(obj) {\n   if (!obj) return;\n   for (var i = 0; i < props.length; i++) {\n   if (obj[props[i]] !== undefined) {\n   this['set' + _capitalize(props[i])](obj[props[i]]);\n   }\n   }\n }\n\n   StackFrame.prototype = {\n   getArgs: function() {\n   return this.args;\n   },\n   setArgs: function(v) {\n   if (Object.prototype.toString.call(v) !== '[object Array]') {\n   throw new TypeError('Args must be an Array');\n   }\n   this.args = v;\n   },\n\n   getEvalOrigin: function() {\n   return this.evalOrigin;\n   },\n   setEvalOrigin: function(v) {\n   if (v instanceof StackFrame) {\n   this.evalOrigin = v;\n   } else if (v instanceof Object) {\n   this.evalOrigin = new StackFrame(v);\n   } else {\n   throw new TypeError('Eval Origin must be an Object or StackFrame');\n   }\n   },\n\n   toString: function() {\n   var fileName = this.getFileName() || '';\n   var lineNumber = this.getLineNumber() || '';\n   var columnNumber = this.getColumnNumber() || '';\n var functionName = this.getFunctionName() || '';\n   if (this.getIsEval()) {\n   if (fileName) {\n   return '[eval] (' + fileName + ':' + lineNumber + ':' + columnNumber + ')';\n   }\n   return '[eval]:' + lineNumber + ':' + columnNumber;\n   }\n   if (functionName) {\n   return functionName + ' (' + fileName + ':' + lineNumber + ':' + columnNumber + ')';\n   }\n   return fileName + ':' + lineNumber + ':' + columnNumber;\n   }\n   };\n\n   StackFrame.fromString = function StackFrame$$fromString(str) {\n   var argsStartIndex = str.indexOf('(');\n   var argsEndIndex = str.lastIndexOf(')');\n\n   var functionName = str.substring(0, argsStartIndex);\n   var args = str.substring(argsStartIndex + 1, argsEndIndex).split(',');\n   var locationString = str.substring(argsEndIndex + 1);\n\n   if (locationString.indexOf('@') === 0) {\n   var parts = /@(.+?)(?::(\\d+))?(?::(\\d+))?$/.exec(locationString, '');\n   var fileName = parts[1];\n   var lineNumber = parts[2];\n   var columnNumber = parts[3];\n   }\n\n   return new StackFrame({\n functionName: functionName,\n   args: args || undefined,\n   fileName: fileName,\n   lineNumber: lineNumber || undefined,\n   columnNumber: columnNumber || undefined\n   });\n   };\n\n   for (var i = 0; i < booleanProps.length; i++) {\n   StackFrame.prototype['get' + _capitalize(booleanProps[i])] = _getter(booleanProps[i]);\n   StackFrame.prototype['set' + _capitalize(booleanProps[i])] = (function(p) {\n return function(v) {\n   this[p] = Boolean(v);\n   };\n   })(booleanProps[i]);\n   }\n\n   for (var j = 0; j < numericProps.length; j++) {\n   StackFrame.prototype['get' + _capitalize(numericProps[j])] = _getter(numericProps[j]);\n   StackFrame.prototype['set' + _capitalize(numericProps[j])] = (function(p) {\n return function(v) {\n   if (!_isNumber(v)) {\n   throw new TypeError(p + ' must be a Number');\n   }\n   this[p] = Number(v);\n   };\n   })(numericProps[j]);\n   }\n\n   for (var k = 0; k < stringProps.length; k++) {\n   StackFrame.prototype['get' + _capitalize(stringProps[k])] = _getter(stringProps[k]);\n   StackFrame.prototype['set' + _capitalize(stringProps[k])] = (function(p) {\n return function(v) {\n   this[p] = String(v);\n   };\n   })(stringProps[k]);\n   }\n\n   return StackFrame;\n}));\n","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react.production.min.js');\n} else {\n module.exports = require('./cjs/react.development.js');\n}\n","/** @license React vundefined\n * react.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';var l=require(\"object-assign\"),m=60103,p=60106;exports.Fragment=60107;exports.StrictMode=60108;exports.Profiler=60114;var q=60109,r=60110,t=60112;exports.Suspense=60113;exports.SuspenseList=60120;var u=60115,v=60116;exports.unstable_DebugTracingMode=60129;exports.unstable_Offscreen=60130;exports.unstable_LegacyHidden=60131;exports.unstable_Cache=60132;\nif(\"function\"===typeof Symbol&&Symbol.for){var

```
w=Symbol.for;m=w(\"react.element\");p=w(\"react.portal\");exports.Fragment=w(\"react.fragment\");exports.Strict
Mode=w(\"react.strict_mode\");exports.Profiler=w(\"react.profiler\");q=w(\"react.provider\");r=w(\"react.context\");
t=w(\"react.forward_ref\");exports.Suspense=w(\"react.suspense\");exports.SuspenseList=w(\"react.suspense_list\");
u=w(\"react.memo\");v=w(\"react.lazy\");exports.unstable_DebugTracingMode=w(\"react.debug_trace_mode\");exp
orts.unstable_Offscreen=w(\"react.offscreen\");\nexports.unstable_LegacyHidden=w(\"react.legacy_hidden\");expor
ts.unstable_Cache=w(\"react.cache\")}var x=\"function\"===typeof Symbol&&Symbol.iterator;function
y(a){if(null===a||\"object\"!==typeof a)return null;a=x&&a[x]||a[\"@@iterator\"];return\"function\"===typeof
a?a:null}\nfunction z(a){for(var b=\"https://reactjs.org/docs/error-
decoder.html?invariant=\"+a,c=1;c<arguments.length;c++)b+=\"&args[]=\"+encodeURIComponent(arguments[c]);r
eturn\"Minified React error #\"+a+\"; visit \"+b+\" for the full message or use the non-minified dev environment for
full errors and additional helpful warnings.\"}var
A={isMounted:function(){return!1},enqueueForceUpdate:function(){},enqueueReplaceState:function(){},enqueueS
etState:function(){}},B={};\nfunction
C(a,b,c){this.props=a;this.context=b;this.refs=B;this.updater=c||A}C.prototype.isReactComponent={};C.prototype.s
etState=function(a,b){if(\"object\"!==typeof a&&\"function\"!==typeof a&&null!=a)throw
Error(z(85));this.updater.enqueueSetState(this,a,b,\"setState\")};C.prototype.forceUpdate=function(a){this.updater.e
nqueueForceUpdate(this,a,\"forceUpdate\")};function D(){}D.prototype=C.prototype;function
E(a,b,c){this.props=a;this.context=b;this.refs=B;this.updater=c||A}var F=E.prototype=new
D;\nF.constructor=E;l(F,C.prototype);F.isPureReactComponent=!0;var
G=Array.isArray,H=Object.prototype.hasOwnProperty,I={current:null},J={key:!0,ref:!0,__self:!0,__source:!0};\nfu
nction K(a,b,c){var e,d={},k=null,h=null;if(null!=b)for(e in void 0!==b.ref&&(h=b.ref),void
0!==b.key&&(k=\"\"+b.key),b)H.call(b,e)&&!J.hasOwnProperty(e)&&(d[e]=b[e]);var g=arguments.length-
2;if(1===g)d.children=c;else if(1<g){for(var
f=Array(g),n=0;n<g;n++)f[n]=arguments[n+2];d.children=f}if(a&&a.defaultProps)for(e in g=a.defaultProps,g)void
0===d[e]&&(d[e]=g[e]);return{$$typeof:m,type:a,key:k,ref:h,props:d,_owner:I.current}}\nfunction
L(a,b){return{$$typeof:m,type:a.type,key:b,ref:a.ref,props:a.props,_owner:a._owner}}function
M(a){return\"object\"===typeof a&&null!==a&&a.$$typeof===m}function escape(a){var
b={\"=\":\"=0\",\":\":\"=2\"};return\"$\"+a.replace(/[=:]/g,function(a){return b[a]})}var N=/\\/+/g;function
O(a,b){return\"object\"===typeof a&&null!==a&&null!=a.key?escape(\"\"+a.key):b.toString(36)}\nfunction
P(a,b,c,e,d){var k=typeof a;if(\"undefined\"===k||\"boolean\"===k)a=null;var h=!1;if(null===a)h=!0;else
switch(k){case \"string\":case \"number\":h=!0;break;case \"object\":switch(a.$$typeof){case m:case
p:h=!0}}if(h)return
h=a,d=d(h),a=\"\"===e?\".\"+O(h,0):e,G(d)?(c=\"\",null!=a&&(c=a.replace(N,\"$&/\")+\"/\"),P(d,b,c,\"\",function(a)
{return
a})):null!=d&&(M(d)&&(d=L(d,c+(!d.key||h&&h.key===d.key?\"\":(\"\"+d.key).replace(N,\"$&/\")+\"/\")+a)),b.pu
sh(d)),1;h=0;e=\"\"===e?\".\":e+\":\";if(G(a))for(var g=0;g<a.length;g++){k=\na[g];var
f=e+O(k,g);h+=P(k,b,c,f,d)}else if(f=y(a),\"function\"===typeof
f)for(a=f.call(a),g=0;!(k=a.next()).done;)k=k.value,f=e+O(k,g++),h+=P(k,b,c,f,d);else if(\"object\"===k)throw
b=\"\"+a,Error(z(31,\"[object Object]\"===b?\"object with keys {\"+Object.keys(a).join(\", \")+\"}\":b));return
h}function Q(a,b,c){if(null==a)return a;var e=[],d=0;P(a,e,\"\",\"\",function(a){return b.call(c,a,d++)});return
e}\nfunction R(a){if(-1===a._status){var b=a._result;b=b();b.then(function(b){if(0===a._status||-
1===a._status)a._status=1,a._result=b},function(b){if(0===a._status||-1===a._status)a._status=2,a._result=b});-
1===a._status&&(a._status=0,a._result=b)}if(1===a._status)return a._result.default;throw a._result;}var
S={current:null},T={transition:0},U={ReactCurrentDispatcher:S,ReactCurrentBatchConfig:T,ReactCurrentOwner:I
,assign:l};\nexports.Children={map:Q,forEach:function(a,b,c){Q(a,function(){b.apply(this,arguments)},c)},count:fu
nction(a){var b=0;Q(a,function(){b++});return b},toArray:function(a){return Q(a,function(a){return
a})||[]},only:function(a){if(!M(a))throw Error(z(143));return
a}};exports.Component=C;exports.PureComponent=E;exports.__SECRET_INTERNALS_DO_NOT_USE_OR_Y
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OU_WILL_BE_FIRED=U;\nexports.cloneElement=function(a,b,c){if(null===a||void 0===a)throw
Error(z(267,a));var e=l({},a.props),d=a.key,k=a.ref,h=a._owner;if(null!=b){void
0!==b.ref&&(k=b.ref,h=I.current);void 0!==b.key&&(d=\"\"+b.key);if(a.type&&a.type.defaultProps)var
g=a.type.defaultProps;for(f in b)H.call(b,f)&&!J.hasOwnProperty(f)&&(e[f]=void 0===b[f]&&void
0!==g?g[f]:b[f])}var f=arguments.length-2;if(1===f)e.children=c;else if(1<f){g=Array(f);for(var
n=0;n<f;n++)g[n]=arguments[n+2];e.children=g}return{$$typeof:m,type:a.type,\nkey:d,ref:k,props:e,_owner:h}};e
xports.createContext=function(a){a={$$typeof:r,_currentValue:a,_currentValue2:a,_threadCount:0,Provider:null,Co
nsumer:null};a.Provider={$$typeof:q,_context:a};return
a.Consumer=a};exports.createElement=K;exports.createFactory=function(a){var b=K.bind(null,a);b.type=a;return
b};exports.createRef=function(){return{current:null}};exports.forwardRef=function(a){return{$$typeof:t,render:a}
};exports.isValidElement=M;\nexports.lazy=function(a){return{$$typeof:v,_payload:{_status:-
1,_result:a},_init:R}};exports.memo=function(a,b){return{$$typeof:u,type:a,compare:void
0===b?null:b}};exports.startTransition=function(a){var
b=T.transition;T.transition=1;try{a()}finally{T.transition=b}};exports.unstable_act=function(){throw
Error(z(406));};exports.unstable_createMutableSource=function(a,b){return{_getVersion:b,_source:a,_workInProgr
essVersionPrimary:null,_workInProgressVersionSecondary:null}};\nexports.unstable_getCacheForType=function(a
){return S.current.getCacheForType(a)};exports.unstable_useCacheRefresh=function(){return
S.current.useCacheRefresh()};exports.unstable_useMutableSource=function(a,b,c){return
S.current.useMutableSource(a,b,c)};exports.unstable_useOpaqueIdentifier=function(){return
S.current.useOpaqueIdentifier()};exports.useCallback=function(a,b){return
S.current.useCallback(a,b)};exports.useContext=function(a){return
S.current.useContext(a)};exports.useDebugValue=function(){};\nexports.useDeferredValue=function(a){return
S.current.useDeferredValue(a)};exports.useEffect=function(a,b){return
S.current.useEffect(a,b)};exports.useImperativeHandle=function(a,b,c){return
S.current.useImperativeHandle(a,b,c)};exports.useLayoutEffect=function(a,b){return
S.current.useLayoutEffect(a,b)};exports.useMemo=function(a,b){return
S.current.useMemo(a,b)};exports.useReducer=function(a,b,c){return
S.current.useReducer(a,b,c)};exports.useRef=function(a){return
S.current.useRef(a)};\nexports.useState=function(a){return
S.current.useState(a)};exports.useTransition=function(){return S.current.useTransition()};exports.version=\"18.0.0-
experimental-d0ec28381-20210716\";\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source
code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n
* @flow\n */\n\nexport default class EventEmitter<Events: Object> {\n listenersMap: Map<string,
Array<Function>> = new Map();\n\n addListener<Event: $Keys<Events>>(\n   event: Event,\n   listener:
(...$ElementType<Events, Event>) => any,\n): void {\n   const listeners = this.listenersMap.get(event);\n   if
(listeners === undefined) {\n   this.listenersMap.set(event, [listener]);\n   } else {\n   const index =
listeners.indexOf(listener);\n   if (index < 0) {\n   listeners.push(listener);\n   }\n   }\n }\n\n emit<Event:
$Keys<Events>>(\n   event: Event,\n   ...args: $ElementType<Events, Event>\n): void {\n   const listeners =
this.listenersMap.get(event);\n   if (listeners !== undefined) {\n   if (listeners.length === 1) {\n   // No need to
clone or try/catch\n   const listener = listeners[0];\n   listener.apply(null, args);\n   } else {\n   let
didThrow = false;\n   let caughtError = null;\n\n   const clonedListeners = Array.from(listeners);\n   for (let
i = 0; i < clonedListeners.length; i++) {\n   const listener = clonedListeners[i];\n   try {\n
listener.apply(null, args);\n   } catch (error) {\n   if (caughtError === null) {\n   didThrow = true;\n
caughtError = error;\n   }\n   }\n   }\n\n   if (didThrow) {\n   throw caughtError;\n   }\n
}\n   }\n }\n\n removeAllListeners(): void {\n   this.listenersMap.clear();\n }\n\n removeListener(event:
$Keys<Events>, listener: Function): void {\n   const listeners = this.listenersMap.get(event);\n   if (listeners !==
undefined) {\n   const index = listeners.indexOf(listener);\n   if (index >= 0) {\n   listeners.splice(index, 1);\n
}\n   }\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under

the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// Flip this flag to true to enable verbose console debug logging.\nexport const __DEBUG__ = false;\n\nexport const TREE_OPERATION_ADD = 1;\nexport const TREE_OPERATION_REMOVE = 2;\nexport const TREE_OPERATION_REORDER_CHILDREN = 3;\nexport const TREE_OPERATION_UPDATE_TREE_BASE_DURATION = 4;\nexport const TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS = 5;\nexport const TREE_OPERATION_REMOVE_ROOT = 6;\n\nexport const LOCAL_STORAGE_FILTER_PREFERENCES_KEY =\n 'React::DevTools::componentFilters';\n\nexport const SESSION_STORAGE_LAST_SELECTION_KEY =\n 'React::DevTools::lastSelection';\n\nexport const LOCAL_STORAGE_PARSE_HOOK_NAMES_KEY =\n 'React::DevTools::parseHookNames';\n\nexport const SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY =\n 'React::DevTools::recordChangeDescriptions';\n\nexport const SESSION_STORAGE_RELOAD_AND_PROFILE_KEY =\n 'React::DevTools::reloadAndProfile';\n\nexport const LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS =\n 'React::DevTools::breakOnConsoleErrors';\n\nexport const LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY =\n 'React::DevTools::appendComponentStack';\n\nexport const LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY =\n 'React::DevTools::showInlineWarningsAndErrors';\n\nexport const LOCAL_STORAGE_TRACE_UPDATES_ENABLED_KEY =\n 'React::DevTools::traceUpdatesEnabled';\n\nexport const PROFILER_EXPORT_VERSION = 5;\n\nexport const CHANGE_LOG_URL =\n 'https://github.com/facebook/react/blob/main/packages/react-devtools/CHANGELOG.md';\n\nexport const UNSUPPORTED_VERSION_URL =\n 'https://reactjs.org/blog/2019/08/15/new-react-devtools.html#how-do-i-get-the-old-version-back';\n\nexport const REACT_DEVTOOLS_WORKPLACE_URL =\n 'https://fburl.com/react-devtools-workplace-group';\n\n// HACK\n//\n// Extracting during build time avoids a temporarily invalid state for the inline target.\n// Sometimes the inline target is rendered before root styles are applied,\n// which would result in e.g. NaN itemSize being passed to react-window list.\n//\nlet COMFORTABLE_LINE_HEIGHT;\nlet COMPACT_LINE_HEIGHT;\n\ntry {\n // $FlowFixMe\n const rawStyleString = require('!!raw-loader!react-devtools-shared/src/devtools/views/root.css')\n .default;\n\n const extractVar = varName => {\n   const regExp = new RegExp(`${varName}: ([0-9]+)`);\n   const match = rawStyleString.match(regExp);\n   return parseInt(match[1], 10);\n };\n\n COMFORTABLE_LINE_HEIGHT = extractVar('comfortable-line-height-data');\n COMPACT_LINE_HEIGHT = extractVar('compact-line-height-data');\n} catch (error) {\n // We can't use the Webpack loader syntax in the context of Jest,\n // so tests need some reasonably meaningful fallback value.\n COMFORTABLE_LINE_HEIGHT = 15;\n COMPACT_LINE_HEIGHT = 10;\n}\n\nexport {COMFORTABLE_LINE_HEIGHT, COMPACT_LINE_HEIGHT};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport function localStorageGetItem(key: string): any {\n try {\n   return localStorage.getItem(key);\n } catch (error) {\n   return null;\n }\n}\n\nexport function localStorageRemoveItem(key: string): void {\n try {\n   localStorage.removeItem(key);\n } catch (error) {}\n}\n\nexport function localStorageSetItem(key: string, value: any): void {\n try {\n   return localStorage.setItem(key, value);\n } catch (error) {}\n}\n\nexport function sessionStorageGetItem(key: string): any {\n try {\n   return sessionStorage.getItem(key);\n } catch (error) {\n   return null;\n }\n}\n\nexport function sessionStorageRemoveItem(key: string): void {\n try {\n   sessionStorage.removeItem(key);\n } catch (error) {}\n}\n\nexport function sessionStorageSetItem(key: string, value: any): void {\n try {\n   return sessionStorage.setItem(key, value);\n } catch (error) {}\n}\n","\n\nvar simpleIsEqual = function simpleIsEqual(a, b) {\n return a === b;\n};\n\nexport default function (resultFn) {\n var isEqual = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : simpleIsEqual;\n\n var lastThis = void 0;\n var lastArgs = [];\n var

lastResult = void 0;\n var calledOnce = false;\n\n var isNewArgEqualToLast = function isNewArgEqualToLast(newArg, index) {\n   return isEqual(newArg, lastArgs[index]);\n };\n\n var result = function result() {\n   for (var _len = arguments.length, newArgs = Array(_len), _key = 0; _key < _len; _key++) {\n   newArgs[_key] = arguments[_key];\n   }\n\n   if (calledOnce && lastThis === this && newArgs.length === lastArgs.length && newArgs.every(isNewArgEqualToLast)) {\n   return lastResult;\n   }\n\n   calledOnce = true;\n   lastThis = this;\n   lastArgs = newArgs;\n   lastResult = resultFn.apply(this, newArgs);\n   return lastResult;\n };\n\n return result;\n}","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport type Rect = {\n bottom: number,\n height: number,\n left: number,\n right: number,\n top: number,\n width: number,\n ...\n};\n\n// Get the window object for the document that a node belongs to,\n// or return null if it cannot be found (node not attached to DOM,\n// etc).\nexport function getOwnerWindow(node: HTMLElement): typeof window | null {\n if (!node.ownerDocument) {\n   return null;\n }\n return node.ownerDocument.defaultView;\n}\n\n// Get the iframe containing a node, or return null if it cannot\n// be found (node not within iframe, etc).\nexport function getOwnerIframe(node: HTMLElement): HTMLElement | null {\n const nodeWindow = getOwnerWindow(node);\n if (nodeWindow) {\n   return nodeWindow.frameElement;\n }\n return null;\n}\n\n// Get a bounding client rect for a node, with an\n// offset added to compensate for its border.\nexport function getBoundingClientRectWithBorderOffset(node: HTMLElement) {\n const dimensions = getElementDimensions(node);\n return mergeRectOffsets([\n   node.getBoundingClientRect(),\n   {\n   top: dimensions.borderTop,\n   left: dimensions.borderLeft,\n   bottom: dimensions.borderBottom,\n   right: dimensions.borderRight,\n   // This width and height won't get used by mergeRectOffsets (since this\n   // is not the first rect in the array), but we set them so that this\n   // object typechecks as a ClientRect.\n   width: 0,\n   height: 0,\n   },\n]);\n}\n\n// Add together the top, left, bottom, and right properties of\n// each ClientRect, but keep the width and height of the first one.\nexport function mergeRectOffsets(rects: Array<Rect>): Rect {\n return rects.reduce((previousRect, rect) => {\n   if (previousRect == null) {\n   return rect;\n   }\n\n   return {\n   top: previousRect.top + rect.top,\n   left: previousRect.left + rect.left,\n   width: previousRect.width,\n   height: previousRect.height,\n   bottom: previousRect.bottom + rect.bottom,\n   right: previousRect.right + rect.right,\n   };\n });\n}\n\n// Calculate a boundingClientRect for a node relative to boundaryWindow,\n// taking into account any offsets caused by intermediate iframes.\nexport function getNestedBoundingClientRect(\n node: HTMLElement,\n boundaryWindow: typeof window,\n): Rect {\n const ownerIframe = getOwnerIframe(node);\n if (ownerIframe && ownerIframe !== boundaryWindow) {\n   const rects = [node.getBoundingClientRect()];\n   let currentIframe = ownerIframe;\n   let onlyOneMore = false;\n   while (currentIframe) {\n   const rect = getBoundingClientRectWithBorderOffset(currentIframe);\n   rects.push(rect);\n   currentIframe = getOwnerIframe(currentIframe);\n\n   if (onlyOneMore) {\n   break;\n   }\n   // We don't want to calculate iframe offsets upwards beyond\n   // the iframe containing the boundaryWindow, but we\n   // need to calculate the offset relative to the boundaryWindow.\n   if (currentIframe && getOwnerWindow(currentIframe) === boundaryWindow) {\n   onlyOneMore = true;\n   }\n   }\n\n   return mergeRectOffsets(rects);\n } else {\n   return node.getBoundingClientRect();\n }\n}\n\nexport function getElementDimensions(domElement: Element) {\n const calculatedStyle = window.getComputedStyle(domElement);\n return {\n   borderLeft: parseInt(calculatedStyle.borderLeftWidth, 10),\n   borderRight: parseInt(calculatedStyle.borderRightWidth, 10),\n   borderTop: parseInt(calculatedStyle.borderTopWidth, 10),\n   borderBottom: parseInt(calculatedStyle.borderBottomWidth, 10),\n   marginLeft: parseInt(calculatedStyle.marginLeft, 10),\n   marginRight: parseInt(calculatedStyle.marginRight, 10),\n   marginTop: parseInt(calculatedStyle.marginTop, 10),\n   marginBottom: parseInt(calculatedStyle.marginBottom, 10),\n   paddingLeft: parseInt(calculatedStyle.paddingLeft, 10),\n   paddingRight: parseInt(calculatedStyle.paddingRight, 10),\n   paddingTop: parseInt(calculatedStyle.paddingTop, 10),\n   paddingBottom: parseInt(calculatedStyle.paddingBottom, 10),\n };\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport assign from 'object-assign';\nimport {getElementDimensions,

getNestedBoundingClientRect} from '../utils';\n\nimport type {DevToolsHook} from 'react-devtools-shared/src/backend/types';\nimport type {Rect} from '../utils';\n\ntype Box = {|top: number, left: number, width: number, height: number|};\n\n// Note that the Overlay components are not affected by the active Theme,\n// because they highlight elements in the main Chrome window (outside of devtools).\n// The colors below were chosen to roughly match those used by Chrome devtools.\n\nclass OverlayRect {\n node: HTMLElement;\n border: HTMLElement;\n padding: HTMLElement;\n content: HTMLElement;\n\n constructor(doc: Document, container: HTMLElement) {\n   this.node = doc.createElement('div');\n   this.border = doc.createElement('div');\n this.padding = doc.createElement('div');\n   this.content = doc.createElement('div');\n\n this.border.style.borderColor = overlayStyles.border;\n   this.padding.style.borderColor = overlayStyles.padding;\n this.content.style.backgroundColor = overlayStyles.background;\n\n   assign(this.node.style, {\n   borderColor: overlayStyles.margin,\n   pointerEvents: 'none',\n   position: 'fixed',\n   });\n\n   this.node.style.zIndex = '10000000';\n\n   this.node.appendChild(this.border);\n   this.border.appendChild(this.padding);\n this.padding.appendChild(this.content);\n   container.appendChild(this.node);\n }\n\n remove() {\n   if (this.node.parentNode) {\n   this.node.parentNode.removeChild(this.node);\n   }\n }\n\n update(box: Rect, dims: any) {\n   boxWrap(dims, 'margin', this.node);\n   boxWrap(dims, 'border', this.border);\n   boxWrap(dims, 'padding', this.padding);\n\n   assign(this.content.style, {\n   height:\n   box.height -\n   dims.borderTop -\n dims.borderBottom -\n   dims.paddingTop -\n   dims.paddingBottom +\n   'px',\n   width:\n box.width -\n   dims.borderLeft -\n   dims.borderRight -\n   dims.paddingLeft -\n   dims.paddingRight +\n   'px',\n   });\n\n   assign(this.node.style, {\n   top: box.top - dims.marginTop + 'px',\n   left: box.left - dims.marginLeft + 'px',\n   });\n }\n}\n\nclass OverlayTip {\n tip: HTMLElement;\n nameSpan: HTMLElement;\n dimSpan: HTMLElement;\n\n constructor(doc: Document, container: HTMLElement) {\n this.tip = doc.createElement('div');\n   assign(this.tip.style, {\n   display: 'flex',\n   flexFlow: 'row nowrap',\n backgroundColor: '#333740',\n   borderRadius: '2px',\n   fontFamily:\n   '\"SFMono-Regular\", Consolas, \"Liberation Mono\", Menlo, Courier, monospace',\n   fontWeight: 'bold',\n   padding: '3px 5px',\n pointerEvents: 'none',\n   position: 'fixed',\n   fontSize: '12px',\n   whiteSpace: 'nowrap',\n   });\n\n this.nameSpan = doc.createElement('span');\n   this.tip.appendChild(this.nameSpan);\n assign(this.nameSpan.style, {\n   color: '#ee78e6',\n   borderRight: '1px solid #aaaaaa',\n   paddingRight: '0.5rem',\n   marginRight: '0.5rem',\n   });\n   this.dimSpan = doc.createElement('span');\n this.tip.appendChild(this.dimSpan);\n   assign(this.dimSpan.style, {\n   color: '#d7d7d7',\n   });\n\n this.tip.style.zIndex = '10000000';\n   container.appendChild(this.tip);\n }\n\n remove() {\n   if (this.tip.parentNode) {\n   this.tip.parentNode.removeChild(this.tip);\n   }\n }\n\n updateText(name: string, width: number, height: number) {\n   this.nameSpan.textContent = name;\n   this.dimSpan.textContent =\n Math.round(width) + 'px × ' + Math.round(height) + 'px';\n }\n\n updatePosition(dims: Box, bounds: Box) {\n const tipRect = this.tip.getBoundingClientRect();\n   const tipPos = findTipPos(dims, bounds, {\n   width: tipRect.width,\n   height: tipRect.height,\n   });\n   assign(this.tip.style, tipPos.style);\n }\n}\n\nexport default class Overlay {\n window: window;\n tipBoundsWindow: window;\n container: HTMLElement;\n tip: OverlayTip;\n rects: Array<OverlayRect>;\n\n constructor() {\n   // Find the root window, because overlays are positioned relative to it.\n   const currentWindow = window.__REACT_DEVTOOLS_TARGET_WINDOW__ || window;\n   this.window = currentWindow;\n\n   // When opened in shells/dev, the tooltip should be bound by the app iframe, not by the topmost window.\n   const tipBoundsWindow = window.__REACT_DEVTOOLS_TARGET_WINDOW__ || window;\n   this.tipBoundsWindow = tipBoundsWindow;\n\n   const doc = currentWindow.document;\n   this.container = doc.createElement('div');\n this.container.style.zIndex = '10000000';\n\n   this.tip = new OverlayTip(doc, this.container);\n   this.rects = [];\n\n doc.body.appendChild(this.container);\n }\n\n remove() {\n   this.tip.remove();\n   this.rects.forEach(rect => {\n rect.remove();\n   });\n   this.rects.length = 0;\n   if (this.container.parentNode) {\n this.container.parentNode.removeChild(this.container);\n   }\n }\n\n inspect(nodes: Array<HTMLElement>, name?: ?string) {\n   // We can't get the size of text nodes or comment nodes. React as of v15\n   // heavily uses comment nodes to delimit text.\n   const elements = nodes.filter(node => node.nodeType ===

Node.ELEMENT_NODE);\n\n while (this.rects.length > elements.length) {\n   const rect = this.rects.pop();\n rect.remove();\n }\n if (elements.length === 0) {\n   return;\n }\n\n while (this.rects.length < elements.length) {\n   this.rects.push(new OverlayRect(this.window.document, this.container));\n }\n\n const outerBox = {\n   top: Number.POSITIVE_INFINITY,\n   right: Number.NEGATIVE_INFINITY,\n   bottom: Number.NEGATIVE_INFINITY,\n   left: Number.POSITIVE_INFINITY,\n };\n elements.forEach((element, index) => {\n   const box = getNestedBoundingClientRect(element, this.window);\n   const dims = getElementDimensions(element);\n\n   outerBox.top = Math.min(outerBox.top, box.top - dims.marginTop);\n outerBox.right = Math.max(\n   outerBox.right,\n   box.left + box.width + dims.marginRight,\n);\n outerBox.bottom = Math.max(\n   outerBox.bottom,\n   box.top + box.height + dims.marginBottom,\n);\n outerBox.left = Math.min(outerBox.left, box.left - dims.marginLeft);\n\n   const rect = this.rects[index];\n rect.update(box, dims);\n });\n\n if (!name) {\n   name = elements[0].nodeName.toLowerCase();\n\n   const node = elements[0];\n   const hook: DevToolsHook =\n node.ownerDocument.defaultView.__REACT_DEVTOOLS_GLOBAL_HOOK__;\n   if (hook != null && hook.rendererInterfaces != null) {\n   let ownerName = null;\n   // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n   for (const rendererInterface of hook.rendererInterfaces.values()) {\n   const id = rendererInterface.getFiberIDForNative(node, true);\n   if (id !== null) {\n   ownerName = rendererInterface.getDisplayNameForFiberID(id, true);\n   break;\n   }\n   }\n\n   if (ownerName) {\n   name += ' (in ' + ownerName + ')';\n   }\n   }\n }\n\n this.tip.updateText(\n   name,\n outerBox.right - outerBox.left,\n   outerBox.bottom - outerBox.top,\n);\n const tipBounds = getNestedBoundingClientRect(\n   this.tipBoundsWindow.document.documentElement,\n   this.window,\n);\n\n this.tip.updatePosition(\n   {\n   top: outerBox.top,\n   left: outerBox.left,\n   height: outerBox.bottom - outerBox.top,\n   width: outerBox.right - outerBox.left,\n   },\n   {\n   top: tipBounds.top + this.tipBoundsWindow.scrollY,\n   left: tipBounds.left + this.tipBoundsWindow.scrollX,\n height: this.tipBoundsWindow.innerHeight,\n   width: this.tipBoundsWindow.innerWidth,\n   },\n);\n}\n}\n\nfunction findTipPos(dims, bounds, tipSize) {\n const tipHeight = Math.max(tipSize.height, 20);\n const tipWidth = Math.max(tipSize.width, 60);\n const margin = 5;\n\n let top;\n if (dims.top + dims.height + tipHeight <= bounds.top + bounds.height) {\n if (dims.top + dims.height < bounds.top + 0) {\n   top = bounds.top + margin;\n } else {\n   top = dims.top + dims.height + margin;\n }\n } else if (dims.top - tipHeight <= bounds.top + bounds.height) {\n if (dims.top - tipHeight - margin < bounds.top + margin) {\n   top = bounds.top + margin;\n } else {\n   top = dims.top - tipHeight - margin;\n }\n } else {\n top = bounds.top + bounds.height - tipHeight - margin;\n }\n\n let left = dims.left + margin;\n if (dims.left < bounds.left) {\n left = bounds.left + margin;\n }\n if (dims.left + tipWidth > bounds.left + bounds.width) {\n left = bounds.left + bounds.width - tipWidth - margin;\n }\n\n top += 'px';\n left += 'px';\n return {\n style: {top, left},\n };\n}\n\nfunction boxWrap(dims, what, node) {\n assign(node.style, {\n borderTopWidth: dims[what + 'Top'] + 'px',\n borderLeftWidth: dims[what + 'Left'] + 'px',\n borderRightWidth: dims[what + 'Right'] + 'px',\n borderBottomWidth: dims[what + 'Bottom'] + 'px',\n borderStyle: 'solid',\n });\n}\n\nconst overlayStyles = {\n background: 'rgba(120, 170, 210, 0.7)',\n padding: 'rgba(77, 200, 0, 0.3)',\n margin: 'rgba(255, 155, 0, 0.3)',\n border: 'rgba(255, 200, 50, 0.3)',\n};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport Overlay from './Overlay';\n\nconst SHOW_DURATION = 2000;\n\nlet timeoutID: TimeoutID | null = null;\nlet overlay: Overlay | null = null;\n\nexport function hideOverlay() {\n timeoutID = null;\n\n if (overlay !== null) {\n overlay.remove();\n overlay = null;\n }\n}\n\nexport function showOverlay(\n elements: Array<HTMLElement> | null,\n componentName: string | null,\n hideAfterTimeout: boolean,\n) {\n // TODO (npm-packages) Detect RN and support it somehow\n if (window.document == null) {\n return;\n }\n\n if (timeoutID !== null) {\n clearTimeout(timeoutID);\n }\n\n if (elements == null) {\n return;\n }\n\n if (overlay === null) {\n overlay = new Overlay();\n }\n\n overlay.inspect(elements, componentName);\n\n if (hideAfterTimeout) {\n timeoutID = setTimeout(hideOverlay, SHOW_DURATION);\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in

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the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport memoize from
'memoize-one';\nimport throttle from 'lodash.throttle';\nimport Agent from 'react-devtools-
shared/src/backend/agent';\nimport {hideOverlay, showOverlay} from './Highlighter';\n\nimport type
{BackendBridge} from 'react-devtools-shared/src/bridge';\n\n// This plug-in provides in-page highlighting of the
selected element.\n// It is used by the browser extension and the standalone DevTools shell (when connected to a
browser).\n// It is not currently the mechanism used to highlight React Native views.\n// That is done by the React
Native Inspector component.\n\nlet iframesListeningTo: Set<HTMLIFrameElement> = new Set();\n\nexport default
function setupHighlighter(\n  bridge: BackendBridge,\n  agent: Agent,\n): void {\n  bridge.addListener(\n
'clearNativeElementHighlight',\n    clearNativeElementHighlight,\n  );\n
bridge.addListener('highlightNativeElement', highlightNativeElement);\n  bridge.addListener('shutdown',
stopInspectingNative);\n  bridge.addListener('startInspectingNative', startInspectingNative);\n
bridge.addListener('stopInspectingNative', stopInspectingNative);\n\n  function startInspectingNative() {\n
registerListenersOnWindow(window);\n  }\n\n  function registerListenersOnWindow(window) {\n    // This plug-in
may run in non-DOM environments (e.g. React Native).\n    if (window && typeof window.addEventListener ===
'function') {\n      window.addEventListener('click', onClick, true);\n      window.addEventListener('mousedown',
onMouseEvent, true);\n      window.addEventListener('mouseover', onMouseEvent, true);\n
window.addEventListener('mouseup', onMouseEvent, true);\n      window.addEventListener('pointerdown',
onPointerDown, true);\n      window.addEventListener('pointerover', onPointerOver, true);\n
window.addEventListener('pointerup', onPointerUp, true);\n    }\n  }\n\n  function stopInspectingNative() {\n
hideOverlay();\n    removeListenersOnWindow(window);\n    iframesListeningTo.forEach(function(frame) {\n
try {\n        removeListenersOnWindow(frame.contentWindow);\n      } catch (error) {\n        // This can error when
the iframe is on a cross-origin.\n      }\n    });\n    iframesListeningTo = new Set();\n  }\n\n  function
removeListenersOnWindow(window) {\n    // This plug-in may run in non-DOM environments (e.g. React
Native).\n    if (window && typeof window.removeEventListener === 'function') {\n
window.removeEventListener('click', onClick, true);\n      window.removeEventListener('mousedown',
onMouseEvent, true);\n      window.removeEventListener('mouseover', onMouseEvent, true);\n
window.removeEventListener('mouseup', onMouseEvent, true);\n      window.removeEventListener('pointerdown',
onPointerDown, true);\n      window.removeEventListener('pointerover', onPointerOver, true);\n
window.removeEventListener('pointerup', onPointerUp, true);\n    }\n  }\n\n  function
clearNativeElementHighlight() {\n    hideOverlay();\n  }\n\n  function highlightNativeElement({\n    displayName,\n
  hideAfterTimeout,\n    id,\n    openNativeElementsPanel,\n    rendererID,\n    scrollIntoView,\n  }: {\n
displayName: string | null,\n    hideAfterTimeout: boolean,\n    id: number,\n    openNativeElementsPanel:
boolean,\n    rendererID: number,\n    scrollIntoView: boolean,\n    ...\n  }) {\n    const renderer =
agent.rendererInterfaces[rendererID];\n    if (renderer == null) {\n      console.warn(`Invalid renderer id
\"${rendererID}\" for element \"${id}\"`);\n    }\n\n    let nodes: ?Array<HTMLElement> = null;\n    if (renderer !=
null) {\n      nodes = ((renderer.findNativeNodesForFiberID(\n        id,\n      ): any): ?Array<HTMLElement>);\n
}\n\n    if (nodes != null && nodes[0] != null) {\n      const node = nodes[0];\n      if (scrollIntoView && typeof
node.scrollIntoView === 'function') {\n        // If the node isn't visible show it before highlighting it.\n        // We
may want to reconsider this; it might be a little disruptive.\n        // $FlowFixMe Flow only knows about 'start' |
'end'\n        node.scrollIntoView({block: 'nearest', inline: 'nearest'});\n      }\n\n      showOverlay(nodes,
displayName, hideAfterTimeout);\n\n      if (openNativeElementsPanel) {\n
window.__REACT_DEVTOOLS_GLOBAL_HOOK__.$0 = node;\n
bridge.send('syncSelectionToNativeElementsPanel');\n      }\n    } else {\n      hideOverlay();\n    }\n  }\n\n  function
onClick(event: MouseEvent) {\n    event.preventDefault();\n    event.stopPropagation();\n\n
stopInspectingNative();\n\n    bridge.send('stopInspectingNative', true);\n  }\n\n  function onMouseEvent(event:
MouseEvent) {\n    event.preventDefault();\n    event.stopPropagation();\n  }\n\n  function onPointerDown(event:
MouseEvent) {\n    event.preventDefault();\n    event.stopPropagation();\n\n    selectFiberForNode(((event.target:
any): HTMLElement));\n  }\n\n  function onPointerOver(event: MouseEvent) {\n    event.preventDefault();\n
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event.stopPropagation();\n\n const target = ((event.target: any): HTMLElement);\n\n if (target.tagName === 'IFRAME') {\n   const iframe: HTMLIFrameElement = (target: any);\n   try {\n   if (!iframesListeningTo.has(iframe)) {\n   const window = iframe.contentWindow;\n registerListenersOnWindow(window);\n   iframesListeningTo.add(iframe);\n   }\n   } catch (error) {\n // This can error when the iframe is on a cross-origin.\n   }\n }\n\n // Don't pass the name explicitly.\n // It will be inferred from DOM tag and Fiber owner.\n showOverlay([target], null, false);\n\n selectFiberForNode(target);\n }\n\n function onPointerUp(event: MouseEvent) {\n event.preventDefault();\n event.stopPropagation();\n }\n\n const selectFiberForNode = throttle(\n memoize((node: HTMLElement) => {\n const id = agent.getIDForNode(node);\n   if (id !== null) {\n   bridge.send('selectFiber', id);\n   }\n }),\n 200,\n // Don't change the selection in the very first 200ms\n // because those are usually unintentional as you lift the cursor.\n {leading: false},\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {Data} from './index';\nimport type {Rect} from '../utils';\nimport type {NativeType} from '../../types';\n\nconst OUTLINE_COLOR = '#f0f0f0';\n\n// Note these colors are in sync with DevTools Profiler chart colors.\nconst COLORS = [\n '#37afa9',\n '#63b19e',\n '#80b393',\n '#97b488',\n '#abb67d',\n '#beb771',\n '#cfb965',\n '#dfba57',\n '#efbb49',\n '#febc38',\n];\n\nlet canvas: HTMLCanvasElement | null = null;\n\nexport function draw(nodeToData: Map<NativeType, Data>): void {\n if (canvas === null) {\n initialize();\n }\n\n const canvasFlow: HTMLCanvasElement = ((canvas: any): HTMLCanvasElement);\n canvasFlow.width = window.innerWidth;\n canvasFlow.height = window.innerHeight;\n\n const context = canvasFlow.getContext('2d');\n context.clearRect(0, 0, canvasFlow.width, canvasFlow.height);\n\n nodeToData.forEach(({count, rect}) => {\n if (rect !== null) {\n   const colorIndex = Math.min(COLORS.length - 1, count - 1);\n   const color = COLORS[colorIndex];\n\n   drawBorder(context, rect, color);\n }\n });\n}\n\nfunction drawBorder(\n context: CanvasRenderingContext2D,\n rect: Rect,\n color: string,\n): void {\n const {height, left, top, width} = rect;\n\n // outline\n context.lineWidth = 1;\n context.strokeStyle = OUTLINE_COLOR;\n\n context.strokeRect(left - 1, top - 1, width + 2, height + 2);\n\n // inset\n context.lineWidth = 1;\n context.strokeStyle = OUTLINE_COLOR;\n context.strokeRect(left + 1, top + 1, width - 1, height - 1);\n context.strokeStyle = color;\n\n context.setLineDash([0]);\n\n // border\n context.lineWidth = 1;\n context.strokeRect(left, top, width - 1, height - 1);\n\n context.setLineDash([0]);\n}\n\nexport function destroy(): void {\n if (canvas !== null) {\n if (canvas.parentNode != null) {\n   canvas.parentNode.removeChild(canvas);\n }\n canvas = null;\n }\n}\n\nfunction initialize(): void {\n canvas = window.document.createElement('canvas');\n canvas.style.cssText = `\n  xx-background-color: red;\n  xx-opacity: 0.5;\n  bottom: 0;\n  left: 0;\n  pointer-events: none;\n  position: fixed;\n  right: 0;\n  top: 0;\n  z-index: 1000000000;\n `;\n\n const root = window.document.documentElement;\n root.insertBefore(canvas, root.firstChild);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport Agent from 'react-devtools-shared/src/backend/agent';\nimport {destroy as destroyCanvas, draw} from './canvas';\nimport {getNestedBoundingClientRect} from '../utils';\n\nimport type {NativeType} from '../../types';\nimport type {Rect} from '../utils';\n\n// How long the rect should be shown for?\nconst DISPLAY_DURATION = 250;\n\n// What's the longest we are willing to show the overlay for?\n// This can be important if we're getting a flurry of events (e.g. scroll update).\nconst MAX_DISPLAY_DURATION = 3000;\n\n// How long should a rect be considered valid for?\nconst REMEASUREMENT_AFTER_DURATION = 250;\n\n// Some environments (e.g. React Native / Hermes) don't support the performance API yet.\nconst getCurrentTime =\n typeof performance === 'object' && typeof performance.now === 'function'\n ? () => performance.now()\n : () => Date.now();\n\nexport type Data = {|\n count: number,\n expirationTime: number,\n lastMeasuredAt: number,\n rect: Rect | null,\n|};\n\nconst nodeToData: Map<NativeType, Data> = new Map();\n\nlet agent: Agent = ((null: any): Agent);\nlet drawAnimationFrameID: AnimationFrameID | null = null;\nlet isEnabled: boolean = false;\nlet redrawTimeoutID: TimeoutID | null = null;\n\nexport function initialize(injectedAgent: Agent): void {\n agent = injectedAgent;\n agent.addListener('traceUpdates', traceUpdates);\n}\n\nexport function

toggleEnabled(value: boolean): void {\n isEnabled = value;\n\n if (!isEnabled) {\n   nodeToData.clear();\n\n   if (drawAnimationFrameID !== null) {\n   cancelAnimationFrame(drawAnimationFrameID);\n drawAnimationFrameID = null;\n   }\n\n   if (redrawTimeoutID !== null) {\n clearTimeout(redrawTimeoutID);\n   redrawTimeoutID = null;\n   }\n\n   destroyCanvas();\n }\n}\n\nfunction traceUpdates(nodes: Set<NativeType>): void {\n if (!isEnabled) {\n   return;\n }\n\n nodes.forEach(node => {\n const data = nodeToData.get(node);\n   const now = getCurrentTime();\n\n   let lastMeasuredAt = data != null ? data.lastMeasuredAt : 0;\n   let rect = data != null ? data.rect : null;\n   if (rect === null || lastMeasuredAt + REMEASUREMENT_AFTER_DURATION < now) {\n   lastMeasuredAt = now;\n   rect = measureNode(node);\n   }\n\n   nodeToData.set(node, {\n   count: data != null ? data.count + 1 : 1,\n expirationTime:\n   data != null\n   ? Math.min(\n   now + MAX_DISPLAY_DURATION,\n data.expirationTime + DISPLAY_DURATION,\n   )\n   : now + DISPLAY_DURATION,\n lastMeasuredAt,\n   rect,\n   });\n });\n\n if (redrawTimeoutID !== null) {\n clearTimeout(redrawTimeoutID);\n   redrawTimeoutID = null;\n }\n\n if (drawAnimationFrameID === null) {\n drawAnimationFrameID = requestAnimationFrame(prepareToDraw);\n }\n}\n\nfunction prepareToDraw(): void {\n drawAnimationFrameID = null;\n redrawTimeoutID = null;\n\n const now = getCurrentTime();\n let earliestExpiration = Number.MAX_VALUE;\n\n // Remove any items that have already expired.\n nodeToData.forEach((data, node) => {\n   if (data.expirationTime < now) {\n   nodeToData.delete(node);\n   } else {\n   earliestExpiration = Math.min(earliestExpiration, data.expirationTime);\n   }\n });\n\n draw(nodeToData);\n\n if (earliestExpiration !== Number.MAX_VALUE) {\n   redrawTimeoutID = setTimeout(prepareToDraw, earliestExpiration - now);\n }\n}\n\nfunction measureNode(node: Object): Rect | null {\n if (!node || typeof node.getBoundingClientRect !== 'function') {\n   return null;\n }\n\n const currentWindow = window.__REACT_DEVTOOLS_TARGET_WINDOW__ || window;\n\n return getNestedBoundingClientRect(node, currentWindow);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport type Wall = {|\n // `listen` returns the \"unlisten\" function.\n listen: (fn: Function) => Function,\n send: (event: string, payload: any, transferable?: Array<any>) => void,\n|};\n\n// WARNING\n// The values below are referenced by ComponentFilters (which are saved via localStorage).\n// Do not change them or it will break previously saved user customizations.\n// If new element types are added, use new numbers rather than re-ordering existing ones.\n//\n// Changing these types is also a backwards breaking change for the standalone shell,\n// since the frontend and backend must share the same values-\n// and the backend is embedded in certain environments (like React Native).\nexport const ElementTypeClass = 1;\nexport const ElementTypeContext = 2;\nexport const ElementTypeFunction = 5;\nexport const ElementTypeForwardRef = 6;\nexport const ElementTypeHostComponent = 7;\nexport const ElementTypeMemo = 8;\nexport const ElementTypeOtherOrUnknown = 9;\nexport const ElementTypeProfiler = 10;\nexport const ElementTypeRoot = 11;\nexport const ElementTypeSuspense = 12;\nexport const ElementTypeSuspenseList = 13;\n\n// Different types of elements displayed in the Elements tree.\n// These types may be used to visually distinguish types,\n// or to enable/disable certain functionality.\nexport type ElementType = 1 | 2 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13;\n\n// WARNING\n// The values below are referenced by ComponentFilters (which are saved via localStorage).\n// Do not change them or it will break previously saved user customizations.\n// If new filter types are added, use new numbers rather than re-ordering existing ones.\nexport const ComponentFilterElementType = 1;\nexport const ComponentFilterDisplayName = 2;\nexport const ComponentFilterLocation = 3;\nexport const ComponentFilterHOC = 4;\n\nexport type ComponentFilterType = 1 | 2 | 3 | 4;\n\n// Hide all elements of types in this Set.\n// We hide host components only by default.\nexport type ElementTypeComponentFilter = {|\n isEnabled: boolean,\n type: 1,\n value: ElementType,\n|};\n\n// Hide all elements with displayNames or paths matching one or more of the RegExps in this Set.\n// Path filters are only used when elements include debug source location.\nexport type RegExpComponentFilter = {|\n isEnabled: boolean,\n isValid: boolean,\n type: 2 | 3,\n value: string,\n|};\n\nexport type BooleanComponentFilter = {|\n isEnabled: boolean,\n isValid: boolean,\n type: 4,\n|};\n\nexport type ComponentFilter =\n | BooleanComponentFilter\n | ElementTypeComponentFilter\n |

RegExpComponentFilter;\n\nexport type HookName = string | null;\n// Map of hook source (\"<filename>:<line-number>:<column-number>\") to name.\n// Hook source is used instead of the hook itself becuase the latter is not stable between element inspections.\n// We use a Map rather than an Array because of nested hooks and traversal ordering.\nexport type HookSourceLocationKey = string;\nexport type HookNames = Map<HookSourceLocationKey, HookName>;\n\nexport type LRUCache<K, V> = {|\n get: (key: K) => V,\n has: (key: K) => boolean,\n reset: () => void,\n set: (key: K, value: V) => void,\n|};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// ATTENTION\n// When adding new symbols to this file,\n// Please consider also adding to 'react-devtools-shared/src/backend/ReactSymbols'\n\n// The Symbol used to tag the ReactElement-like types. If there is no native Symbol\n// nor polyfill, then a plain number is used for performance.\nexport let REACT_ELEMENT_TYPE = 0xeac7;\nexport let REACT_PORTAL_TYPE = 0xeaca;\nexport let REACT_FRAGMENT_TYPE = 0xeacb;\nexport let REACT_STRICT_MODE_TYPE = 0xeacc;\nexport let REACT_PROFILER_TYPE = 0xead2;\nexport let REACT_PROVIDER_TYPE = 0xeacd;\nexport let REACT_CONTEXT_TYPE = 0xeace;\nexport let REACT_FORWARD_REF_TYPE = 0xead0;\nexport let REACT_SUSPENSE_TYPE = 0xead1;\nexport let REACT_SUSPENSE_LIST_TYPE = 0xead8;\nexport let REACT_MEMO_TYPE = 0xead3;\nexport let REACT_LAZY_TYPE = 0xead4;\nexport let REACT_SCOPE_TYPE = 0xead7;\nexport let REACT_OPAQUE_ID_TYPE = 0xeae0;\nexport let REACT_DEBUG_TRACING_MODE_TYPE = 0xeae1;\nexport let REACT_OFFSCREEN_TYPE = 0xeae2;\nexport let REACT_LEGACY_HIDDEN_TYPE = 0xeae3;\nexport let REACT_CACHE_TYPE = 0xeae4;\n\nif (typeof Symbol === 'function' && Symbol.for) {\n const symbolFor = Symbol.for;\n REACT_ELEMENT_TYPE = symbolFor('react.element');\n REACT_PORTAL_TYPE = symbolFor('react.portal');\n REACT_FRAGMENT_TYPE = symbolFor('react.fragment');\n REACT_STRICT_MODE_TYPE = symbolFor('react.strict_mode');\n REACT_PROFILER_TYPE = symbolFor('react.profiler');\n REACT_PROVIDER_TYPE = symbolFor('react.provider');\n REACT_CONTEXT_TYPE = symbolFor('react.context');\n REACT_FORWARD_REF_TYPE = symbolFor('react.forward_ref');\n REACT_SUSPENSE_TYPE = symbolFor('react.suspense');\n REACT_SUSPENSE_LIST_TYPE = symbolFor('react.suspense_list');\n REACT_MEMO_TYPE = symbolFor('react.memo');\n REACT_LAZY_TYPE = symbolFor('react.lazy');\n REACT_SCOPE_TYPE = symbolFor('react.scope');\n REACT_OPAQUE_ID_TYPE = symbolFor('react.opaque.id');\n REACT_DEBUG_TRACING_MODE_TYPE = symbolFor('react.debug_trace_mode');\n REACT_OFFSCREEN_TYPE = symbolFor('react.offscreen');\n REACT_LEGACY_HIDDEN_TYPE = symbolFor('react.legacy_hidden');\n REACT_CACHE_TYPE = symbolFor('react.cache');\n}\n\nconst MAYBE_ITERATOR_SYMBOL = typeof Symbol === 'function' && Symbol.iterator;\nconst FAUX_ITERATOR_SYMBOL = '@@iterator';\n\nexport function getIteratorFn(maybeIterable: ?any): ?() => ?Iterator<*> {\n if (maybeIterable === null || typeof maybeIterable !== 'object') {\n   return null;\n }\n const maybeIterator =\n   (MAYBE_ITERATOR_SYMBOL && maybeIterable[MAYBE_ITERATOR_SYMBOL]) ||\n   maybeIterable[FAUX_ITERATOR_SYMBOL];\n if (typeof maybeIterator === 'function') {\n   return maybeIterator;\n }\n return null;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {\n getDataType,\n getDisplayNameForReactElement,\n getAllEnumerableKeys,\n getInObject,\n formatDataForPreview,\n setInObject,\n} from './utils';\n\nimport type {DehydratedData} from 'react-devtools-shared/src/devtools/views/Components/types';\n\nexport const meta = {\n inspectable: Symbol('inspectable'),\n inspected: Symbol('inspected'),\n name: Symbol('name'),\n preview_long: Symbol('preview_long'),\n preview_short: Symbol('preview_short'),\n readonly: Symbol('readonly'),\n size: Symbol('size'),\n type: Symbol('type'),\n unserializable: Symbol('unserializable'),\n};\n\nexport type Dehydrated = {|\n inspectable: boolean,\n name: string | null,\n preview_long: string | null,\n preview_short: string | null,\n readonly?: boolean,\n size?: number,\n type: string,\n|};\n\n// Typed arrays and other complex iteratable objects (e.g. Map, Set, ImmutableJS) need special handling.\n// These objects can't be serialized without losing type

information,\n// so a \"Unserializable\" type wrapper is used (with meta-data keys) to send nested values-\n// while preserving the original type and name.\nexport type Unserializable = {\n name: string | null,\n preview_long: string | null,\n preview_short: string | null,\n readonly?: boolean,\n size?: number,\n type: string,\n unserializable: boolean,\n ...\n};\n\n// This threshold determines the depth at which the bridge \"dehydrates\" nested data.\n// Dehydration means that we don't serialize the data for e.g. postMessage or stringify,\n// unless the frontend explicitly requests it (e.g. a user clicks to expand a props object).\n//\n// Reducing this threshold will improve the speed of initial component inspection,\n// but may decrease the responsiveness of expanding objects/arrays to inspect further.\nconst LEVEL_THRESHOLD = 2;\n\n/**\n * Generate the dehydrated metadata for complex object instances\n */\nfunction createDehydrated(\n type: string,\n inspectable: boolean,\n data: Object,\n cleaned: Array<Array<string | number>>,\n path: Array<string | number>,\n): Dehydrated {\n cleaned.push(path);\n\n const dehydrated: Dehydrated = {\n   inspectable,\n   type,\n   preview_long: formatDataForPreview(data, true),\n   preview_short: formatDataForPreview(data, false),\n   name:\n   !data.constructor || data.constructor.name === 'Object'\n   ? ''\n   : data.constructor.name,\n };\n\n if (type === 'array' || type === 'typed_array') {\n   dehydrated.size = data.length;\n } else if (type === 'object') {\n   dehydrated.size = Object.keys(data).length;\n }\n\n if (type === 'iterator' || type === 'typed_array') {\n   dehydrated.readonly = true;\n }\n\n return dehydrated;\n}\n\n/**\n * Strip out complex data (instances, functions, and data nested > LEVEL_THRESHOLD levels deep).\n * The paths of the stripped out objects are appended to the `cleaned` list.\n * On the other side of the barrier, the cleaned list is used to \"re-hydrate\" the cleaned representation into\n * an object with symbols as attributes, so that a sanitized object can be distinguished from a normal object.\n *\n * Input: {\"some\": {\"attr\": fn()}, \"other\": AnInstance}\n * Output: {\n *   \"some\": {\n *   \"attr\": {\"name\": the fn.name, type: \"function\"}\n *   },\n *   \"other\": {\n *   \"name\": \"AnInstance\",\n *   \"type\": \"object\",\n *   },\n * }\n * and cleaned = [[\"some\", \"attr\"], [\"other\"]]\n */\nexport function dehydrate(\n data: Object,\n cleaned: Array<Array<string | number>>,\n unserializable: Array<Array<string | number>>,\n path: Array<string | number>,\n isPathAllowed: (path: Array<string | number>) => boolean,\n level?: number = 0,\n):\n | string\n | Dehydrated\n | Unserializable\n | Array<Dehydrated>\n | Array<Unserializable>\n | {[key: string]: string | Dehydrated | Unserializable, ...} {\n const type = getDataType(data);\n\n let isPathAllowedCheck;\n\n switch (type) {\n   case 'html_element':\n   cleaned.push(path);\n   return {\n   inspectable: false,\n   preview_short: formatDataForPreview(data, false),\n   preview_long: formatDataForPreview(data, true),\n   name: data.tagName,\n   type,\n   };\n\n   case 'function':\n   cleaned.push(path);\n   return {\n   inspectable: false,\n   preview_short: formatDataForPreview(data, false),\n   preview_long: formatDataForPreview(data, true),\n   name:\n   typeof data.name === 'function' || !data.name\n   ? 'function'\n   : data.name,\n   type,\n   };\n\n   case 'string':\n   isPathAllowedCheck = isPathAllowed(path);\n   if (isPathAllowedCheck) {\n   return data;\n   } else {\n   return data.length <= 500 ? data : data.slice(0, 500) + '...';\n   }\n\n   case 'bigint':\n   cleaned.push(path);\n   return {\n   inspectable: false,\n   preview_short: formatDataForPreview(data, false),\n   preview_long: formatDataForPreview(data, true),\n   name: data.toString(),\n   type,\n   };\n\n   case 'symbol':\n   cleaned.push(path);\n   return {\n   inspectable: false,\n   preview_short: formatDataForPreview(data, false),\n   preview_long: formatDataForPreview(data, true),\n   name: data.toString(),\n   type,\n   };\n\n   // React Elements aren't very inspector-friendly,\n   // and often contain private fields or circular references.\n   case 'react_element':\n   cleaned.push(path);\n   return {\n   inspectable: false,\n   preview_short: formatDataForPreview(data, false),\n   preview_long: formatDataForPreview(data, true),\n   name: getDisplayNameForReactElement(data) || 'Unknown',\n   type,\n   };\n\n   // ArrayBuffers error if you try to inspect them.\n   case 'array_buffer':\n   case 'data_view':\n   cleaned.push(path);\n   return {\n   inspectable: false,\n   preview_short: formatDataForPreview(data, false),\n   preview_long: formatDataForPreview(data, true),\n   name: type === 'data_view' ? 'DataView' : 'ArrayBuffer',\n   size: data.byteLength,\n   type,\n   };\n\n   case 'array':\n   isPathAllowedCheck = isPathAllowed(path);\n   if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck) {\n   return createDehydrated(type, true, data, cleaned, path);\n   }\n   return data.map((item, i) =>\n   dehydrate(\n   item,\n   cleaned,\n   unserializable,\n

```
path.concat([i]),\n          isPathAllowed,\n          isPathAllowedCheck ? 1 : level + 1,\n        ),\n      );\n\n    case
'html_all_collection':\n    case 'typed_array':\n    case 'iterator':\n      isPathAllowedCheck = isPathAllowed(path);\n
 if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck) {\n        return createDehydrated(type, true, data,
cleaned, path);\n      } else {\n        const unserializableValue: Unserializable = {\n          unserializable: true,\n
type: type,\n          readonly: true,\n          size: type === 'typed_array' ? data.length : undefined,\n
preview_short: formatDataForPreview(data, false),\n          preview_long: formatDataForPreview(data, true),\n
name:\n            !data.constructor || data.constructor.name === 'Object'\n              ? ''\n              :
data.constructor.name,\n        };\n\n        // TRICKY\n        // Don't use [...spread] syntax for this purpose.\n        //
This project uses @babel/plugin-transform-spread in \"loose\" mode which only works with Array values.\n        //
Other types (e.g. typed arrays, Sets) will not spread correctly.\n        Array.from(data).forEach(\n          (item, i) =>\n
          (unserializableValue[i] = dehydrate(\n              item,\n              cleaned,\n              unserializable,\n
path.concat([i]),\n              isPathAllowed,\n              isPathAllowedCheck ? 1 : level + 1,\n            )),\n        );\n\n
unserializable.push(path);\n\n        return unserializableValue;\n      }\n\n    case 'opaque_iterator':\n
cleaned.push(path);\n      return {\n        inspectable: false,\n        preview_short: formatDataForPreview(data,
false),\n        preview_long: formatDataForPreview(data, true),\n        name: data[Symbol.toStringTag],\n
type,\n      };\n\n    case 'date':\n      cleaned.push(path);\n      return {\n        inspectable: false,\n        preview_short:
formatDataForPreview(data, false),\n        preview_long: formatDataForPreview(data, true),\n        name:
data.toString(),\n        type,\n      };\n\n    case 'regexp':\n      cleaned.push(path);\n      return {\n        inspectable:
false,\n        preview_short: formatDataForPreview(data, false),\n        preview_long: formatDataForPreview(data,
true),\n        name: data.toString(),\n        type,\n      };\n\n    case 'object':\n      isPathAllowedCheck =
isPathAllowed(path);\n      if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck) {\n        return
createDehydrated(type, true, data, cleaned, path);\n      } else {\n        const object = {};\n
getAllEnumerableKeys(data).forEach(key => {\n          const name = key.toString();\n          object[name] =
dehydrate(\n            data[key],\n            cleaned,\n            unserializable,\n            path.concat([name]),\n
isPathAllowed,\n            isPathAllowedCheck ? 1 : level + 1,\n          );\n        });\n        return object;\n      }\n\n
case 'infinity':\n    case 'nan':\n    case 'undefined':\n      // Some values are lossy when sent through a WebSocket.\n
 // We dehydrate+rehydrate them to preserve their type.\n      cleaned.push(path);\n      return {\n        type,\n
};\n\n    default:\n      return data;\n  }\n}\n\nexport function fillInPath(\n  object: Object,\n  data: DehydratedData,\n
path: Array<string | number>,\n  value: any,\n) {\n  const target = getInObject(object, path);\n  if (target != null) {\n
 if (!target[meta.unserializable]) {\n      delete target[meta.inspectable];\n      delete target[meta.inspected];\n
delete target[meta.name];\n      delete target[meta.preview_long];\n      delete target[meta.preview_short];\n      delete
target[meta.readonly];\n      delete target[meta.size];\n      delete target[meta.type];\n    }\n  }\n\n  if (value !== null
&& data.unserializable.length > 0) {\n    const unserializablePath = data.unserializable[0];\n    let isMatch =
unserializablePath.length === path.length;\n    for (let i = 0; i < path.length; i++) {\n      if (path[i] !==
unserializablePath[i]) {\n        isMatch = false;\n        break;\n      }\n    }\n    if (isMatch) {\n
upgradeUnserializable(value, value);\n    }\n  }\n\n  setInObject(object, path, value);\n}\n\nexport function
hydrate(\n  object: any,\n  cleaned: Array<Array<string | number>>,\n  unserializable: Array<Array<string |
number>>,\n): Object {\n  cleaned.forEach((path: Array<string | number>) => {\n    const length = path.length;\n
const last = path[length - 1];\n    const parent = getInObject(object, path.slice(0, length - 1));\n    if (!parent ||
!parent.hasOwnProperty(last)) {\n      return;\n    }\n\n    const value = parent[last];\n\n    if (!value) {\n      return;\n
} else if (value.type === 'infinity') {\n      parent[last] = Infinity;\n    } else if (value.type === 'nan') {\n
parent[last] = NaN;\n    } else if (value.type === 'undefined') {\n      parent[last] = undefined;\n    } else {\n      //
Replace the string keys with Symbols so they're non-enumerable.\n      const replaced: {[key: Symbol]: boolean |
string, ...} = {};\n      replaced[meta.inspectable] = !!value.inspectable;\n      replaced[meta.inspected] = false;\n
replaced[meta.name] = value.name;\n      replaced[meta.preview_long] = value.preview_long;\n
replaced[meta.preview_short] = value.preview_short;\n      replaced[meta.size] = value.size;\n
replaced[meta.readonly] = !!value.readonly;\n      replaced[meta.type] = value.type;\n\n      parent[last] = replaced;\n
 }\n  });\n  unserializable.forEach((path: Array<string | number>) => {\n    const length = path.length;\n    const last
```

= path[length - 1];\n const parent = getInObject(object, path.slice(0, length - 1));\n if (!parent || !parent.hasOwnProperty(last)) {\n   return;\n }\n\n const node = parent[last];\n\n const replacement = {\n   ...node,\n };\n\n upgradeUnserializable(replacement, node);\n\n parent[last] = replacement;\n });\n return object;\n}\n\nfunction upgradeUnserializable(destination: Object, source: Object) {\n Object.defineProperties(destination, {\n   [meta.inspected]: {\n   configurable: true,\n   enumerable: false,\n   value: !!source.inspected,\n   },\n   [meta.name]: {\n   configurable: true,\n   enumerable: false,\n   value: source.name,\n   },\n   [meta.preview_long]: {\n   configurable: true,\n   enumerable: false,\n   value: source.preview_long,\n   },\n   [meta.preview_short]: {\n   configurable: true,\n   enumerable: false,\n   value: source.preview_short,\n   },\n   [meta.size]: {\n   configurable: true,\n   enumerable: false,\n   value: source.size,\n   },\n   [meta.readonly]: {\n   configurable: true,\n   enumerable: false,\n   value: !!source.readonly,\n   },\n   [meta.type]: {\n   configurable: true,\n   enumerable: false,\n   value: source.type,\n   },\n   [meta.unserializable]: {\n   configurable: true,\n   enumerable: false,\n   value: !!source.unserializable,\n   },\n });\n\n delete destination.inspected;\n delete destination.name;\n delete destination.preview_long;\n delete destination.preview_short;\n delete destination.size;\n delete destination.readonly;\n delete destination.type;\n delete destination.unserializable;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport LRU from 'lru-cache';\nimport {\n isElement,\n typeOf,\n ContextConsumer,\n ContextProvider,\n ForwardRef,\n Fragment,\n Lazy,\n Memo,\n Portal,\n Profiler,\n StrictMode,\n Suspense,\n} from 'react-is';\nimport {REACT_SUSPENSE_LIST_TYPE as SuspenseList} from 'shared/ReactSymbols';\nimport {\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n TREE_OPERATION_REORDER_CHILDREN,\n TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n} from './constants';\nimport {ElementTypeRoot} from 'react-devtools-shared/src/types';\nimport {\n LOCAL_STORAGE_FILTER_PREFERENCES_KEY,\n LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY,\n LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n} from './constants';\nimport {ComponentFilterElementType, ElementTypeHostComponent} from './types';\nimport {\n ElementTypeClass,\n ElementTypeForwardRef,\n ElementTypeFunction,\n ElementTypeMemo,\n} from 'react-devtools-shared/src/types';\nimport {localStorageGetItem, localStorageSetItem} from './storage';\nimport {meta} from './hydration';\n\nimport type {ComponentFilter, ElementType} from './types';\nimport type {LRUCache} from 'react-devtools-shared/src/types';\n\nconst cachedDisplayNames: WeakMap<Function, string> = new WeakMap();\n\n// On large trees, encoding takes significant time.\n// Try to reuse the already encoded strings.\nconst encodedStringCache: LRUCache<string, Array<number>> = new LRU({\n max: 1000,\n});\n\nexport function alphaSortKeys(\n a: string | number | Symbol,\n b: string | number | Symbol,\n): number {\n if (a.toString() > b.toString()) {\n   return 1;\n } else if (b.toString() > a.toString()) {\n   return -1;\n } else {\n   return 0;\n }\n}\n\nexport function getAllEnumerableKeys(\n obj: Object,\n): Set<string | number | Symbol> {\n const keys = new Set();\n let current = obj;\n while (current != null) {\n   const currentKeys = [\n   ...Object.keys(current),\n   ...Object.getOwnPropertySymbols(current),\n   ];\n   const descriptors = Object.getOwnPropertyDescriptors(current);\n   currentKeys.forEach(key => {\n   // $FlowFixMe: key can be a Symbol https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/getOwnPropertyDescriptor\n   if (descriptors[key].enumerable) {\n   keys.add(key);\n   }\n   });\n   current = Object.getPrototypeOf(current);\n }\n return keys;\n}\n\nexport function getDisplayName(\n type: Function,\n fallbackName: string = 'Anonymous',\n): string {\n const nameFromCache = cachedDisplayNames.get(type);\n if (nameFromCache != null) {\n   return nameFromCache;\n }\n\n let displayName = fallbackName;\n\n // The displayName property is not guaranteed to be a string.\n // It's only safe to use for our purposes if it's a string.\n //

github.com/facebook/react-devtools/issues/803\n if (typeof type.displayName === 'string') {\n   displayName = type.displayName;\n } else if (typeof type.name === 'string' && type.name !== '') {\n   displayName = type.name;\n }\n\n cachedDisplayNames.set(type, displayName);\n return displayName;\n}\n\nlet uidCounter: number = 0;\n\nexport function getUID(): number {\n return ++uidCounter;\n}\n\nexport function utfDecodeString(array: Array<number>): string {\n return String.fromCodePoint(...array);\n}\n\nexport function utfEncodeString(string: string): Array<number> {\n const cached = encodedStringCache.get(string);\n if (cached !== undefined) {\n   return cached;\n }\n\n const encoded = new Array(string.length);\n for (let i = 0; i < string.length; i++) {\n   encoded[i] = string.codePointAt(i);\n }\n encodedStringCache.set(string, encoded);\n return encoded;\n}\n\nexport function printOperationsArray(operations: Array<number>) {\n // The first two values are always rendererID and rootID\n const rendererID = operations[0];\n const rootID = operations[1];\n\n const logs = [`operations for renderer:${rendererID} and root:${rootID}`];\n\n let i = 2;\n\n // Reassemble the string table.\n const stringTable = [\n   null, // ID = 0 corresponds to the null string.\n];\n const stringTableSize = operations[i++];\n const stringTableEnd = i + stringTableSize;\n while (i < stringTableEnd) {\n   const nextLength = operations[i++];\n   const nextString = utfDecodeString(\n   (operations.slice(i, i + nextLength): any),\n   );\n   stringTable.push(nextString);\n   i += nextLength;\n }\n\n while (i < operations.length) {\n   const operation = operations[i];\n\n   switch (operation) {\n   case TREE_OPERATION_ADD: {\n   const id = ((operations[i + 1]: any): number);\n   const type = ((operations[i + 2]: any): ElementType);\n\n   i += 3;\n\n   if (type === ElementTypeRoot) {\n   logs.push(`Add new root node ${id}`);\n\n   i++; // supportsProfiling\n   i++; // hasOwnerMetadata\n   } else {\n   const parentID = ((operations[i]: any): number);\n   i++;\n\n   i++; // ownerID\n\n   const displayNameStringID = operations[i];\n   const displayName = stringTable[displayNameStringID];\n   i++;\n\n   i++; // key\n\n   logs.push(\n   `Add node ${id} (${displayName || 'null'}) as child of ${parentID}`,\n   );\n   }\n   break;\n   }\n   case TREE_OPERATION_REMOVE: {\n   const removeLength = ((operations[i + 1]: any): number);\n   i += 2;\n\n   for (let removeIndex = 0; removeIndex < removeLength; removeIndex++) {\n   const id = ((operations[i]: any): number);\n   i += 1;\n\n   logs.push(`Remove node ${id}`);\n   }\n   break;\n   }\n   case TREE_OPERATION_REMOVE_ROOT: {\n   i += 1;\n\n   logs.push(`Remove root ${rootID}`);\n   break;\n   }\n   case TREE_OPERATION_REORDER_CHILDREN: {\n   const id = ((operations[i + 1]: any): number);\n   const numChildren = ((operations[i + 2]: any): number);\n   i += 3;\n const children = operations.slice(i, i + numChildren);\n   i += numChildren;\n\n   logs.push(`Re-order node ${id} children ${children.join(',')}`);\n   break;\n   }\n   case TREE_OPERATION_UPDATE_TREE_BASE_DURATION:\n   // Base duration updates are only sent while profiling is in progress.\n   // We can ignore them at this point.\n   // The profiler UI uses them lazily in order to generate the tree.\n   i += 3;\n   break;\n   case TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS:\n   const id = operations[i + 1];\n   const numErrors = operations[i + 2];\n   const numWarnings = operations[i + 3];\n\n   i += 4;\n\n   logs.push(\n `Node ${id} has ${numErrors} errors and ${numWarnings} warnings`,\n   );\n   break;\n   default:\n   throw Error(`Unsupported Bridge operation \"${operation}\"`);\n   }\n }\n\n console.log(logs.join('\\n'));\n}\n\nexport function getDefaultComponentFilters(): Array<ComponentFilter> {\n return [\n   {\n   type: ComponentFilterElementType,\n   value: ElementTypeHostComponent,\n   isEnabled: true,\n   },\n];\n}\n\nexport function getSavedComponentFilters(): Array<ComponentFilter> {\n try {\n   const raw = localStorageGetItem(LOCAL_STORAGE_FILTER_PREFERENCES_KEY);\n   if (raw != null) {\n   return JSON.parse(raw);\n   }\n } catch (error) {}\n return getDefaultComponentFilters();\n}\n\nexport function saveComponentFilters(\n componentFilters: Array<ComponentFilter>,\n): void {\n localStorageSetItem(\n   LOCAL_STORAGE_FILTER_PREFERENCES_KEY,\n   JSON.stringify(componentFilters),\n);\n}\n\nexport function getAppendComponentStack(): boolean {\n try {\n   const raw = localStorageGetItem(LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY);\n   if (raw != null) {\n   return JSON.parse(raw);\n   }\n } catch (error) {}\n return true;\n}\n\nexport function setAppendComponentStack(value: boolean): void {\n localStorageSetItem(\n

LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY,\n JSON.stringify(value),\n);\n}\n\nexport function getBreakOnConsoleErrors(): boolean {\n try {\n const raw = localStorageGetItem(\n LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n);\n if (raw != null) {\n return JSON.parse(raw);\n }\n } catch (error) {}\n return false;\n}\n\nexport function setBreakOnConsoleErrors(value: boolean): void {\n localStorageSetItem(\n LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n JSON.stringify(value),\n);\n}\n\nexport function getShowInlineWarningsAndErrors(): boolean {\n try {\n const raw = localStorageGetItem(\n LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n);\n if (raw != null) {\n return JSON.parse(raw);\n }\n } catch (error) {}\n return true;\n}\n\nexport function setShowInlineWarningsAndErrors(value: boolean): void {\n localStorageSetItem(\n LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n JSON.stringify(value),\n);\n}\n\nexport function separateDisplayNameAndHOCs(\n displayName: string | null,\n type: ElementType,\n): [string | null, Array<string> | null] {\n if (displayName === null) {\n return [null, null];\n }\n\n let hocDisplayNames = null;\n\n switch (type) {\n case ElementTypeClass:\n case ElementTypeForwardRef:\n case ElementTypeFunction:\n case ElementTypeMemo:\n if (displayName.indexOf('(') >= 0) {\n const matches = displayName.match(/[^()]+/g);\n if (matches != null) {\n displayName = matches.pop();\n hocDisplayNames = matches;\n }\n }\n break;\n default:\n break;\n }\n\n if (type === ElementTypeMemo) {\n if (hocDisplayNames === null) {\n hocDisplayNames = ['Memo'];\n } else {\n hocDisplayNames.unshift('Memo');\n }\n } else if (type === ElementTypeForwardRef) {\n if (hocDisplayNames === null) {\n hocDisplayNames = ['ForwardRef'];\n } else {\n hocDisplayNames.unshift('ForwardRef');\n }\n }\n\n return [displayName, hocDisplayNames];\n}\n\n// Pulled from react-compat\n// https://github.com/developit/preact-compat/blob/7c5de00e7c85e2ffd011bf3af02899b63f699d3a/src/index.js#L349\nexport function shallowDiffers(prev: Object, next: Object): boolean {\n for (const attribute in prev) {\n if (!(attribute in next)) {\n return true;\n }\n }\n for (const attribute in next) {\n if (prev[attribute] !== next[attribute]) {\n return true;\n }\n }\n return false;\n}\n\nexport function getInObject(object: Object, path: Array<string | number>): any {\n return path.reduce((reduced: Object, attr: any): any => {\n if (reduced) {\n if (hasOwnProperty.call(reduced, attr)) {\n return reduced[attr];\n }\n if (typeof reduced[Symbol.iterator] === 'function') {\n // Convert iterable to array and return array[index]\n //\n // TRICKY\n // Don't use [...spread] syntax for this purpose.\n // This project uses @babel/plugin-transform-spread in \"loose\" mode which only works with Array values.\n // Other types (e.g. typed arrays, Sets) will not spread correctly.\n return Array.from(reduced)[attr];\n }\n }\n\n return null;\n }, object);\n}\n\nexport function deletePathInObject(\n object: Object,\n path: Array<string | number>,\n) {\n const length = path.length;\n const last = path[length - 1];\n if (object != null) {\n const parent = getInObject(object, path.slice(0, length - 1));\n if (parent) {\n if (Array.isArray(parent)) {\n parent.splice(((last: any): number), 1);\n } else {\n delete parent[last];\n }\n }\n }\n}\n\nexport function renamePathInObject(\n object: Object,\n oldPath: Array<string | number>,\n newPath: Array<string | number>,\n) {\n const length = oldPath.length;\n if (object != null) {\n const parent = getInObject(object, oldPath.slice(0, length - 1));\n if (parent) {\n const lastOld = oldPath[length - 1];\n const lastNew = newPath[length - 1];\n parent[lastNew] = parent[lastOld];\n if (Array.isArray(parent)) {\n parent.splice(((lastOld: any): number), 1);\n } else {\n delete parent[lastOld];\n }\n }\n }\n}\n\nexport function setInObject(\n object: Object,\n path: Array<string | number>,\n value: any,\n) {\n const length = path.length;\n const last = path[length - 1];\n if (object != null) {\n const parent = getInObject(object, path.slice(0, length - 1));\n if (parent) {\n parent[last] = value;\n }\n }\n}\n\nexport type DataType =\n | 'array'\n | 'array_buffer'\n | 'bigint'\n | 'boolean'\n | 'data_view'\n | 'date'\n | 'function'\n | 'html_all_collection'\n | 'html_element'\n | 'infinity'\n | 'iterator'\n | 'opaque_iterator'\n | 'nan'\n | 'null'\n | 'number'\n | 'object'\n | 'react_element'\n | 'regexp'\n | 'string'\n | 'symbol'\n | 'typed_array'\n | 'undefined'\n | 'unknown';\n\n/**\n * Get a enhanced/artificial type string based on the object instance\n */\nexport function getDataType(data: Object): DataType {\n if (data === null) {\n return 'null';\n } else if (data ===

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undefined) {\n    return 'undefined';\n  }\n\n  if (isElement(data)) {\n    return 'react_element';\n  }\n\n  if (typeof
HTMLElement !== 'undefined' && data instanceof HTMLElement) {\n    return 'html_element';\n  }\n\n  const type
= typeof data;\n  switch (type) {\n    case 'bigint':\n      return 'bigint';\n    case 'boolean':\n      return 'boolean';\n
case 'function':\n      return 'function';\n    case 'number':\n      if (Number.isNaN(data)) {\n        return 'nan';\n      }
else if (!Number.isFinite(data)) {\n        return 'infinity';\n      } else {\n        return 'number';\n      }\n    case
'object':\n      if (Array.isArray(data)) {\n        return 'array';\n      } else if (ArrayBuffer.isView(data)) {\n        return
hasOwnProperty.call(data.constructor, 'BYTES_PER_ELEMENT')\n          ? 'typed_array'\n          : 'data_view';\n
} else if (data.constructor && data.constructor.name === 'ArrayBuffer') {\n        // HACK This ArrayBuffer check is
gross; is there a better way?\n        // We could try to create a new DataView with the value.\n        // If it doesn't
error, we know it's an ArrayBuffer,\n        // but this seems kind of awkward and expensive.\n        return
'array_buffer';\n      } else if (typeof data[Symbol.iterator] === 'function') {\n        const iterator =
data[Symbol.iterator]();\n        if (!iterator) {\n          // Proxies might break assumptoins about iterators.\n          //
See github.com/facebook/react/issues/21654\n        } else {\n          return iterator === data ? 'opaque_iterator' :
'iterator';\n        }\n      } else if (data.constructor && data.constructor.name === 'RegExp') {\n        return 'regexp';\n
    } else {\n        const toStringValue = Object.prototype.toString.call(data);\n        if (toStringValue === '[object
Date]') {\n          return 'date';\n        } else if (toStringValue === '[object HTMLAllCollection]') {\n          return
'html_all_collection';\n        }\n      }\n      return 'object';\n    case 'string':\n      return 'string';\n    case 'symbol':\n
return 'symbol';\n    case 'undefined':\n      if (\n        Object.prototype.toString.call(data) === '[object
HTMLAllCollection]'\n      ) {\n        return 'html_all_collection';\n      }\n      return 'undefined';\n    default:\n
return 'unknown';\n  }\n}\n\nexport function getDisplayNameForReactElement(\n  element:
React$Element<any>,\n): string | null {\n  const elementType = typeOf(element);\n  switch (elementType) {\n
case ContextConsumer:\n      return 'ContextConsumer';\n    case ContextProvider:\n      return 'ContextProvider';\n
case ForwardRef:\n      return 'ForwardRef';\n    case Fragment:\n      return 'Fragment';\n    case Lazy:\n      return
'Lazy';\n    case Memo:\n      return 'Memo';\n    case Portal:\n      return 'Portal';\n    case Profiler:\n      return
'Profiler';\n    case StrictMode:\n      return 'StrictMode';\n    case Suspense:\n      return 'Suspense';\n    case
SuspenseList:\n      return 'SuspenseList';\n    default:\n      const {type} = element;\n      if (typeof type === 'string')
{\n        return type;\n      } else if (typeof type === 'function') {\n        return getDisplayName(type, 'Anonymous');\n
    } else if (type != null) {\n        return 'NotImplementedInDevtools';\n      } else {\n        return 'Element';\n      }\n
}\n}\n\nconst MAX_PREVIEW_STRING_LENGTH = 50;\n\nfunction truncateForDisplay(\n  string: string,\n
length: number = MAX_PREVIEW_STRING_LENGTH,\n) {\n  if (string.length > length) {\n    return
string.substr(0, length) + '…';\n  } else {\n    return string;\n  }\n}\n\n// Attempts to mimic Chrome's inline preview
for values.\n// For example, the following value...\n//   {\n//     foo: 123,\n//     bar: \"abc\",\n//     baz: [true,
false],\n//     qux: { ab: 1, cd: 2 }\n//   };\n//\n// Would show a preview of...\n//   {foo: 123, bar: \"abc\", baz:
Array(2), qux: {…}}\n//\n// And the following value...\n//   [\n//     123,\n//     \"abc\",\n//     [true, false],\n//     { foo:
123, bar: \"abc\" }\n//   ];\n//\n// Would show a preview of...\n//   [123, \"abc\", Array(2), {…}]\nexport function
formatDataForPreview(\n  data: any,\n  showFormattedValue: boolean,\n): string {\n  if (data != null &&
hasOwnProperty.call(data, meta.type)) {\n    return showFormattedValue\n      ? data[meta.preview_long]\n      :
data[meta.preview_short];\n  }\n\n  const type = getDataType(data);\n\n  switch (type) {\n    case 'html_element':\n
    return `<${truncateForDisplay(data.tagName.toLowerCase())} />`;\n    case 'function':\n      return
truncateForDisplay(\n        `ƒ ${typeof data.name === 'function' ? '' : data.name}() {}`,\n      );\n    case 'string':\n
return `\"${data}\"`;\n    case 'bigint':\n      return truncateForDisplay(data.toString() + 'n');\n    case 'regexp':\n
return truncateForDisplay(data.toString());\n    case 'symbol':\n      return truncateForDisplay(data.toString());\n
case 'react_element':\n      return `<${truncateForDisplay(\n        getDisplayNameForReactElement(data) ||
'Unknown',\n      )} />`;\n    case 'array_buffer':\n      return `ArrayBuffer(${data.byteLength})`;\n    case
'data_view':\n      return `DataView(${data.buffer.byteLength})`;\n    case 'array':\n      if (showFormattedValue) {\n
    let formatted = '';\n        for (let i = 0; i < data.length; i++) {\n          if (i > 0) {\n            formatted += ', ';\n
}\n          formatted += formatDataForPreview(data[i], false);\n          if (formatted.length >
MAX_PREVIEW_STRING_LENGTH) {\n            // Prevent doing a lot of unnecessary iteration...\n            break;\n
```

}\n }\n return `[${truncateForDisplay(formatted)}]`;\n } else {\n const length = hasOwnProperty.call(data, meta.size)\n ? data[meta.size]\n : data.length;\n return `Array(${length})`;\n }\n case 'typed_array':\n const shortName = `${data.constructor.name}(${data.length})`;\n if (showFormattedValue) {\n let formatted = '';\n for (let i = 0; i < data.length; i++) {\n if (i > 0) {\n formatted += ', ';\n }\n formatted += data[i];\n if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {\n // Prevent doing a lot of unnecessary iteration...\n break;\n }\n }\n return `${shortName} [${truncateForDisplay(formatted)}]`;\n } else {\n return shortName;\n }\n case 'iterator':\n const name = data.constructor.name;\n\n if (showFormattedValue) {\n // TRICKY\n // Don't use [...spread] syntax for this purpose.\n // This project uses @babel/plugin-transform-spread in \"loose\" mode which only works with Array values.\n // Other types (e.g. typed arrays, Sets) will not spread correctly.\n const array = Array.from(data);\n\n let formatted = '';\n for (let i = 0; i < array.length; i++) {\n const entryOrEntries = array[i];\n\n if (i > 0) {\n formatted += ', ';\n }\n\n // TRICKY\n // Browsers display Maps and Sets differently.\n // To mimic their behavior, detect if we've been given an entries tuple.\n // Map(2) {\"abc\" => 123, \"def\" => 123}\n // Set(2) {\"abc\", 123}\n if (Array.isArray(entryOrEntries)) {\n const key = formatDataForPreview(entryOrEntries[0], true);\n const value = formatDataForPreview(entryOrEntries[1], false);\n formatted += `${key} => ${value}`;\n } else {\n formatted += formatDataForPreview(entryOrEntries, false);\n }\n\n if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {\n // Prevent doing a lot of unnecessary iteration...\n break;\n }\n }\n\n return `${name}(${data.size}) {${truncateForDisplay(formatted)}}`;\n } else {\n return `${name}(${data.size})`;\n }\n case 'opaque_iterator': {\n return data[Symbol.toStringTag];\n }\n case 'date':\n return data.toString();\n case 'object':\n if (showFormattedValue) {\n const keys = Array.from(getAllEnumerableKeys(data)).sort(alphaSortKeys);\n\n let formatted = '';\n for (let i = 0; i < keys.length; i++) {\n const key = keys[i];\n if (i > 0) {\n formatted += ', ';\n }\n formatted += `${key.toString()}: ${formatDataForPreview(\n data[key],\n false,\n )}`;\n if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {\n // Prevent doing a lot of unnecessary iteration...\n break;\n }\n }\n return `{${truncateForDisplay(formatted)}}`;\n } else {\n return '{…}';\n }\n case 'boolean':\n case 'number':\n case 'infinity':\n case 'nan':\n case 'null':\n case 'undefined':\n return data;\n default:\n try {\n return truncateForDisplay(" + data);\n } catch (error) {\n return 'unserializable';\n }\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\ndeclare function isArray(a: mixed): boolean %checks(Array.isArray(a));\n\nconst isArrayImpl = Array.isArray;\n\n// eslint-disable-next-line no-redeclare\nfunction isArray(a: mixed): boolean {\n return isArrayImpl(a);\n}\n\nexport default isArray;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {copy} from 'clipboard-js';\nimport {dehydrate} from '../hydration';\nimport isArray from 'shared/isArray';\n\nimport type {DehydratedData} from 'react-devtools-shared/src/devtools/views/Components/types';\n\nexport function cleanForBridge(\n data: Object | null,\n isPathAllowed: (path: Array<string | number>) => boolean,\n path?: Array<string | number> = [],\n): DehydratedData | null {\n if (data !== null) {\n const cleanedPaths = [];\n const unserializablePaths = [];\n const cleanedData = dehydrate(\n data,\n cleanedPaths,\n unserializablePaths,\n path,\n isPathAllowed,\n);\n\n return {\n data: cleanedData,\n cleaned: cleanedPaths,\n unserializable: unserializablePaths,\n };\n } else {\n return null;\n }\n}\n\nexport function copyToClipboard(value: any): void {\n const safeToCopy = serializeToString(value);\n const text = safeToCopy === undefined ? 'undefined' : safeToCopy;\n const {clipboardCopyText} = window.__REACT_DEVTOOLS_GLOBAL_HOOK__;\n\n // On Firefox navigator.clipboard.writeText has to be called from\n // the content script js code (because it requires the clipboardWrite\n // permission to be allowed out of a \"user handling\" callback),\n // clipboardCopyText is an helper injected into the page from.\n // injectGlobalHook.\n if (typeof clipboardCopyText === 'function') {\n

clipboardCopyText(text).catch(err => {});\n } else {\n   copy(text);\n }\n}\n\nexport function copyWithDelete(\n obj: Object | Array<any>,\n path: Array<string | number>,\n index: number = 0,\n): Object | Array<any> {\n const key = path[index];\n const updated = isArray(obj) ? obj.slice() : {...obj};\n if (index + 1 === path.length) {\n   if (isArray(updated)) {\n   updated.splice(((key: any): number), 1);\n   } else {\n   delete updated[key];\n   }\n } else {\n   // $FlowFixMe number or string is fine here\n   updated[key] = copyWithDelete(obj[key], path, index + 1);\n }\n return updated;\n}\n\n// This function expects paths to be the same except for the final value.\n// e.g. ['path', 'to', 'foo'] and ['path', 'to', 'bar']\nexport function copyWithRename(\n obj: Object | Array<any>,\n oldPath: Array<string | number>,\n newPath: Array<string | number>,\n index: number = 0,\n): Object | Array<any> {\n const oldKey = oldPath[index];\n const updated = isArray(obj) ? obj.slice() : {...obj};\n if (index + 1 === oldPath.length) {\n   const newKey = newPath[index];\n   // $FlowFixMe number or string is fine here\n   updated[newKey] = updated[oldKey];\n   if (isArray(updated)) {\n   updated.splice(((oldKey: any): number), 1);\n   } else {\n   delete updated[oldKey];\n   }\n } else {\n   // $FlowFixMe number or string is fine here\n   updated[oldKey] = copyWithRename(obj[oldKey], oldPath, newPath, index + 1);\n }\n return updated;\n}\n\nexport function copyWithSet(\n obj: Object | Array<any>,\n path: Array<string | number>,\n value: any,\n index: number = 0,\n): Object | Array<any> {\n if (index >= path.length) {\n   return value;\n }\n const key = path[index];\n const updated = isArray(obj) ? obj.slice() : {...obj};\n // $FlowFixMe number or string is fine here\n updated[key] = copyWithSet(obj[key], path, value, index + 1);\n return updated;\n}\n\nexport function getEffectDurations(root: Object) {\n // Profiling durations are only available for certain builds.\n // If available, they'll be stored on the HostRoot.\n let effectDuration = null;\n let passiveEffectDuration = null;\n const hostRoot = root.current;\n if (hostRoot != null) {\n   const stateNode = hostRoot.stateNode;\n   if (stateNode != null) {\n   effectDuration =\n   stateNode.effectDuration != null ? stateNode.effectDuration : null;\n   passiveEffectDuration =\n   stateNode.passiveEffectDuration != null\n   ? stateNode.passiveEffectDuration\n   : null;\n   }\n }\n return {effectDuration, passiveEffectDuration};\n}\n\nexport function serializeToString(data: any): string {\n const cache = new Set();\n // Use a custom replacer function to protect against circular references.\n return JSON.stringify(data, (key, value) => {\n   if (typeof value === 'object' && value !== null) {\n   if (cache.has(value)) {\n   return;\n   }\n   cache.add(value);\n   }\n   // $FlowFixMe\n   if (typeof value === 'bigint') {\n   return value.toString() + 'n';\n   }\n   return value;\n });\n}\n\n// based on https://github.com/tmpfs/format-util/blob/0e62d430efb0a1c51448709abd3e2406c14d8401/format.js#L1\n// based on https://developer.mozilla.org/en-US/docs/Web/API/console#Using_string_substitutions\n// Implements s, d, i and f placeholders\nexport function format(\n maybeMessage: any,\n ...inputArgs: $ReadOnlyArray<any>\n): string {\n const args = inputArgs.slice();\n\n // Symbols cannot be concatenated with Strings.\n let formatted: string =\n   typeof maybeMessage === 'symbol'\n   ? maybeMessage.toString()\n   : '' + maybeMessage;\n\n // If the first argument is a string, check for substitutions.\n if (typeof maybeMessage === 'string') {\n   if (args.length) {\n   const REGEXP = /(%?)(%([jds]))/g;\n\n   formatted = formatted.replace(REGEXP, (match, escaped, ptn, flag) => {\n   let arg = args.shift();\n   switch (flag) {\n   case 's':\n   arg += '';\n   break;\n   case 'd':\n   case 'i':\n   arg = parseInt(arg, 10).toString();\n   break;\n   case 'f':\n   arg = parseFloat(arg).toString();\n   break;\n   }\n   if (!escaped) {\n   return arg;\n   }\n   args.unshift(arg);\n   return match;\n   });\n   }\n }\n\n // Arguments that remain after formatting.\n if (args.length) {\n   for (let i = 0; i < args.length; i++) {\n   const arg = args[i];\n\n   // Symbols cannot be concatenated with Strings.\n   formatted += ' ' + (typeof arg === 'symbol' ? arg.toString() : arg);\n   }\n }\n\n // Update escaped %% values.\n formatted = formatted.replace(/%{2,2}/g, '%');\n\n return '' + formatted;\n}\n\nexport function isSynchronousXHRSupported(): boolean {\n return !!(\n   window.document &&\n   window.document.featurePolicy &&\n   window.document.featurePolicy.allowsFeature('sync-xhr')\n);\n}\n\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This list should be kept updated to reflect additions to 'shared/ReactSymbols'.\n// DevTools can't import symbols from 'shared/ReactSymbols' directly for two reasons:\n// 1. DevTools requires symbols which may have been deleted in more recent versions (e.g. concurrent mode)\n// 2. DevTools must support both Symbol and numeric forms of each

symbol;\n// Since e.g. standalone DevTools runs in a separate process, it can't rely on its own ES capabilities.\n\nexport const CONCURRENT_MODE_NUMBER = 0xeacf;\nexport const CONCURRENT_MODE_SYMBOL_STRING = 'Symbol(react.concurrent_mode)';\n\nexport const CONTEXT_NUMBER = 0xeace;\nexport const CONTEXT_SYMBOL_STRING = 'Symbol(react.context)';\n\nexport const DEPRECATED_ASYNC_MODE_SYMBOL_STRING = 'Symbol(react.async_mode)';\n\nexport const ELEMENT_NUMBER = 0xeac7;\nexport const ELEMENT_SYMBOL_STRING = 'Symbol(react.element)';\n\nexport const DEBUG_TRACING_MODE_NUMBER = 0xeae1;\nexport const DEBUG_TRACING_MODE_SYMBOL_STRING =\n 'Symbol(react.debug_trace_mode)';\n\nexport const FORWARD_REF_NUMBER = 0xead0;\nexport const FORWARD_REF_SYMBOL_STRING = 'Symbol(react.forward_ref)';\n\nexport const FRAGMENT_NUMBER = 0xeacb;\nexport const FRAGMENT_SYMBOL_STRING = 'Symbol(react.fragment)';\n\nexport const LAZY_NUMBER = 0xead4;\nexport const LAZY_SYMBOL_STRING = 'Symbol(react.lazy)';\n\nexport const MEMO_NUMBER = 0xead3;\nexport const MEMO_SYMBOL_STRING = 'Symbol(react.memo)';\n\nexport const OPAQUE_ID_NUMBER = 0xeae0;\nexport const OPAQUE_ID_SYMBOL_STRING = 'Symbol(react.opaque.id)';\n\nexport const PORTAL_NUMBER = 0xeaca;\nexport const PORTAL_SYMBOL_STRING = 'Symbol(react.portal)';\n\nexport const PROFILER_NUMBER = 0xead2;\nexport const PROFILER_SYMBOL_STRING = 'Symbol(react.profiler)';\n\nexport const PROVIDER_NUMBER = 0xeacd;\nexport const PROVIDER_SYMBOL_STRING = 'Symbol(react.provider)';\n\nexport const SCOPE_NUMBER = 0xead7;\nexport const SCOPE_SYMBOL_STRING = 'Symbol(react.scope)';\n\nexport const STRICT_MODE_NUMBER = 0xeacc;\nexport const STRICT_MODE_SYMBOL_STRING = 'Symbol(react.strict_mode)';\n\nexport const SUSPENSE_NUMBER = 0xead1;\nexport const SUSPENSE_SYMBOL_STRING = 'Symbol(react.suspense)';\n\nexport const SUSPENSE_LIST_NUMBER = 0xead8;\nexport const SUSPENSE_LIST_SYMBOL_STRING = 'Symbol(react.suspense_list)';\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n/**\n * This file is forked between different DevTools implementations.\n * It should never be imported directly!\n * It should always be imported from \"react-devtools-feature-flags\".\n **/\n\nexport const enableProfilerChangedHookIndices = false;\nexport const isInternalFacebookBuild = false;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n/**\n * inlined Object.is polyfill to avoid requiring consumers ship their own\n * https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n */\nfunction is(x: any, y: any) {\n return (\n   (x === y && (x !== 0 || 1 / x === 1 / y)) || (x !== x && y !== y) // eslint-disable-line no-self-compare\n);\n}\n\nconst objectIs: (x: any, y: any) => boolean =\n typeof Object.is === 'function' ? Object.is : is;\n\nexport default objectIs;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {gt, gte} from 'semver';\nimport {\n ComponentFilterDisplayName,\n ComponentFilterElementType,\n ComponentFilterHOC,\n ComponentFilterLocation,\n ElementTypeClass,\n ElementTypeContext,\n ElementTypeFunction,\n ElementTypeForwardRef,\n ElementTypeHostComponent,\n ElementTypeMemo,\n ElementTypeOtherOrUnknown,\n ElementTypeProfiler,\n ElementTypeRoot,\n ElementTypeSuspense,\n ElementTypeSuspenseList,\n} from 'react-devtools-shared/src/types';\nimport {\n deletePathInObject,\n getDisplayName,\n getDefaultComponentFilters,\n getInObject,\n getUID,\n renamePathInObject,\n setInObject,\n utfEncodeString,\n} from 'react-devtools-shared/src/utils';\nimport {sessionStorageGetItem} from 'react-devtools-shared/src/storage';\nimport {\n cleanForBridge,\n copyToClipboard,\n copyWithDelete,\n copyWithRename,\n copyWithSet,\n getEffectDurations,\n} from './utils';\nimport {\n __DEBUG__,\n

SESSION_STORAGE_RELOAD_AND_PROFILE_KEY,\n SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n TREE_OPERATION_REORDER_CHILDREN,\n TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n} from '../constants';\nimport {inspectHooksOfFiber} from 'react-debug-tools';\nimport {\n patch as patchConsole,\n registerRenderer as registerRendererWithConsole,\n} from './console';\nimport {\n CONCURRENT_MODE_NUMBER,\n CONCURRENT_MODE_SYMBOL_STRING,\n DEPRECATED_ASYNC_MODE_SYMBOL_STRING,\n PROVIDER_NUMBER,\n PROVIDER_SYMBOL_STRING,\n CONTEXT_NUMBER,\n CONTEXT_SYMBOL_STRING,\n STRICT_MODE_NUMBER,\n STRICT_MODE_SYMBOL_STRING,\n PROFILER_NUMBER,\n PROFILER_SYMBOL_STRING,\n SCOPE_NUMBER,\n SCOPE_SYMBOL_STRING,\n FORWARD_REF_NUMBER,\n FORWARD_REF_SYMBOL_STRING,\n MEMO_NUMBER,\n MEMO_SYMBOL_STRING,\n} from './ReactSymbols';\nimport {format} from './utils';\nimport {enableProfilerChangedHookIndices} from 'react-devtools-feature-flags';\nimport is from 'shared/objectIs';\nimport isArray from 'shared/isArray';\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type {\n ChangeDescription,\n CommitDataBackend,\n DevToolsHook,\n InspectedElement,\n InspectedElementPayload,\n InstanceAndStyle,\n NativeType,\n PathFrame,\n PathMatch,\n ProfilingDataBackend,\n ProfilingDataForRootBackend,\n ReactRenderer,\n RendererInterface,\n SerializedElement,\n WorkTagMap,\n} from './types';\nimport type {\n ComponentFilter,\n ElementType,\n} from 'react-devtools-shared/src/types';\n\ntype getDisplayNameForFiberType = (fiber: Fiber) => string | null;\ntype getTypeSymbolType = (type: any) => Symbol | number;\n\ntype ReactPriorityLevelsType = {|\n ImmediatePriority: number,\n UserBlockingPriority: number,\n NormalPriority: number,\n LowPriority: number,\n IdlePriority: number,\n NoPriority: number,\n|};\n\ntype ReactTypeOfSideEffectType = {|\n DidCapture: number,\n NoFlags: number,\n PerformedWork: number,\n Placement: number,\n Incomplete: number,\n|};\n\nfunction getFiberFlags(fiber: Fiber): number {\n // The name of this field changed from \"effectTag\" to \"flags\"\n return fiber.flags !== undefined ? fiber.flags : (fiber: any).effectTag;\n}\n\n// Some environments (e.g. React Native / Hermes) don't support the performance API yet.\nconst getCurrentTime =\n typeof performance === 'object' && typeof performance.now === 'function'\n ? () => performance.now()\n : () => Date.now();\n\nexport function getInternalReactConstants(\n version: string,\n): {|\n getDisplayNameForFiber: getDisplayNameForFiberType,\n getTypeSymbol: getTypeSymbolType,\n ReactPriorityLevels: ReactPriorityLevelsType,\n ReactTypeOfSideEffect: ReactTypeOfSideEffectType,\n ReactTypeOfWork: WorkTagMap,\n|} {\n const ReactTypeOfSideEffect: ReactTypeOfSideEffectType = {\n DidCapture: 0b10000000,\n NoFlags: 0b00,\n PerformedWork: 0b01,\n Placement: 0b10,\n Incomplete: 0b10000000000000,\n };\n\n // **\n // The section below is copied from files in React repo.\n // Keep it in sync, and add version guards if it changes.\n //\n // Technically these priority levels are invalid for versions before 16.9,\n // but 16.9 is the first version to report priority level to DevTools,\n // so we can avoid checking for earlier versions and support pre-16.9 canary releases in the process.\n let ReactPriorityLevels: ReactPriorityLevelsType = {\n ImmediatePriority: 99,\n UserBlockingPriority: 98,\n NormalPriority: 97,\n LowPriority: 96,\n IdlePriority: 95,\n NoPriority: 90,\n };\n\n if (gt(version, '17.0.2')) {\n ReactPriorityLevels = {\n ImmediatePriority: 1,\n UserBlockingPriority: 2,\n NormalPriority: 3,\n LowPriority: 4,\n IdlePriority: 5,\n NoPriority: 0,\n };\n }\n\n let ReactTypeOfWork: WorkTagMap = ((null: any): WorkTagMap);\n\n // **\n // The section below is copied from files in React repo.\n // Keep it in sync, and add version guards if it changes.\n //\n // TODO Update the gt() check below to be gte() whichever the next version number is.\n // Currently the version in Git is 17.0.2 (but that version has not been/may not end up being released).\n if (gt(version, '17.0.1')) {\n ReactTypeOfWork = {\n CacheComponent: 24, // Experimental\n ClassComponent: 1,\n ContextConsumer: 9,\n ContextProvider:

10,\n CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n DehydratedSuspenseComponent: 18, // Behind a flag\n ForwardRef: 11,\n Fragment: 7,\n FunctionComponent: 0,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n IncompleteClassComponent: 17,\n IndeterminateComponent: 2,\n LazyComponent: 16,\n LegacyHiddenComponent: 23,\n MemoComponent: 14,\n Mode: 8,\n OffscreenComponent: 22, // Experimental\n Profiler: 12,\n ScopeComponent: 21, // Experimental\n SimpleMemoComponent: 15,\n SuspenseComponent: 13,\n SuspenseListComponent: 19, // Experimental\n YieldComponent: -1, // Removed\n };\n } else if (gte(version, '17.0.0-alpha')) {\n ReactTypeOfWork = {\n CacheComponent: -1, // Doesn't exist yet\n ClassComponent: 1,\n ContextConsumer: 9,\n ContextProvider: 10,\n CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n DehydratedSuspenseComponent: 18, // Behind a flag\n ForwardRef: 11,\n Fragment: 7,\n FunctionComponent: 0,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n IncompleteClassComponent: 17,\n IndeterminateComponent: 2,\n LazyComponent: 16,\n LegacyHiddenComponent: 24,\n MemoComponent: 14,\n Mode: 8,\n OffscreenComponent: 23, // Experimental\n Profiler: 12,\n ScopeComponent: 21, // Experimental\n SimpleMemoComponent: 15,\n SuspenseComponent: 13,\n SuspenseListComponent: 19, // Experimental\n YieldComponent: -1, // Removed\n };\n } else if (gte(version, '16.6.0-beta.0')) {\n ReactTypeOfWork = {\n CacheComponent: -1, // Doesn't exist yet\n ClassComponent: 1,\n ContextConsumer: 9,\n ContextProvider: 10,\n CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n DehydratedSuspenseComponent: 18, // Behind a flag\n ForwardRef: 11,\n Fragment: 7,\n FunctionComponent: 0,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n IncompleteClassComponent: 17,\n IndeterminateComponent: 2,\n LazyComponent: 16,\n LegacyHiddenComponent: -1,\n MemoComponent: 14,\n Mode: 8,\n OffscreenComponent: -1, // Experimental\n Profiler: 12,\n ScopeComponent: -1, // Experimental\n SimpleMemoComponent: 15,\n SuspenseComponent: 13,\n SuspenseListComponent: 19, // Experimental\n YieldComponent: -1, // Removed\n };\n } else if (gte(version, '16.4.3-alpha')) {\n ReactTypeOfWork = {\n CacheComponent: -1, // Doesn't exist yet\n ClassComponent: 2,\n ContextConsumer: 11,\n ContextProvider: 12,\n CoroutineComponent: -1, // Removed\n CoroutineHandlerPhase: -1, // Removed\n DehydratedSuspenseComponent: -1, // Doesn't exist yet\n ForwardRef: 13,\n Fragment: 9,\n FunctionComponent: 0,\n HostComponent: 7,\n HostPortal: 6,\n HostRoot: 5,\n HostText: 8,\n IncompleteClassComponent: -1, // Doesn't exist yet\n IndeterminateComponent: 4,\n LazyComponent: -1, // Doesn't exist yet\n LegacyHiddenComponent: -1,\n MemoComponent: -1, // Doesn't exist yet\n Mode: 10,\n OffscreenComponent: -1, // Experimental\n Profiler: 15,\n ScopeComponent: -1, // Experimental\n SimpleMemoComponent: -1, // Doesn't exist yet\n SuspenseComponent: 16,\n SuspenseListComponent: -1, // Doesn't exist yet\n YieldComponent: -1, // Removed\n };\n } else {\n ReactTypeOfWork = {\n CacheComponent: -1, // Doesn't exist yet\n ClassComponent: 2,\n ContextConsumer: 12,\n ContextProvider: 13,\n CoroutineComponent: 7,\n CoroutineHandlerPhase: 8,\n DehydratedSuspenseComponent: -1, // Doesn't exist yet\n ForwardRef: 14,\n Fragment: 10,\n FunctionComponent: 1,\n HostComponent: 5,\n HostPortal: 4,\n HostRoot: 3,\n HostText: 6,\n IncompleteClassComponent: -1, // Doesn't exist yet\n IndeterminateComponent: 0,\n LazyComponent: -1, // Doesn't exist yet\n LegacyHiddenComponent: -1,\n MemoComponent: -1, // Doesn't exist yet\n Mode: 11,\n OffscreenComponent: -1, // Experimental\n Profiler: 15,\n ScopeComponent: -1, // Experimental\n SimpleMemoComponent: -1, // Doesn't exist yet\n SuspenseComponent: 16,\n SuspenseListComponent: -1, // Doesn't exist yet\n YieldComponent: 9,\n };\n }\n // **\n // End of copied code.\n // **\n\n function getTypeSymbol(type: any): Symbol | number {\n const symbolOrNumber =\n typeof type === 'object' && type !== null ? type.$$typeof : type;\n\n // $FlowFixMe Flow doesn't know about typeof \"symbol\"\n return typeof symbolOrNumber ===

'symbol'\n ? symbolOrNumber.toString()\n : symbolOrNumber;\n }\n\n const {\n CacheComponent,\n ClassComponent,\n IncompleteClassComponent,\n FunctionComponent,\n IndeterminateComponent,\n ForwardRef,\n HostRoot,\n HostComponent,\n HostPortal,\n HostText,\n Fragment,\n LazyComponent,\n LegacyHiddenComponent,\n MemoComponent,\n OffscreenComponent,\n Profiler,\n ScopeComponent,\n SimpleMemoComponent,\n SuspenseComponent,\n SuspenseListComponent,\n } = ReactTypeOfWork;\n\n function resolveFiberType(type: any) {\n const typeSymbol = getTypeSymbol(type);\n switch (typeSymbol) {\n case MEMO_NUMBER:\n case MEMO_SYMBOL_STRING:\n // recursively resolving memo type in case of memo(forwardRef(Component))\n return resolveFiberType(type.type);\n case FORWARD_REF_NUMBER:\n case FORWARD_REF_SYMBOL_STRING:\n return type.render;\n default:\n return type;\n }\n }\n\n // NOTICE Keep in sync with shouldFilterFiber() and other get*ForFiber methods\n function getDisplayNameForFiber(fiber: Fiber): string | null {\n const {elementType, type, tag} = fiber;\n\n let resolvedType = type;\n if (typeof type === 'object' && type !== null) {\n resolvedType = resolveFiberType(type);\n }\n\n let resolvedContext: any = null;\n\n switch (tag) {\n case CacheComponent:\n return 'Cache';\n case ClassComponent:\n case IncompleteClassComponent:\n return getDisplayName(resolvedType);\n case FunctionComponent:\n case IndeterminateComponent:\n return getDisplayName(resolvedType);\n case ForwardRef:\n // Mirror https://github.com/facebook/react/blob/7c21bf72ace77094fd1910cc350a548287ef8350/packages/shared/getComponentName.js#L27-L37\n return (\n (type && type.displayName) ||\n getDisplayName(resolvedType, 'Anonymous')\n);\n case HostRoot:\n return null;\n case HostComponent:\n return type;\n case HostPortal:\n case HostText:\n case Fragment:\n return null;\n case LazyComponent:\n // This display name will not be user visible.\n // Once a Lazy component loads its inner component, React replaces the tag and type.\n // This display name will only show up in console logs when DevTools DEBUG mode is on.\n return 'Lazy';\n case MemoComponent:\n case SimpleMemoComponent:\n return (\n (elementType && elementType.displayName) ||\n (type && type.displayName) ||\n getDisplayName(resolvedType, 'Anonymous')\n);\n case SuspenseComponent:\n return 'Suspense';\n case LegacyHiddenComponent:\n return 'LegacyHidden';\n case OffscreenComponent:\n return 'Offscreen';\n case ScopeComponent:\n return 'Scope';\n case SuspenseListComponent:\n return 'SuspenseList';\n case Profiler:\n return 'Profiler';\n default:\n const typeSymbol = getTypeSymbol(type);\n\n switch (typeSymbol) {\n case CONCURRENT_MODE_NUMBER:\n case CONCURRENT_MODE_SYMBOL_STRING:\n case DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n return null;\n case PROVIDER_NUMBER:\n case PROVIDER_SYMBOL_STRING:\n // 16.3.0 exposed the context object as \"context\"\n // PR #12501 changed it to \"_context\" for 16.3.1+\n // NOTE Keep in sync with inspectElementRaw()\n resolvedContext = fiber.type._context || fiber.type.context;\n return `${resolvedContext.displayName || 'Context'}.Provider`;\n case CONTEXT_NUMBER:\n case CONTEXT_SYMBOL_STRING:\n // 16.3-16.5 read from \"type\" because the Consumer is the actual context object.\n // 16.6+ should read from \"type._context\" because Consumer can be different (in DEV).\n // NOTE Keep in sync with inspectElementRaw()\n resolvedContext = fiber.type._context || fiber.type;\n\n // NOTE: TraceUpdatesBackendManager depends on the name ending in '.Consumer'\n // If you change the name, figure out a more resilient way to detect it.\n return `${resolvedContext.displayName || 'Context'}.Consumer`;\n case STRICT_MODE_NUMBER:\n case STRICT_MODE_SYMBOL_STRING:\n return null;\n case PROFILER_NUMBER:\n case PROFILER_SYMBOL_STRING:\n return `Profiler(${fiber.memoizedProps.id})`;\n case SCOPE_NUMBER:\n case SCOPE_SYMBOL_STRING:\n return 'Scope';\n default:\n // Unknown element type.\n // This may mean a new element type that has not yet been added to DevTools.\n return null;\n }\n }\n }\n\n return {\n getDisplayNameForFiber,\n getTypeSymbol,\n ReactPriorityLevels,\n ReactTypeOfWork,\n ReactTypeOfSideEffect,\n };\n}\n\nexport function attach(\n hook: DevToolsHook,\n rendererID: number,\n renderer: ReactRenderer,\n global: Object,\n): RendererInterface

{\n // Newer versions of the reconciler package also specific reconciler version.\n // If that version number is present, use it.\n // Third party renderer versions may not match the reconciler version,\n // and the latter is what's important in terms of tags and symbols.\n const version = renderer.reconcilerVersion || renderer.version;\n\n const {\n   getDisplayNameForFiber,\n   getTypeSymbol,\n   ReactPriorityLevels,\n   ReactTypeOfWork,\n   ReactTypeOfSideEffect,\n } = getInternalReactConstants(version);\n const {\n   DidCapture,\n   Incomplete,\n   NoFlags,\n   PerformedWork,\n   Placement,\n } = ReactTypeOfSideEffect;\n const {\n   CacheComponent,\n   ClassComponent,\n   ContextConsumer,\n   DehydratedSuspenseComponent,\n   ForwardRef,\n   Fragment,\n   FunctionComponent,\n   HostRoot,\n   HostPortal,\n   HostComponent,\n   HostText,\n   IncompleteClassComponent,\n   IndeterminateComponent,\n   LegacyHiddenComponent,\n   MemoComponent,\n   OffscreenComponent,\n   SimpleMemoComponent,\n   SuspenseComponent,\n   SuspenseListComponent,\n } = ReactTypeOfWork;\n const {\n   ImmediatePriority,\n   UserBlockingPriority,\n   NormalPriority,\n   LowPriority,\n   IdlePriority,\n   NoPriority,\n } = ReactPriorityLevels;\n\n const {\n   overrideHookState,\n   overrideHookStateDeletePath,\n   overrideHookStateRenamePath,\n   overrideProps,\n   overridePropsDeletePath,\n   overridePropsRenamePath,\n   scheduleRefresh,\n   setErrorHandler,\n   setSuspenseHandler,\n   scheduleUpdate,\n } = renderer;\n const supportsTogglingError =\n   typeof setErrorHandler === 'function' &&\n   typeof scheduleUpdate === 'function';\n const supportsTogglingSuspense =\n   typeof setSuspenseHandler === 'function' &&\n   typeof scheduleUpdate === 'function';\n\n if (typeof scheduleRefresh === 'function') {\n   // When Fast Refresh updates a component, the frontend may need to purge cached information.\n   // For example, ASTs cached for the component (for named hooks) may no longer be valid.\n   // Send a signal to the frontend to purge this cached information.\n   // The \"fastRefreshScheduled\" dispatched is global (not Fiber or even Renderer specific).\n   // This is less effecient since it means the front-end will need to purge the entire cache,\n   // but this is probably an okay trade off in order to reduce coupling between the DevTools and Fast Refresh.\n   renderer.scheduleRefresh = (...args) => {\n   try {\n   hook.emit('fastRefreshScheduled');\n   } finally {\n   return scheduleRefresh(...args);\n   }\n   };\n }\n\n // Tracks Fibers with recently changed number of error/warning messages.\n // These collections store the Fiber rather than the ID,\n // in order to avoid generating an ID for Fibers that never get mounted\n // (due to e.g. Suspense or error boundaries).\n // onErrorOrWarning() adds Fibers and recordPendingErrorsAndWarnings() later clears them.\n const fibersWithChangedErrorOrWarningCounts: Set<Fiber> = new Set();\n const pendingFiberToErrorsMap: Map<Fiber, Map<string, number>> = new Map();\n const pendingFiberToWarningsMap: Map<Fiber, Map<string, number>> = new Map();\n\n // Mapping of fiber IDs to error/warning messages and counts.\n const fiberIDToErrorsMap: Map<number, Map<string, number>> = new Map();\n const fiberIDToWarningsMap: Map<number, Map<string, number>> = new Map();\n\n function clearErrorsAndWarnings() {\n   // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n   for (const id of fiberIDToErrorsMap.keys()) {\n   const fiber = idToArbitraryFiberMap.get(id);\n   if (fiber != null) {\n   fibersWithChangedErrorOrWarningCounts.add(fiber);\n   updateMostRecentlyInspectedElementIfNecessary(id);\n   }\n   }\n\n   // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n   for (const id of fiberIDToWarningsMap.keys()) {\n   const fiber = idToArbitraryFiberMap.get(id);\n   if (fiber != null) {\n   fibersWithChangedErrorOrWarningCounts.add(fiber);\n   updateMostRecentlyInspectedElementIfNecessary(id);\n   }\n   }\n\n   fiberIDToErrorsMap.clear();\n   fiberIDToWarningsMap.clear();\n\n   flushPendingEvents();\n }\n\n function clearMessageCountHelper(\n   fiberID: number,\n   pendingFiberToMessageCountMap: Map<Fiber, Map<string, number>>,\n   fiberIDToMessageCountMap: Map<number, Map<string, number>>,\n) {\n   const fiber = idToArbitraryFiberMap.get(fiberID);\n   if (fiber != null) {\n   // Throw out any pending changes.\n   pendingFiberToErrorsMap.delete(fiber);\n\n   if (fiberIDToMessageCountMap.has(fiberID)) {\n   fiberIDToMessageCountMap.delete(fiberID);\n\n   // If previous flushed counts have changed, schedule an update too.\n   fibersWithChangedErrorOrWarningCounts.add(fiber);\n   flushPendingEvents();\n\n   updateMostRecentlyInspectedElementIfNecessary(fiberID);\n   } else {\n

```
fibersWithChangedErrorOrWarningCounts.delete(fiber);\n      }\n    }\n  }\n\n  function
clearErrorsForFiberID(fiberID: number) {\n    clearMessageCountHelper(\n      fiberID,\n
pendingFiberToErrorsMap,\n      fiberIDToErrorsMap,\n    );\n  }\n\n  function clearWarningsForFiberID(fiberID:
number) {\n    clearMessageCountHelper(\n      fiberID,\n      pendingFiberToWarningsMap,\n
fiberIDToWarningsMap,\n    );\n  }\n\n  function updateMostRecentlyInspectedElementIfNecessary(\n    fiberID:
number,\n  ): void {\n    if (\n      mostRecentlyInspectedElement !== null &&\n
mostRecentlyInspectedElement.id === fiberID\n    ) {\n      hasElementUpdatedSinceLastInspected = true;\n    }\n
}\n\n  // Called when an error or warning is logged during render, commit, or passive (including unmount
functions).\n  function onErrorOrWarning(\n    fiber: Fiber,\n    type: 'error' | 'warn',\n    args:
$ReadOnlyArray<any>,\n  ): void {\n    if (type === 'error') {\n      const maybeID = getFiberIDUnsafe(fiber);\n
// if this is an error simulated by us to trigger error boundary, ignore\n      if (maybeID != null &&
forceErrorForFiberIDs.get(maybeID) === true) {\n        return;\n      }\n    }\n    const message = format(...args);\n
if (__DEBUG__) {\n      debug('onErrorOrWarning', fiber, null, `${type}: \"${message}\"`);\n    }\n\n    // Mark this
Fiber as needed its warning/error count updated during the next flush.\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n\n    // Track the warning/error for later.\n    const fiberMap
=\n      type === 'error' ? pendingFiberToErrorsMap : pendingFiberToWarningsMap;\n    const messageMap =
fiberMap.get(fiber);\n    if (messageMap != null) {\n      const count = messageMap.get(message) || 0;\n
messageMap.set(message, count + 1);\n    } else {\n      fiberMap.set(fiber, new Map([[message, 1]]));\n    }\n\n    //
Passive effects may trigger errors or warnings too;\n    // In this case, we should wait until the rest of the passive
effects have run,\n    // but we shouldn't wait until the next commit because that might be a long time.\n    // This
would also cause \"tearing\" between an inspected Component and the tree view.\n    // Then again we don't want to
flush too soon because this could be an error during async rendering.\n    // Use a debounce technique to ensure that
we'll eventually flush.\n    flushPendingErrorsAndWarningsAfterDelay();\n  }\n\n  // Patching the console enables
DevTools to do a few useful things:\n  // * Append component stacks to warnings and error messages\n  // * Disable
logging during re-renders to inspect hooks (see inspectHooksOfFiber)\n  //\n  // Don't patch in test environments
because we don't want to interfere with Jest's own console overrides.\n  if (process.env.NODE_ENV !== 'test') {\n
registerRendererWithConsole(renderer, onErrorOrWarning);\n\n    // The renderer interface can't read these
preferences directly,\n    // because it is stored in localStorage within the context of the extension.\n    // It relies on
the extension to pass the preference through via the global.\n    const appendComponentStack =\n
window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ !== false;\n    const
breakOnConsoleErrors =\n      window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ ===
true;\n    const showInlineWarningsAndErrors =\n
window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ !== false;\n    if (\n
appendComponentStack ||\n      breakOnConsoleErrors ||\n      showInlineWarningsAndErrors\n    ) {\n
patchConsole({\n        appendComponentStack,\n        breakOnConsoleErrors,\n
showInlineWarningsAndErrors,\n      });\n    }\n  }\n\n  const debug = (\n    name: string,\n    fiber: Fiber,\n
parentFiber: ?Fiber,\n    extraString?: string = '',\n  ): void => {\n    if (__DEBUG__) {\n      const displayName =\n
    fiber.tag + ':' + (getDisplayNameForFiber(fiber) || 'null');\n\n      const maybeID = getFiberIDUnsafe(fiber) || '<no
id>';\n      const parentDisplayName = parentFiber\n        ? parentFiber.tag +\n          ':' +\n
(getDisplayNameForFiber(parentFiber) || 'null')\n        : '';\n      const maybeParentID = parentFiber\n        ?
getFiberIDUnsafe(parentFiber) || '<no-id>'\n        : '';\n\n      console.groupCollapsed(\n        `[renderer] %c${name}
%c${displayName} (${maybeID}) %c${\n          parentFiber ? `${parentDisplayName} (${maybeParentID})` : ''\n
    } %c${extraString}`,\n        'color: red; font-weight: bold;',\n        'color: blue;',\n        'color: purple;',\n        'color:
black;',\n      );\n      console.log(\n        new Error().stack\n          .split('\\n')\n          .slice(1)\n          .join('\\n'),\n
);\n      console.groupEnd();\n    }\n  };\n\n  // Configurable Components tree filters.\n  const
hideElementsWithDisplayNames: Set<RegExp> = new Set();\n  const hideElementsWithPaths: Set<RegExp> =
new Set();\n  const hideElementsWithTypes: Set<ElementType> = new Set();\n\n  // Highlight updates\n  let
traceUpdatesEnabled: boolean = false;\n  const traceUpdatesForNodes: Set<NativeType> = new Set();\n\n  function
```

```
applyComponentFilters(componentFilters: Array<ComponentFilter>) {\n    hideElementsWithTypes.clear();\n
hideElementsWithDisplayNames.clear();\n    hideElementsWithPaths.clear();\n\n
componentFilters.forEach(componentFilter => {\n      if (!componentFilter.isEnabled) {\n        return;\n      }\n\n
switch (componentFilter.type) {\n        case ComponentFilterDisplayName:\n          if (componentFilter.isValid &&
componentFilter.value !== '') {\n            hideElementsWithDisplayNames.add(\n              new
RegExp(componentFilter.value, 'i'),\n            );\n          }\n          break;\n        case ComponentFilterElementType:\n
      hideElementsWithTypes.add(componentFilter.value);\n          break;\n        case ComponentFilterLocation:\n
 if (componentFilter.isValid && componentFilter.value !== '') {\n            hideElementsWithPaths.add(new
RegExp(componentFilter.value, 'i'));\n          }\n          break;\n        case ComponentFilterHOC:\n
hideElementsWithDisplayNames.add(new RegExp('\\\\('));\n          break;\n        default:\n          console.warn(\n
   `Invalid component filter type \"${componentFilter.type}\"`,\n          );\n          break;\n      }\n    });\n  }\n\n  // The
renderer interface can't read saved component filters directly,\n  // because they are stored in localStorage within the
context of the extension.\n  // Instead it relies on the extension to pass filters through.\n  if
(window.__REACT_DEVTOOLS_COMPONENT_FILTERS__ != null) {\n
applyComponentFilters(window.__REACT_DEVTOOLS_COMPONENT_FILTERS__);\n  } else {\n    //
Unfortunately this feature is not expected to work for React Native for now.\n    // It would be annoying for us to
spam YellowBox warnings with unactionable stuff,\n    // so for now just skip this message...\n    //console.warn('
DevTools: Could not locate saved component filters');\n\n    // Fallback to assuming the default filters in this case.\n
 applyComponentFilters(getDefaultComponentFilters());\n  }\n\n  // If necessary, we can revisit optimizing this
operation.\n  // For example, we could add a new recursive unmount tree operation.\n  // The unmount operations are
already significantly smaller than mount operations though.\n  // This is something to keep in mind for later.\n
function updateComponentFilters(componentFilters: Array<ComponentFilter>) {\n    if (isProfiling) {\n      // Re-
mounting a tree while profiling is in progress might break a lot of assumptions.\n      // If necessary, we could
support this- but it doesn't seem like a necessary use case.\n      throw Error('Cannot modify filter preferences while
profiling');\n    }\n\n    // Recursively unmount all roots.\n    hook.getFiberRoots(rendererID).forEach(root => {\n
currentRootID = getOrGenerateFiberID(root.current);\n      // The TREE_OPERATION_REMOVE_ROOT
operation serves two purposes:\n      // 1. It avoids sending unnecessary bridge traffic to clear a root.\n      // 2. It
preserves Fiber IDs when remounting (below) which in turn ID to error/warning mapping.\n
pushOperation(TREE_OPERATION_REMOVE_ROOT);\n      flushPendingEvents(root);\n      currentRootID = -
1;\n    });\n\n    applyComponentFilters(componentFilters);\n\n    // Reset pseudo counters so that new path
selections will be persisted.\n    rootDisplayNameCounter.clear();\n\n    // Recursively re-mount all roots with new
filter criteria applied.\n    hook.getFiberRoots(rendererID).forEach(root => {\n      currentRootID =
getOrGenerateFiberID(root.current);\n      setRootPseudoKey(currentRootID, root.current);\n
mountFiberRecursively(root.current, null, false, false);\n      flushPendingEvents(root);\n      currentRootID = -1;\n
});\n\n    // Also re-evaluate all error and warning counts given the new filters.\n
reevaluateErrorsAndWarnings();\n    flushPendingEvents();\n  }\n\n  // NOTICE Keep in sync with get*ForFiber
methods\n  function shouldFilterFiber(fiber: Fiber): boolean {\n    const {_debugSource, tag, type} = fiber;\n\n
switch (tag) {\n      case DehydratedSuspenseComponent:\n        // TODO: ideally we would show dehydrated
Suspense immediately.\n        // However, it has some special behavior (like disconnecting\n        // an alternate and
turning into real Suspense) which breaks DevTools.\n        // For now, ignore it, and only show it once it gets
hydrated.\n        // https://github.com/bvaughn/react-devtools-experimental/issues/197\n        return true;\n      case
HostPortal:\n      case HostText:\n      case Fragment:\n      case LegacyHiddenComponent:\n      case
OffscreenComponent:\n        return true;\n      case HostRoot:\n        // It is never valid to filter the root element.\n
 return false;\n      default:\n        const typeSymbol = getTypeSymbol(type);\n\n        switch (typeSymbol) {\n
case CONCURRENT_MODE_NUMBER:\n          case CONCURRENT_MODE_SYMBOL_STRING:\n          case
DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n          case STRICT_MODE_NUMBER:\n          case
STRICT_MODE_SYMBOL_STRING:\n            return true;\n          default:\n            break;\n        }\n    }\n\n
const elementType = getElementTypeForFiber(fiber);\n    if (hideElementsWithTypes.has(elementType)) {\n
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return true;\n    }\n\n    if (hideElementsWithDisplayNames.size > 0) {\n      const displayName =
getDisplayNameForFiber(fiber);\n      if (displayName != null) {\n        // eslint-disable-next-line no-for-of-loops/no-
for-of-loops\n        for (const displayNameRegExp of hideElementsWithDisplayNames) {\n          if
(displayNameRegExp.test(displayName)) {\n            return true;\n          }\n        }\n      }\n    }\n\n    if
(_debugSource != null && hideElementsWithPaths.size > 0) {\n      const {fileName} = _debugSource;\n      //
eslint-disable-next-line no-for-of-loops/no-for-of-loops\n      for (const pathRegExp of hideElementsWithPaths) {\n
    if (pathRegExp.test(fileName)) {\n          return true;\n        }\n      }\n    }\n\n    return false;\n  }\n  // NOTICE
Keep in sync with shouldFilterFiber() and other get*ForFiber methods\n  function getElementTypeForFiber(fiber:
Fiber): ElementType {\n    const {type, tag} = fiber;\n\n    switch (tag) {\n      case ClassComponent:\n      case
IncompleteClassComponent:\n        return ElementTypeClass;\n      case FunctionComponent:\n      case
IndeterminateComponent:\n        return ElementTypeFunction;\n      case ForwardRef:\n        return
ElementTypeForwardRef;\n      case HostRoot:\n        return ElementTypeRoot;\n      case HostComponent:\n
return ElementTypeHostComponent;\n      case HostPortal:\n      case HostText:\n      case Fragment:\n        return
ElementTypeOtherOrUnknown;\n      case MemoComponent:\n      case SimpleMemoComponent:\n        return
ElementTypeMemo;\n      case SuspenseComponent:\n        return ElementTypeSuspense;\n      case
SuspenseListComponent:\n        return ElementTypeSuspenseList;\n      default:\n        const typeSymbol =
getTypeSymbol(type);\n\n        switch (typeSymbol) {\n          case CONCURRENT_MODE_NUMBER:\n
case CONCURRENT_MODE_SYMBOL_STRING:\n          case
DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n            return ElementTypeOtherOrUnknown;\n
case PROVIDER_NUMBER:\n          case PROVIDER_SYMBOL_STRING:\n            return
ElementTypeContext;\n          case CONTEXT_NUMBER:\n          case CONTEXT_SYMBOL_STRING:\n
return ElementTypeContext;\n          case STRICT_MODE_NUMBER:\n          case
STRICT_MODE_SYMBOL_STRING:\n            return ElementTypeOtherOrUnknown;\n          case
PROFILER_NUMBER:\n          case PROFILER_SYMBOL_STRING:\n            return ElementTypeProfiler;\n
default:\n            return ElementTypeOtherOrUnknown;\n        }\n    }\n  }\n\n  // Map of one or more Fibers in a
pair to their unique id number.\n  // We track both Fibers to support Fast Refresh,\n  // which may forcefully replace
one of the pair as part of hot reloading.\n  // In that case it's still important to be able to locate the previous ID during
subsequent renders.\n  const fiberToIDMap: Map<Fiber, number> = new Map();\n\n  // Map of id to one (arbitrary)
Fiber in a pair.\n  // This Map is used to e.g. get the display name for a Fiber or schedule an update,\n  // operations
that should be the same whether the current and work-in-progress Fiber is used.\n  const idToArbitraryFiberMap:
Map<number, Fiber> = new Map();\n\n  // When profiling is supported, we store the latest tree base durations for
each Fiber.\n  // This is so that we can quickly capture a snapshot of those values if profiling starts.\n  // If we didn't
store these values, we'd have to crawl the tree when profiling started,\n  // and use a slow path to find each of the
current Fibers.\n  const idToTreeBaseDurationMap: Map<number, number> = new Map();\n\n  // When profiling is
supported, we store the latest tree base durations for each Fiber.\n  // This map enables us to filter these times by root
when sending them to the frontend.\n  const idToRootMap: Map<number, number> = new Map();\n\n  // When a
mount or update is in progress, this value tracks the root that is being operated on.\n  let currentRootID: number = -
1;\n\n  // Returns the unique ID for a Fiber or generates and caches a new one if the Fiber hasn't been seen before.\n
// Once this method has been called for a Fiber, untrackFiberID() should always be called later to avoid leaking.\n
function getOrGenerateFiberID(fiber: Fiber): number {\n    let id = null;\n    if (fiberToIDMap.has(fiber)) {\n      id =
fiberToIDMap.get(fiber);\n    } else {\n      const {alternate} = fiber;\n      if (alternate !== null &&
fiberToIDMap.has(alternate)) {\n        id = fiberToIDMap.get(alternate);\n      }\n    }\n\n    let didGenerateID =
false;\n    if (id === null) {\n      didGenerateID = true;\n      id = getUID();\n    }\n\n    // This refinement is for Flow
purposes only.\n    const refinedID = ((id: any): number);\n\n    // Make sure we're tracking this Fiber\n    // e.g. if it
just mounted or an error was logged during initial render.\n    if (!fiberToIDMap.has(fiber)) {\n
fiberToIDMap.set(fiber, refinedID);\n      idToArbitraryFiberMap.set(refinedID, fiber);\n    }\n\n    // Also make sure
we're tracking its alternate,\n    // e.g. in case this is the first update after mount.\n    const {alternate} = fiber;\n    if
(alternate !== null) {\n      if (!fiberToIDMap.has(alternate)) {\n        fiberToIDMap.set(alternate, refinedID);\n
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}\n    }\n\n    if (__DEBUG__) {\n      if (didGenerateID) {\n        debug(\n          'getOrGenerateFiberID()',\n
fiber,\n          fiber.return,\n          'Generated a new UID',\n        );\n      }\n    }\n\n    return refinedID;\n  }\n\n  //
Returns an ID if one has already been generated for the Fiber or throws.\n  function getFiberIDThrows(fiber: Fiber):
number {\n    const maybeID = getFiberIDUnsafe(fiber);\n    if (maybeID !== null) {\n      return maybeID;\n    }\n
throw Error(\n      `Could not find ID for Fiber \"${getDisplayNameForFiber(fiber) || "}\"`,\n    );\n  }\n\n  // Returns
an ID if one has already been generated for the Fiber or null if one has not been generated.\n  // Use this method
while e.g. logging to avoid over-retaining Fibers.\n  function getFiberIDUnsafe(fiber: Fiber): number | null {\n    if
(fiberToIDMap.has(fiber)) {\n      return ((fiberToIDMap.get(fiber): any): number);\n    } else {\n      const
{alternate} = fiber;\n      if (alternate !== null && fiberToIDMap.has(alternate)) {\n        return
((fiberToIDMap.get(alternate): any): number);\n      }\n    }\n    return null;\n  }\n\n  // Removes a Fiber (and its
alternate) from the Maps used to track their id.\n  // This method should always be called when a Fiber is
unmounting.\n  function untrackFiberID(fiber: Fiber) {\n    if (__DEBUG__) {\n      debug('untrackFiberID()', fiber,
fiber.return, 'schedule after delay');\n    }\n\n    // Untrack Fibers after a slight delay in order to support a Fast
Refresh edge case:\n    // 1. Component type is updated and Fast Refresh schedules an update+remount.\n    // 2.
flushPendingErrorsAndWarningsAfterDelay() runs, sees the old Fiber is no longer mounted\n    //    (it's been
disconnected by Fast Refresh), and calls untrackFiberID() to clear it from the Map.\n    // 3. React flushes pending
passive effects before it runs the next render,\n    //    which logs an error or warning, which causes a new ID to be
generated for this Fiber.\n    // 4. DevTools now tries to unmount the old Component with the new ID.\n    //\n    //
The underlying problem here is the premature clearing of the Fiber ID,\n    // but DevTools has no way to detect that
a given Fiber has been scheduled for Fast Refresh.\n    // (The \"_debugNeedsRemount\" flag won't necessarily be
set.)\n    //\n    // The best we can do is to delay untracking by a small amount,\n    // and give React time to process
the Fast Refresh delay.\n\n    untrackFibersSet.add(fiber);\n\n    if (untrackFibersTimeoutID === null) {\n
untrackFibersTimeoutID = setTimeout(untrackFibers, 1000);\n    }\n  }\n\n  const untrackFibersSet: Set<Fiber> =
new Set();\n  let untrackFibersTimeoutID: TimeoutID | null = null;\n\n  function untrackFibers() {\n    if
(untrackFibersTimeoutID !== null) {\n      clearTimeout(untrackFibersTimeoutID);\n      untrackFibersTimeoutID =
null;\n    }\n\n    untrackFibersSet.forEach(fiber => {\n      const fiberID = getFiberIDUnsafe(fiber);\n      if (fiberID
!== null) {\n        idToArbitraryFiberMap.delete(fiberID);\n\n        // Also clear any errors/warnings associated with
this fiber.\n        clearErrorsForFiberID(fiberID);\n        clearWarningsForFiberID(fiberID);\n      }\n\n
fiberToIDMap.delete(fiber);\n\n      const {alternate} = fiber;\n      if (alternate !== null) {\n
fiberToIDMap.delete(alternate);\n      }\n\n      if (forceErrorForFiberIDs.has(fiberID)) {\n
forceErrorForFiberIDs.delete(fiberID);\n        if (forceErrorForFiberIDs.size === 0 && setErrorHandler != null) {\n
        setErrorHandler(shouldErrorFiberAlwaysNull);\n        }\n      }\n    });\n    untrackFibersSet.clear();\n  }\n\n
function getChangeDescription(\n    prevFiber: Fiber | null,\n    nextFiber: Fiber,\n  ): ChangeDescription | null {\n
switch (getElementTypeForFiber(nextFiber)) {\n      case ElementTypeClass:\n      case ElementTypeFunction:\n
case ElementTypeMemo:\n      case ElementTypeForwardRef:\n        if (prevFiber === null) {\n          return {\n
  context: null,\n          didHooksChange: false,\n          isFirstMount: true,\n          props: null,\n          state:
null,\n          };\n        } else {\n          const data: ChangeDescription = {\n            context:
getContextChangedKeys(nextFiber),\n            didHooksChange: false,\n            isFirstMount: false,\n            props:
getChangedKeys(\n              prevFiber.memoizedProps,\n              nextFiber.memoizedProps,\n            ),\n
state: getChangedKeys(\n              prevFiber.memoizedState,\n              nextFiber.memoizedState,\n            ),\n
};\n\n          // Only traverse the hooks list once, depending on what info we're returning.\n          if
(enableProfilerChangedHookIndices) {\n            const indices = getChangedHooksIndices(\n
prevFiber.memoizedState,\n              nextFiber.memoizedState,\n            );\n            data.hooks = indices;\n
data.didHooksChange = indices !== null && indices.length > 0;\n          } else {\n            data.didHooksChange =
didHooksChange(\n              prevFiber.memoizedState,\n              nextFiber.memoizedState,\n            );\n          }\n\n
        return data;\n        }\n      default:\n        return null;\n    }\n  }\n\n  function updateContextsForFiber(fiber:
Fiber) {\n    switch (getElementTypeForFiber(fiber)) {\n      case ElementTypeClass:\n        if (idToContextsMap
!== null) {\n          const id = getFiberIDThrows(fiber);\n          const contexts = getContextsForFiber(fiber);\n
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if (contexts !== null) {\n          idToContextsMap.set(id, contexts);\n        }\n      }\n      break;\n    default:\n
  break;\n  }\n }\n\n // Differentiates between a null context value and no context.\n const NO_CONTEXT =
{};\n\n function getContextsForFiber(fiber: Fiber): [Object, any] | null {\n  switch
(getElementTypeForFiber(fiber)) {\n    case ElementTypeClass:\n      const instance = fiber.stateNode;\n      let
legacyContext = NO_CONTEXT;\n      let modernContext = NO_CONTEXT;\n      if (instance != null) {\n
if (\n          instance.constructor &&\n          instance.constructor.contextType != null\n        ) {\n
modernContext = instance.context;\n        } else {\n          legacyContext = instance.context;\n          if
(legacyContext && Object.keys(legacyContext).length === 0) {\n            legacyContext = NO_CONTEXT;\n
  }\n        }\n      }\n      return [legacyContext, modernContext];\n    default:\n      return null;\n  }\n }\n\n //
Record all contexts at the time profiling is started.\n // Fibers only store the current context value,\n // so we need
to track them separately in order to determine changed keys.\n function crawlToInitializeContextsMap(fiber: Fiber)
{\n  updateContextsForFiber(fiber);\n  let current = fiber.child;\n  while (current !== null) {\n
crawlToInitializeContextsMap(current);\n    current = current.sibling;\n  }\n }\n\n function
getContextChangedKeys(fiber: Fiber): null | boolean | Array<string> {\n  switch (getElementTypeForFiber(fiber))
{\n    case ElementTypeClass:\n      if (idToContextsMap !== null) {\n        const id =
getFiberIDThrows(fiber);\n        const prevContexts = idToContextsMap.has(id)\n          ?
idToContextsMap.get(id)\n          : null;\n        const nextContexts = getContextsForFiber(fiber);\n\n        if
(prevContexts == null || nextContexts == null) {\n          return null;\n        }\n\n        const [prevLegacyContext,
prevModernContext] = prevContexts;\n        const [nextLegacyContext, nextModernContext] = nextContexts;\n\n
    if (nextLegacyContext !== NO_CONTEXT) {\n          return getChangedKeys(prevLegacyContext,
nextLegacyContext);\n        } else if (nextModernContext !== NO_CONTEXT) {\n          return
prevModernContext !== nextModernContext;\n        }\n      }\n      break;\n    default:\n      break;\n  }\n
return null;\n }\n\n function areHookInputsEqual(\n  nextDeps: Array<mixed>,\n  prevDeps: Array<mixed> |
null,\n ) {\n  if (prevDeps === null) {\n    return false;\n  }\n\n  for (let i = 0; i < prevDeps.length && i <
nextDeps.length; i++) {\n    if (is(nextDeps[i], prevDeps[i])) {\n      continue;\n    }\n    return false;\n  }\n
return true;\n }\n\n function isEffect(memoizedState) {\n  if (memoizedState === null || typeof memoizedState
!== 'object') {\n    return false;\n  }\n  const {deps} = memoizedState;\n  const hasOwnProperty =
Object.prototype.hasOwnProperty.bind(memoizedState);\n  return (\n    hasOwnProperty('create') &&\n
hasOwnProperty('destroy') &&\n    hasOwnProperty('deps') &&\n    hasOwnProperty('next') &&\n
hasOwnProperty('tag') &&\n    (deps === null || isArray(deps))\n  );\n }\n\n function didHookChange(prev: any,
next: any): boolean {\n  const prevMemoizedState = prev.memoizedState;\n  const nextMemoizedState =
next.memoizedState;\n\n  if (isEffect(prevMemoizedState) && isEffect(nextMemoizedState)) {\n    return (\n
prevMemoizedState !== nextMemoizedState &&\n      !areHookInputsEqual(nextMemoizedState.deps,
prevMemoizedState.deps)\n    );\n  }\n  return nextMemoizedState !== prevMemoizedState;\n }\n\n function
didHooksChange(prev: any, next: any): boolean {\n  if (prev == null || next == null) {\n    return false;\n  }\n\n
// We can't report anything meaningful for hooks changes.\n  if (\n    next.hasOwnProperty('baseState') &&\n
next.hasOwnProperty('memoizedState') &&\n    next.hasOwnProperty('next') &&\n
next.hasOwnProperty('queue')\n  ) {\n    while (next !== null) {\n      if (didHookChange(prev, next)) {\n
return true;\n      } else {\n        next = next.next;\n        prev = prev.next;\n      }\n    }\n  }\n\n  return
false;\n }\n\n function getChangedHooksIndices(prev: any, next: any): null | Array<number> {\n  if
(enableProfilerChangedHookIndices) {\n    if (prev == null || next == null) {\n      return null;\n    }\n\n    const
indices = [];\n    let index = 0;\n    if (\n      next.hasOwnProperty('baseState') &&\n
next.hasOwnProperty('memoizedState') &&\n      next.hasOwnProperty('next') &&\n
next.hasOwnProperty('queue')\n    ) {\n      while (next !== null) {\n        if (didHookChange(prev, next)) {\n
  indices.push(index);\n        }\n        next = next.next;\n        prev = prev.next;\n        index++;\n      }\n
}\n\n    return indices;\n  }\n\n  return null;\n }\n\n function getChangedKeys(prev: any, next: any): null |
Array<string> {\n  if (prev == null || next == null) {\n    return null;\n  }\n\n  // We can't report anything
meaningful for hooks changes.\n  if (\n    next.hasOwnProperty('baseState') &&\n
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next.hasOwnProperty('memoizedState') &&\n      next.hasOwnProperty('next') &&\n
next.hasOwnProperty('queue')\n    ) {\n      return null;\n    }\n\n    const keys = new Set([...Object.keys(prev),
...Object.keys(next)]);\n    const changedKeys = [];\n    // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n
for (const key of keys) {\n      if (prev[key] !== next[key]) {\n        changedKeys.push(key);\n      }\n    }\n\n    return
changedKeys;\n  }\n\n  // eslint-disable-next-line no-unused-vars\n  function didFiberRender(prevFiber: Fiber,
nextFiber: Fiber): boolean {\n    switch (nextFiber.tag) {\n      case ClassComponent:\n      case
FunctionComponent:\n      case ContextConsumer:\n      case MemoComponent:\n      case
SimpleMemoComponent:\n        // For types that execute user code, we check PerformedWork effect.\n        // We
don't reflect bailouts (either referential or sCU) in DevTools.\n        // eslint-disable-next-line no-bitwise\n        return
(getFiberFlags(nextFiber) & PerformedWork) === PerformedWork;\n      // Note: ContextConsumer only gets
PerformedWork effect in 16.3.3+\n      // so it won't get highlighted with React 16.3.0 to 16.3.2.\n      default:\n
// For host components and other types, we compare inputs\n        // to determine whether something is an update.\n
    return (\n          prevFiber.memoizedProps !== nextFiber.memoizedProps ||\n          prevFiber.memoizedState !==
nextFiber.memoizedState ||\n          prevFiber.ref !== nextFiber.ref\n        );\n    }\n  }\n\n  type OperationsArray =
Array<number>;\n\n  const pendingOperations: OperationsArray = [];\n  const pendingRealUnmountedIDs:
Array<number> = [];\n  const pendingSimulatedUnmountedIDs: Array<number> = [];\n  let
pendingOperationsQueue: Array<OperationsArray> | null = [];\n  const pendingStringTable: Map<string, number>
= new Map();\n  let pendingStringTableLength: number = 0;\n  let pendingUnmountedRootID: number | null =
null;\n\n  function pushOperation(op: number): void {\n    if (__DEV__) {\n      if (!Number.isInteger(op)) {\n
console.error(\n          'pushOperation() was called but the value is not an integer.',\n          op,\n        );\n      }\n    }\n
  pendingOperations.push(op);\n  }\n\n  function flushOrQueueOperations(operations: OperationsArray): void {\n
if (pendingOperationsQueue !== null) {\n      pendingOperationsQueue.push(operations);\n    } else {\n
hook.emit('operations', operations);\n    }\n  }\n\n  let flushPendingErrorsAndWarningsAfterDelayTimeoutID =
null;\n\n  function clearPendingErrorsAndWarningsAfterDelay() {\n    if
(flushPendingErrorsAndWarningsAfterDelayTimeoutID !== null) {\n
clearTimeout(flushPendingErrorsAndWarningsAfterDelayTimeoutID);\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = null;\n    }\n  }\n\n  function
flushPendingErrorsAndWarningsAfterDelay() {\n    clearPendingErrorsAndWarningsAfterDelay();\n\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = setTimeout(() => {\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = null;\n\n      if (pendingOperations.length > 0) {\n        //
On the off chance that something else has pushed pending operations,\n        // we should bail on warnings; it's
probably not safe to push midway.\n        return;\n      }\n\n      recordPendingErrorsAndWarnings();\n\n      if
(pendingOperations.length === 0) {\n        // No warnings or errors to flush; we can bail out early here too.\n
return;\n      }\n\n      // We can create a smaller operations array than flushPendingEvents()\n      // because we only
need to flush warning and error counts.\n      // Only a few pieces of fixed information are required up front.\n
const operations: OperationsArray = new Array(\n        3 + pendingOperations.length,\n      );\n      operations[0] =
rendererID;\n      operations[1] = currentRootID;\n      operations[2] = 0; // String table size\n      for (let j = 0; j <
pendingOperations.length; j++) {\n        operations[3 + j] = pendingOperations[j];\n      }\n\n
flushOrQueueOperations(operations);\n\n      pendingOperations.length = 0;\n    }, 1000);\n  }\n\n  function
reevaluateErrorsAndWarnings() {\n    fibersWithChangedErrorOrWarningCounts.clear();\n
fiberIDToErrorsMap.forEach((countMap, fiberID) => {\n      const fiber = idToArbitraryFiberMap.get(fiberID);\n
if (fiber != null) {\n        fibersWithChangedErrorOrWarningCounts.add(fiber);\n      }\n    });\n
fiberIDToWarningsMap.forEach((countMap, fiberID) => {\n      const fiber =
idToArbitraryFiberMap.get(fiberID);\n      if (fiber != null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n      }\n    });\n    recordPendingErrorsAndWarnings();\n
}\n\n  function mergeMapsAndGetCountHelper(\n    fiber: Fiber,\n    fiberID: number,\n
pendingFiberToMessageCountMap: Map<Fiber, Map<string, number>>,\n    fiberIDToMessageCountMap:
Map<number, Map<string, number>>,\n  ): number {\n    let newCount = 0;\n\n    let messageCountMap =
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fiberIDToMessageCountMap.get(fiberID);\n\n    const pendingMessageCountMap =
pendingFiberToMessageCountMap.get(fiber);\n    if (pendingMessageCountMap != null) {\n      if
(messageCountMap == null) {\n        messageCountMap = pendingMessageCountMap;\n\n
fiberIDToMessageCountMap.set(fiberID, pendingMessageCountMap);\n      } else {\n        // This Flow refinement
should not be necessary and yet...\n        const refinedMessageCountMap = ((messageCountMap: any): Map<\n
string,\n          number,\n        >);\n\n        pendingMessageCountMap.forEach((pendingCount, message) => {\n
const previousCount = refinedMessageCountMap.get(message) || 0;\n          refinedMessageCountMap.set(message,
previousCount + pendingCount);\n        });\n      }\n    }\n\n    if (!shouldFilterFiber(fiber)) {\n      if
(messageCountMap != null) {\n        messageCountMap.forEach(count => {\n          newCount += count;\n        });\n
    }\n    }\n\n    pendingFiberToMessageCountMap.delete(fiber);\n\n    return newCount;\n  }\n\n  function
recordPendingErrorsAndWarnings() {\n    clearPendingErrorsAndWarningsAfterDelay();\n\n
fibersWithChangedErrorOrWarningCounts.forEach(fiber => {\n      const fiberID = getFiberIDUnsafe(fiber);\n      if
(fiberID === null) {\n        // Don't send updates for Fibers that didn't mount due to e.g. Suspense or an error
boundary.\n      } else {\n        const errorCount = mergeMapsAndGetCountHelper(\n          fiber,\n          fiberID,\n
      pendingFiberToErrorsMap,\n          fiberIDToErrorsMap,\n        );\n        const warningCount =
mergeMapsAndGetCountHelper(\n          fiber,\n          fiberID,\n          pendingFiberToWarningsMap,\n
fiberIDToWarningsMap,\n        );\n\n
pushOperation(TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS);\n        pushOperation(fiberID);\n
  pushOperation(errorCount);\n        pushOperation(warningCount);\n      }\n\n      // Always clean up so that we don't
leak.\n      pendingFiberToErrorsMap.delete(fiber);\n      pendingFiberToWarningsMap.delete(fiber);\n    });\n
fibersWithChangedErrorOrWarningCounts.clear();\n  }\n\n  function flushPendingEvents(root: Object): void {\n    //
Add any pending errors and warnings to the operations array.\n    // We do this just before flushing, so we can ignore
errors for no-longer-mounted Fibers.\n    recordPendingErrorsAndWarnings();\n\n    if (\n
pendingOperations.length === 0 &&\n      pendingRealUnmountedIDs.length === 0 &&\n
pendingSimulatedUnmountedIDs.length === 0 &&\n      pendingUnmountedRootID === null\n    ) {\n      // If we
aren't profiling, we can just bail out here.\n      // No use sending an empty update over the bridge.\n      //\n      // The
Profiler stores metadata for each commit and reconstructs the app tree per commit using:\n      // (1) an initial tree
snapshot and\n      // (2) the operations array for each commit\n      // Because of this, it's important that the
operations and metadata arrays align,\n      // So it's important not to omit even empty operations while profiling is
active.\n      if (!isProfiling) {\n        return;\n      }\n    }\n\n    const numUnmountIDs =\n
pendingRealUnmountedIDs.length +\n      pendingSimulatedUnmountedIDs.length +\n
(pendingUnmountedRootID === null ? 0 : 1);\n\n    const operations = new Array(\n      // Identify which renderer
this update is coming from.\n      2 + // [rendererID, rootFiberID]\n      // How big is the string table?\n      1 +
[stringTableLength]\n        // Then goes the actual string table.\n        pendingStringTableLength +\n        // All
unmounts are batched in a single message.\n        // [TREE_OPERATION_REMOVE, removedIDLength, ...ids]\n
  (numUnmountIDs > 0 ? 2 + numUnmountIDs : 0) +\n        // Regular operations\n        pendingOperations.length,\n
  );\n\n    // Identify which renderer this update is coming from.\n    // This enables roots to be mapped to renderers,\n
  // Which in turn enables fiber props, states, and hooks to be inspected.\n    let i = 0;\n    operations[i++] =
rendererID;\n    operations[i++] = currentRootID;\n\n    // Now fill in the string table.\n    // [stringTableLength,
str1Length, ...str1, str2Length, ...str2, ...]\n    operations[i++] = pendingStringTableLength;\n
pendingStringTable.forEach((value, key) => {\n      operations[i++] = key.length;\n      const encodedKey =
utfEncodeString(key);\n      for (let j = 0; j < encodedKey.length; j++) {\n        operations[i + j] = encodedKey[j];\n
  }\n      i += key.length;\n    });\n\n    if (numUnmountIDs > 0) {\n      // All unmounts except roots are batched in a
single message.\n      operations[i++] = TREE_OPERATION_REMOVE;\n      // The first number is how many
unmounted IDs we're gonna send.\n      operations[i++] = numUnmountIDs;\n      // Fill in the real unmounts in the
reverse order.\n      // They were inserted parents-first by React, but we want children-first.\n      // So we traverse our
array backwards.\n      for (let j = pendingRealUnmountedIDs.length - 1; j >= 0; j--) {\n        operations[i++] =
pendingRealUnmountedIDs[j];\n      }\n      // Fill in the simulated unmounts (hidden Suspense subtrees) in their
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order.\n // (We want children to go before parents.)\n // They go *after* the real unmounts because we know for sure they won't be\n // children of already pushed \"real\" IDs. If they were, we wouldn't be able\n // to discover them during the traversal, as they would have been deleted.\n for (let j = 0; j < pendingSimulatedUnmountedIDs.length; j++) {\n operations[i + j] = pendingSimulatedUnmountedIDs[j];\n }\n i += pendingSimulatedUnmountedIDs.length;\n // The root ID should always be unmounted last.\n if (pendingUnmountedRootID !== null) {\n operations[i] = pendingUnmountedRootID;\n i++;\n }\n }\n // Fill in the rest of the operations.\n for (let j = 0; j < pendingOperations.length; j++) {\n operations[i + j] = pendingOperations[j];\n }\n i += pendingOperations.length;\n\n // Let the frontend know about tree operations.\n flushOrQueueOperations(operations);\n\n // Reset all of the pending state now that we've told the frontend about it.\n pendingOperations.length = 0;\n pendingRealUnmountedIDs.length = 0;\n pendingSimulatedUnmountedIDs.length = 0;\n pendingUnmountedRootID = null;\n pendingStringTable.clear();\n pendingStringTableLength = 0;\n }\n\n function getStringID(str: string | null): number {\n if (str === null) {\n return 0;\n }\n const existingID = pendingStringTable.get(str);\n if (existingID !== undefined) {\n return existingID;\n }\n const stringID = pendingStringTable.size + 1;\n pendingStringTable.set(str, stringID);\n // The string table total length needs to account\n // both for the string length, and for the array item\n // that contains the length itself. Hence + 1.\n pendingStringTableLength += str.length + 1;\n return stringID;\n }\n\n function recordMount(fiber: Fiber, parentFiber: Fiber | null) {\n const isRoot = fiber.tag === HostRoot;\n const id = getOrGenerateFiberID(fiber);\n\n if (__DEBUG__) {\n debug('recordMount()', fiber, parentFiber);\n }\n\n const hasOwnerMetadata = fiber.hasOwnProperty('_debugOwner');\n const isProfilingSupported = fiber.hasOwnProperty('treeBaseDuration');\n\n if (isRoot) {\n pushOperation(TREE_OPERATION_ADD);\n pushOperation(id);\n pushOperation(ElementTypeRoot);\n pushOperation(isProfilingSupported ? 1 : 0);\n pushOperation(hasOwnerMetadata ? 1 : 0);\n\n if (isProfiling) {\n if (displayNamesByRootID !== null) {\n displayNamesByRootID.set(id, getDisplayNameForRoot(fiber));\n }\n }\n } else {\n const {key} = fiber;\n const displayName = getDisplayNameForFiber(fiber);\n const elementType = getElementTypeForFiber(fiber);\n const {_debugOwner} = fiber;\n\n // Ideally we should call getFiberIDThrows() for _debugOwner,\n // since owners are almost always higher in the tree (and so have already been processed),\n // but in some (rare) instances reported in open source, a descendant mounts before an owner.\n // Since this is a DEV only field it's probably okay to also just lazily generate and ID here if needed.\n // See https://github.com/facebook/react/issues/21445\n const ownerID =\n _debugOwner != null ? getOrGenerateFiberID(_debugOwner) : 0;\n const parentID = parentFiber ? getFiberIDThrows(parentFiber) : 0;\n\n const displayNameStringID = getStringID(displayName);\n\n // This check is a guard to handle a React element that has been modified\n // in such a way as to bypass the default stringification of the \"key\" property.\n const keyString = key === null ? null : '' + key;\n const keyStringID = getStringID(keyString);\n\n pushOperation(TREE_OPERATION_ADD);\n pushOperation(id);\n pushOperation(elementType);\n pushOperation(parentID);\n pushOperation(ownerID);\n pushOperation(displayNameStringID);\n pushOperation(keyStringID);\n }\n\n if (isProfilingSupported) {\n idToRootMap.set(id, currentRootID);\n\n recordProfilingDurations(fiber);\n }\n }\n\n function recordUnmount(fiber: Fiber, isSimulated: boolean) {\n if (__DEBUG__) {\n debug(\n 'recordUnmount()',\n fiber,\n null,\n isSimulated ? 'unmount is simulated' : '',\n);\n }\n\n if (trackedPathMatchFiber !== null) {\n // We're in the process of trying to restore previous selection.\n // If this fiber matched but is being unmounted, there's no use trying.\n // Reset the state so we don't keep holding onto it.\n if (\n fiber === trackedPathMatchFiber ||\n fiber === trackedPathMatchFiber.alternate\n) {\n setTrackedPath(null);\n }\n }\n\n const unsafeID = getFiberIDUnsafe(fiber);\n if (unsafeID === null) {\n // If we've never seen this Fiber, it might be inside of a legacy render Suspense fragment (so the store is not even aware of it).\n // In that case we can just ignore it or it will cause errors later on.\n // One example of this is a Lazy component that never resolves before being unmounted.\n //\n // This also might indicate a Fast Refresh force-remount scenario.\n //\n // TODO: This is fragile and can obscure actual bugs.\n return;\n }\n\n // Flow refinement.\n const id = ((unsafeID:

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any): number);\n    const isRoot = fiber.tag === HostRoot;\n    if (isRoot) {\n      // Roots must be removed only after
all children (pending and simulated) have been removed.\n      // So we track it separately.\n
pendingUnmountedRootID = id;\n    } else if (!shouldFilterFiber(fiber)) {\n      // To maintain child-first ordering,\n
  // we'll push it into one of these queues,\n      // and later arrange them in the correct order.\n      if (isSimulated) {\n
    pendingSimulatedUnmountedIDs.push(id);\n      } else {\n        pendingRealUnmountedIDs.push(id);\n      }\n
}\n\n    if (!fiber._debugNeedsRemount) {\n      untrackFiberID(fiber);\n\n      const isProfilingSupported =
fiber.hasOwnProperty('treeBaseDuration');\n      if (isProfilingSupported) {\n        idToRootMap.delete(id);\n
idToTreeBaseDurationMap.delete(id);\n      }\n    }\n  }\n\n  function mountFiberRecursively(\n    firstChild:
Fiber,\n    parentFiber: Fiber | null,\n    traverseSiblings: boolean,\n    traceNearestHostComponentUpdate:
boolean,\n  ) {\n    // Iterate over siblings rather than recursing.\n    // This reduces the chance of stack overflow for
wide trees (e.g. lists with many items).\n    let fiber: Fiber | null = firstChild;\n    while (fiber !== null) {\n      //
Generate an ID even for filtered Fibers, in case it's needed later (e.g. for Profiling).\n
getOrGenerateFiberID(fiber);\n\n      if (__DEBUG__) {\n        debug('mountFiberRecursively()', fiber,
parentFiber);\n      }\n\n      // If we have the tree selection from previous reload, try to match this Fiber.\n      // Also
remember whether to do the same for siblings.\n      const mightSiblingsBeOnTrackedPath =
updateTrackedPathStateBeforeMount(\n        fiber,\n      );\n\n      const shouldIncludeInTree =
!shouldFilterFiber(fiber);\n      if (shouldIncludeInTree) {\n        recordMount(fiber, parentFiber);\n      }\n\n      if
(traceUpdatesEnabled) {\n        if (traceNearestHostComponentUpdate) {\n          const elementType =
getElementTypeForFiber(fiber);\n          // If an ancestor updated, we should mark the nearest host nodes for
highlighting.\n          if (elementType === ElementTypeHostComponent) {\n
traceUpdatesForNodes.add(fiber.stateNode);\n            traceNearestHostComponentUpdate = false;\n          }\n
}\n\n        // We intentionally do not re-enable the traceNearestHostComponentUpdate flag in this branch,\n        //
because we don't want to highlight every host node inside of a newly mounted subtree.\n      }\n\n      const
isSuspense = fiber.tag === ReactTypeOfWork.SuspenseComponent;\n      if (isSuspense) {\n        const isTimedOut
= fiber.memoizedState !== null;\n        if (isTimedOut) {\n          // Special case: if Suspense mounts in a timed-out
state,\n          // get the fallback child from the inner fragment and mount\n          // it as if it was our own child.
Updates handle this too.\n          const primaryChildFragment = fiber.child;\n          const fallbackChildFragment =
primaryChildFragment\n            ? primaryChildFragment.sibling\n            : null;\n          const fallbackChild =
fallbackChildFragment\n            ? fallbackChildFragment.child\n            : null;\n          if (fallbackChild !== null) {\n
          mountFiberRecursively(\n            fallbackChild,\n            shouldIncludeInTree ? fiber : parentFiber,\n
  true,\n            traceNearestHostComponentUpdate,\n            );\n          }\n        } else {\n          let primaryChild:
Fiber | null = null;\n          const areSuspenseChildrenConditionallyWrapped =\n            OffscreenComponent === -
1;\n          if (areSuspenseChildrenConditionallyWrapped) {\n            primaryChild = fiber.child;\n          } else if
(fiber.child !== null) {\n            primaryChild = fiber.child.child;\n          }\n          if (primaryChild !== null) {\n
   mountFiberRecursively(\n            primaryChild,\n            shouldIncludeInTree ? fiber : parentFiber,\n
true,\n            traceNearestHostComponentUpdate,\n            );\n          }\n        }\n      } else {\n        if (fiber.child
!== null) {\n          mountFiberRecursively(\n            fiber.child,\n            shouldIncludeInTree ? fiber :
parentFiber,\n            true,\n            traceNearestHostComponentUpdate,\n          );\n        }\n      }\n\n      // We're
exiting this Fiber now, and entering its siblings.\n      // If we have selection to restore, we might need to re-activate
tracking.\n      updateTrackedPathStateAfterMount(mightSiblingsBeOnTrackedPath);\n\n      fiber = traverseSiblings
? fiber.sibling : null;\n    }\n  }\n\n  // We use this to simulate unmounting for Suspense trees\n  // when we switch
from primary to fallback.\n  function unmountFiberChildrenRecursively(fiber: Fiber) {\n    if (__DEBUG__) {\n
debug('unmountFiberChildrenRecursively()', fiber);\n    }\n\n    // We might meet a nested Suspense on our way.\n
const isTimedOutSuspense =\n      fiber.tag === ReactTypeOfWork.SuspenseComponent &&\n
fiber.memoizedState !== null;\n\n    let child = fiber.child;\n    if (isTimedOutSuspense) {\n      // If it's showing
fallback tree, let's traverse it instead.\n      const primaryChildFragment = fiber.child;\n      const
fallbackChildFragment = primaryChildFragment\n        ? primaryChildFragment.sibling\n        : null;\n      // Skip
over to the real Fiber child.\n      child = fallbackChildFragment ? fallbackChildFragment.child : null;\n    }\n\n
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while (child !== null) {\n      // Record simulated unmounts children-first.\n      // We skip nodes without return
because those are real unmounts.\n      if (child.return !== null) {\n        unmountFiberChildrenRecursively(child);\n
    recordUnmount(child, true);\n      }\n      child = child.sibling;\n    }\n  }\n\n  function
recordProfilingDurations(fiber: Fiber) {\n    const id = getFiberIDThrows(fiber);\n    const {actualDuration,
treeBaseDuration} = fiber;\n\n    idToTreeBaseDurationMap.set(id, treeBaseDuration || 0);\n\n    if (isProfiling) {\n
  const {alternate} = fiber;\n\n      // It's important to update treeBaseDuration even if the current Fiber did not
render,\n      // because it's possible that one of its descendants did.\n      if (\n        alternate == null ||\n
treeBaseDuration !== alternate.treeBaseDuration\n      ) {\n        // Tree base duration updates are included in the
operations typed array.\n        // So we have to convert them from milliseconds to microseconds so we can send them
as ints.\n        const convertedTreeBaseDuration = Math.floor(\n          (treeBaseDuration || 0) * 1000,\n        );\n
pushOperation(TREE_OPERATION_UPDATE_TREE_BASE_DURATION);\n        pushOperation(id);\n
pushOperation(convertedTreeBaseDuration);\n      }\n\n      if (alternate == null || didFiberRender(alternate, fiber))
{\n        if (actualDuration != null) {\n          // The actual duration reported by React includes time spent working on
children.\n          // This is useful information, but it's also useful to be able to exclude child durations.\n          // The
frontend can't compute this, since the immediate children may have been filtered out.\n          // So we need to do this
on the backend.\n          // Note that this calculated self duration is not the same thing as the base duration.\n          //
The two are calculated differently (tree duration does not accumulate).\n          let selfDuration = actualDuration;\n
    let child = fiber.child;\n          while (child !== null) {\n            selfDuration -= child.actualDuration || 0;\n
child = child.sibling;\n          }\n\n          // If profiling is active, store durations for elements that were rendered
during the commit.\n          // Note that we should do this for any fiber we performed work on, regardless of its
actualDuration value.\n          // In some cases actualDuration might be 0 for fibers we worked on (particularly if
we're using Date.now)\n          // In other cases (e.g. Memo) actualDuration might be greater than 0 even if we
\"bailed out\".\n          const metadata = ((currentCommitProfilingMetadata: any): CommitProfilingData);\n
metadata.durations.push(id, actualDuration, selfDuration);\n          metadata.maxActualDuration = Math.max(\n
  metadata.maxActualDuration,\n            actualDuration,\n          );\n\n          if (recordChangeDescriptions) {\n
const changeDescription = getChangeDescription(alternate, fiber);\n            if (changeDescription !== null) {\n
  if (metadata.changeDescriptions !== null) {\n              metadata.changeDescriptions.set(id, changeDescription);\n
            }\n            }\n\n            updateContextsForFiber(fiber);\n          }\n        }\n      }\n    }\n  }\n\n  function
recordResetChildren(fiber: Fiber, childSet: Fiber) {\n    if (__DEBUG__) {\n      debug('recordResetChildren()',
childSet, fiber);\n    }\n    // The frontend only really cares about the displayName, key, and children.\n    // The first
two don't really change, so we are only concerned with the order of children here.\n    // This is trickier than a simple
comparison though, since certain types of fibers are filtered.\n    const nextChildren: Array<number> = [];\n\n    //
This is a naive implementation that shallowly recourses children.\n    // We might want to revisit this if it proves to
be too inefficient.\n    let child = childSet;\n    while (child !== null) {\n
findReorderedChildrenRecursively(child, nextChildren);\n      child = child.sibling;\n    }\n\n    const numChildren =
nextChildren.length;\n    if (numChildren < 2) {\n      // No need to reorder.\n      return;\n    }\n
pushOperation(TREE_OPERATION_REORDER_CHILDREN);\n    pushOperation(getFiberIDThrows(fiber));\n
pushOperation(numChildren);\n    for (let i = 0; i < nextChildren.length; i++) {\n
pushOperation(nextChildren[i]);\n    }\n  }\n\n  function findReorderedChildrenRecursively(\n    fiber: Fiber,\n
nextChildren: Array<number>,\n  ) {\n    if (!shouldFilterFiber(fiber)) {\n
nextChildren.push(getFiberIDThrows(fiber));\n    } else {\n      let child = fiber.child;\n      const
isTimedOutSuspense =\n        fiber.tag === SuspenseComponent && fiber.memoizedState !== null;\n      if
(isTimedOutSuspense) {\n        // Special case: if Suspense mounts in a timed-out state,\n        // get the fallback
child from the inner fragment,\n        // and skip over the primary child.\n        const primaryChildFragment =
fiber.child;\n        const fallbackChildFragment = primaryChildFragment\n          ? primaryChildFragment.sibling\n
    : null;\n        const fallbackChild = fallbackChildFragment\n          ? fallbackChildFragment.child\n          : null;\n
    if (fallbackChild !== null) {\n          child = fallbackChild;\n        }\n      }\n      while (child !== null) {\n
findReorderedChildrenRecursively(child, nextChildren);\n        child = child.sibling;\n      }\n    }\n  }\n\n  // Returns
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whether closest unfiltered fiber parent needs to reset its child list.\n function updateFiberRecursively(\n nextFiber: Fiber,\n prevFiber: Fiber,\n parentFiber: Fiber | null,\n traceNearestHostComponentUpdate: boolean,\n): boolean {\n const id = getOrGenerateFiberID(nextFiber);\n\n if (__DEBUG__) {\n debug('updateFiberRecursively()', nextFiber, parentFiber);\n }\n\n if (traceUpdatesEnabled) {\n const elementType = getElementTypeForFiber(nextFiber);\n if (traceNearestHostComponentUpdate) {\n // If an ancestor updated, we should mark the nearest host nodes for highlighting.\n if (elementType === ElementTypeHostComponent) {\n traceUpdatesForNodes.add(nextFiber.stateNode);\n traceNearestHostComponentUpdate = false;\n }\n } else {\n if (\n elementType === ElementTypeFunction ||\n elementType === ElementTypeClass ||\n elementType === ElementTypeContext\n) {\n // Otherwise if this is a traced ancestor, flag for the nearest host descendant(s).\n traceNearestHostComponentUpdate = didFiberRender(\n prevFiber,\n nextFiber,\n);\n }\n }\n }\n\n if (\n mostRecentlyInspectedElement !== null &&\n mostRecentlyInspectedElement.id === id &&\n didFiberRender(prevFiber, nextFiber)\n) {\n // If this Fiber has updated, clear cached inspected data.\n // If it is inspected again, it may need to be re-run to obtain updated hooks values.\n hasElementUpdatedSinceLastInspected = true;\n }\n\n const shouldIncludeInTree = !shouldFilterFiber(nextFiber);\n const isSuspense = nextFiber.tag === SuspenseComponent;\n let shouldResetChildren = false;\n // The behavior of timed-out Suspense trees is unique.\n // Rather than unmount the timed out content (and possibly lose important state),\n // React re-parents this content within a hidden Fragment while the fallback is showing.\n // This behavior doesn't need to be observable in the DevTools though.\n // It might even result in a bad user experience for e.g. node selection in the Elements panel.\n // The easiest fix is to strip out the intermediate Fragment fibers,\n // so the Elements panel and Profiler don't need to special case them.\n // Suspense components only have a non-null memoizedState if they're timed-out.\n const prevDidTimeout = isSuspense && prevFiber.memoizedState !== null;\n const nextDidTimeOut = isSuspense && nextFiber.memoizedState !== null;\n // The logic below is inspired by the code paths in updateSuspenseComponent()\n // inside ReactFiberBeginWork in the React source code.\n if (prevDidTimeout && nextDidTimeOut) {\n // Fallback -> Fallback:\n // 1. Reconcile fallback set.\n const nextFiberChild = nextFiber.child;\n const nextFallbackChildSet = nextFiberChild\n ? nextFiberChild.sibling\n : null;\n // Note: We can't use nextFiber.child.sibling.alternate\n // because the set is special and alternate may not exist.\n const prevFiberChild = prevFiber.child;\n const prevFallbackChildSet = prevFiberChild\n ? prevFiberChild.sibling\n : null;\n if (\n nextFallbackChildSet != null &&\n prevFallbackChildSet != null &&\n updateFiberRecursively(\n nextFallbackChildSet,\n prevFallbackChildSet,\n nextFiber,\n traceNearestHostComponentUpdate,\n)\n) {\n shouldResetChildren = true;\n }\n } else if (prevDidTimeout && !nextDidTimeOut) {\n // Fallback -> Primary:\n // 1. Unmount fallback set\n // Note: don't emulate fallback unmount because React actually did it.\n // 2. Mount primary set\n const nextPrimaryChildSet = nextFiber.child;\n if (nextPrimaryChildSet !== null) {\n mountFiberRecursively(\n nextPrimaryChildSet,\n shouldIncludeInTree ? nextFiber : parentFiber,\n true,\n traceNearestHostComponentUpdate,\n);\n }\n shouldResetChildren = true;\n } else if (!prevDidTimeout && nextDidTimeOut) {\n // Primary -> Fallback:\n // 1. Hide primary set\n // This is not a real unmount, so it won't get reported by React.\n // We need to manually walk the previous tree and record unmounts.\n unmountFiberChildrenRecursively(prevFiber);\n // 2. Mount fallback set\n const nextFiberChild = nextFiber.child;\n const nextFallbackChildSet = nextFiberChild\n ? nextFiberChild.sibling\n : null;\n if (nextFallbackChildSet != null) {\n mountFiberRecursively(\n nextFallbackChildSet,\n shouldIncludeInTree ? nextFiber : parentFiber,\n true,\n traceNearestHostComponentUpdate,\n);\n shouldResetChildren = true;\n }\n } else {\n // Common case: Primary -> Primary.\n // This is the same code path as for non-Suspense fibers.\n if (nextFiber.child !== prevFiber.child) {\n // If the first child is different, we need to traverse them.\n // Each next child will be either a new child (mount) or an alternate (update).\n let nextChild = nextFiber.child;\n let prevChildAtSameIndex = prevFiber.child;\n while (nextChild) {\n // We already know children will be

referentially different because\n // they are either new mounts or alternates of previous children.\n // Schedule updates and mounts depending on whether alternates exist.\n // We don't track deletions here because they are reported separately.\n if (nextChild.alternate) {\n const prevChild = nextChild.alternate;\n if (\n updateFiberRecursively(\n nextChild,\n prevChild,\n shouldIncludeInTree ? nextFiber : parentFiber,\n traceNearestHostComponentUpdate,\n)\n) {\n // If a nested tree child order changed but it can't handle its own\n // child order invalidation (e.g. because it's filtered out like host nodes),\n // propagate the need to reset child order upwards to this Fiber.\n shouldResetChildren = true;\n }\n // However we also keep track if the order of the children matches\n // the previous order. They are always different referentially, but\n // if the instances line up conceptually we'll want to know that.\n if (prevChild !== prevChildAtSameIndex) {\n shouldResetChildren = true;\n }\n } else {\n mountFiberRecursively(\n nextChild,\n shouldIncludeInTree ? nextFiber : parentFiber,\n false,\n traceNearestHostComponentUpdate,\n);\n shouldResetChildren = true;\n }\n // Try the next child.\n nextChild = nextChild.sibling;\n // Advance the pointer in the previous list so that we can\n // keep comparing if they line up.\n if (!shouldResetChildren && prevChildAtSameIndex !== null) {\n prevChildAtSameIndex = prevChildAtSameIndex.sibling;\n }\n }\n // If we have no more children, but used to, they don't line up.\n if (prevChildAtSameIndex !== null) {\n shouldResetChildren = true;\n }\n } else {\n if (traceUpdatesEnabled) {\n // If we're tracing updates and we've bailed out before reaching a host node,\n // we should fall back to recursively marking the nearest host descendants for highlight.\n if (traceNearestHostComponentUpdate) {\n const hostFibers = findAllCurrentHostFibers(\n getFiberIDThrows(nextFiber),\n);\n hostFibers.forEach(hostFiber => {\n traceUpdatesForNodes.add(hostFiber.stateNode);\n });\n }\n }\n }\n }\n\n if (shouldIncludeInTree) {\n const isProfilingSupported = nextFiber.hasOwnProperty('treeBaseDuration');\n if (isProfilingSupported) {\n recordProfilingDurations(nextFiber);\n }\n }\n if (shouldResetChildren) {\n // We need to crawl the subtree for closest non-filtered Fibers\n // so that we can display them in a flat children set.\n if (shouldIncludeInTree) {\n // Normally, search for children from the rendered child.\n let nextChildSet = nextFiber.child;\n if (nextDidTimeOut) {\n // Special case: timed-out Suspense renders the fallback set.\n const nextFiberChild = nextFiber.child;\n nextChildSet = nextFiberChild ? nextFiberChild.sibling : null;\n }\n if (nextChildSet != null) {\n recordResetChildren(nextFiber, nextChildSet);\n }\n // We've handled the child order change for this Fiber.\n // Since it's included, there's no need to invalidate parent child order.\n return false;\n } else {\n // Let the closest unfiltered parent Fiber reset its child order instead.\n return true;\n }\n } else {\n return false;\n }\n }\n\n function cleanup() {\n // We don't patch any methods so there is no cleanup.\n }\n\n function rootSupportsProfiling(root) {\n if (root.memoizedInteractions != null) {\n // v16 builds include this field for the scheduler/tracing API.\n return true;\n } else if (\n root.current != null &&\n root.current.hasOwnProperty('treeBaseDuration')\n) {\n // The scheduler/tracing API was removed in v17 though\n // so we need to check a non-root Fiber.\n return true;\n } else {\n return false;\n }\n }\n\n function flushInitialOperations() {\n const localPendingOperationsQueue = pendingOperationsQueue;\n\n pendingOperationsQueue = null;\n\n if (\n localPendingOperationsQueue !== null &&\n localPendingOperationsQueue.length > 0\n) {\n // We may have already queued up some operations before the frontend connected\n // If so, let the frontend know about them.\n localPendingOperationsQueue.forEach(operations => {\n hook.emit('operations', operations);\n });\n } else {\n // Before the traversals, remember to start tracking\n // our path in case we have selection to restore.\n if (trackedPath !== null) {\n mightBeOnTrackedPath = true;\n }\n // If we have not been profiling, then we can just walk the tree and build up its current state as-is.\n hook.getFiberRoots(rendererID).forEach(root => {\n currentRootID = getOrGenerateFiberID(root.current);\n setRootPseudoKey(currentRootID, root.current);\n\n // Handle multi-renderer edge-case where only some v16 renderers support profiling.\n if (isProfiling && rootSupportsProfiling(root)) {\n // If profiling is active, store commit time and duration.\n

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// The frontend may request this information after profiling has stopped.\n        currentCommitProfilingMetadata = {\n          changeDescriptions: recordChangeDescriptions ? new Map() : null,\n          durations: [],\n          commitTime: getCurrentTime() - profilingStartTime,\n          maxActualDuration: 0,\n          priorityLevel: null,\n          updaters: getUpdatersList(root),\n          effectDuration: null,\n          passiveEffectDuration: null,\n        };\n      }\n\n      mountFiberRecursively(root.current, null, false, false);\n      flushPendingEvents(root);\n      currentRootID = -1;\n    });\n  }\n}\n\n function getUpdatersList(root): Array<SerializedElement> | null {\n  return root.memoizedUpdaters != null\n    ? Array.from(root.memoizedUpdaters).map(fiberToSerializedElement)\n    : null;\n}\n\n function handleCommitFiberUnmount(fiber) {\n  // This is not recursive.\n  // We can't traverse fibers after unmounting so instead\n  // we rely on React telling us about each unmount.\n  recordUnmount(fiber, false);\n}\n\n function handlePostCommitFiberRoot(root) {\n  if (isProfiling && rootSupportsProfiling(root)) {\n    if (currentCommitProfilingMetadata !== null) {\n      const {effectDuration, passiveEffectDuration} = getEffectDurations(\n        root,\n      );\n      currentCommitProfilingMetadata.effectDuration = effectDuration;\n      currentCommitProfilingMetadata.passiveEffectDuration = passiveEffectDuration;\n    }\n  }\n}\n\n function handleCommitFiberRoot(root, priorityLevel) {\n  const current = root.current;\n  const alternate = current.alternate;\n\n  // Flush any pending Fibers that we are untracking before processing the new commit.\n  // If we don't do this, we might end up double-deleting Fibers in some cases (like Legacy Suspense).\n  untrackFibers();\n\n  currentRootID = getOrGenerateFiberID(current);\n\n  // Before the traversals, remember to start tracking\n  // our path in case we have selection to restore.\n  if (trackedPath !== null) {\n    mightBeOnTrackedPath = true;\n  }\n\n  if (traceUpdatesEnabled) {\n    traceUpdatesForNodes.clear();\n  }\n\n  // Handle multi-renderer edge-case where only some v16 renderers support profiling.\n  const isProfilingSupported = rootSupportsProfiling(root);\n\n  if (isProfiling && isProfilingSupported) {\n    // If profiling is active, store commit time and duration.\n    // The frontend may request this information after profiling has stopped.\n    currentCommitProfilingMetadata = {\n      changeDescriptions: recordChangeDescriptions ? new Map() : null,\n      durations: [],\n      commitTime: getCurrentTime() - profilingStartTime,\n      maxActualDuration: 0,\n      priorityLevel:\n        priorityLevel == null ? null : formatPriorityLevel(priorityLevel),\n\n      updaters: getUpdatersList(root),\n\n      // Initialize to null; if new enough React version is running,\n      // these values will be read during separate handlePostCommitFiberRoot() call.\n      effectDuration: null,\n      passiveEffectDuration: null,\n    };\n  }\n\n  if (alternate) {\n    // TODO: relying on this seems a bit fishy.\n    const wasMounted =\n      alternate.memoizedState != null &&\n      alternate.memoizedState.element != null;\n    const isMounted =\n      current.memoizedState != null &&\
      current.memoizedState.element != null;\n    if (!wasMounted && isMounted) {\n      // Mount a new root.\n      setRootPseudoKey(currentRootID, current);\n      mountFiberRecursively(current, null, false, false);\n    } else if (wasMounted && isMounted) {\n      // Update an existing root.\n      updateFiberRecursively(current, alternate, null, false);\n    } else if (wasMounted && !isMounted) {\n      // Unmount an existing root.\n      removeRootPseudoKey(currentRootID);\n      recordUnmount(current, false);\n    }\n  } else {\n    // Mount a new root.\n    setRootPseudoKey(currentRootID, current);\n    mountFiberRecursively(current, null, false, false);\n  }\n\n  if (isProfiling && isProfilingSupported) {\n    const commitProfilingMetadata = ((rootToCommitProfilingMetadataMap: any): CommitProfilingMetadataMap).get(\n      currentRootID,\n    );\n    if (commitProfilingMetadata != null) {\n      commitProfilingMetadata.push(\n        ((currentCommitProfilingMetadata: any): CommitProfilingData),\n      );\n    } else {\n      ((rootToCommitProfilingMetadataMap: any): CommitProfilingMetadataMap).set(\n        currentRootID,\n        [((currentCommitProfilingMetadata: any): CommitProfilingData)],\n      );\n    }\n  }\n\n  // We're done here.\n  flushPendingEvents(root);\n\n  if (traceUpdatesEnabled) {\n    hook.emit('traceUpdates', traceUpdatesForNodes);\n  }\n\n  currentRootID = -1;\n}\n\n function findAllCurrentHostFibers(id: number): $ReadOnlyArray<Fiber> {\n  const fibers = [];\n  const fiber = findCurrentFiberUsingSlowPathById(id);\n  if (!fiber) {\n    return fibers;\n  }\n\n  // Next we'll drill down this component to find all HostComponent/Text.\n  let node: Fiber = fiber;\n  while (true) {\n    if (node.tag === HostComponent || node.tag === HostText) {\n      fibers.push(node);\n    } else if (node.child) {\n      node.child.return = node;\n      node = node.child;\n
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continue;\n }\n if (node === fiber) {\n return fibers;\n }\n while (!node.sibling) {\n if (!node.return || node.return === fiber) {\n return fibers;\n }\n node = node.return;\n }\n node.sibling.return = node.return;\n node = node.sibling;\n }\n // Flow needs the return here, but ESLint complains about it.\n // eslint-disable-next-line no-unreachable\n return fibers;\n }\n\n function findNativeNodesForFiberID(id: number) {\n try {\n let fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber === null) {\n return null;\n }\n // Special case for a timed-out Suspense.\n const isTimedOutSuspense =\n fiber.tag === SuspenseComponent && fiber.memoizedState !== null;\n if (isTimedOutSuspense) {\n // A timed-out Suspense's findDOMNode is useless.\n // Try our best to find the fallback directly.\n const maybeFallbackFiber = fiber.child && fiber.child.sibling;\n if (maybeFallbackFiber != null) {\n fiber = maybeFallbackFiber;\n }\n }\n const hostFibers = findAllCurrentHostFibers(id);\n return hostFibers.map(hostFiber => hostFiber.stateNode).filter(Boolean);\n } catch (err) {\n // The fiber might have unmounted by now.\n return null;\n }\n }\n\n function getDisplayNameForFiberID(id) {\n const fiber = idToArbitraryFiberMap.get(id);\n return fiber != null ? getDisplayNameForFiber(((fiber: any): Fiber)) : null;\n }\n\n function getFiberIDForNative(\n hostInstance,\n findNearestUnfilteredAncestor = false,\n) {\n let fiber = renderer.findFiberByHostInstance(hostInstance);\n if (fiber != null) {\n if (findNearestUnfilteredAncestor) {\n while (fiber !== null && shouldFilterFiber(fiber)) {\n fiber = fiber.return;\n }\n }\n return getFiberIDThrows(((fiber: any): Fiber));\n }\n return null;\n }\n\n const MOUNTING = 1;\n const MOUNTED = 2;\n const UNMOUNTED = 3;\n\n // This function is copied from React and should be kept in sync:\n // https://github.com/facebook/react/blob/main/packages/react-reconciler/src/ReactFiberTreeReflection.js\n function isFiberMountedImpl(fiber: Fiber): number {\n let node = fiber;\n let prevNode = null;\n if (!fiber.alternate) {\n // If there is no alternate, this might be a new tree that isn't inserted\n // yet. If it is, then it will have a pending insertion effect on it.\n if ((getFiberFlags(node) & Placement) !== NoFlags) {\n return MOUNTING;\n }\n // This indicates an error during render.\n if ((getFiberFlags(node) & Incomplete) !== NoFlags) {\n return UNMOUNTED;\n }\n while (node.return) {\n prevNode = node;\n node = node.return;\n\n if ((getFiberFlags(node) & Placement) !== NoFlags) {\n return MOUNTING;\n }\n // This indicates an error during render.\n if ((getFiberFlags(node) & Incomplete) !== NoFlags) {\n return UNMOUNTED;\n }\n\n // If this node is inside of a timed out suspense subtree, we should also ignore errors/warnings.\n const isTimedOutSuspense =\n node.tag === SuspenseComponent && node.memoizedState !== null;\n if (isTimedOutSuspense) {\n // Note that this does not include errors/warnings in the Fallback tree though!\n const primaryChildFragment = node.child;\n const fallbackChildFragment = primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n if (prevNode !== fallbackChildFragment) {\n return UNMOUNTED;\n }\n }\n }\n } else {\n while (node.return) {\n node = node.return;\n }\n }\n if (node.tag === HostRoot) {\n // TODO: Check if this was a nested HostRoot when used with\n // renderContainerIntoSubtree.\n return MOUNTED;\n }\n // If we didn't hit the root, that means that we're in an disconnected tree\n // that has been unmounted.\n return UNMOUNTED;\n }\n\n // This function is copied from React and should be kept in sync:\n // https://github.com/facebook/react/blob/main/packages/react-reconciler/src/ReactFiberTreeReflection.js\n // It would be nice if we updated React to inject this function directly (vs just indirectly via findDOMNode).\n // BEGIN copied code\n function findCurrentFiberUsingSlowPathById(id: number): Fiber | null {\n const fiber = idToArbitraryFiberMap.get(id);\n if (fiber == null) {\n console.warn(`Could not find Fiber with id \"${id}\"`);\n return null;\n }\n\n const alternate = fiber.alternate;\n if (!alternate) {\n // If there is no alternate, then we only need to check if it is mounted.\n const state = isFiberMountedImpl(fiber);\n if (state === UNMOUNTED) {\n throw Error('Unable to find node on an unmounted component.');\n }\n if (state === MOUNTING) {\n return null;\n }\n return fiber;\n }\n // If we have two possible branches, we'll walk backwards up to the root\n // to see what path the root points to. On the way we may hit one of the\n // special cases and we'll deal with them.\n let a: Fiber = fiber;\n let b: Fiber = alternate;\n while (true) {\n const parentA = a.return;\n if (parentA === null) {\n // We're at the root.\n break;\n }\n const parentB = parentA.alternate;\n if (parentB === null) {\n // There is no alternate. This is an unusual case.

Currently, it only\n // happens when a Suspense component is hidden. An extra fragment fiber\n // is inserted in between the Suspense fiber and its children. Skip\n // over this extra fragment fiber and proceed to the next parent.\n const nextParent = parentA.return;\n if (nextParent !== null) {\n a = b = nextParent;\n continue;\n }\n // If there's no parent, we're at the root.\n break;\n }\n\n // If both copies of the parent fiber point to the same child, we can\n // assume that the child is current. This happens when we bailout on low\n // priority: the bailed out fiber's child reuses the current child.\n if (parentA.child === parentB.child) {\n let child = parentA.child;\n while (child) {\n if (child === a) {\n // We've determined that A is the current branch.\n if (isFiberMountedImpl(parentA) !== MOUNTED) {\n throw Error('Unable to find node on an unmounted component.');\n }\n return fiber;\n }\n if (child === b) {\n // We've determined that B is the current branch.\n if (isFiberMountedImpl(parentA) !== MOUNTED) {\n throw Error('Unable to find node on an unmounted component.');\n }\n return alternate;\n }\n child = child.sibling;\n }\n // We should never have an alternate for any mounting node. So the only\n // way this could possibly happen is if this was unmounted, if at all.\n throw Error('Unable to find node on an unmounted component.');\n }\n\n if (a.return !== b.return) {\n // The return pointer of A and the return pointer of B point to different\n // fibers. We assume that return pointers never criss-cross, so A must\n // belong to the child set of A.return, and B must belong to the child\n // set of B.return.\n a = parentA;\n b = parentB;\n } else {\n // The return pointers point to the same fiber. We'll have to use the\n // default, slow path: scan the child sets of each parent alternate to see\n // which child belongs to which set.\n //\n // Search parent A's child set\n let didFindChild = false;\n let child = parentA.child;\n while (child) {\n if (child === a) {\n didFindChild = true;\n a = parentA;\n b = parentB;\n break;\n }\n if (child === b) {\n didFindChild = true;\n b = parentA;\n a = parentB;\n break;\n }\n child = child.sibling;\n }\n if (!didFindChild) {\n // Search parent B's child set\n child = parentB.child;\n while (child) {\n if (child === a) {\n didFindChild = true;\n a = parentB;\n b = parentA;\n break;\n }\n if (child === b) {\n didFindChild = true;\n b = parentB;\n a = parentA;\n break;\n }\n child = child.sibling;\n }\n if (!didFindChild) {\n throw Error(\n 'Child was not found in either parent set. This indicates a bug ' +\n 'in React related to the return pointer. Please file an issue.',\n);\n }\n }\n }\n\n if (a.alternate !== b) {\n throw Error(\n \"Return fibers should always be each others' alternates. \" +\n 'This error is likely caused by a bug in React. Please file an issue.',\n);\n }\n }\n // If the root is not a host container, we're in a disconnected tree. I.e.\n // unmounted.\n if (a.tag !== HostRoot) {\n throw Error('Unable to find node on an unmounted component.');\n }\n if (a.stateNode.current === a) {\n // We've determined that A is the current branch.\n return fiber;\n }\n // Otherwise B has to be current branch.\n return alternate;\n }\n // END copied code\n\n function prepareViewAttributeSource(\n id: number,\n path: Array<string | number>,\n): void {\n if (isMostRecentlyInspectedElement(id)) {\n window.$attribute = getInObject(\n ((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n);\n }\n }\n\n function prepareViewElementSource(id: number): void {\n const fiber = idToArbitraryFiberMap.get(id);\n if (fiber == null) {\n console.warn(`Could not find Fiber with id \"${id}\"`);\n return;\n }\n\n const {elementType, tag, type} = fiber;\n\n switch (tag) {\n case ClassComponent:\n case IncompleteClassComponent:\n case IndeterminateComponent:\n case FunctionComponent:\n global.$type = type;\n break;\n case ForwardRef:\n global.$type = type.render;\n break;\n case MemoComponent:\n case SimpleMemoComponent:\n global.$type =\n elementType != null && elementType.type != null\n ? elementType.type\n : type;\n break;\n default:\n global.$type = null;\n break;\n }\n }\n\n function fiberToSerializedElement(fiber: Fiber): SerializedElement {\n return {\n displayName: getDisplayNameForFiber(fiber) || 'Anonymous',\n id: getFiberIDThrows(fiber),\n key: fiber.key,\n type: getElementTypeForFiber(fiber),\n };\n }\n\n function getOwnersList(id: number): Array<SerializedElement> | null {\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber == null) {\n return null;\n }\n\n const {_debugOwner} = fiber;\n\n const owners: Array<SerializedElement> =

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[fiberToSerializedElement(fiber)];\n\n    if (_debugOwner) {\n      let owner = _debugOwner;\n      while (owner !==
null) {\n        owners.unshift(fiberToSerializedElement(owner));\n        owner = owner._debugOwner || null;\n      }\n
  }\n\n    return owners;\n  }\n\n  // Fast path props lookup for React Native style editor.\n  // Could use
inspectElementRaw() but that would require shallow rendering hooks components,\n  // and could also mess with
memoization.\n  function getInstanceAndStyle(id: number): InstanceAndStyle {\n    let instance = null;\n    let style
= null;\n\n    const fiber = findCurrentFiberUsingSlowPathById(id);\n    if (fiber !== null) {\n      instance =
fiber.stateNode;\n\n      if (fiber.memoizedProps !== null) {\n        style = fiber.memoizedProps.style;\n      }\n
}\n\n    return {instance, style};\n  }\n\n  function isErrorBoundary(fiber: Fiber): boolean {\n    const {tag, type} =
fiber;\n\n    switch (tag) {\n      case ClassComponent:\n      case IncompleteClassComponent:\n        const instance =
fiber.stateNode;\n        return (\n          typeof type.getDerivedStateFromError === 'function' ||\n          (instance !==
null &&\n            typeof instance.componentDidCatch === 'function')\n        );\n      default:\n        return false;\n
}\n  }\n\n  function getNearestErrorBoundaryID(fiber: Fiber): number | null {\n    let parent = fiber.return;\n    while
(parent !== null) {\n      if (isErrorBoundary(parent)) {\n        return getFiberIDUnsafe(parent);\n      }\n      parent =
parent.return;\n    }\n    return null;\n  }\n\n  function inspectElementRaw(id: number): InspectedElement | null {\n
const fiber = findCurrentFiberUsingSlowPathById(id);\n    if (fiber == null) {\n      return null;\n    }\n\n    const {\n
  _debugOwner,\n      _debugSource,\n      stateNode,\n      key,\n      memoizedProps,\n      memoizedState,\n
dependencies,\n      tag,\n      type,\n    } = fiber;\n\n    const elementType = getElementTypeForFiber(fiber);\n\n
const usesHooks =\n      (tag === FunctionComponent ||\n        tag === SimpleMemoComponent ||\n        tag ===
ForwardRef) &&\n      (!!memoizedState || !!dependencies);\n\n    // TODO Show custom UI for Cache like we do
for Suspense\n    // For now, just hide state data entirely since it's not meant to be inspected.\n    const showState =
!usesHooks && tag !== CacheComponent;\n\n    const typeSymbol = getTypeSymbol(type);\n\n    let
canViewSource = false;\n    let context = null;\n    if (\n      tag === ClassComponent ||\n      tag ===
FunctionComponent ||\n      tag === IncompleteClassComponent ||\n      tag === IndeterminateComponent ||\n      tag
=== MemoComponent ||\n      tag === ForwardRef ||\n      tag === SimpleMemoComponent\n    ) {\n
canViewSource = true;\n      if (stateNode && stateNode.context != null) {\n        // Don't show an empty context
object for class components that don't use the context API.\n        const shouldHideContext =\n          elementType
=== ElementTypeClass &&\n          !(type.contextTypes || type.contextType);\n\n        if (!shouldHideContext) {\n
    context = stateNode.context;\n        }\n      }\n    } else if (\n      typeSymbol === CONTEXT_NUMBER ||\n
typeSymbol === CONTEXT_SYMBOL_STRING\n    ) {\n      // 16.3-16.5 read from \"type\" because the
Consumer is the actual context object.\n      // 16.6+ should read from \"type._context\" because Consumer can be
different (in DEV).\n      // NOTE Keep in sync with getDisplayNameForFiber()\n      const
consumerResolvedContext = type._context || type;\n\n      // Global context value.\n      context =
consumerResolvedContext._currentValue || null;\n\n      // Look for overridden value.\n      let current = ((fiber: any):
Fiber).return;\n      while (current !== null) {\n        const currentType = current.type;\n        const
currentTypeSymbol = getTypeSymbol(currentType);\n        if (\n          currentTypeSymbol ===
PROVIDER_NUMBER ||\n          currentTypeSymbol === PROVIDER_SYMBOL_STRING\n        ) {\n          //
16.3.0 exposed the context object as \"context\"\n          // PR #12501 changed it to \"_context\" for 16.3.1+\n          //
NOTE Keep in sync with getDisplayNameForFiber()\n          const providerResolvedContext =\n
currentType._context || currentType.context;\n          if (providerResolvedContext === consumerResolvedContext)
{\n            context = current.memoizedProps.value;\n            break;\n          }\n        }\n\n        current =
current.return;\n      }\n    }\n\n    let hasLegacyContext = false;\n    if (context !== null) {\n      hasLegacyContext =
!!type.contextTypes;\n\n      // To simplify hydration and display logic for context, wrap in a value object.\n      //
Otherwise simple values (e.g. strings, booleans) become harder to handle.\n      context = {value: context};\n    }\n\n
  let owners = null;\n    if (_debugOwner) {\n      owners = [];\n      let owner = _debugOwner;\n      while (owner !==
null) {\n        owners.push(fiberToSerializedElement(owner));\n        owner = owner._debugOwner || null;\n      }\n
}\n\n    const isTimedOutSuspense =\n      tag === SuspenseComponent && memoizedState !== null;\n\n    let
hooks = null;\n    if (usesHooks) {\n      const originalConsoleMethods = {};\n\n      // Temporarily disable all
console logging before re-running the hook.\n      for (const method in console) {\n        try {\n
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originalConsoleMethods[method] = console[method];\n          // $FlowFixMe property error|warn is not writable.\n
    console[method] = () => {};\n        } catch (error) {}\n      }\n\n      try {\n        hooks = inspectHooksOfFiber(\n
    fiber,\n          (renderer.currentDispatcherRef: any),\n          true, // Include source location info for hooks\n
);\n      } finally {\n        // Restore original console functionality.\n        for (const method in
originalConsoleMethods) {\n          try {\n            // $FlowFixMe property error|warn is not writable.\n
console[method] = originalConsoleMethods[method];\n          } catch (error) {}\n        }\n      }\n    }\n\n    let
rootType = null;\n    let current = fiber;\n    while (current.return !== null) {\n      current = current.return;\n    }\n
const fiberRoot = current.stateNode;\n    if (fiberRoot != null && fiberRoot._debugRootType !== null) {\n
rootType = fiberRoot._debugRootType;\n    }\n\n    const errors = fiberIDToErrorsMap.get(id) || new Map();\n
const warnings = fiberIDToWarningsMap.get(id) || new Map();\n\n    const isErrored =\n      (fiber.flags &
DidCapture) !== NoFlags ||\n      forceErrorForFiberIDs.get(id) === true;\n\n    let targetErrorBoundaryID;\n    if
(isErrorBoundary(fiber)) {\n      // if the current inspected element is an error boundary,\n      // either that we want to
use it to toggle off error state\n      // or that we allow to force error state on it if it's within another\n      // error
boundary\n      targetErrorBoundaryID = isErrored ? id : getNearestErrorBoundaryID(fiber);\n    } else {\n
targetErrorBoundaryID = getNearestErrorBoundaryID(fiber);\n    }\n\n    return {\n      id,\n\n      // Does the current
renderer support editable hooks and function props?\n      canEditHooks: typeof overrideHookState === 'function',\n
    canEditFunctionProps: typeof overrideProps === 'function',\n\n      // Does the current renderer support advanced
editing interface?\n      canEditHooksAndDeletePaths:\n        typeof overrideHookStateDeletePath === 'function',\n
  canEditHooksAndRenamePaths:\n        typeof overrideHookStateRenamePath === 'function',\n
canEditFunctionPropsDeletePaths:\n        typeof overridePropsDeletePath === 'function',\n
canEditFunctionPropsRenamePaths:\n        typeof overridePropsRenamePath === 'function',\n\n      canToggleError:
supportsTogglingError && targetErrorBoundaryID != null,\n      // Is this error boundary in error state.\n
isErrored,\n      targetErrorBoundaryID,\n\n      canToggleSuspense:\n        supportsTogglingSuspense &&\n        // If
it's showing the real content, we can always flip fallback.\n        (!isTimedOutSuspense ||\n          // If it's showing
fallback because we previously forced it to,\n          // allow toggling it back to remove the fallback override.\n
forceFallbackForSuspenseIDs.has(id)),\n\n      // Can view component source location.\n      canViewSource,\n\n
// Does the component have legacy context attached to it.\n      hasLegacyContext,\n\n      key: key != null ? key :
null,\n\n      displayName: getDisplayNameForFiber(fiber),\n      type: elementType,\n\n      // Inspectable
properties.\n      // TODO Review sanitization approach for the below inspectable values.\n      context,\n      hooks,\n
    props: memoizedProps,\n      state: showState ? memoizedState : null,\n      errors: Array.from(errors.entries()),\n
  warnings: Array.from(warnings.entries()),\n\n      // List of owners\n      owners,\n\n      // Location of component in
source code.\n      source: _debugSource || null,\n\n      rootType,\n      rendererPackageName:
renderer.rendererPackageName,\n      rendererVersion: renderer.version,\n    };\n  }\n\n  let
mostRecentlyInspectedElement: InspectedElement | null = null;\n  let hasElementUpdatedSinceLastInspected:
boolean = false;\n  let currentlyInspectedPaths: Object = {};\n\n  function isMostRecentlyInspectedElement(id:
number): boolean {\n    return (\n      mostRecentlyInspectedElement !== null &&\n
mostRecentlyInspectedElement.id === id\n    );\n  }\n\n  function isMostRecentlyInspectedElementCurrent(id:
number): boolean {\n    return (\n      isMostRecentlyInspectedElement(id) &&
!hasElementUpdatedSinceLastInspected\n    );\n  }\n\n  // Track the intersection of currently inspected paths,\n  // so
that we can send their data along if the element is re-rendered.\n  function mergeInspectedPaths(path: Array<string |
number>) {\n    let current = currentlyInspectedPaths;\n    path.forEach(key => {\n      if (!current[key]) {\n
current[key] = {};\n      }\n      current = current[key];\n    });\n  }\n\n  function createIsPathAllowed(\n    key: string
| null,\n    secondaryCategory: 'hooks' | null,\n  ) {\n    // This function helps prevent previously-inspected paths from
being dehydrated in updates.\n    // This is important to avoid a bad user experience where expanded toggles collapse
on update.\n    return function isPathAllowed(path: Array<string | number>): boolean {\n      switch
(secondaryCategory) {\n        case 'hooks':\n          if (path.length === 1) {\n            // Never dehydrate the \"hooks\"
object at the top levels.\n            return true;\n          }\n\n          if (\n            path[path.length - 2] === 'hookSource'
&&\n            path[path.length - 1] === 'fileName'\n          ) {\n            // It's important to preserve the full file name
```

(URL) for hook sources\n // in case the user has enabled the named hooks feature.\n // Otherwise the frontend may end up with a partial URL which it can't load.\n return true;\n }\n\n if (\n path[path.length - 1] === 'subHooks' ||\n path[path.length - 2] === 'subHooks'\n) {\n // Dehydrating the 'subHooks' property makes the HooksTree UI a lot more complicated,\n // so it's easiest for now if we just don't break on this boundary.\n // We can always dehydrate a level deeper (in the value object).\n return true;\n }\n break;\n default:\n break;\n }\n\n let current =\n key === null ? currentlyInspectedPaths : currentlyInspectedPaths[key];\n if (!current) {\n return false;\n }\n for (let i = 0; i < path.length; i++) {\n current = current[path[i]];\n if (!current) {\n return false;\n }\n }\n return true;\n };\n }\n\n function updateSelectedElement(inspectedElement: InspectedElement): void {\n const {hooks, id, props} = inspectedElement;\n\n const fiber = idToArbitraryFiberMap.get(id);\n if (fiber == null) {\n console.warn(`Could not find Fiber with id \"${id}\"`);\n return;\n }\n\n const {elementType, stateNode, tag, type} = fiber;\n\n switch (tag) {\n case ClassComponent:\n case IncompleteClassComponent:\n case IndeterminateComponent:\n global.$r = stateNode;\n break;\n case FunctionComponent:\n global.$r = {\n hooks,\n props,\n type,\n };\n break;\n case ForwardRef:\n global.$r = {\n hooks,\n props,\n type: type.render,\n };\n break;\n case MemoComponent:\n case SimpleMemoComponent:\n global.$r = {\n hooks,\n props,\n type:\n elementType != null && elementType.type != null\n ? elementType.type\n : type,\n };\n break;\n default:\n global.$r = null;\n break;\n }\n }\n\n function storeAsGlobal(\n id: number,\n path: Array<string | number>,\n count: number,\n): void {\n if (isMostRecentlyInspectedElement(id)) {\n const value = getInObject(\n ((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n);\n const key = `$reactTemp${count}`;\n\n window[key] = value;\n\n console.log(key);\n console.log(value);\n }\n }\n\n function copyElementPath(id: number, path: Array<string | number>): void {\n if (isMostRecentlyInspectedElement(id)) {\n copyToClipboard(\n getInObject(\n ((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n),\n);\n }\n }\n\n function inspectElement(\n requestID: number,\n id: number,\n path: Array<string | number> | null,\n): InspectedElementPayload {\n if (path !== null) {\n mergeInspectedPaths(path);\n }\n\n if (isMostRecentlyInspectedElement(id)) {\n if (!hasElementUpdatedSinceLastInspected) {\n if (path !== null) {\n let secondaryCategory = null;\n if (path[0] === 'hooks') {\n secondaryCategory = 'hooks';\n }\n\n // If this element has not been updated since it was last inspected,\n // we can just return the subset of data in the newly-inspected path.\n return {\n id,\n responseID: requestID,\n type: 'hydrated-path',\n path,\n value: cleanForBridge(\n getInObject(\n ((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n),\n createIsPathAllowed(null, secondaryCategory),\n path,\n),\n };\n } else {\n // If this element has not been updated since it was last inspected, we don't need to return it.\n // Instead we can just return the ID to indicate that it has not changed.\n return {\n id,\n responseID: requestID,\n type: 'no-change',\n };\n }\n }\n } else {\n currentlyInspectedPaths = {};\n }\n\n hasElementUpdatedSinceLastInspected = false;\n\n mostRecentlyInspectedElement = inspectElementRaw(id);\n if (mostRecentlyInspectedElement === null) {\n return {\n id,\n responseID: requestID,\n type: 'not-found',\n };\n }\n\n // Any time an inspected element has an update,\n // we should update the selected $r value as wel.\n // Do this before dehydration (cleanForBridge).\n updateSelectedElement(mostRecentlyInspectedElement);\n\n // Clone before cleaning so that we preserve the full data.\n // This will enable us to send patches without re-inspecting if hydrated paths are requested.\n // (Reducing how often we shallow-render is a better DX for function components that use hooks.)\n const cleanedInspectedElement = {...mostRecentlyInspectedElement};\n cleanedInspectedElement.context = cleanForBridge(\n cleanedInspectedElement.context,\n createIsPathAllowed('context', null),\n);\n cleanedInspectedElement.hooks = cleanForBridge(\n cleanedInspectedElement.hooks,\n createIsPathAllowed('hooks', 'hooks'),\n);\n cleanedInspectedElement.props = cleanForBridge(\n cleanedInspectedElement.props,\n createIsPathAllowed('props', null),\n);\n cleanedInspectedElement.state =

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cleanForBridge(\n      cleanedInspectedElement.state,\n      createIsPathAllowed('state', null),\n    );\n\n    return {\n
 id,\n      responseID: requestID,\n      type: 'full-data',\n      value: cleanedInspectedElement,\n    };\n  }\n\n  function
logElementToConsole(id) {\n    const result = isMostRecentlyInspectedElementCurrent(id)\n      ?
mostRecentlyInspectedElement\n      : inspectElementRaw(id);\n    if (result === null) {\n      console.warn(`Could
not find Fiber with id \"${id}\"`);\n      return;\n    }\n\n    const supportsGroup = typeof console.groupCollapsed
=== 'function';\n    if (supportsGroup) {\n      console.groupCollapsed(\n        `[Click to expand]
%c<${result.displayName || 'Component'} />`,\n        // --dom-tag-name-color is the CSS variable Chrome styles
HTML elements with in the console.\n        'color: var(--dom-tag-name-color); font-weight: normal;',\n      );\n    }\n
if (result.props !== null) {\n      console.log('Props:', result.props);\n    }\n    if (result.state !== null) {\n
console.log('State:', result.state);\n    }\n    if (result.hooks !== null) {\n      console.log('Hooks:', result.hooks);\n
}\n    const nativeNodes = findNativeNodesForFiberID(id);\n    if (nativeNodes !== null) {\n
console.log('Nodes:', nativeNodes);\n    }\n    if (result.source !== null) {\n      console.log('Location:',
result.source);\n    }\n    if (window.chrome || /firefox/i.test(navigator.userAgent)) {\n      console.log(\n        'Right-
click any value to save it as a global variable for further inspection.',\n      );\n    }\n    if (supportsGroup) {\n
console.groupEnd();\n    }\n  }\n\n  function deletePath(\n    type: 'context' | 'hooks' | 'props' | 'state',\n    id: number,\n
  hookID: ?number,\n    path: Array<string | number>,\n  ): void {\n    const fiber =
findCurrentFiberUsingSlowPathById(id);\n    if (fiber !== null) {\n      const instance = fiber.stateNode;\n\n
switch (type) {\n        case 'context':\n          // To simplify hydration and display of primitive context values (e.g.
number, string)\n          // the inspectElement() method wraps context in a {value: ...} object.\n          // We need to
remove the first part of the path (the \"value\") before continuing.\n          path = path.slice(1);\n\n          switch
(fiber.tag) {\n            case ClassComponent:\n              if (path.length === 0) {\n                // Simple context value
(noop)\n              } else {\n                deletePathInObject(instance.context, path);\n              }\n
instance.forceUpdate();\n              break;\n            case FunctionComponent:\n              // Function components using
legacy context are not editable\n              // because there's no instance on which to create a cloned, mutated
context.\n              break;\n          }\n          break;\n        case 'hooks':\n          if (typeof overrideHookStateDeletePath
=== 'function') {\n            overrideHookStateDeletePath(fiber, ((hookID: any): number), path);\n          }\n
break;\n        case 'props':\n          if (instance === null) {\n            if (typeof overridePropsDeletePath === 'function')
{\n              overridePropsDeletePath(fiber, path);\n            }\n          } else {\n            fiber.pendingProps =
copyWithDelete(instance.props, path);\n            instance.forceUpdate();\n          }\n          break;\n        case 'state':\n
      deletePathInObject(instance.state, path);\n          instance.forceUpdate();\n          break;\n      }\n    }\n  }\n\n
function renamePath(\n    type: 'context' | 'hooks' | 'props' | 'state',\n    id: number,\n    hookID: ?number,\n    oldPath:
Array<string | number>,\n    newPath: Array<string | number>,\n  ): void {\n    const fiber =
findCurrentFiberUsingSlowPathById(id);\n    if (fiber !== null) {\n      const instance = fiber.stateNode;\n\n
switch (type) {\n        case 'context':\n          // To simplify hydration and display of primitive context values (e.g.
number, string)\n          // the inspectElement() method wraps context in a {value: ...} object.\n          // We need to
remove the first part of the path (the \"value\") before continuing.\n          oldPath = oldPath.slice(1);\n
newPath = newPath.slice(1);\n\n          switch (fiber.tag) {\n            case ClassComponent:\n              if
(oldPath.length === 0) {\n                // Simple context value (noop)\n              } else {\n
renamePathInObject(instance.context, oldPath, newPath);\n              }\n              instance.forceUpdate();\n
break;\n            case FunctionComponent:\n              // Function components using legacy context are not editable\n
          // because there's no instance on which to create a cloned, mutated context.\n              break;\n          }\n
break;\n        case 'hooks':\n          if (typeof overrideHookStateRenamePath === 'function') {\n
overrideHookStateRenamePath(\n              fiber,\n              ((hookID: any): number),\n              oldPath,\n
newPath,\n            );\n          }\n          break;\n        case 'props':\n          if (instance === null) {\n            if (typeof
overridePropsRenamePath === 'function') {\n              overridePropsRenamePath(fiber, oldPath, newPath);\n
}\n          } else {\n            fiber.pendingProps = copyWithRename(\n              instance.props,\n              oldPath,\n
      newPath,\n            );\n            instance.forceUpdate();\n          }\n          break;\n        case 'state':\n
renamePathInObject(instance.state, oldPath, newPath);\n          instance.forceUpdate();\n          break;\n      }\n    }\n
```

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}\n\n  function overrideValueAtPath(\n    type: 'context' | 'hooks' | 'props' | 'state',\n    id: number,\n    hookID:
?number,\n    path: Array<string | number>,\n    value: any,\n  ): void {\n    const fiber =
findCurrentFiberUsingSlowPathById(id);\n    if (fiber !== null) {\n      const instance = fiber.stateNode;\n\n
switch (type) {\n        case 'context':\n          // To simplify hydration and display of primitive context values (e.g.
number, string)\n          // the inspectElement() method wraps context in a {value: ...} object.\n          // We need to
remove the first part of the path (the \"value\") before continuing.\n          path = path.slice(1);\n\n          switch
(fiber.tag) {\n            case ClassComponent:\n              if (path.length === 0) {\n                // Simple context value\n
            instance.context = value;\n              } else {\n                setInObject(instance.context, path, value);\n
}\n              instance.forceUpdate();\n              break;\n            case FunctionComponent:\n              // Function
components using legacy context are not editable\n              // because there's no instance on which to create a
cloned, mutated context.\n              break;\n          }\n          break;\n        case 'hooks':\n          if (typeof
overrideHookState === 'function') {\n            overrideHookState(fiber, ((hookID: any): number), path, value);\n
}\n          break;\n        case 'props':\n          switch (fiber.tag) {\n            case ClassComponent:\n
fiber.pendingProps = copyWithSet(instance.props, path, value);\n              instance.forceUpdate();\n              break;\n
          default:\n              if (typeof overrideProps === 'function') {\n                overrideProps(fiber, path, value);\n
      }\n              break;\n          }\n          break;\n        case 'state':\n          switch (fiber.tag) {\n            case
ClassComponent:\n              setInObject(instance.state, path, value);\n              instance.forceUpdate();\n
break;\n          }\n          break;\n      }\n    }\n  }\n\n  type CommitProfilingData = {|\n    changeDescriptions:
Map<number, ChangeDescription> | null,\n    commitTime: number,\n    durations: Array<number>,\n
effectDuration: number | null,\n    maxActualDuration: number,\n    passiveEffectDuration: number | null,\n
priorityLevel: string | null,\n    updaters: Array<SerializedElement> | null,\n  |};\n\n  type
CommitProfilingMetadataMap = Map<number, Array<CommitProfilingData>>;\n  type DisplayNamesByRootID =
Map<number, string>;\n\n  let currentCommitProfilingMetadata: CommitProfilingData | null = null;\n  let
displayNamesByRootID: DisplayNamesByRootID | null = null;\n  let idToContextsMap: Map<number, any> | null
= null;\n  let initialTreeBaseDurationsMap: Map<number, number> | null = null;\n  let initialIDToRootMap:
Map<number, number> | null = null;\n  let isProfiling: boolean = false;\n  let profilingStartTime: number = 0;\n  let
recordChangeDescriptions: boolean = false;\n  let rootToCommitProfilingMetadataMap:
CommitProfilingMetadataMap | null = null;\n\n  function getProfilingData(): ProfilingDataBackend {\n    const
dataForRoots: Array<ProfilingDataForRootBackend> = [];\n\n    if (rootToCommitProfilingMetadataMap === null)
{\n      throw Error(\n        'getProfilingData() called before any profiling data was recorded',\n      );\n    }\n\n
rootToCommitProfilingMetadataMap.forEach(\n      (commitProfilingMetadata, rootID) => {\n        const
commitData: Array<CommitDataBackend> = [];\n        const initialTreeBaseDurations: Array<[number, number]>
= [];\n\n        const displayName =\n          (displayNamesByRootID !== null &&
displayNamesByRootID.get(rootID)) ||\n          'Unknown';\n\n        if (initialTreeBaseDurationsMap != null) {\n
 initialTreeBaseDurationsMap.forEach((treeBaseDuration, id) => {\n            if (\n              initialIDToRootMap !=
null &&\n              initialIDToRootMap.get(id) === rootID\n            ) {\n              // We don't need to convert
milliseconds to microseconds in this case,\n              // because the profiling summary is JSON serialized.\n
initialTreeBaseDurations.push([id, treeBaseDuration]);\n            }\n          });\n        }\n\n
commitProfilingMetadata.forEach((commitProfilingData, commitIndex) => {\n          const {\n
changeDescriptions,\n            durations,\n            effectDuration,\n            maxActualDuration,\n
passiveEffectDuration,\n            priorityLevel,\n            commitTime,\n            updaters,\n          } =
commitProfilingData;\n\n          const fiberActualDurations: Array<[number, number]> = [];\n          const
fiberSelfDurations: Array<[number, number]> = [];\n          for (let i = 0; i < durations.length; i += 3) {\n
const fiberID = durations[i];\n            fiberActualDurations.push([fiberID, durations[i + 1]]);\n
fiberSelfDurations.push([fiberID, durations[i + 2]]);\n          }\n\n          commitData.push({\n
changeDescriptions:\n              changeDescriptions !== null\n              ? Array.from(changeDescriptions.entries())\n
              : null,\n            duration: maxActualDuration,\n            effectDuration,\n            fiberActualDurations,\n
   fiberSelfDurations,\n            passiveEffectDuration,\n            priorityLevel,\n            timestamp: commitTime,\n
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    updaters,\n        });\n      });\n\n      dataForRoots.push({\n        commitData,\n        displayName,\n
initialTreeBaseDurations,\n        rootID,\n      });\n    },\n  );\n\n  return {\n    dataForRoots,\n
rendererID,\n  };\n }\n\n function startProfiling(shouldRecordChangeDescriptions: boolean) {\n  if (isProfiling)
{\n    return;\n  }\n\n  recordChangeDescriptions = shouldRecordChangeDescriptions;\n\n  // Capture initial
values as of the time profiling starts.\n  // It's important we snapshot both the durations and the id-to-root map,\n
// since either of these may change during the profiling session\n  // (e.g. when a fiber is re-rendered or when a fiber
gets removed).\n  displayNamesByRootID = new Map();\n  initialTreeBaseDurationsMap = new
Map(idToTreeBaseDurationMap);\n  initialIDToRootMap = new Map(idToRootMap);\n  idToContextsMap =
new Map();\n\n  hook.getFiberRoots(rendererID).forEach(root => {\n    const rootID =
getFiberIDThrows(root.current);\n    ((displayNamesByRootID: any): DisplayNamesByRootID).set(\n
rootID,\n      getDisplayNameForRoot(root.current),\n    );\n\n    if (shouldRecordChangeDescriptions) {\n      //
Record all contexts at the time profiling is started.\n      // Fibers only store the current context value,\n      // so we
need to track them separately in order to determine changed keys.\n
crawlToInitializeContextsMap(root.current);\n    }\n  });\n\n  isProfiling = true;\n  profilingStartTime =
getCurrentTime();\n  rootToCommitProfilingMetadataMap = new Map();\n }\n\n function stopProfiling() {\n
isProfiling = false;\n  recordChangeDescriptions = false;\n }\n\n // Automatically start profiling so that we don't
miss timing info from initial \"mount\".\n if (\n
sessionStorageGetItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY) === 'true'\n ) {\n
startProfiling(\n    sessionStorageGetItem(SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY)
===\n      'true',\n  );\n }\n\n // React will switch between these implementations depending on whether\n // we
have any manually suspended/errored-out Fibers or not.\n function shouldErrorFiberAlwaysNull() {\n  return
null;\n }\n\n // Map of id and its force error status: true (error), false (toggled off),\n // null (do nothing)\n const
forceErrorForFiberIDs = new Map();\n function shouldErrorFiberAccordingToMap(fiber) {\n  if (typeof
setErrorHandler !== 'function') {\n    throw new Error(\n      'Expected overrideError() to not get called for earlier
React versions.',\n    );\n  }\n\n  const id = getFiberIDUnsafe(fiber);\n  if (id === null) {\n    return null;\n
}\n\n  let status = null;\n  if (forceErrorForFiberIDs.has(id)) {\n    status = forceErrorForFiberIDs.get(id);\n    if
(status === false) {\n      // TRICKY overrideError adds entries to this Map,\n      // so ideally it would be the
method that clears them too,\n      // but that would break the functionality of the feature,\n      // since DevTools
needs to tell React to act differently than it normally would\n      // (don't just re-render the failed boundary, but
reset its errored state too).\n      // So we can only clear it after telling React to reset the state.\n      // Technically
this is premature and we should schedule it for later,\n      // since the render could always fail without committing
the updated error boundary,\n      // but since this is a DEV-only feature, the simplicity is worth the trade off.\n
forceErrorForFiberIDs.delete(id);\n\n      if (forceErrorForFiberIDs.size === 0) {\n        // Last override is gone.
Switch React back to fast path.\n        setErrorHandler(shouldErrorFiberAlwaysNull);\n      }\n    }\n  }\n
return status;\n }\n\n function overrideError(id, forceError) {\n  if (\n    typeof setErrorHandler !== 'function' ||\n
  typeof scheduleUpdate !== 'function'\n  ) {\n    throw new Error(\n      'Expected overrideError() to not get
called for earlier React versions.',\n    );\n  }\n\n  forceErrorForFiberIDs.set(id, forceError);\n\n  if
(forceErrorForFiberIDs.size === 1) {\n    // First override is added. Switch React to slower path.\n
setErrorHandler(shouldErrorFiberAccordingToMap);\n  }\n\n  const fiber = idToArbitraryFiberMap.get(id);\n  if
(fiber != null) {\n    scheduleUpdate(fiber);\n  }\n }\n\n function shouldSuspendFiberAlwaysFalse() {\n  return
false;\n }\n\n const forceFallbackForSuspenseIDs = new Set();\n function
shouldSuspendFiberAccordingToSet(fiber) {\n  const maybeID = getFiberIDUnsafe(((fiber: any): Fiber));\n
return maybeID !== null && forceFallbackForSuspenseIDs.has(maybeID);\n }\n\n function overrideSuspense(id,
forceFallback) {\n  if (\n    typeof setSuspenseHandler !== 'function' ||\n    typeof scheduleUpdate !==
'function'\n  ) {\n    throw new Error(\n      'Expected overrideSuspense() to not get called for earlier React
versions.',\n    );\n  }\n  if (forceFallback) {\n    forceFallbackForSuspenseIDs.add(id);\n    if
(forceFallbackForSuspenseIDs.size === 1) {\n      // First override is added. Switch React to slower path.\n
setSuspenseHandler(shouldSuspendFiberAccordingToSet);\n    }\n  } else {\n
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forceFallbackForSuspenseIDs.delete(id);\n      if (forceFallbackForSuspenseIDs.size === 0) {\n        // Last override
is gone. Switch React back to fast path.\n        setSuspenseHandler(shouldSuspendFiberAlwaysFalse);\n      }\n    }\n
  const fiber = idToArbitraryFiberMap.get(id);\n    if (fiber != null) {\n      scheduleUpdate(fiber);\n    }\n  }\n\n  //
Remember if we're trying to restore the selection after reload.\n  // In that case, we'll do some extra checks for
matching mounts.\n  let trackedPath: Array<PathFrame> | null = null;\n  let trackedPathMatchFiber: Fiber | null =
null;\n  let trackedPathMatchDepth = -1;\n  let mightBeOnTrackedPath = false;\n\n  function setTrackedPath(path:
Array<PathFrame> | null) {\n    if (path === null) {\n      trackedPathMatchFiber = null;\n
trackedPathMatchDepth = -1;\n      mightBeOnTrackedPath = false;\n    }\n    trackedPath = path;\n  }\n\n  // We call
this before traversing a new mount.\n  // It remembers whether this Fiber is the next best match for tracked path.\n  //
The return value signals whether we should keep matching siblings or not.\n  function
updateTrackedPathStateBeforeMount(fiber: Fiber): boolean {\n    if (trackedPath === null ||
!mightBeOnTrackedPath) {\n      // Fast path: there's nothing to track so do nothing and ignore siblings.\n      return
false;\n    }\n    const returnFiber = fiber.return;\n    const returnAlternate = returnFiber !== null ?
returnFiber.alternate : null;\n    // By now we know there's some selection to restore, and this is a new Fiber.\n    // Is
this newly mounted Fiber a direct child of the current best match?\n    // (This will also be true for new roots if we
haven't matched anything yet.)\n    if (\n      trackedPathMatchFiber === returnFiber ||\n      (trackedPathMatchFiber
=== returnAlternate && returnAlternate !== null)\n    ) {\n      // Is this the next Fiber we should select? Let's
compare the frames.\n      const actualFrame = getPathFrame(fiber);\n      const expectedFrame =
trackedPath[trackedPathMatchDepth + 1];\n      if (expectedFrame === undefined) {\n        throw new
Error('Expected to see a frame at the next depth.');\n      }\n      if (\n        actualFrame.index ===
expectedFrame.index &&\n        actualFrame.key === expectedFrame.key &&\n        actualFrame.displayName ===
expectedFrame.displayName\n      ) {\n        // We have our next match.\n        trackedPathMatchFiber = fiber;\n
trackedPathMatchDepth++;\n        // Are we out of frames to match?\n        if (trackedPathMatchDepth ===
trackedPath.length - 1) {\n          // There's nothing that can possibly match afterwards.\n          // Don't check the
children.\n          mightBeOnTrackedPath = false;\n        } else {\n          // Check the children, as they might reveal
the next match.\n          mightBeOnTrackedPath = true;\n        }\n        // In either case, since we have a match, we
don't need\n        // to check the siblings. They'll never match.\n        return false;\n      }\n    }\n    // This Fiber's
parent is on the path, but this Fiber itself isn't.\n    // There's no need to check its children--they won't be on the path
either.\n    mightBeOnTrackedPath = false;\n    // However, one of its siblings may be on the path so keep
searching.\n    return true;\n  }\n\n  function updateTrackedPathStateAfterMount(mightSiblingsBeOnTrackedPath)
{\n    // updateTrackedPathStateBeforeMount() told us whether to match siblings.\n    // Now that we're entering
siblings, let's use that information.\n    mightBeOnTrackedPath = mightSiblingsBeOnTrackedPath;\n  }\n\n  // Roots
don't have a real persistent identity.\n  // A root's \"pseudo key\" is \"childDisplayName:indexWithThatName\".\n  //
For example, \"App:0\" or, in case of similar roots, \"Story:0\", \"Story:1\", etc.\n  // We will use this to try to
disambiguate roots when restoring selection between reloads.\n  const rootPseudoKeys: Map<number, string> =
new Map();\n  const rootDisplayNameCounter: Map<string, number> = new Map();\n\n  function
setRootPseudoKey(id: number, fiber: Fiber) {\n    const name = getDisplayNameForRoot(fiber);\n    const counter =
rootDisplayNameCounter.get(name) || 0;\n    rootDisplayNameCounter.set(name, counter + 1);\n    const pseudoKey
= `${name}:${counter}`;\n    rootPseudoKeys.set(id, pseudoKey);\n  }\n\n  function removeRootPseudoKey(id:
number) {\n    const pseudoKey = rootPseudoKeys.get(id);\n    if (pseudoKey === undefined) {\n      throw new
Error('Expected root pseudo key to be known.');\n    }\n    const name = pseudoKey.substring(0,
pseudoKey.lastIndexOf(':'));\n    const counter = rootDisplayNameCounter.get(name);\n    if (counter ===
undefined) {\n      throw new Error('Expected counter to be known.');\n    }\n    if (counter > 1) {\n
rootDisplayNameCounter.set(name, counter - 1);\n    } else {\n      rootDisplayNameCounter.delete(name);\n    }\n
rootPseudoKeys.delete(id);\n  }\n\n  function getDisplayNameForRoot(fiber: Fiber): string {\n    let
preferredDisplayName = null;\n    let fallbackDisplayName = null;\n    let child = fiber.child;\n    // Go at most three
levels deep into direct children\n    // while searching for a child that has a displayName.\n    for (let i = 0; i < 3; i++)
{\n      if (child === null) {\n        break;\n      }\n      const displayName = getDisplayNameForFiber(child);\n      if
```

(displayName !== null) {\n // Prefer display names that we get from user-defined components.\n // We want to avoid using e.g. 'Suspense' unless we find nothing else.\n if (typeof child.type === 'function') {\n // There's a few user-defined tags, but we'll prefer the ones\n // that are usually explicitly named (function or class components).\n preferredDisplayName = displayName;\n } else if (fallbackDisplayName === null) {\n fallbackDisplayName = displayName;\n }\n }\n if (preferredDisplayName !== null) {\n break;\n }\n child = child.child;\n }\n return preferredDisplayName || fallbackDisplayName || 'Anonymous';\n }\n\n function getPathFrame(fiber: Fiber): PathFrame {\n const {key} = fiber;\n let displayName = getDisplayNameForFiber(fiber);\n const index = fiber.index;\n switch (fiber.tag) {\n case HostRoot:\n // Roots don't have a real displayName, index, or key.\n // Instead, we'll use the pseudo key (childDisplayName:indexWithThatName).\n const id = getFiberIDThrows(fiber);\n const pseudoKey = rootPseudoKeys.get(id);\n if (pseudoKey === undefined) {\n throw new Error('Expected mounted root to have known pseudo key.');\n }\n displayName = pseudoKey;\n break;\n case HostComponent:\n displayName = fiber.type;\n break;\n default:\n break;\n }\n return {\n displayName,\n key,\n index,\n };\n }\n\n // Produces a serializable representation that does a best effort\n // of identifying a particular Fiber between page reloads.\n // The return path will contain Fibers that are \"invisible\" to the store\n // because their keys and indexes are important to restoring the selection.\n function getPathForElement(id: number): Array<PathFrame> | null {\n let fiber = idToArbitraryFiberMap.get(id);\n if (fiber == null) {\n return null;\n }\n const keyPath = [];\n while (fiber !== null) {\n keyPath.push(getPathFrame(fiber));\n fiber = fiber.return;\n }\n keyPath.reverse();\n return keyPath;\n }\n\n function getBestMatchForTrackedPath(): PathMatch | null {\n if (trackedPath === null) {\n // Nothing to match.\n return null;\n }\n if (trackedPathMatchFiber === null) {\n // We didn't find anything.\n return null;\n }\n // Find the closest Fiber store is aware of.\n let fiber = trackedPathMatchFiber;\n while (fiber !== null && shouldFilterFiber(fiber)) {\n fiber = fiber.return;\n }\n if (fiber === null) {\n return null;\n }\n return {\n id: getFiberIDThrows(fiber),\n isFullMatch: trackedPathMatchDepth === trackedPath.length - 1,\n };\n }\n\n const formatPriorityLevel = (priorityLevel: ?number) => {\n if (priorityLevel == null) {\n return 'Unknown';\n }\n\n switch (priorityLevel) {\n case ImmediatePriority:\n return 'Immediate';\n case UserBlockingPriority:\n return 'User-Blocking';\n case NormalPriority:\n return 'Normal';\n case LowPriority:\n return 'Low';\n case IdlePriority:\n return 'Idle';\n case NoPriority:\n default:\n return 'Unknown';\n }\n };\n\n function setTraceUpdatesEnabled(isEnabled: boolean): void {\n traceUpdatesEnabled = isEnabled;\n }\n\n return {\n cleanup,\n clearErrorsAndWarnings,\n clearErrorsForFiberID,\n clearWarningsForFiberID,\n copyElementPath,\n deletePath,\n findNativeNodesForFiberID,\n flushInitialOperations,\n getBestMatchForTrackedPath,\n getDisplayNameForFiberID,\n getFiberIDForNative,\n getInstanceAndStyle,\n getOwnersList,\n getPathForElement,\n getProfilingData,\n handleCommitFiberRoot,\n handleCommitFiberUnmount,\n handlePostCommitFiberRoot,\n inspectElement,\n logElementToConsole,\n prepareViewAttributeSource,\n prepareViewElementSource,\n overrideError,\n overrideSuspense,\n overrideValueAtPath,\n renamePath,\n renderer,\n setTraceUpdatesEnabled,\n setTrackedPath,\n startProfiling,\n stopProfiling,\n storeAsGlobal,\n updateComponentFilters,\n };\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This is a DevTools fork of shared/ConsolePatchingDev.\n// The shared console patching code is DEV-only.\n// We can't use it since DevTools only ships production builds.\n\n// Helpers to patch console.logs to avoid logging during side-effect free\n// replaying on render function. This currently only patches the object\n// lazily which won't cover if the log function was extracted eagerly.\n// We could also eagerly patch the method.\n\nlet disabledDepth = 0;\nlet prevLog;\nlet prevInfo;\nlet prevWarn;\nlet prevError;\nlet prevGroup;\nlet prevGroupCollapsed;\nlet prevGroupEnd;\n\nfunction disabledLog() {}\ndisabledLog.__reactDisabledLog = true;\n\nexport function disableLogs(): void {\n if (disabledDepth === 0) {\n /* eslint-disable react-internal/no-production-logging */\n prevLog = console.log;\n prevInfo = console.info;\n prevWarn = console.warn;\n prevError = console.error;\n prevGroup = console.group;\n prevGroupCollapsed = console.groupCollapsed;\n

prevGroupEnd = console.groupEnd;\n // https://github.com/facebook/react/issues/19099\n const props = {\n configurable: true,\n enumerable: true,\n value: disabledLog,\n writable: true,\n };\n // $FlowFixMe Flow thinks console is immutable.\n Object.defineProperties(console, {\n info: props,\n log: props,\n warn: props,\n error: props,\n group: props,\n groupCollapsed: props,\n groupEnd: props,\n });\n /* eslint-enable react-internal/no-production-logging */\n }\n disabledDepth++;\n}\n\nexport function reenableLogs(): void {\n disabledDepth--;\n if (disabledDepth === 0) {\n /* eslint-disable react-internal/no-production-logging */\n const props = {\n configurable: true,\n enumerable: true,\n writable: true,\n };\n // $FlowFixMe Flow thinks console is immutable.\n Object.defineProperties(console, {\n log: {...props, value: prevLog},\n info: {...props, value: prevInfo},\n warn: {...props, value: prevWarn},\n error: {...props, value: prevError},\n group: {...props, value: prevGroup},\n groupCollapsed: {...props, value: prevGroupCollapsed},\n groupEnd: {...props, value: prevGroupEnd},\n });\n /* eslint-enable react-internal/no-production-logging */\n }\n if (disabledDepth < 0) {\n console.error(\n 'disabledDepth fell below zero. ' +\n 'This is a bug in React. Please file an issue.',\n);\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This is a DevTools fork of ReactComponentStackFrame.\n// This fork enables DevTools to use the same \"native\" component stack format,\n// while still maintaining support for multiple renderer versions\n// (which use different values for ReactTypeOfWork).\n\nimport type {Source} from 'shared/ReactElementType';\nimport type {LazyComponent} from 'react/src/ReactLazy';\nimport type {CurrentDispatcherRef} from './types';\n\nimport {\n FORWARD_REF_NUMBER,\n FORWARD_REF_SYMBOL_STRING,\n LAZY_NUMBER,\n LAZY_SYMBOL_STRING,\n MEMO_NUMBER,\n MEMO_SYMBOL_STRING,\n SUSPENSE_NUMBER,\n SUSPENSE_SYMBOL_STRING,\n SUSPENSE_LIST_NUMBER,\n SUSPENSE_LIST_SYMBOL_STRING,\n} from './ReactSymbols';\n\n// The shared console patching code is DEV-only.\n// We can't use it since DevTools only ships production builds.\nimport {disableLogs, reenableLogs} from './DevToolsConsolePatching';\n\nlet prefix;\nexport function describeBuiltInComponentFrame(\n name: string,\n source: void | null | Source,\n ownerFn: void | null | Function,\n): string {\n if (prefix === undefined) {\n // Extract the VM specific prefix used by each line.\n try {\n throw Error();\n } catch (x) {\n const match = x.stack.trim().match(/\\n(*(at)?)/);\n prefix = (match && match[1]) || '';\n }\n }\n // We use the prefix to ensure our stacks line up with native stack frames.\n return '\\n' + prefix + name;\n}\n\nlet reentry = false;\nlet componentFrameCache;\nif (__DEV__) {\n const PossiblyWeakMap = typeof WeakMap === 'function' ? WeakMap : Map;\n componentFrameCache = new PossiblyWeakMap();\n}\n\nexport function describeNativeComponentFrame(\n fn: Function,\n construct: boolean,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n // If something asked for a stack inside a fake render, it should get ignored.\n if (!fn || reentry) {\n return '';\n }\n\n if (__DEV__) {\n const frame = componentFrameCache.get(fn);\n if (frame !== undefined) {\n return frame;\n }\n }\n\n let control;\n\n const previousPrepareStackTrace = Error.prepareStackTrace;\n // $FlowFixMe It does accept undefined.\n Error.prepareStackTrace = undefined;\n\n reentry = true;\n\n // Override the dispatcher so effects scheduled by this shallow render are thrown away.\n //\n // Note that unlike the code this was forked from (in ReactComponentStackFrame)\n // DevTools should override the dispatcher even when DevTools is compiled in production mode,\n // because the app itself may be in development mode and log errors/warnings.\n const previousDispatcher = currentDispatcherRef.current;\n currentDispatcherRef.current = null;\n disableLogs();\n\n try {\n // This should throw.\n if (construct) {\n // Something should be setting the props in the constructor.\n const Fake = function() {\n throw Error();\n };\n // $FlowFixMe\n Object.defineProperty(Fake.prototype, 'props', {\n set: function() {\n // We use a throwing setter instead of frozen or non-writable props\n // because that won't throw in a non-strict mode function.\n throw Error();\n },\n });\n if (typeof Reflect === 'object' && Reflect.construct) {\n // We construct a different control for this case to include any extra\n // frames added by the construct call.\n try {\n Reflect.construct(Fake, []);\n } catch (x) {\n control = x;\n }\n Reflect.construct(fn, [], Fake);\n } else {\n try {\n Fake.call();\n } catch (x) {\n control = x;\n }\n

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fn.call(Fake.prototype);\n      }\n    } else {\n      try {\n        throw Error();\n      } catch (x) {\n        control = x;\n
}\n      fn();\n    }\n  } catch (sample) {\n    // This is inlined manually because closure doesn't do it for us.\n    if
(sample && control && typeof sample.stack === 'string') {\n      // This extracts the first frame from the sample that
isn't also in the control.\n      // Skipping one frame that we assume is the frame that calls the two.\n      const
sampleLines = sample.stack.split('\\n');\n      const controlLines = control.stack.split('\\n');\n      let s =
sampleLines.length - 1;\n      let c = controlLines.length - 1;\n      while (s >= 1 && c >= 0 && sampleLines[s] !==
controlLines[c]) {\n        // We expect at least one stack frame to be shared.\n        // Typically this will be the root
most one. However, stack frames may be\n        // cut off due to maximum stack limits. In this case, one maybe cut
off\n        // earlier than the other. We assume that the sample is longer or the same\n        // and there for cut off
earlier. So we should find the root most frame in\n        // the sample somewhere in the control.\n        c--;\n      }\n
for (; s >= 1 && c >= 0; s--, c--) {\n        // Next we find the first one that isn't the same which should be the\n        //
frame that called our sample function and the control.\n        if (sampleLines[s] !== controlLines[c]) {\n          // In
V8, the first line is describing the message but other VMs don't.\n          // If we're about to return the first line, and
the control is also on the same\n          // line, that's a pretty good indicator that our sample threw at same line as\n
  // the control. I.e. before we entered the sample frame. So we ignore this result.\n          // This can happen if you
passed a class to function component, or non-function.\n          if (s !== 1 || c !== 1) {\n            do {\n              s--;\n
          c--;\n              // We may still have similar intermediate frames from the construct call.\n              // The next
one that isn't the same should be our match though.\n              if (c < 0 || sampleLines[s] !== controlLines[c]) {\n
        // V8 adds a \"new\" prefix for native classes. Let's remove it to make it prettier.\n              const frame = '\\n' +
sampleLines[s].replace(' at new ', ' at ');\n              if (__DEV__) {\n                if (typeof fn === 'function') {\n
          componentFrameCache.set(fn, frame);\n                }\n              }\n              // Return the line we found.\n
          return frame;\n              }\n            } while (s >= 1 && c >= 0);\n          }\n          break;\n        }\n      }\n    }\n
} finally {\n    reentry = false;\n\n    Error.prepareStackTrace = previousPrepareStackTrace;\n\n
currentDispatcherRef.current = previousDispatcher;\n    reenableLogs();\n  }\n  // Fallback to just using the name if
we couldn't make it throw.\n  const name = fn ? fn.displayName || fn.name : '';\n  const syntheticFrame = name ?
describeBuiltInComponentFrame(name) : '';\n  if (__DEV__) {\n    if (typeof fn === 'function') {\n
componentFrameCache.set(fn, syntheticFrame);\n    }\n  }\n  return syntheticFrame;\n}\n\nexport function
describeClassComponentFrame(\n  ctor: Function,\n  source: void | null | Source,\n  ownerFn: void | null |
Function,\n  currentDispatcherRef: CurrentDispatcherRef,\n): string {\n  return
describeNativeComponentFrame(ctor, true, currentDispatcherRef);\n}\n\nexport function
describeFunctionComponentFrame(\n  fn: Function,\n  source: void | null | Source,\n  ownerFn: void | null |
Function,\n  currentDispatcherRef: CurrentDispatcherRef,\n): string {\n  return describeNativeComponentFrame(fn,
false, currentDispatcherRef);\n}\n\nfunction shouldConstruct(Component: Function) {\n  const prototype =
Component.prototype;\n  return !!(prototype && prototype.isReactComponent);\n}\n\nexport function
describeUnknownElementTypeFrameInDEV(\n  type: any,\n  source: void | null | Source,\n  ownerFn: void | null |
Function,\n  currentDispatcherRef: CurrentDispatcherRef,\n): string {\n  if (!__DEV__) {\n    return '';\n  }\n  if
(type == null) {\n    return '';\n  }\n  if (typeof type === 'function') {\n    return describeNativeComponentFrame(\n
  type,\n      shouldConstruct(type),\n      currentDispatcherRef,\n    );\n  }\n  if (typeof type === 'string') {\n    return
describeBuiltInComponentFrame(type, source, ownerFn);\n  }\n  switch (type) {\n    case SUSPENSE_NUMBER:\n
  case SUSPENSE_SYMBOL_STRING:\n      return describeBuiltInComponentFrame('Suspense', source,
ownerFn);\n    case SUSPENSE_LIST_NUMBER:\n    case SUSPENSE_LIST_SYMBOL_STRING:\n      return
describeBuiltInComponentFrame('SuspenseList', source, ownerFn);\n  }\n  if (typeof type === 'object') {\n    switch
(type.$$typeof) {\n      case FORWARD_REF_NUMBER:\n      case FORWARD_REF_SYMBOL_STRING:\n
return describeFunctionComponentFrame(\n          type.render,\n          source,\n          ownerFn,\n
currentDispatcherRef,\n        );\n      case MEMO_NUMBER:\n      case MEMO_SYMBOL_STRING:\n        //
Memo may contain any component type so we recursively resolve it.\n        return
describeUnknownElementTypeFrameInDEV(\n          type.type,\n          source,\n          ownerFn,\n
currentDispatcherRef,\n        );\n      case LAZY_NUMBER:\n      case LAZY_SYMBOL_STRING: {\n        const
```

lazyComponent: LazyComponent<any, any> = (type: any);\n const payload = lazyComponent._payload;\n const init = lazyComponent._init;\n try {\n   // Lazy may contain any component type so we recursively resolve it.\n   return describeUnknownElementTypeFrameInDEV(\n   init(payload),\n   source,\n   ownerFn,\n   currentDispatcherRef,\n   );\n } catch (x) {}\n }\n }\n }\n return '';\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This is a DevTools fork of ReactFiberComponentStack.\n// This fork enables DevTools to use the same \"native\" component stack format,\n// while still maintaining support for multiple renderer versions\n// (which use different values for ReactTypeOfWork).\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type {CurrentDispatcherRef, WorkTagMap} from './types';\n\nimport {\n describeBuiltInComponentFrame,\n describeFunctionComponentFrame,\n describeClassComponentFrame,\n} from './DevToolsComponentStackFrame';\n\nfunction describeFiber(\n workTagMap: WorkTagMap,\n workInProgress: Fiber,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n const {\n   HostComponent,\n   LazyComponent,\n   SuspenseComponent,\n   SuspenseListComponent,\n   FunctionComponent,\n   IndeterminateComponent,\n   SimpleMemoComponent,\n   ForwardRef,\n   ClassComponent,\n } = workTagMap;\n\n const owner: null | Function = __DEV__\n   ? workInProgress._debugOwner\n   ? workInProgress._debugOwner.type\n   : null\n   : null;\n const source = __DEV__ ? workInProgress._debugSource : null;\n switch (workInProgress.tag) {\n   case HostComponent:\n   return describeBuiltInComponentFrame(workInProgress.type, source, owner);\n   case LazyComponent:\n   return describeBuiltInComponentFrame('Lazy', source, owner);\n   case SuspenseComponent:\n   return describeBuiltInComponentFrame('Suspense', source, owner);\n   case SuspenseListComponent:\n   return describeBuiltInComponentFrame('SuspenseList', source, owner);\n   case FunctionComponent:\n   case IndeterminateComponent:\n   case SimpleMemoComponent:\n   return describeFunctionComponentFrame(\n   workInProgress.type,\n   source,\n   owner,\n   currentDispatcherRef,\n   );\n   case ForwardRef:\n   return describeFunctionComponentFrame(\n   workInProgress.type.render,\n   source,\n   owner,\n   currentDispatcherRef,\n   );\n   case ClassComponent:\n   return describeClassComponentFrame(\n   workInProgress.type,\n   source,\n   owner,\n   currentDispatcherRef,\n   );\n   default:\n   return '';\n }\n}\n\nexport function getStackByFiberInDevAndProd(\n workTagMap: WorkTagMap,\n workInProgress: Fiber,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n try {\n   let info = '';\n   let node = workInProgress;\n   do {\n   info += describeFiber(workTagMap, node, currentDispatcherRef);\n   node = node.return;\n   } while (node);\n   return info;\n } catch (x) {\n   return '\\nError generating stack: ' + x.message + '\\n' + x.stack;\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type {CurrentDispatcherRef, ReactRenderer, WorkTagMap} from './types';\n\nimport {getInternalReactConstants} from './renderer';\nimport {getStackByFiberInDevAndProd} from './DevToolsFiberComponentStack';\n\nconst APPEND_STACK_TO_METHODS = ['error', 'trace', 'warn'];\n\n// React's custom built component stack strings match \"\\s{4}in\"\n// Chrome's prefix matches \"\\s{4}at\"\nconst PREFIX_REGEX = /\\s{4}(in|at)\\s{1}/;\n// Firefox and Safari have no prefix (\"\")\n// but we can fallback to looking for location info (e.g. \"foo.js:12:345\")\nconst ROW_COLUMN_NUMBER_REGEX = /:\\d+:\\d+(\\n|$)/;\n\nexport function isStringComponentStack(text: string): boolean {\n return PREFIX_REGEX.test(text) || ROW_COLUMN_NUMBER_REGEX.test(text);\n}\n\ntype OnErrorOrWarning = (\n fiber: Fiber,\n type: 'error' | 'warn',\n args: Array<any>,\n) => void;\n\nconst injectedRenderers: Map<\n ReactRenderer,\n {|\n   currentDispatcherRef: CurrentDispatcherRef,\n   getCurrentFiber: () => Fiber | null,\n   onErrorOrWarning: ?OnErrorOrWarning,\n   workTagMap: WorkTagMap,\n |},\n> = new Map();\n\nlet targetConsole: Object = console;\nlet targetConsoleMethods = {};\nfor (const method in console) {\n targetConsoleMethods[method] = console[method];\n}\n\nlet unpatchFn: null | (() => void) = null;\n\n// Enables e.g. Jest tests to inject a mock console object.\nexport function dangerous_setTargetConsoleForTesting(\n targetConsoleForTesting: Object,\n): void {\n

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targetConsole = targetConsoleForTesting;\n\n  targetConsoleMethods = {};\n  for (const method in targetConsole)
{\n    targetConsoleMethods[method] = console[method];\n  }\n}\n\n// v16 renderers should use this method to
inject internals necessary to generate a component stack.\n// These internals will be used if the console is
patched.\n// Injecting them separately allows the console to easily be patched or un-patched later (at
runtime).\nexport function registerRenderer(\n  renderer: ReactRenderer,\n  onErrorOrWarning?:
OnErrorOrWarning,\n): void {\n  const {\n    currentDispatcherRef,\n    getCurrentFiber,\n
findFiberByHostInstance,\n    version,\n  } = renderer;\n\n  // Ignore React v15 and older because they don't expose
a component stack anyway.\n  if (typeof findFiberByHostInstance !== 'function') {\n    return;\n  }\n\n  //
currentDispatcherRef gets injected for v16.8+ to support hooks inspection.\n  // getCurrentFiber gets injected for
v16.9+.\n  if (currentDispatcherRef != null && typeof getCurrentFiber === 'function') {\n    const
{ReactTypeOfWork} = getInternalReactConstants(version);\n\n    injectedRenderers.set(renderer, {\n
currentDispatcherRef,\n      getCurrentFiber,\n      workTagMap: ReactTypeOfWork,\n      onErrorOrWarning,\n
});\n  }\n}\n\nconst consoleSettingsRef = {\n  appendComponentStack: false,\n  breakOnConsoleErrors: false,\n
showInlineWarningsAndErrors: false,\n};\n\n// Patches console methods to append component stack for the current
fiber.\n// Call unpatch() to remove the injected behavior.\nexport function patch({\n  appendComponentStack,\n
breakOnConsoleErrors,\n  showInlineWarningsAndErrors,\n}: {\n  appendComponentStack: boolean,\n
breakOnConsoleErrors: boolean,\n  showInlineWarningsAndErrors: boolean,\n}): void {\n  // Settings may change
after we've patched the console.\n  // Using a shared ref allows the patch function to read the latest values.\n
consoleSettingsRef.appendComponentStack = appendComponentStack;\n
consoleSettingsRef.breakOnConsoleErrors = breakOnConsoleErrors;\n
consoleSettingsRef.showInlineWarningsAndErrors = showInlineWarningsAndErrors;\n\n  if (unpatchFn !== null)
{\n    // Don't patch twice.\n    return;\n  }\n\n  const originalConsoleMethods = {};\n\n  unpatchFn = () => {\n    for
(const method in originalConsoleMethods) {\n      try {\n        // $FlowFixMe property error|warn is not writable.\n
    targetConsole[method] = originalConsoleMethods[method];\n      } catch (error) {}\n    }\n  };\n\n
APPEND_STACK_TO_METHODS.forEach(method => {\n    try {\n      const originalMethod =
(originalConsoleMethods[method] =\n        targetConsole[method]);\n\n      const overrideMethod = (...args) => {\n
    let shouldAppendWarningStack = false;\n        if (consoleSettingsRef.appendComponentStack) {\n          const
lastArg = args.length > 0 ? args[args.length - 1] : null;\n          const alreadyHasComponentStack =\n            typeof
lastArg === 'string' && isStringComponentStack(lastArg);\n\n          // If we are ever called with a string that
already has a component stack,\n          // e.g. a React error/warning, don't append a second stack.\n
shouldAppendWarningStack = !alreadyHasComponentStack;\n        }\n\n        const
shouldShowInlineWarningsAndErrors =\n          consoleSettingsRef.showInlineWarningsAndErrors &&\n
(method === 'error' || method === 'warn');\n\n        if (shouldAppendWarningStack ||
shouldShowInlineWarningsAndErrors) {\n          // Search for the first renderer that has a current Fiber.\n          // We
don't handle the edge case of stacks for more than one (e.g. interleaved renderers?)\n          // eslint-disable-next-line
no-for-of-loops/no-for-of-loops\n          for (const {\n            currentDispatcherRef,\n            getCurrentFiber,\n
            onErrorOrWarning,\n            workTagMap,\n          } of injectedRenderers.values()) {\n            const current: ?Fiber
= getCurrentFiber();\n            if (current != null) {\n              try {\n                if
(shouldShowInlineWarningsAndErrors) {\n                  // patch() is called by two places: (1) the hook and (2) the
renderer backend.\n                  // The backend is what implements a message queue, so it's the only one that injects
onErrorOrWarning.\n                  if (typeof onErrorOrWarning === 'function') {\n                    onErrorOrWarning(\n
                    current,\n                    ((method: any): 'error' | 'warn'),\n                    // Copy args before we mutate
them (e.g. adding the component stack)\n                    args.slice(),\n                  );\n                }\n              }\n\n
          if (shouldAppendWarningStack) {\n                const componentStack = getStackByFiberInDevAndProd(\n
              workTagMap,\n                current,\n                currentDispatcherRef,\n                );\n                if
(componentStack !== '') {\n                  args.push(componentStack);\n                }\n              }\n            } catch
(error) {\n              // Don't let a DevTools or React internal error interfere with logging.\n            } finally {\n
      break;\n            }\n          }\n        }\n      }\n\n      if (consoleSettingsRef.breakOnConsoleErrors) {\n
```

// --- Welcome to debugging with React DevTools ---\n // This debugger statement means that you've enabled the \"break on warnings\" feature.\n // Use the browser's Call Stack panel to step out of this override function-\n // to where the original warning or error was logged.\n // eslint-disable-next-line no-debugger\n debugger;\n }\n\n originalMethod(...args);\n };\n\n overrideMethod.__REACT_DEVTOOLS_ORIGINAL_METHOD__ = originalMethod;\n originalMethod.__REACT_DEVTOOLS_OVERRIDE_METHOD__ = overrideMethod;\n\n // $FlowFixMe property error|warn is not writable.\n targetConsole[method] = overrideMethod;\n } catch (error) {}\n });\n}\n\n// Removed component stack patch from console methods.\nexport function unpatch(): void {\n if (unpatchFn !== null) {\n unpatchFn();\n unpatchFn = null;\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport EventEmitter from './events';\n\nimport type {ComponentFilter, Wall} from './types';\nimport type {\n InspectedElementPayload,\n OwnersList,\n ProfilingDataBackend,\n RendererID,\n} from 'react-devtools-shared/src/backend/types';\nimport type {StyleAndLayout as StyleAndLayoutPayload} from 'react-devtools-shared/src/backend/NativeStyleEditor/types';\n\nconst BATCH_DURATION = 100;\n\n// This message specifies the version of the DevTools protocol currently supported by the backend,\n// as well as the earliest NPM version (e.g. \"4.13.0\") that protocol is supported by on the frontend.\n// This enables an older frontend to display an upgrade message to users for a newer, unsupported backend.\nexport type BridgeProtocol = {|\n // Version supported by the current frontend/backend.\n version: number,\n\n // NPM version range that also supports this version.\n // Note that 'maxNpmVersion' is only set when the version is bumped.\n minNpmVersion: string,\n maxNpmVersion: string | null,\n|};\n\n// Bump protocol version whenever a backwards breaking change is made\n// in the messages sent between BackendBridge and FrontendBridge.\n// This mapping is embedded in both frontend and backend builds.\n//\n// The backend protocol will always be the latest entry in the BRIDGE_PROTOCOL array.\n//\n// When an older frontend connects to a newer backend,\n// the backend can send the minNpmVersion and the frontend can display an NPM upgrade prompt.\n//\n// When a newer frontend connects with an older protocol version,\n// the frontend can use the embedded minNpmVersion/maxNpmVersion values to display a downgrade prompt.\nexport const BRIDGE_PROTOCOL: Array<BridgeProtocol> = [\n // This version technically never existed,\n // but a backwards breaking change was added in 4.11,\n // so the safest guess to downgrade the frontend would be to version 4.10.\n {\n version: 0,\n minNpmVersion: '\"<4.11.0\"',\n maxNpmVersion: '\"<4.11.0\"',\n },\n {\n version: 1,\n minNpmVersion: '4.13.0',\n maxNpmVersion: null,\n },\n];\n\nexport const currentBridgeProtocol: BridgeProtocol =\n BRIDGE_PROTOCOL[BRIDGE_PROTOCOL.length - 1];\n\ntype ElementAndRendererID = {|id: number, rendererID: RendererID|};\n\ntype Message = {|\n event: string,\n payload: any,\n|};\n\ntype HighlightElementInDOM = {|\n ...ElementAndRendererID,\n displayName: string | null,\n hideAfterTimeout: boolean,\n openNativeElementsPanel: boolean,\n scrollIntoView: boolean,\n|};\n\ntype OverrideValue = {|\n ...ElementAndRendererID,\n path: Array<string | number>,\n wasForwarded?: boolean,\n value: any,\n|};\n\ntype OverrideHookState = {|\n ...OverrideValue,\n hookID: number,\n|};\n\ntype PathType = 'props' | 'hooks' | 'state' | 'context';\n\ntype DeletePath = {|\n ...ElementAndRendererID,\n type: PathType,\n hookID?: ?number,\n path: Array<string | number>,\n|};\n\ntype RenamePath = {|\n ...ElementAndRendererID,\n type: PathType,\n hookID?: ?number,\n oldPath: Array<string | number>,\n newPath: Array<string | number>,\n|};\n\ntype OverrideValueAtPath = {|\n ...ElementAndRendererID,\n type: PathType,\n hookID?: ?number,\n path: Array<string | number>,\n value: any,\n|};\n\ntype OverrideError = {|\n ...ElementAndRendererID,\n forceError: boolean,\n|};\n\ntype OverrideSuspense = {|\n ...ElementAndRendererID,\n forceFallback: boolean,\n|};\n\ntype CopyElementPathParams = {|\n ...ElementAndRendererID,\n path: Array<string | number>,\n|};\n\ntype ViewAttributeSourceParams = {|\n ...ElementAndRendererID,\n path: Array<string | number>,\n|};\n\ntype InspectElementParams = {|\n ...ElementAndRendererID,\n path: Array<number | string> | null,\n requestID: number,\n|};\n\ntype StoreAsGlobalParams = {|\n ...ElementAndRendererID,\n count: number,\n path: Array<string | number>,\n|};\n\ntype NativeStyleEditor_RenameAttributeParams = {|\n

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...ElementAndRendererID,\n  oldName: string,\n  newName: string,\n  value: string,\n|};\n\ntype
NativeStyleEditor_SetValueParams = {|\n  ...ElementAndRendererID,\n  name: string,\n  value: string,\n|};\n\ntype
UpdateConsolePatchSettingsParams = {|\n  appendComponentStack: boolean,\n  breakOnConsoleErrors: boolean,\n
showInlineWarningsAndErrors: boolean,\n|};\n\nexport type BackendEvents = {|\n  bridgeProtocol:
[BridgeProtocol],\n  extensionBackendInitialized: [],\n  fastRefreshScheduled: [],\n  inspectedElement:
[InspectedElementPayload],\n  isBackendStorageAPISupported: [boolean],\n  isSynchronousXHRSupported:
[boolean],\n  operations: [Array<number>],\n  ownersList: [OwnersList],\n  overrideComponentFilters:
[Array<ComponentFilter>],\n  profilingData: [ProfilingDataBackend],\n  profilingStatus: [boolean],\n
reloadAppForProfiling: [],\n  selectFiber: [number],\n  shutdown: [],\n  stopInspectingNative: [boolean],\n
syncSelectionFromNativeElementsPanel: [],\n  syncSelectionToNativeElementsPanel: [],\n
unsupportedRendererVersion: [RendererID],\n\n  // React Native style editor plug-in.\n
isNativeStyleEditorSupported: [\n    {|isSupported: boolean, validAttributes: ?$ReadOnlyArray<string>|},\n  ],\n
NativeStyleEditor_styleAndLayout: [StyleAndLayoutPayload],\n|};\n\ntype FrontendEvents = {|\n
clearErrorsAndWarnings: [{|rendererID: RendererID|}],\n  clearErrorsForFiberID: [ElementAndRendererID],\n
clearNativeElementHighlight: [],\n  clearWarningsForFiberID: [ElementAndRendererID],\n  copyElementPath:
[CopyElementPathParams],\n  deletePath: [DeletePath],\n  getBridgeProtocol: [],\n  getOwnersList:
[ElementAndRendererID],\n  getProfilingData: [{|rendererID: RendererID|}],\n  getProfilingStatus: [],\n
highlightNativeElement: [HighlightElementInDOM],\n  inspectElement: [InspectElementParams],\n
logElementToConsole: [ElementAndRendererID],\n  overrideError: [OverrideError],\n  overrideSuspense:
[OverrideSuspense],\n  overrideValueAtPath: [OverrideValueAtPath],\n  profilingData: [ProfilingDataBackend],\n
reloadAndProfile: [boolean],\n  renamePath: [RenamePath],\n  selectFiber: [number],\n  setTraceUpdatesEnabled:
[boolean],\n  shutdown: [],\n  startInspectingNative: [],\n  startProfiling: [boolean],\n  stopInspectingNative:
[boolean],\n  stopProfiling: [],\n  storeAsGlobal: [StoreAsGlobalParams],\n  updateComponentFilters:
[Array<ComponentFilter>],\n  updateConsolePatchSettings: [UpdateConsolePatchSettingsParams],\n
viewAttributeSource: [ViewAttributeSourceParams],\n  viewElementSource: [ElementAndRendererID],\n\n  //
React Native style editor plug-in.\n  NativeStyleEditor_measure: [ElementAndRendererID],\n
NativeStyleEditor_renameAttribute: [NativeStyleEditor_RenameAttributeParams],\n  NativeStyleEditor_setValue:
[NativeStyleEditor_SetValueParams],\n\n  // Temporarily support newer standalone front-ends sending commands
to older embedded backends.\n  // We do this because React Native embeds the React DevTools backend,\n  // but
cannot control which version of the frontend users use.\n  //\n  // Note that nothing in the newer backend actually
listens to these events,\n  // but the new frontend still dispatches them (in case older backends are listening to them
instead).\n  //\n  // Note that this approach does no support the combination of a newer backend with an older
frontend.\n  // It would be more work to support both approaches (and not run handlers twice)\n  // so I chose to
support the more likely/common scenario (and the one more difficult for an end user to \"fix\").\n  overrideContext:
[OverrideValue],\n  overrideHookState: [OverrideHookState],\n  overrideProps: [OverrideValue],\n  overrideState:
[OverrideValue],\n|};\n\nclass Bridge<\n  OutgoingEvents: Object,\n  IncomingEvents: Object,\n> extends
EventEmitter<{|\n  ...IncomingEvents,\n  ...OutgoingEvents,\n|}> {\n  _isShutdown: boolean = false;\n
_messageQueue: Array<any> = [];\n  _timeoutID: TimeoutID | null = null;\n  _wall: Wall;\n  _wallUnlisten:
Function | null = null;\n\n  constructor(wall: Wall) {\n    super();\n\n    this._wall = wall;\n\n    this._wallUnlisten =\n
    wall.listen((message: Message) => {\n        (this: any).emit(message.event, message.payload);\n      }) || null;\n\n
// Temporarily support older standalone front-ends sending commands to newer embedded backends.\n    // We do
this because React Native embeds the React DevTools backend,\n    // but cannot control which version of the
frontend users use.\n    this.addListener('overrideValueAtPath', this.overrideValueAtPath);\n  }\n\n  // Listening
directly to the wall isn't advised.\n  // It can be used to listen for legacy (v3) messages (since they use a different
format).\n  get wall(): Wall {\n    return this._wall;\n  }\n\n  send<EventName: $Keys<OutgoingEvents>>(\n
event: EventName,\n    ...payload: $ElementType<OutgoingEvents, EventName>\n  ) {\n    if (this._isShutdown) {\n
    console.warn(\n        `Cannot send message \"${event}\" through a Bridge that has been shutdown.`,\n      );\n
return;\n    }\n\n    // When we receive a message:\n    // - we add it to our queue of messages to be sent\n    // - if
```

there hasn't been a message recently, we set a timer for 0 ms in\n // the future, allowing all messages created in the same tick to be sent\n // together\n // - if there *has* been a message flushed in the last BATCH_DURATION ms\n // (or we're waiting for our setTimeout-0 to fire), then _timeoutID will\n // be set, and we'll simply add to the queue and wait for that\n this._messageQueue.push(event, payload);\n if (!this._timeoutID) {\n this._timeoutID = setTimeout(this._flush, 0);\n }\n }\n\n shutdown() {\n if (this._isShutdown) {\n console.warn('Bridge was already shutdown.');\n return;\n }\n\n // Queue the shutdown outgoing message for subscribers.\n this.send('shutdown');\n\n // Mark this bridge as destroyed, i.e. disable its public API.\n this._isShutdown = true;\n\n // Disable the API inherited from EventEmitter that can add more listeners and send more messages.\n // $FlowFixMe This property is not writable.\n this.addListener = function() {};\n // $FlowFixMe This property is not writable.\n this.emit = function() {};\n // NOTE: There's also EventEmitter API like `on` and `prependListener` that we didn't add to our Flow type of EventEmitter.\n\n // Unsubscribe this bridge incoming message listeners to be sure, and so they don't have to do that.\n this.removeAllListeners();\n\n // Stop accepting and emitting incoming messages from the wall.\n const wallUnlisten = this._wallUnlisten;\n if (wallUnlisten) {\n wallUnlisten();\n }\n\n // Synchronously flush all queued outgoing messages.\n // At this step the subscribers' code may run in this call stack.\n do {\n this._flush();\n } while (this._messageQueue.length);\n\n // Make sure once again that there is no dangling timer.\n if (this._timeoutID !== null) {\n clearTimeout(this._timeoutID);\n this._timeoutID = null;\n }\n }\n\n _flush = () => {\n // This method is used after the bridge is marked as destroyed in shutdown sequence,\n // so we do not bail out if the bridge marked as destroyed.\n // It is a private method that the bridge ensures is only called at the right times.\n\n if (this._timeoutID !== null) {\n clearTimeout(this._timeoutID);\n this._timeoutID = null;\n }\n\n if (this._messageQueue.length) {\n for (let i = 0; i < this._messageQueue.length; i += 2) {\n this._wall.send(this._messageQueue[i], ...this._messageQueue[i + 1]);\n }\n this._messageQueue.length = 0;\n\n // Check again for queued messages in BATCH_DURATION ms. This will keep\n // flushing in a loop as long as messages continue to be added. Once no\n // more are, the timer expires.\n this._timeoutID = setTimeout(this._flush, BATCH_DURATION);\n }\n };\n\n // Temporarily support older standalone backends by forwarding \"overrideValueAtPath\" commands\n // to the older message types they may be listening to.\n overrideValueAtPath = ({\n id,\n path,\n rendererID,\n type,\n value,\n }: OverrideValueAtPath) => {\n switch (type) {\n case 'context':\n this.send('overrideContext', {\n id,\n path,\n rendererID,\n wasForwarded: true,\n value,\n });\n break;\n case 'hooks':\n this.send('overrideHookState', {\n id,\n path,\n rendererID,\n wasForwarded: true,\n value,\n });\n break;\n case 'props':\n this.send('overrideProps', {\n id,\n path,\n rendererID,\n wasForwarded: true,\n value,\n });\n break;\n case 'state':\n this.send('overrideState', {\n id,\n path,\n rendererID,\n wasForwarded: true,\n value,\n });\n break;\n }\n };\n}\n\nexport type BackendBridge = Bridge<BackendEvents, FrontendEvents>;\nexport type FrontendBridge = Bridge<FrontendEvents, BackendEvents>;\n\nexport default Bridge;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport EventEmitter from '../events';\nimport throttle from 'lodash.throttle';\nimport {\n SESSION_STORAGE_LAST_SELECTION_KEY,\n SESSION_STORAGE_RELOAD_AND_PROFILE_KEY,\n SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n __DEBUG__,\n} from '../constants';\nimport {\n sessionStorageGetItem,\n sessionStorageRemoveItem,\n sessionStorageSetItem,\n} from 'react-devtools-shared/src/storage';\nimport setupHighlighter from './views/Highlighter';\nimport {\n initialize as setupTraceUpdates,\n toggleEnabled as setTraceUpdatesEnabled,\n} from './views/TraceUpdates';\nimport {patch as patchConsole, unpatch as unpatchConsole} from './console';\nimport {currentBridgeProtocol} from 'react-devtools-shared/src/bridge';\n\nimport type {BackendBridge} from 'react-devtools-shared/src/bridge';\nimport type {\n InstanceAndStyle,\n NativeType,\n OwnersList,\n PathFrame,\n PathMatch,\n RendererID,\n RendererInterface,\n} from './types';\nimport type {ComponentFilter} from '../types';\nimport {isSynchronousXHRSupported} from './utils';\n\nconst debug = (methodName, ...args) => {\n if (__DEBUG__) {\n

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  console.log(\n      `%cAgent %c${methodName}`,\n      'color: purple; font-weight: bold;',\n      'font-weight:
bold;',\n      ...args,\n    );\n  }\n};\n\ntype ElementAndRendererID = {|\n  id: number,\n  rendererID:
number,\n|};\n\ntype StoreAsGlobalParams = {|\n  count: number,\n  id: number,\n  path: Array<string | number>,\n
rendererID: number,\n|};\n\ntype CopyElementParams = {|\n  id: number,\n  path: Array<string | number>,\n
rendererID: number,\n|};\n\ntype InspectElementParams = {|\n  id: number,\n  path: Array<string | number> | null,\n
rendererID: number,\n  requestID: number,\n|};\n\ntype OverrideHookParams = {|\n  id: number,\n  hookID:
number,\n  path: Array<string | number>,\n  rendererID: number,\n  wasForwarded?: boolean,\n  value:
any,\n|};\n\ntype SetInParams = {|\n  id: number,\n  path: Array<string | number>,\n  rendererID: number,\n
wasForwarded?: boolean,\n  value: any,\n|};\n\ntype PathType = 'props' | 'hooks' | 'state' | 'context';\n\ntype
DeletePathParams = {|\n  type: PathType,\n  hookID?: ?number,\n  id: number,\n  path: Array<string | number>,\n
rendererID: number,\n|};\n\ntype RenamePathParams = {|\n  type: PathType,\n  hookID?: ?number,\n  id: number,\n
oldPath: Array<string | number>,\n  newPath: Array<string | number>,\n  rendererID: number,\n|};\n\ntype
OverrideValueAtPathParams = {|\n  type: PathType,\n  hookID?: ?number,\n  id: number,\n  path: Array<string |
number>,\n  rendererID: number,\n  value: any,\n|};\n\ntype OverrideErrorParams = {|\n  id: number,\n  rendererID:
number,\n  forceError: boolean,\n|};\n\ntype OverrideSuspenseParams = {|\n  id: number,\n  rendererID: number,\n
forceFallback: boolean,\n|};\n\ntype PersistedSelection = {|\n  rendererID: number,\n  path:
Array<PathFrame>,\n|};\n\nexport default class Agent extends EventEmitter<{|\n  hideNativeHighlight: [],\n
showNativeHighlight: [NativeType],\n  shutdown: [],\n  traceUpdates: [Set<NativeType>],\n|}> {\n  _bridge:
BackendBridge;\n  _isProfiling: boolean = false;\n  _recordChangeDescriptions: boolean = false;\n
_rendererInterfaces: {[key: RendererID]: RendererInterface, ...} = {};\n  _persistedSelection: PersistedSelection |
null = null;\n  _persistedSelectionMatch: PathMatch | null = null;\n  _traceUpdatesEnabled: boolean = false;\n\n
constructor(bridge: BackendBridge) {\n    super();\n\n    if (\n
sessionStorageGetItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY) === 'true'\n    ) {\n
this._recordChangeDescriptions =\n        sessionStorageGetItem(\n
SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n        ) === 'true';\n      this._isProfiling =
true;\n\n      sessionStorageRemoveItem(SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY);\n
  sessionStorageRemoveItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY);\n    }\n\n    const
persistedSelectionString = sessionStorageGetItem(\n      SESSION_STORAGE_LAST_SELECTION_KEY,\n    );\n
  if (persistedSelectionString != null) {\n      this._persistedSelection = JSON.parse(persistedSelectionString);\n
}\n\n    this._bridge = bridge;\n\n    bridge.addListener('clearErrorsAndWarnings', this.clearErrorsAndWarnings);\n
bridge.addListener('clearErrorsForFiberID', this.clearErrorsForFiberID);\n
bridge.addListener('clearWarningsForFiberID', this.clearWarningsForFiberID);\n
bridge.addListener('copyElementPath', this.copyElementPath);\n    bridge.addListener('deletePath',
this.deletePath);\n    bridge.addListener('getBridgeProtocol', this.getBridgeProtocol);\n
bridge.addListener('getProfilingData', this.getProfilingData);\n    bridge.addListener('getProfilingStatus',
this.getProfilingStatus);\n    bridge.addListener('getOwnersList', this.getOwnersList);\n
bridge.addListener('inspectElement', this.inspectElement);\n    bridge.addListener('logElementToConsole',
this.logElementToConsole);\n    bridge.addListener('overrideError', this.overrideError);\n
bridge.addListener('overrideSuspense', this.overrideSuspense);\n    bridge.addListener('overrideValueAtPath',
this.overrideValueAtPath);\n    bridge.addListener('reloadAndProfile', this.reloadAndProfile);\n
bridge.addListener('renamePath', this.renamePath);\n    bridge.addListener('setTraceUpdatesEnabled',
this.setTraceUpdatesEnabled);\n    bridge.addListener('startProfiling', this.startProfiling);\n
bridge.addListener('stopProfiling', this.stopProfiling);\n    bridge.addListener('storeAsGlobal', this.storeAsGlobal);\n
  bridge.addListener(\n      'syncSelectionFromNativeElementsPanel',\n
this.syncSelectionFromNativeElementsPanel,\n    );\n    bridge.addListener('shutdown', this.shutdown);\n
bridge.addListener(\n      'updateConsolePatchSettings',\n      this.updateConsolePatchSettings,\n    );\n
bridge.addListener('updateComponentFilters', this.updateComponentFilters);\n
bridge.addListener('viewAttributeSource', this.viewAttributeSource);\n    bridge.addListener('viewElementSource',
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this.viewElementSource);\n\n    // Temporarily support older standalone front-ends sending commands to newer
embedded backends.\n    // We do this because React Native embeds the React DevTools backend,\n    // but cannot
control which version of the frontend users use.\n    bridge.addListener('overrideContext', this.overrideContext);\n
bridge.addListener('overrideHookState', this.overrideHookState);\n    bridge.addListener('overrideProps',
this.overrideProps);\n    bridge.addListener('overrideState', this.overrideState);\n\n    if (this._isProfiling) {\n
bridge.send('profilingStatus', true);\n    }\n\n    // Notify the frontend if the backend supports the Storage API (e.g.
localStorage).\n    // If not, features like reload-and-profile will not work correctly and must be disabled.\n    let
isBackendStorageAPISupported = false;\n    try {\n      localStorage.getItem('test');\n
isBackendStorageAPISupported = true;\n    } catch (error) {}\n    bridge.send('isBackendStorageAPISupported',
isBackendStorageAPISupported);\n    bridge.send('isSynchronousXHRSupported',
isSynchronousXHRSupported());\n\n    setupHighlighter(bridge, this);\n    setupTraceUpdates(this);\n  }\n\n  get
rendererInterfaces(): {[key: RendererID]: RendererInterface, ...} {\n    return this._rendererInterfaces;\n  }\n\n
clearErrorsAndWarnings = ({rendererID}: {|rendererID: RendererID|}) => {\n    const renderer =
this._rendererInterfaces[rendererID];\n    if (renderer == null) {\n      console.warn(`Invalid renderer id
\"${rendererID}\"`);\n    } else {\n      renderer.clearErrorsAndWarnings();\n    }\n  };\n\n  clearErrorsForFiberID =
({id, rendererID}: ElementAndRendererID) => {\n    const renderer = this._rendererInterfaces[rendererID];\n    if
(renderer == null) {\n      console.warn(`Invalid renderer id \"${rendererID}\"`);\n    } else {\n
renderer.clearErrorsForFiberID(id);\n    }\n  };\n\n  clearWarningsForFiberID = ({id, rendererID}:
ElementAndRendererID) => {\n    const renderer = this._rendererInterfaces[rendererID];\n    if (renderer == null)
{\n      console.warn(`Invalid renderer id \"${rendererID}\"`);\n    } else {\n
renderer.clearWarningsForFiberID(id);\n    }\n  };\n\n  copyElementPath = ({id, path, rendererID}:
CopyElementParams) => {\n    const renderer = this._rendererInterfaces[rendererID];\n    if (renderer == null) {\n
console.warn(`Invalid renderer id \"${rendererID}\" for element \"${id}\"`);\n    } else {\n
renderer.copyElementPath(id, path);\n    }\n  };\n\n  deletePath = ({hookID, id, path, rendererID, type}:
DeletePathParams) => {\n    const renderer = this._rendererInterfaces[rendererID];\n    if (renderer == null) {\n
console.warn(`Invalid renderer id \"${rendererID}\" for element \"${id}\"`);\n    } else {\n
renderer.deletePath(type, id, hookID, path);\n    }\n  };\n\n  getInstanceAndStyle({\n    id,\n    rendererID,\n  }:
ElementAndRendererID): InstanceAndStyle | null {\n    const renderer = this._rendererInterfaces[rendererID];\n    if
(renderer == null) {\n      console.warn(`Invalid renderer id \"${rendererID}\"`);\n      return null;\n    }\n    return
renderer.getInstanceAndStyle(id);\n  }\n\n  getIDForNode(node: Object): number | null {\n    for (const rendererID
in this._rendererInterfaces) {\n      const renderer = ((this._rendererInterfaces[\n        (rendererID: any)\n      ]: any):
RendererInterface);\n\n      try {\n        const id = renderer.getFiberIDForNative(node, true);\n        if (id !== null) {\n
        return id;\n        }\n      } catch (error) {\n        // Some old React versions might throw if they can't find a
match.\n        // If so we should ignore it...\n      }\n    }\n    return null;\n  }\n\n  getBridgeProtocol = () => {\n
this._bridge.send('bridgeProtocol', currentBridgeProtocol);\n  };\n\n  getProfilingData = ({rendererID}:
{|rendererID: RendererID|}) => {\n    const renderer = this._rendererInterfaces[rendererID];\n    if (renderer == null)
{\n      console.warn(`Invalid renderer id \"${rendererID}\"`);\n    }\n\n    this._bridge.send('profilingData',
renderer.getProfilingData());\n  };\n\n  getProfilingStatus = () => {\n    this._bridge.send('profilingStatus',
this._isProfiling);\n  };\n\n  getOwnersList = ({id, rendererID}: ElementAndRendererID) => {\n    const renderer =
this._rendererInterfaces[rendererID];\n    if (renderer == null) {\n      console.warn(`Invalid renderer id
\"${rendererID}\" for element \"${id}\"`);\n    } else {\n      const owners = renderer.getOwnersList(id);\n
this._bridge.send('ownersList', ({id, owners}: OwnersList));\n    }\n  };\n\n  inspectElement = ({\n    id,\n    path,\n
rendererID,\n    requestID,\n  }: InspectElementParams) => {\n    const renderer =
this._rendererInterfaces[rendererID];\n    if (renderer == null) {\n      console.warn(`Invalid renderer id
\"${rendererID}\" for element \"${id}\"`);\n    } else {\n      this._bridge.send(\n        'inspectedElement',\n
renderer.inspectElement(requestID, id, path),\n      );\n\n      // When user selects an element, stop trying to restore
the selection,\n      // and instead remember the current selection for the next reload.\n      if (\n
this._persistedSelectionMatch === null ||\n        this._persistedSelectionMatch.id !== id\n      ) {\n
```

this._persistedSelection = null;\n this._persistedSelectionMatch = null;\n renderer.setTrackedPath(null);\n this._throttledPersistSelection(rendererID, id);\n }\n\n // TODO: If there was a way to change the selected DOM element\n // in native Elements tab without forcing a switch to it, we'd do it here.\n // For now, it doesn't seem like there is a way to do that:\n // https://github.com/bvaughn/react-devtools-experimental/issues/102\n // (Setting $0 doesn't work, and calling inspect() switches the tab.)\n }\n };\n\n logElementToConsole = ({id, rendererID}: ElementAndRendererID) => {\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn(`Invalid renderer id \"${rendererID}\" for element \"${id}\"`);\n } else {\n renderer.logElementToConsole(id);\n }\n };\n\n overrideError = ({id, rendererID, forceError}: OverrideErrorParams) => {\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn(`Invalid renderer id \"${rendererID}\" for element \"${id}\"`);\n } else {\n renderer.overrideError(id, forceError);\n }\n };\n\n overrideSuspense = ({\n id,\n rendererID,\n forceFallback,\n }: OverrideSuspenseParams) => {\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn(`Invalid renderer id \"${rendererID}\" for element \"${id}\"`);\n } else {\n renderer.overrideSuspense(id, forceFallback);\n }\n };\n\n overrideValueAtPath = ({\n hookID,\n id,\n path,\n rendererID,\n type,\n value,\n }: OverrideValueAtPathParams) => {\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn(`Invalid renderer id \"${rendererID}\" for element \"${id}\"`);\n } else {\n renderer.overrideValueAtPath(type, id, hookID, path, value);\n }\n };\n\n // Temporarily support older standalone front-ends by forwarding the older message types\n // to the new \"overrideValueAtPath\" command the backend is now listening to.\n overrideContext = ({\n id,\n path,\n rendererID,\n wasForwarded,\n value,\n }: SetInParams) => {\n // Don't forward a message that's already been forwarded by the front-end Bridge.\n // We only need to process the override command once!\n if (!wasForwarded) {\n this.overrideValueAtPath({\n id,\n path,\n rendererID,\n type: 'context',\n value,\n });\n }\n };\n\n // Temporarily support older standalone front-ends by forwarding the older message types\n // to the new \"overrideValueAtPath\" command the backend is now listening to.\n overrideHookState = ({\n id,\n hookID,\n path,\n rendererID,\n wasForwarded,\n value,\n }: OverrideHookParams) => {\n // Don't forward a message that's already been forwarded by the front-end Bridge.\n // We only need to process the override command once!\n if (!wasForwarded) {\n this.overrideValueAtPath({\n id,\n path,\n rendererID,\n type: 'hooks',\n value,\n });\n }\n };\n\n // Temporarily support older standalone front-ends by forwarding the older message types\n // to the new \"overrideValueAtPath\" command the backend is now listening to.\n overrideProps = ({\n id,\n path,\n rendererID,\n wasForwarded,\n value,\n }: SetInParams) => {\n // Don't forward a message that's already been forwarded by the front-end Bridge.\n // We only need to process the override command once!\n if (!wasForwarded) {\n this.overrideValueAtPath({\n id,\n path,\n rendererID,\n type: 'props',\n value,\n });\n }\n };\n\n // Temporarily support older standalone front-ends by forwarding the older message types\n // to the new \"overrideValueAtPath\" command the backend is now listening to.\n overrideState = ({\n id,\n path,\n rendererID,\n wasForwarded,\n value,\n }: SetInParams) => {\n // Don't forward a message that's already been forwarded by the front-end Bridge.\n // We only need to process the override command once!\n if (!wasForwarded) {\n this.overrideValueAtPath({\n id,\n path,\n rendererID,\n type: 'state',\n value,\n });\n }\n };\n\n reloadAndProfile = (recordChangeDescriptions: boolean) => {\n sessionStorageSetItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY, 'true');\n sessionStorageSetItem(\n SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n recordChangeDescriptions ? 'true' : 'false',\n);\n\n // This code path should only be hit if the shell has explicitly told the Store that it supports profiling.\n // In that case, the shell must also listen for this specific message to know when it needs to reload the app.\n // The agent can't do this in a way that is renderer agnostic.\n this._bridge.send('reloadAppForProfiling');\n };\n\n renamePath = ({\n hookID,\n id,\n newPath,\n oldPath,\n rendererID,\n type,\n }: RenamePathParams) => {\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn(`Invalid renderer id \"${rendererID}\" for element \"${id}\"`);\n } else {\n renderer.renamePath(type, id, hookID, oldPath,

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newPath);\n    }\n  };\n\n  selectNode(target: Object): void {\n    const id = this.getIDForNode(target);\n    if (id !==
null) {\n      this._bridge.send('selectFiber', id);\n    }\n  }\n\n  setRendererInterface(\n    rendererID: RendererID,\n
rendererInterface: RendererInterface,\n  ) {\n    this._rendererInterfaces[rendererID] = rendererInterface;\n\n    if
(this._isProfiling) {\n      rendererInterface.startProfiling(this._recordChangeDescriptions);\n    }\n\n
rendererInterface.setTraceUpdatesEnabled(this._traceUpdatesEnabled);\n\n    // When the renderer is attached, we
need to tell it whether\n    // we remember the previous selection that we'd like to restore.\n    // It'll start tracking
mounts for matches to the last selection path.\n    const selection = this._persistedSelection;\n    if (selection !== null
&& selection.rendererID === rendererID) {\n      rendererInterface.setTrackedPath(selection.path);\n    }\n  }\n\n
setTraceUpdatesEnabled = (traceUpdatesEnabled: boolean) => {\n    this._traceUpdatesEnabled =
traceUpdatesEnabled;\n\n    setTraceUpdatesEnabled(traceUpdatesEnabled);\n\n    for (const rendererID in
this._rendererInterfaces) {\n      const renderer = ((this._rendererInterfaces[\n        (rendererID: any)\n      ]: any):
RendererInterface);\n      renderer.setTraceUpdatesEnabled(traceUpdatesEnabled);\n    }\n  };\n\n
syncSelectionFromNativeElementsPanel = () => {\n    const target =
window.__REACT_DEVTOOLS_GLOBAL_HOOK__.$0;\n    if (target == null) {\n      return;\n    }\n
this.selectNode(target);\n  };\n\n  shutdown = () => {\n    // Clean up the overlay if visible, and associated events.\n
this.emit('shutdown');\n  };\n\n  startProfiling = (recordChangeDescriptions: boolean) => {\n
this._recordChangeDescriptions = recordChangeDescriptions;\n    this._isProfiling = true;\n    for (const rendererID
in this._rendererInterfaces) {\n      const renderer = ((this._rendererInterfaces[\n        (rendererID: any)\n      ]: any):
RendererInterface);\n      renderer.startProfiling(recordChangeDescriptions);\n    }\n
this._bridge.send('profilingStatus', this._isProfiling);\n  };\n\n  stopProfiling = () => {\n    this._isProfiling = false;\n
  this._recordChangeDescriptions = false;\n    for (const rendererID in this._rendererInterfaces) {\n      const renderer
= ((this._rendererInterfaces[\n        (rendererID: any)\n      ]: any): RendererInterface);\n
renderer.stopProfiling();\n    }\n    this._bridge.send('profilingStatus', this._isProfiling);\n  };\n\n  storeAsGlobal =
({count, id, path, rendererID}: StoreAsGlobalParams) => {\n    const renderer =
this._rendererInterfaces[rendererID];\n    if (renderer == null) {\n      console.warn(`Invalid renderer id
\"${rendererID}\" for element \"${id}\"`);\n    } else {\n      renderer.storeAsGlobal(id, path, count);\n    }\n  };\n\n
updateConsolePatchSettings = ({\n    appendComponentStack,\n    breakOnConsoleErrors,\n
showInlineWarningsAndErrors,\n  }: {|\n    appendComponentStack: boolean,\n    breakOnConsoleErrors:
boolean,\n    showInlineWarningsAndErrors: boolean,\n  |}) => {\n    // If the frontend preference has change,\n    //
or in the case of React Native- if the backend is just finding out the preference-\n    // then install or uninstall the
console overrides.\n    // It's safe to call these methods multiple times, so we don't need to worry about that.\n    if (\n
    appendComponentStack ||\n      breakOnConsoleErrors ||\n      showInlineWarningsAndErrors\n    ) {\n
patchConsole({\n        appendComponentStack,\n        breakOnConsoleErrors,\n
showInlineWarningsAndErrors,\n      });\n    } else {\n      unpatchConsole();\n    }\n  };\n\n
updateComponentFilters = (componentFilters: Array<ComponentFilter>) => {\n    for (const rendererID in
this._rendererInterfaces) {\n      const renderer = ((this._rendererInterfaces[\n        (rendererID: any)\n      ]: any):
RendererInterface);\n      renderer.updateComponentFilters(componentFilters);\n    }\n  };\n\n  viewAttributeSource
= ({id, path, rendererID}: CopyElementParams) => {\n    const renderer = this._rendererInterfaces[rendererID];\n
if (renderer == null) {\n      console.warn(`Invalid renderer id \"${rendererID}\" for element \"${id}\"`);\n    } else
{\n      renderer.prepareViewAttributeSource(id, path);\n    }\n  };\n\n  viewElementSource = ({id, rendererID}:
ElementAndRendererID) => {\n    const renderer = this._rendererInterfaces[rendererID];\n    if (renderer == null)
{\n      console.warn(`Invalid renderer id \"${rendererID}\" for element \"${id}\"`);\n    } else {\n
renderer.prepareViewElementSource(id);\n    }\n  };\n\n  onTraceUpdates = (nodes: Set<NativeType>) => {\n
this.emit('traceUpdates', nodes);\n  };\n\n  onFastRefreshScheduled = () => {\n    if (__DEBUG__) {\n
debug('onFastRefreshScheduled');\n    }\n\n    this._bridge.send('fastRefreshScheduled');\n  };\n\n
onHookOperations = (operations: Array<number>) => {\n    if (__DEBUG__) {\n      debug(\n
'onHookOperations',\n        `(${operations.length}) [${operations.join(', ')}]`,\n      );\n    }\n\n    // TODO:\n    // The
chrome.runtime does not currently support transferables; it forces JSON serialization.\n    // See bug
```

https://bugs.chromium.org/p/chromium/issues/detail?id=927134\n //\n // Regarding transferables, the postMessage doc states:\n // If the ownership of an object is transferred, it becomes unusable (neutered)\n // in the context it was sent from and becomes available only to the worker it was sent to.\n //\n // Even though Chrome is eventually JSON serializing the array buffer,\n // using the transferable approach also sometimes causes it to throw:\n // DOMException: Failed to execute 'postMessage' on 'Window': ArrayBuffer at index 0 is already neutered.\n //\n // See bug https://github.com/bvaughn/react-devtools-experimental/issues/25\n //\n // The Store has a fallback in place that parses the message as JSON if the type isn't an array.\n // For now the simplest fix seems to be to not transfer the array.\n // This will negatively impact performance on Firefox so it's unfortunate,\n // but until we're able to fix the Chrome error mentioned above, it seems necessary.\n //\n // this._bridge.send('operations', operations, [operations.buffer]);\n this._bridge.send('operations', operations);\n\n if (this._persistedSelection !== null) {\n const rendererID = operations[0];\n if (this._persistedSelection.rendererID === rendererID) {\n // Check if we can select a deeper match for the persisted selection.\n const renderer = this._rendererInterfaces[rendererID];\n if (renderer == null) {\n console.warn(`Invalid renderer id \"${rendererID}\"`);\n } else {\n const prevMatch = this._persistedSelectionMatch;\n const nextMatch = renderer.getBestMatchForTrackedPath();\n this._persistedSelectionMatch = nextMatch;\n const prevMatchID = prevMatch !== null ? prevMatch.id : null;\n const nextMatchID = nextMatch !== null ? nextMatch.id : null;\n if (prevMatchID !== nextMatchID) {\n if (nextMatchID !== null) {\n // We moved forward, unlocking a deeper node.\n this._bridge.send('selectFiber', nextMatchID);\n }\n }\n if (nextMatch !== null && nextMatch.isFullMatch) {\n // We've just unlocked the innermost selected node.\n // There's no point tracking it further.\n this._persistedSelection = null;\n this._persistedSelectionMatch = null;\n renderer.setTrackedPath(null);\n }\n }\n }\n }\n };\n\n onUnsupportedRenderer(rendererID: number) {\n this._bridge.send('unsupportedRendererVersion', rendererID);\n }\n\n _throttledPersistSelection = throttle((rendererID: number, id: number) => {\n // This is throttled, so both renderer and selected ID\n // might not be available by the time we read them.\n // This is why we need the defensive checks here.\n const renderer = this._rendererInterfaces[rendererID];\n const path = renderer != null ? renderer.getPathForElement(id) : null;\n if (path !== null) {\n sessionStorageSetItem(\n SESSION_STORAGE_LAST_SELECTION_KEY,\n JSON.stringify(({rendererID, path}: PersistedSelection)),\n);\n } else {\n sessionStorageRemoveItem(SESSION_STORAGE_LAST_SELECTION_KEY);\n }\n }, 1000);\n}\n","/**\n * Install the hook on window, which is an event emitter.\n * Note because Chrome content scripts cannot directly modify the window object,\n * we are evaling this function by inserting a script tag.\n * That's why we have to inline the whole event emitter implementation here.\n *\n * @flow\n */\n\nimport {\n patch as patchConsole,\n registerRenderer as registerRendererWithConsole,\n} from './backend/console';\n\nimport type {DevToolsHook} from 'react-devtools-shared/src/backend/types';\n\ndeclare var window: any;\n\nexport function installHook(target: any): DevToolsHook | null {\n if (target.hasOwnProperty('__REACT_DEVTOOLS_GLOBAL_HOOK__')) {\n return null;\n }\n\n function detectReactBuildType(renderer) {\n try {\n if (typeof renderer.version === 'string') {\n // React DOM Fiber (16+)\n if (renderer.bundleType > 0) {\n // This is not a production build.\n // We are currently only using 0 (PROD) and 1 (DEV)\n // but might add 2 (PROFILE) in the future.\n return 'development';\n }\n\n // React 16 uses flat bundles. If we report the bundle as production\n // version, it means we also minified and envified it ourselves.\n return 'production';\n // Note: There is still a risk that the CommonJS entry point has not\n // been envified or uglified. In this case the user would have *both*\n // development and production bundle, but only the prod one would run.\n // This would be really bad. We have a separate check for this because\n // it happens *outside* of the renderer injection. See `checkDCE` below.\n }\n\n const toString = Function.prototype.toString;\n if (renderer.Mount && renderer.Mount._renderNewRootComponent) {\n // React DOM Stack\n const renderRootCode = toString.call(\n renderer.Mount._renderNewRootComponent,\n);\n // Filter out bad results (if that is even possible):\n if (renderRootCode.indexOf('function') !== 0) {\n // Hope for the best if we're not sure.\n return 'production';\n }\n // Check for React DOM Stack < 15.1.0 in

development.\n // If it contains \"storedMeasure\" call, it's wrapped in ReactPerf (DEV only).\n // This would be true even if it's minified, as method name still matches.\n if (renderRootCode.indexOf('storedMeasure') !== -1) {\n return 'development';\n }\n // For other versions (and configurations) it's not so easy.\n // Let's quickly exclude proper production builds.\n // If it contains a warning message, it's either a DEV build,\n // or an PROD build without proper dead code elimination.\n if (renderRootCode.indexOf('should be a pure function') !== -1) {\n // Now how do we tell a DEV build from a bad PROD build?\n // If we see NODE_ENV, we're going to assume this is a dev build\n // because most likely it is referring to an empty shim.\n if (renderRootCode.indexOf('NODE_ENV') !== -1) {\n return 'development';\n }\n // If we see \"development\", we're dealing with an envified DEV build\n // (such as the official React DEV UMD).\n if (renderRootCode.indexOf('development') !== -1) {\n return 'development';\n }\n // I've seen process.env.NODE_ENV !== 'production' being smartly\n // replaced by `true` in DEV by Webpack. I don't know how that\n // works but we can safely guard against it because `true` was\n // never used in the function source since it was written.\n if (renderRootCode.indexOf('true') !== -1) {\n return 'development';\n }\n // By now either it is a production build that has not been minified,\n // or (worse) this is a minified development build using non-standard\n // environment (e.g. \"staging\"). We're going to look at whether\n // the function argument name is mangled:\n if (\n // 0.13 to 15\n renderRootCode.indexOf('nextElement') !== -1 ||\n // 0.12\n renderRootCode.indexOf('nextComponent') !== -1\n) {\n // We can't be certain whether this is a development build or not,\n // but it is definitely unminified.\n return 'unminified';\n } else {\n // This is likely a minified development build.\n return 'development';\n }\n }\n // By now we know that it's envified and dead code elimination worked,\n // but what if it's still not minified? (Is this even possible?)\n // Let's check matches for the first argument name.\n if (\n // 0.13 to 15\n renderRootCode.indexOf('nextElement') !== -1 ||\n // 0.12\n renderRootCode.indexOf('nextComponent') !== -1\n) {\n return 'unminified';\n }\n // Seems like we're using the production version.\n // However, the branch above is Stack-only so this is 15 or earlier.\n return 'outdated';\n }\n } catch (err) {\n // Weird environments may exist.\n // This code needs a higher fault tolerance\n // because it runs even with closed DevTools.\n // TODO: should we catch errors in all injected code, and not just this part?\n }\n return 'production';\n }\n\n function checkDCE(fn: Function) {\n // This runs for production versions of React.\n // Needs to be super safe.\n try {\n const toString = Function.prototype.toString;\n const code = toString.call(fn);\n\n // This is a string embedded in the passed function under DEV-only\n // condition. However the function executes only in PROD. Therefore,\n // if we see it, dead code elimination did not work.\n if (code.indexOf('^_^') > -1) {\n // Remember to report during next injection.\n hasDetectedBadDCE = true;\n\n // Bonus: throw an exception hoping that it gets picked up by a reporting system.\n // Not synchronously so that it doesn't break the calling code.\n setTimeout(function() {\n throw new Error(\n 'React is running in production mode, but dead code ' +\n 'elimination has not been applied. Read how to correctly ' +\n 'configure React for production: ' +\n 'https://reactjs.org/link/perf-use-production-build',\n);\n });\n }\n } catch (err) {}\n }\n\n let uidCounter = 0;\n\n function inject(renderer) {\n const id = ++uidCounter;\n renderers.set(id, renderer);\n\n const reactBuildType = hasDetectedBadDCE\n ? 'deadcode'\n : detectReactBuildType(renderer);\n\n // Patching the console enables DevTools to do a few useful things:\n // * Append component stacks to warnings and error messages\n // * Disable logging during re-renders to inspect hooks (see inspectHooksOfFiber)\n //\n // For React Native, we intentionally patch early (during injection).\n // This provides React Native developers with components stacks even if they don't run DevTools.\n // This won't work for DOM though, since this entire file is eval'ed and inserted as a script tag.\n // In that case, we'll patch later (when the frontend attaches).\n //\n // Don't patch in test environments because we don't want to interfere with Jest's own console overrides.\n //\n // Note that because this function is inlined, this conditional check must only use static booleans.\n // Otherwise the extension will throw with an undefined error.\n // (See comments in the try/catch below for more context on inlining.)\n if (!__EXTENSION__ && !__TEST__) {\n try {\n const appendComponentStack =\n

window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ !== false;\n const breakOnConsoleErrors =\n window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ === true;\n const showInlineWarningsAndErrors =\n window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ !== false;\n\n // The installHook() function is injected by being stringified in the browser,\n // so imports outside of this function do not get included.\n //\n // Normally we could check \"typeof patchConsole === 'function'\",\n // but Webpack wraps imports with an object (e.g. _backend_console__WEBPACK_IMPORTED_MODULE_0__)\n // and the object itself will be undefined as well for the reasons mentioned above,\n // so we use try/catch instead.\n if (\n appendComponentStack ||\n breakOnConsoleErrors ||\n showInlineWarningsAndErrors\n) {\n registerRendererWithConsole(renderer);\n patchConsole({\n appendComponentStack,\n breakOnConsoleErrors,\n showInlineWarningsAndErrors,\n });\n }\n } catch (error) {}\n }\n\n // If we have just reloaded to profile, we need to inject the renderer interface before the app loads.\n // Otherwise the renderer won't yet exist and we can skip this step.\n const attach = target.__REACT_DEVTOOLS_ATTACH__;\n if (typeof attach === 'function') {\n const rendererInterface = attach(hook, id, renderer, target);\n hook.rendererInterfaces.set(id, rendererInterface);\n }\n\n hook.emit('renderer', {id, renderer, reactBuildType});\n\n return id;\n }\n\n let hasDetectedBadDCE = false;\n\n function sub(event, fn) {\n hook.on(event, fn);\n return () => hook.off(event, fn);\n }\n\n function on(event, fn) {\n if (!listeners[event]) {\n listeners[event] = [];\n }\n listeners[event].push(fn);\n }\n\n function off(event, fn) {\n if (!listeners[event]) {\n return;\n }\n const index = listeners[event].indexOf(fn);\n if (index !== -1) {\n listeners[event].splice(index, 1);\n }\n if (!listeners[event].length) {\n delete listeners[event];\n }\n }\n\n function emit(event, data) {\n if (listeners[event]) {\n listeners[event].map(fn => fn(data));\n }\n }\n\n function getFiberRoots(rendererID) {\n const roots = fiberRoots;\n if (!roots[rendererID]) {\n roots[rendererID] = new Set();\n }\n return roots[rendererID];\n }\n\n function onCommitFiberUnmount(rendererID, fiber) {\n const rendererInterface = rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n rendererInterface.handleCommitFiberUnmount(fiber);\n }\n }\n\n function onCommitFiberRoot(rendererID, root, priorityLevel) {\n const mountedRoots = hook.getFiberRoots(rendererID);\n const current = root.current;\n const isKnownRoot = mountedRoots.has(root);\n const isUnmounting =\n current.memoizedState == null || current.memoizedState.element == null;\n\n // Keep track of mounted roots so we can hydrate when DevTools connect.\n if (!isKnownRoot && !isUnmounting) {\n mountedRoots.add(root);\n } else if (isKnownRoot && isUnmounting) {\n mountedRoots.delete(root);\n }\n const rendererInterface = rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n rendererInterface.handleCommitFiberRoot(root, priorityLevel);\n }\n }\n\n function onPostCommitFiberRoot(rendererID, root) {\n const rendererInterface = rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n rendererInterface.handlePostCommitFiberRoot(root);\n }\n }\n\n // TODO: More meaningful names for \"rendererInterfaces\" and \"renderers\".\n const fiberRoots = {};\n const rendererInterfaces = new Map();\n const listeners = {};\n const renderers = new Map();\n\n const hook: DevToolsHook = {\n rendererInterfaces,\n listeners,\n\n // Fast Refresh for web relies on this.\n renderers,\n\n emit,\n getFiberRoots,\n inject,\n on,\n off,\n sub,\n\n // This is a legacy flag.\n // React v16 checks the hook for this to ensure DevTools is new enough.\n supportsFiber: true,\n\n // React calls these methods.\n checkDCE,\n onCommitFiberUnmount,\n onCommitFiberRoot,\n onPostCommitFiberRoot,\n };\n\n Object.defineProperty(\n target,\n '__REACT_DEVTOOLS_GLOBAL_HOOK__',\n ({\n // This property needs to be configurable for the test environment,\n // else we won't be able to delete and recreate it between tests.\n configurable: __DEV__,\n enumerable: false,\n get() {\n return hook;\n },\n }: Object),\n);\n\n return hook;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {InternalInstance} from './renderer';\n\nexport function decorate(object: Object, attr: string, fn: Function): Function {\n const old = object[attr];\n object[attr] = function(instance: InternalInstance) {\n

return fn.call(this, old, arguments);\n };\n return old;\n}\n\nexport function decorateMany(\n source: Object,\n fns: {[attr: string]: Function, ...},\n): Object {\n const olds = {};\n for (const name in fns) {\n   olds[name] = decorate(source, name, fns[name]);\n }\n return olds;\n}\n\nexport function restoreMany(source: Object, olds: Object): void {\n for (const name in olds) {\n   source[name] = olds[name];\n }\n}\n\nexport function forceUpdate(instance: InternalInstance): void {\n if (typeof instance.forceUpdate === 'function') {\n   instance.forceUpdate();\n } else if (\n   instance.updater != null &&\n   typeof instance.updater.enqueueForceUpdate === 'function'\n) {\n   instance.updater.enqueueForceUpdate(this, () => {}, 'forceUpdate');\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {\n ElementTypeClass,\n ElementTypeFunction,\n ElementTypeRoot,\n ElementTypeHostComponent,\n ElementTypeOtherOrUnknown,\n} from 'react-devtools-shared/src/types';\nimport {getUID, utfEncodeString, printOperationsArray} from '../../utils';\nimport {\n cleanForBridge,\n copyToClipboard,\n copyWithDelete,\n copyWithRename,\n copyWithSet,\n} from '../utils';\nimport {\n deletePathInObject,\n getDisplayName,\n getInObject,\n renamePathInObject,\n setInObject,\n} from 'react-devtools-shared/src/utils';\nimport {\n __DEBUG__,\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REORDER_CHILDREN,\n} from '../../constants';\nimport {decorateMany, forceUpdate, restoreMany} from './utils';\n\nimport type {\n DevToolsHook,\n GetFiberIDForNative,\n InspectedElementPayload,\n InstanceAndStyle,\n NativeType,\n PathFrame,\n PathMatch,\n RendererInterface,\n} from '../types';\nimport type {\n ComponentFilter,\n ElementType,\n} from 'react-devtools-shared/src/types';\nimport type {InspectedElement, SerializedElement} from '../types';\n\nexport type InternalInstance = Object;\ntype LegacyRenderer = Object;\n\nfunction getData(internalInstance: InternalInstance) {\n let displayName = null;\n let key = null;\n\n // != used deliberately here to catch undefined and null\n if (internalInstance._currentElement != null) {\n   if (internalInstance._currentElement.key) {\n   key = '' + internalInstance._currentElement.key;\n   }\n\n   const elementType = internalInstance._currentElement.type;\n   if (typeof elementType === 'string') {\n   displayName = elementType;\n   } else if (typeof elementType === 'function') {\n   displayName = getDisplayName(elementType);\n   }\n }\n\n return {\n   displayName,\n   key,\n };\n}\n\nfunction getElementType(internalInstance: InternalInstance): ElementType {\n // != used deliberately here to catch undefined and null\n if (internalInstance._currentElement != null) {\n   const elementType = internalInstance._currentElement.type;\n   if (typeof elementType === 'function') {\n   const publicInstance = internalInstance.getPublicInstance();\n   if (publicInstance !== null) {\n   return ElementTypeClass;\n   } else {\n   return ElementTypeFunction;\n   }\n   } else if (typeof elementType === 'string') {\n   return ElementTypeHostComponent;\n   }\n }\n return ElementTypeOtherOrUnknown;\n}\n\nfunction getChildren(internalInstance: Object): Array<any> {\n const children = [];\n\n // If the parent is a native node without rendered children, but with\n // multiple string children, then the `element` that gets passed in here is\n // a plain value -- a string or number.\n if (typeof internalInstance !== 'object') {\n   // No children\n } else if (\n   internalInstance._currentElement === null ||\n   internalInstance._currentElement === false\n) {\n   // No children\n } else if (internalInstance._renderedComponent) {\n   const child = internalInstance._renderedComponent;\n   if (getElementType(child) !== ElementTypeOtherOrUnknown) {\n   children.push(child);\n   }\n } else if (internalInstance._renderedChildren) {\n   const renderedChildren = internalInstance._renderedChildren;\n   for (const name in renderedChildren) {\n   const child = renderedChildren[name];\n   if (getElementType(child) !== ElementTypeOtherOrUnknown) {\n   children.push(child);\n   }\n   }\n }\n // Note: we skip the case where children are just strings or numbers\n // because the new DevTools skips over host text nodes anyway.\n return children;\n}\n\nexport function attach(\n hook: DevToolsHook,\n rendererID: number,\n renderer: LegacyRenderer,\n global: Object,\n): RendererInterface {\n const idToInternalInstanceMap: Map<number, InternalInstance> = new Map();\n const internalInstanceToIDMap: WeakMap<\n   InternalInstance,\n   number,\n > = new WeakMap();\n const internalInstanceToRootIDMap: WeakMap<\n   InternalInstance,\n   number,\n > = new WeakMap();\n\n let

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getInternalIDForNative: GetFiberIDForNative = ((null: any): GetFiberIDForNative);\n  let
findNativeNodeForInternalID: (id: number) => ?NativeType;\n\n  if (renderer.ComponentTree) {\n
getInternalIDForNative = (node, findNearestUnfilteredAncestor) => {\n      const internalInstance =
renderer.ComponentTree.getClosestInstanceFromNode(\n        node,\n      );\n      return
internalInstanceToIDMap.get(internalInstance) || null;\n    };\n    findNativeNodeForInternalID = (id: number) =>
{\n      const internalInstance = idToInternalInstanceMap.get(id);\n      return
renderer.ComponentTree.getNodeFromInstance(internalInstance);\n    };\n  } else if (renderer.Mount.getID &&
renderer.Mount.getNode) {\n    getInternalIDForNative = (node, findNearestUnfilteredAncestor) => {\n      // Not
implemented.\n      return null;\n    };\n    findNativeNodeForInternalID = (id: number) => {\n      // Not
implemented.\n      return null;\n    };\n  }\n\n  function getDisplayNameForFiberID(id: number): string | null {\n
const internalInstance = idToInternalInstanceMap.get(id);\n    return internalInstance ?
getData(internalInstance).displayName : null;\n  }\n\n  function getID(internalInstance: InternalInstance): number
{\n    if (typeof internalInstance !== 'object' || internalInstance === null) {\n      throw new Error('Invalid internal
instance: ' + internalInstance);\n    }\n    if (!internalInstanceToIDMap.has(internalInstance)) {\n      const id =
getUID();\n      internalInstanceToIDMap.set(internalInstance, id);\n      idToInternalInstanceMap.set(id,
internalInstance);\n    }\n    return ((internalInstanceToIDMap.get(internalInstance): any): number);\n  }\n\n
function areEqualArrays(a, b) {\n    if (a.length !== b.length) {\n      return false;\n    }\n    for (let i = 0; i < a.length;
i++) {\n      if (a[i] !== b[i]) {\n        return false;\n      }\n    }\n    return true;\n  }\n\n  // This is shared mutable state
that lets us keep track of where we are.\n  let parentIDStack = [];\n\n  let oldReconcilerMethods = null;\n  if
(renderer.Reconciler) {\n    // React 15\n    oldReconcilerMethods = decorateMany(renderer.Reconciler, {\n
mountComponent(fn, args) {\n        const internalInstance = args[0];\n        const hostContainerInfo = args[3];\n
if (getElementType(internalInstance) === ElementTypeOtherOrUnknown) {\n          return fn.apply(this, args);\n
  }\n        if (hostContainerInfo._topLevelWrapper === undefined) {\n          // SSR\n          return fn.apply(this,
args);\n        }\n\n        const id = getID(internalInstance);\n        // Push the operation.\n        const parentID =\n
parentIDStack.length > 0\n            ? parentIDStack[parentIDStack.length - 1]\n            : 0;\n
recordMount(internalInstance, id, parentID);\n        parentIDStack.push(id);\n\n        // Remember the root.\n
internalInstanceToRootIDMap.set(\n          internalInstance,\n          getID(hostContainerInfo._topLevelWrapper),\n
    );\n\n        try {\n          const result = fn.apply(this, args);\n          parentIDStack.pop();\n          return result;\n
} catch (err) {\n          parentIDStack = [];\n          throw err;\n        } finally {\n          if (parentIDStack.length === 0)
{\n            const rootID = internalInstanceToRootIDMap.get(internalInstance);\n            if (rootID === undefined)
{\n              throw new Error('Expected to find root ID.');\n            }\n            flushPendingEvents(rootID);\n
}\n        }\n      },\n      performUpdateIfNecessary(fn, args) {\n        const internalInstance = args[0];\n        if
(getElementType(internalInstance) === ElementTypeOtherOrUnknown) {\n          return fn.apply(this, args);\n
}\n\n        const id = getID(internalInstance);\n        parentIDStack.push(id);\n\n        const prevChildren =
getChildren(internalInstance);\n        try {\n          const result = fn.apply(this, args);\n\n          const nextChildren =
getChildren(internalInstance);\n          if (!areEqualArrays(prevChildren, nextChildren)) {\n            // Push the
operation\n            recordReorder(internalInstance, id, nextChildren);\n          }\n\n          parentIDStack.pop();\n
return result;\n        } catch (err) {\n          parentIDStack = [];\n          throw err;\n        } finally {\n          if
(parentIDStack.length === 0) {\n            const rootID = internalInstanceToRootIDMap.get(internalInstance);\n
 if (rootID === undefined) {\n              throw new Error('Expected to find root ID.');\n            }\n
flushPendingEvents(rootID);\n          }\n        }\n      },\n      receiveComponent(fn, args) {\n        const
internalInstance = args[0];\n        if (getElementType(internalInstance) === ElementTypeOtherOrUnknown) {\n
 return fn.apply(this, args);\n        }\n\n        const id = getID(internalInstance);\n        parentIDStack.push(id);\n\n
 const prevChildren = getChildren(internalInstance);\n        try {\n          const result = fn.apply(this, args);\n\n
const nextChildren = getChildren(internalInstance);\n          if (!areEqualArrays(prevChildren, nextChildren)) {\n
    // Push the operation\n            recordReorder(internalInstance, id, nextChildren);\n          }\n\n
parentIDStack.pop();\n          return result;\n        } catch (err) {\n          parentIDStack = [];\n          throw err;\n
} finally {\n          if (parentIDStack.length === 0) {\n            const rootID =
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internalInstanceToRootIDMap.get(internalInstance);\n          if (rootID === undefined) {\n            throw new
Error('Expected to find root ID.');\n          }\n          flushPendingEvents(rootID);\n        }\n      }\n    },\n
unmountComponent(fn, args) {\n      const internalInstance = args[0];\n      if (getElementType(internalInstance)
=== ElementTypeOtherOrUnknown) {\n        return fn.apply(this, args);\n      }\n\n      const id =
getID(internalInstance);\n      parentIDStack.push(id);\n      try {\n        const result = fn.apply(this, args);\n
parentIDStack.pop();\n\n        // Push the operation.\n        recordUnmount(internalInstance, id);\n\n        return
result;\n      } catch (err) {\n        parentIDStack = [];\n        throw err;\n      } finally {\n        if
(parentIDStack.length === 0) {\n          const rootID = internalInstanceToRootIDMap.get(internalInstance);\n
 if (rootID === undefined) {\n            throw new Error('Expected to find root ID.');\n          }\n
flushPendingEvents(rootID);\n        }\n      }\n    },\n  });\n  }\n\n  function cleanup() {\n    if
(oldReconcilerMethods !== null) {\n      if (renderer.Component) {\n        restoreMany(renderer.Component.Mixin,
oldReconcilerMethods);\n      } else {\n        restoreMany(renderer.Reconciler, oldReconcilerMethods);\n      }\n
}\n    oldReconcilerMethods = null;\n  }\n\n  function recordMount(\n    internalInstance: InternalInstance,\n    id:
number,\n    parentID: number,\n  ) {\n    const isRoot = parentID === 0;\n\n    if (__DEBUG__) {\n
console.log(\n      '%crecordMount()',\n      'color: green; font-weight: bold;',\n      id,\n
getData(internalInstance).displayName,\n    );\n    }\n\n    if (isRoot) {\n      // TODO Is this right? For all
versions?\n      const hasOwnerMetadata =\n        internalInstance._currentElement != null &&\n
internalInstance._currentElement._owner != null;\n\n      pushOperation(TREE_OPERATION_ADD);\n
pushOperation(id);\n      pushOperation(ElementTypeRoot);\n      pushOperation(0); // isProfilingSupported?\n
pushOperation(hasOwnerMetadata ? 1 : 0);\n    } else {\n      const type = getElementType(internalInstance);\n
const {displayName, key} = getData(internalInstance);\n\n      const ownerID =\n
internalInstance._currentElement != null &&\n        internalInstance._currentElement._owner != null\n          ?
getID(internalInstance._currentElement._owner)\n          : 0;\n\n      const displayNameStringID =
getStringID(displayName);\n      const keyStringID = getStringID(key);\n
pushOperation(TREE_OPERATION_ADD);\n      pushOperation(id);\n      pushOperation(type);\n
pushOperation(parentID);\n      pushOperation(ownerID);\n      pushOperation(displayNameStringID);\n
pushOperation(keyStringID);\n    }\n  }\n\n  function recordReorder(\n    internalInstance: InternalInstance,\n    id:
number,\n    nextChildren: Array<InternalInstance>,\n  ) {\n
pushOperation(TREE_OPERATION_REORDER_CHILDREN);\n    pushOperation(id);\n    const nextChildIDs =
nextChildren.map(getID);\n    pushOperation(nextChildIDs.length);\n    for (let i = 0; i < nextChildIDs.length; i++)
{\n      pushOperation(nextChildIDs[i]);\n    }\n  }\n\n  function recordUnmount(internalInstance: InternalInstance,
id: number) {\n    pendingUnmountedIDs.push(id);\n    idToInternalInstanceMap.delete(id);\n  }\n\n  function
crawlAndRecordInitialMounts(\n    id: number,\n    parentID: number,\n    rootID: number,\n  ) {\n    if
(__DEBUG__) {\n      console.group('crawlAndRecordInitialMounts() id:', id);\n    }\n\n    const internalInstance =
idToInternalInstanceMap.get(id);\n    if (internalInstance != null) {\n
internalInstanceToRootIDMap.set(internalInstance, rootID);\n      recordMount(internalInstance, id, parentID);\n
getChildren(internalInstance).forEach(child =>\n        crawlAndRecordInitialMounts(getID(child), id, rootID),\n
);\n    }\n\n    if (__DEBUG__) {\n      console.groupEnd();\n    }\n  }\n\n  function flushInitialOperations() {\n    //
Crawl roots though and register any nodes that mounted before we were injected.\n\n    const roots =\n
renderer.Mount._instancesByReactRootID ||\n      renderer.Mount._instancesByContainerID;\n\n    for (const key in
roots) {\n      const internalInstance = roots[key];\n      const id = getID(internalInstance);\n
crawlAndRecordInitialMounts(id, 0, id);\n      flushPendingEvents(id);\n    }\n  }\n\n  const pendingOperations:
Array<number> = [];\n  const pendingStringTable: Map<string, number> = new Map();\n  let
pendingUnmountedIDs: Array<number> = [];\n  let pendingStringTableLength: number = 0;\n  let
pendingUnmountedRootID: number | null = null;\n\n  function flushPendingEvents(rootID: number) {\n    if (\n
pendingOperations.length === 0 &&\n      pendingUnmountedIDs.length === 0 &&\n
pendingUnmountedRootID === null\n    ) {\n      return;\n    }\n\n    const numUnmountIDs =\n
pendingUnmountedIDs.length + (pendingUnmountedRootID === null ? 0 : 1);\n\n    const operations = new
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Array(\n      // Identify which renderer this update is coming from.\n      2 + // [rendererID, rootFiberID]\n      // How big is the string table?\n      1 + // [stringTableLength]\n        // Then goes the actual string table.\n pendingStringTableLength +\n        // All unmounts are batched in a single message.\n        // [TREE_OPERATION_REMOVE, removedIDLength, ...ids]\n        (numUnmountIDs > 0 ? 2 + numUnmountIDs : 0) +\n        // Mount operations\n        pendingOperations.length,\n    );\n\n    // Identify which renderer this update is coming from.\n    // This enables roots to be mapped to renderers,\n    // Which in turn enables fiber properations, states, and hooks to be inspected.\n    let i = 0;\n    operations[i++] = rendererID;\n    operations[i++] = rootID;\n\n // Now fill in the string table.\n    // [stringTableLength, str1Length, ...str1, str2Length, ...str2, ...]\n    operations[i++] = pendingStringTableLength;\n    pendingStringTable.forEach((value, key) => {\n      operations[i++] = key.length;\n      const encodedKey = utfEncodeString(key);\n      for (let j = 0; j < encodedKey.length; j++) {\n operations[i + j] = encodedKey[j];\n      }\n      i += key.length;\n    });\n\n    if (numUnmountIDs > 0) {\n      // All unmounts except roots are batched in a single message.\n      operations[i++] = TREE_OPERATION_REMOVE;\n  // The first number is how many unmounted IDs we're gonna send.\n      operations[i++] = numUnmountIDs;\n // Fill in the unmounts\n      for (let j = 0; j < pendingUnmountedIDs.length; j++) {\n        operations[i++] = pendingUnmountedIDs[j];\n      }\n      // The root ID should always be unmounted last.\n      if (pendingUnmountedRootID !== null) {\n        operations[i] = pendingUnmountedRootID;\n        i++;\n      }\n    }\n\n    // Fill in the rest of the operations.\n    for (let j = 0; j < pendingOperations.length; j++) {\n      operations[i + j] = pendingOperations[j];\n    }\n    i += pendingOperations.length;\n\n    if (__DEBUG__) {\n printOperationsArray(operations);\n    }\n\n    // If we've already connected to the frontend, just pass the operations through.\n    hook.emit('operations', operations);\n\n    pendingOperations.length = 0;\n    pendingUnmountedIDs = [];\n    pendingUnmountedRootID = null;\n    pendingStringTable.clear();\n    pendingStringTableLength = 0;\n  }\n\n  function pushOperation(op: number): void {\n    if (__DEV__) {\n      if (!Number.isInteger(op)) {\n console.error(\n          'pushOperation() was called but the value is not an integer.',\n          op,\n        );\n      }\n    }\n  pendingOperations.push(op);\n  }\n\n  function getStringID(str: string | null): number {\n    if (str === null) {\n return 0;\n    }\n    const existingID = pendingStringTable.get(str);\n    if (existingID !== undefined) {\n      return existingID;\n    }\n    const stringID = pendingStringTable.size + 1;\n    pendingStringTable.set(str, stringID);\n    // The string table total length needs to account\n    // both for the string length, and for the array item\n    // that contains the length itself. Hence + 1.\n    pendingStringTableLength += str.length + 1;\n    return stringID;\n  }\n\n  let currentlyInspectedElementID: number | null = null;\n  let currentlyInspectedPaths: Object = {};\n\n  // Track the intersection of currently inspected paths,\n  // so that we can send their data along if the element is re-rendered.\n function mergeInspectedPaths(path: Array<string | number>) {\n    let current = currentlyInspectedPaths;\n path.forEach(key => {\n      if (!current[key]) {\n        current[key] = {};\n      }\n      current = current[key];\n    });\n  }\n\n  function createIsPathAllowed(key: string) {\n    // This function helps prevent previously-inspected paths from being dehydrated in updates.\n    // This is important to avoid a bad user experience where expanded toggles collapse on update.\n    return function isPathAllowed(path: Array<string | number>): boolean {\n      let current = currentlyInspectedPaths[key];\n      if (!current) {\n        return false;\n      }\n      for (let i = 0; i < path.length; i++) {\n        current = current[path[i]];\n        if (!current) {\n          return false;\n        }\n      }\n      return true;\n    };\n  }\n\n  // Fast path props lookup for React Native style editor.\n  function getInstanceAndStyle(id: number): InstanceAndStyle {\n    let instance = null;\n    let style = null;\n\n    const internalInstance = idToInternalInstanceMap.get(id);\n    if (internalInstance != null) {\n      instance = internalInstance._instance || null;\n\n      const element = internalInstance._currentElement;\n      if (element != null && element.props != null) {\n        style = element.props.style || null;\n      }\n    }\n\n    return {\n      instance,\n      style,\n    };\n  }\n\n function updateSelectedElement(id: number): void {\n    const internalInstance = idToInternalInstanceMap.get(id);\n  if (internalInstance == null) {\n      console.warn(`Could not find instance with id \"${id}\"`);\n      return;\n    }\n\n  switch (getElementType(internalInstance)) {\n      case ElementTypeClass:\n        global.$r = internalInstance._instance;\n        break;\n      case ElementTypeFunction:\n        const element = internalInstance._currentElement;\n        if (element == null) {\n          console.warn(`Could not find element with id \"${id}\"`);\n          return;\n        }\n\n        global.$r = {\n          props: element.props,\n          type: element.type,\n
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  };\n      break;\n    default:\n      global.$r = null;\n      break;\n  }\n }\n\n function storeAsGlobal(\n  id:
number,\n  path: Array<string | number>,\n  count: number,\n ): void {\n  const inspectedElement =
inspectElementRaw(id);\n  if (inspectedElement !== null) {\n    const value = getInObject(inspectedElement,
path);\n    const key = `$reactTemp${count}`;\n\n    window[key] = value;\n\n    console.log(key);\n
console.log(value);\n  }\n }\n\n function copyElementPath(id: number, path: Array<string | number>): void {\n
const inspectedElement = inspectElementRaw(id);\n  if (inspectedElement !== null) {\n
copyToClipboard(getInObject(inspectedElement, path));\n  }\n }\n\n function inspectElement(\n  requestID:
number,\n  id: number,\n  path: Array<string | number> | null,\n ): InspectedElementPayload {\n  if
(currentlyInspectedElementID !== id) {\n    currentlyInspectedElementID = id;\n    currentlyInspectedPaths =
{};\n  }\n\n  const inspectedElement = inspectElementRaw(id);\n  if (inspectedElement === null) {\n    return
{\n      id,\n      responseID: requestID,\n      type: 'not-found',\n    };\n  }\n\n  if (path !== null) {\n
mergeInspectedPaths(path);\n  }\n\n  // Any time an inspected element has an update,\n  // we should update the
selected $r value as wel.\n  // Do this before dehyration (cleanForBridge).\n  updateSelectedElement(id);\n\n
inspectedElement.context = cleanForBridge(\n    inspectedElement.context,\n    createIsPathAllowed('context'),\n
 );\n  inspectedElement.props = cleanForBridge(\n    inspectedElement.props,\n
createIsPathAllowed('props'),\n  );\n  inspectedElement.state = cleanForBridge(\n    inspectedElement.state,\n
createIsPathAllowed('state'),\n  );\n\n  return {\n    id,\n    responseID: requestID,\n    type: 'full-data',\n
value: inspectedElement,\n  };\n }\n\n function inspectElementRaw(id: number): InspectedElement | null {\n
const internalInstance = idToInternalInstanceMap.get(id);\n\n  if (internalInstance == null) {\n    return null;\n
}\n\n  const {displayName, key} = getData(internalInstance);\n  const type =
getElementType(internalInstance);\n\n  let context = null;\n  let owners = null;\n  let props = null;\n  let state =
null;\n  let source = null;\n\n  const element = internalInstance._currentElement;\n  if (element !== null) {\n
props = element.props;\n    source = element._source != null ? element._source : null;\n\n    let owner =
element._owner;\n    if (owner) {\n      owners = [];\n      while (owner != null) {\n        owners.push({\n
displayName: getData(owner).displayName || 'Unknown',\n          id: getID(owner),\n          key: element.key,\n
    type: getElementType(owner),\n        });\n        if (owner._currentElement) {\n          owner =
owner._currentElement._owner;\n        }\n      }\n    }\n  }\n\n  const publicInstance =
internalInstance._instance;\n  if (publicInstance != null) {\n    context = publicInstance.context || null;\n    state =
publicInstance.state || null;\n  }\n\n  // Not implemented\n  const errors = [];\n  const warnings = [];\n\n  return
{\n    id,\n\n    // Does the current renderer support editable hooks and function props?\n    canEditHooks: false,\n
  canEditFunctionProps: false,\n\n    // Does the current renderer support advanced editing interface?\n
canEditHooksAndDeletePaths: false,\n    canEditHooksAndRenamePaths: false,\n
canEditFunctionPropsDeletePaths: false,\n    canEditFunctionPropsRenamePaths: false,\n\n    // Toggle error
boundary did not exist in legacy versions\n    canToggleError: false,\n    isErrored: false,\n
targetErrorBoundaryID: null,\n\n    // Suspense did not exist in legacy versions\n    canToggleSuspense: false,\n\n
  // Can view component source location.\n    canViewSource: type === ElementTypeClass || type ===
ElementTypeFunction,\n\n    // Only legacy context exists in legacy versions.\n    hasLegacyContext: true,\n\n
displayName: displayName,\n\n    type: type,\n\n    key: key != null ? key : null,\n\n    // Inspectable properties.\n
  context,\n    hooks: null,\n    props,\n    state,\n    errors,\n    warnings,\n\n    // List of owners\n
owners,\n\n    // Location of component in source code.\n    source,\n\n    rootType: null,\n
rendererPackageName: null,\n    rendererVersion: null,\n  };\n }\n\n function logElementToConsole(id: number):
void {\n  const result = inspectElementRaw(id);\n  if (result === null) {\n    console.warn(`Could not find
element with id \"${id}\"`);\n    return;\n  }\n\n  const supportsGroup = typeof console.groupCollapsed ===
'function';\n  if (supportsGroup) {\n    console.groupCollapsed(\n      `[Click to expand]
%c<${result.displayName || 'Component'} />`,\n      // --dom-tag-name-color is the CSS variable Chrome styles
HTML elements with in the console.\n      'color: var(--dom-tag-name-color); font-weight: normal;',\n    );\n  }\n
if (result.props !== null) {\n    console.log('Props:', result.props);\n  }\n  if (result.state !== null) {\n
console.log('State:', result.state);\n  }\n  if (result.context !== null) {\n    console.log('Context:', result.context);\n
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}\n    const nativeNode = findNativeNodeForInternalID(id);\n    if (nativeNode !== null) {\n      console.log('Node:',
nativeNode);\n    }\n    if (window.chrome || /firefox/i.test(navigator.userAgent)) {\n      console.log(\n        'Right-
click any value to save it as a global variable for further inspection.',\n      );\n    }\n    if (supportsGroup) {\n
console.groupEnd();\n    }\n  }\n\n  function prepareViewAttributeSource(\n    id: number,\n    path: Array<string |
number>,\n  ): void {\n    const inspectedElement = inspectElementRaw(id);\n    if (inspectedElement !== null) {\n
window.$attribute = getInObject(inspectedElement, path);\n    }\n  }\n\n  function prepareViewElementSource(id:
number): void {\n    const internalInstance = idToInternalInstanceMap.get(id);\n    if (internalInstance == null) {\n
console.warn(`Could not find instance with id \"${id}\"`);\n      return;\n    }\n\n    const element =
internalInstance._currentElement;\n    if (element == null) {\n      console.warn(`Could not find element with id
\"${id}\"`);\n      return;\n    }\n\n    global.$type = element.type;\n  }\n\n  function deletePath(\n    type: 'context' |
'hooks' | 'props' | 'state',\n    id: number,\n    hookID: ?number,\n    path: Array<string | number>,\n  ): void {\n
const internalInstance = idToInternalInstanceMap.get(id);\n    if (internalInstance != null) {\n      const
publicInstance = internalInstance._instance;\n      if (publicInstance != null) {\n        switch (type) {\n          case
'context':\n            deletePathInObject(publicInstance.context, path);\n            forceUpdate(publicInstance);\n
break;\n          case 'hooks':\n            throw new Error('Hooks not supported by this renderer');\n          case 'props':\n
        const element = internalInstance._currentElement;\n            internalInstance._currentElement = {\n
...element,\n              props: copyWithDelete(element.props, path),\n            };\n
forceUpdate(publicInstance);\n            break;\n          case 'state':\n            deletePathInObject(publicInstance.state,
path);\n            forceUpdate(publicInstance);\n            break;\n        }\n      }\n    }\n  }\n\n  function renamePath(\n
type: 'context' | 'hooks' | 'props' | 'state',\n    id: number,\n    hookID: ?number,\n    oldPath: Array<string |
number>,\n    newPath: Array<string | number>,\n  ): void {\n    const internalInstance =
idToInternalInstanceMap.get(id);\n    if (internalInstance != null) {\n      const publicInstance =
internalInstance._instance;\n      if (publicInstance != null) {\n        switch (type) {\n          case 'context':\n
renamePathInObject(publicInstance.context, oldPath, newPath);\n            forceUpdate(publicInstance);\n
break;\n          case 'hooks':\n            throw new Error('Hooks not supported by this renderer');\n          case 'props':\n
        const element = internalInstance._currentElement;\n            internalInstance._currentElement = {\n
...element,\n              props: copyWithRename(element.props, oldPath, newPath),\n            };\n
forceUpdate(publicInstance);\n            break;\n          case 'state':\n            renamePathInObject(publicInstance.state,
oldPath, newPath);\n            forceUpdate(publicInstance);\n            break;\n        }\n      }\n    }\n  }\n\n  function
overrideValueAtPath(\n    type: 'context' | 'hooks' | 'props' | 'state',\n    id: number,\n    hookID: ?number,\n    path:
Array<string | number>,\n    value: any,\n  ): void {\n    const internalInstance = idToInternalInstanceMap.get(id);\n
if (internalInstance != null) {\n      const publicInstance = internalInstance._instance;\n      if (publicInstance != null)
{\n        switch (type) {\n          case 'context':\n            setInObject(publicInstance.context, path, value);\n
forceUpdate(publicInstance);\n            break;\n          case 'hooks':\n            throw new Error('Hooks not supported by
this renderer');\n          case 'props':\n            const element = internalInstance._currentElement;\n
internalInstance._currentElement = {\n              ...element,\n              props: copyWithSet(element.props, path,
value),\n            };\n            forceUpdate(publicInstance);\n            break;\n          case 'state':\n
setInObject(publicInstance.state, path, value);\n            forceUpdate(publicInstance);\n            break;\n        }\n
}\n    }\n  }\n\n  // v16+ only features\n  const getProfilingData = () => {\n    throw new Error('getProfilingData not
supported by this renderer');\n  };\n  const handleCommitFiberRoot = () => {\n    throw new
Error('handleCommitFiberRoot not supported by this renderer');\n  };\n  const handleCommitFiberUnmount = () =>
{\n    throw new Error('handleCommitFiberUnmount not supported by this renderer');\n  };\n  const
handlePostCommitFiberRoot = () => {\n    throw new Error('handlePostCommitFiberRoot not supported by this
renderer');\n  };\n  const overrideError = () => {\n    throw new Error('overrideError not supported by this
renderer');\n  };\n  const overrideSuspense = () => {\n    throw new Error('overrideSuspense not supported by this
renderer');\n  };\n  const startProfiling = () => {\n    // Do not throw, since this would break a multi-root scenario
where v15 and v16 were both present.\n  };\n  const stopProfiling = () => {\n    // Do not throw, since this would
break a multi-root scenario where v15 and v16 were both present.\n  };\n\n  function
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getBestMatchForTrackedPath(): PathMatch | null {\n // Not implemented.\n return null;\n }\n\n function getPathForElement(id: number): Array<PathFrame> | null {\n // Not implemented.\n return null;\n }\n\n function updateComponentFilters(componentFilters: Array<ComponentFilter>) {\n // Not implemented.\n }\n\n function setTraceUpdatesEnabled(enabled: boolean) {\n // Not implemented.\n }\n\n function setTrackedPath(path: Array<PathFrame> | null) {\n // Not implemented.\n }\n\n function getOwnersList(id: number): Array<SerializedElement> | null {\n // Not implemented.\n return null;\n }\n\n function clearErrorsAndWarnings() {\n // Not implemented\n }\n\n function clearErrorsForFiberID(id: number) {\n // Not implemented\n }\n\n function clearWarningsForFiberID(id: number) {\n // Not implemented\n }\n\n return {\n clearErrorsAndWarnings,\n clearErrorsForFiberID,\n clearWarningsForFiberID,\n cleanup,\n copyElementPath,\n deletePath,\n flushInitialOperations,\n getBestMatchForTrackedPath,\n getDisplayNameForFiberID,\n getFiberIDForNative: getInternalIDForNative,\n getInstanceAndStyle,\n findNativeNodesForFiberID: (id: number) => {\n const nativeNode = findNativeNodeForInternalID(id);\n return nativeNode == null ? null : [nativeNode];\n },\n getOwnersList,\n getPathForElement,\n getProfilingData,\n handleCommitFiberRoot,\n handleCommitFiberUnmount,\n handlePostCommitFiberRoot,\n inspectElement,\n logElementToConsole,\n overrideError,\n overrideSuspense,\n overrideValueAtPath,\n renamePath,\n prepareViewAttributeSource,\n prepareViewElementSource,\n renderer,\n setTraceUpdatesEnabled,\n setTrackedPath,\n startProfiling,\n stopProfiling,\n storeAsGlobal,\n updateComponentFilters,\n };\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport Agent from './agent';\n\nimport {attach} from './renderer';\nimport {attach as attachLegacy} from './legacy/renderer';\n\nimport type {DevToolsHook, ReactRenderer, RendererInterface} from './types';\n\nexport function initBackend(\n hook: DevToolsHook,\n agent: Agent,\n global: Object,\n): () => void {\n if (hook == null) {\n // DevTools didn't get injected into this page (maybe b'c of the contentType).\n return () => {};\n }\n const subs = [\n hook.sub(\n 'renderer-attached',\n ({\n id,\n renderer,\n rendererInterface,\n }: {\n id: number,\n renderer: ReactRenderer,\n rendererInterface: RendererInterface,\n ...\n }) => {\n agent.setRendererInterface(id, rendererInterface);\n\n // Now that the Store and the renderer interface are connected,\n // it's time to flush the pending operation codes to the frontend.\n rendererInterface.flushInitialOperations();\n },\n),\n\n hook.sub('unsupported-renderer-version', (id: number) => {\n agent.onUnsupportedRenderer(id);\n }),\n\n hook.sub('fastRefreshScheduled', agent.onFastRefreshScheduled),\n hook.sub('operations', agent.onHookOperations),\n hook.sub('traceUpdates', agent.onTraceUpdates),\n\n // TODO Add additional subscriptions required for profiling mode\n];\n\n const attachRenderer = (id: number, renderer: ReactRenderer) => {\n let rendererInterface = hook.rendererInterfaces.get(id);\n\n // Inject any not-yet-injected renderers (if we didn't reload-and-profile)\n if (rendererInterface == null) {\n if (typeof renderer.findFiberByHostInstance === 'function') {\n // react-reconciler v16+\n rendererInterface = attach(hook, id, renderer, global);\n } else if (renderer.ComponentTree) {\n // react-dom v15\n rendererInterface = attachLegacy(hook, id, renderer, global);\n } else {\n // Older react-dom or other unsupported renderer version\n }\n\n if (rendererInterface != null) {\n hook.rendererInterfaces.set(id, rendererInterface);\n }\n }\n\n // Notify the DevTools frontend about new renderers.\n // This includes any that were attached early (via __REACT_DEVTOOLS_ATTACH__).\n if (rendererInterface != null) {\n hook.emit('renderer-attached', {\n id,\n renderer,\n rendererInterface,\n });\n } else {\n hook.emit('unsupported-renderer-version', id);\n }\n };\n\n // Connect renderers that have already injected themselves.\n hook.renderers.forEach((renderer, id) => {\n attachRenderer(id, renderer);\n });\n\n // Connect any new renderers that injected themselves.\n subs.push(\n hook.sub(\n 'renderer',\n ({id, renderer}: {id: number, renderer: ReactRenderer, ...}) => {\n attachRenderer(id, renderer);\n },\n),\n);\n\n hook.emit('react-devtools', agent);\n hook.reactDevtoolsAgent = agent;\n const onAgentShutdown = () => {\n subs.forEach(fn => fn());\n hook.rendererInterfaces.forEach(rendererInterface => {\n rendererInterface.cleanup();\n });\n

hook.reactDevtoolsAgent = null;\n };\n agent.addListener('shutdown', onAgentShutdown);\n subs.push(() => {\n agent.removeListener('shutdown', onAgentShutdown);\n });\n\n return () => {\n   subs.forEach(fn => fn());\n };\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {BoxStyle} from './types';\n\n/**\n * This mirrors react-native/Libraries/Inspector/resolveBoxStyle.js (but without RTL support).\n *\n * Resolve a style property into it's component parts, e.g.\n *\n * resolveBoxStyle('margin', {margin: 5, marginBottom: 10})\n * -> {top: 5, left: 5, right: 5, bottom: 10}\n */\nexport default function resolveBoxStyle(\n prefix: string,\n style: Object,\n): BoxStyle | null {\n let hasParts = false;\n const result = {\n   bottom: 0,\n   left: 0,\n   right: 0,\n   top: 0,\n };\n\n const styleForAll = style[prefix];\n if (styleForAll != null) {\n   // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n   for (const key of Object.keys(result)) {\n   result[key] = styleForAll;\n   }\n   hasParts = true;\n }\n\n const styleForHorizontal = style[prefix + 'Horizontal'];\n if (styleForHorizontal != null) {\n   result.left = styleForHorizontal;\n   result.right = styleForHorizontal;\n   hasParts = true;\n } else {\n   const styleForLeft = style[prefix + 'Left'];\n   if (styleForLeft != null) {\n   result.left = styleForLeft;\n   hasParts = true;\n   }\n\n   const styleForRight = style[prefix + 'Right'];\n   if (styleForRight != null) {\n   result.right = styleForRight;\n   hasParts = true;\n   }\n\n   const styleForEnd = style[prefix + 'End'];\n   if (styleForEnd != null) {\n   // TODO RTL support\n   result.right = styleForEnd;\n   hasParts = true;\n   }\n   const styleForStart = style[prefix + 'Start'];\n   if (styleForStart != null) {\n   // TODO RTL support\n   result.left = styleForStart;\n   hasParts = true;\n   }\n }\n\n const styleForVertical = style[prefix + 'Vertical'];\n if (styleForVertical != null) {\n   result.bottom = styleForVertical;\n   result.top = styleForVertical;\n   hasParts = true;\n } else {\n   const styleForBottom = style[prefix + 'Bottom'];\n   if (styleForBottom != null) {\n   result.bottom = styleForBottom;\n   hasParts = true;\n   }\n\n   const styleForTop = style[prefix + 'Top'];\n   if (styleForTop != null) {\n   result.top = styleForTop;\n   hasParts = true;\n   }\n }\n\n return hasParts ? result : null;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport Agent from 'react-devtools-shared/src/backend/agent';\nimport resolveBoxStyle from './resolveBoxStyle';\n\nimport type {BackendBridge} from 'react-devtools-shared/src/bridge';\nimport type {RendererID} from '../types';\nimport type {StyleAndLayout} from './types';\n\nexport type ResolveNativeStyle = (stylesheetID: any) => ?Object;\n\nexport default function setupNativeStyleEditor(\n bridge: BackendBridge,\n agent: Agent,\n resolveNativeStyle: ResolveNativeStyle,\n validAttributes?: $ReadOnlyArray<string> | null,\n) {\n bridge.addListener(\n   'NativeStyleEditor_measure',\n   ({id, rendererID}: {|id: number, rendererID: RendererID|}) => {\n   measureStyle(agent, bridge, resolveNativeStyle, id, rendererID);\n   },\n);\n\n bridge.addListener(\n   'NativeStyleEditor_renameAttribute',\n   ({\n   id,\n   rendererID,\n   oldName,\n   newName,\n   value,\n   }: {|\n   id: number,\n   rendererID: RendererID,\n   oldName: string,\n   newName: string,\n   value: string,\n |}) => {\n   renameStyle(agent, id, rendererID, oldName, newName, value);\n   setTimeout(() =>\n   measureStyle(agent, bridge, resolveNativeStyle, id, rendererID),\n   );\n   },\n);\n\n bridge.addListener(\n   'NativeStyleEditor_setValue',\n   ({\n   id,\n   rendererID,\n   name,\n   value,\n   }: {|\n   id: number,\n   rendererID: number,\n   name: string,\n   value: string,\n |}) => {\n   setStyle(agent, id, rendererID, name, value);\n   setTimeout(() =>\n   measureStyle(agent, bridge, resolveNativeStyle, id, rendererID),\n   );\n   },\n);\n\n bridge.send('isNativeStyleEditorSupported', {\n   isSupported: true,\n   validAttributes,\n });\n}\n\nconst EMPTY_BOX_STYLE = {\n top: 0,\n left: 0,\n right: 0,\n bottom: 0,\n};\n\nconst componentIDToStyleOverrides: Map<number, Object> = new Map();\n\nfunction measureStyle(\n agent: Agent,\n bridge: BackendBridge,\n resolveNativeStyle: ResolveNativeStyle,\n id: number,\n rendererID: RendererID,\n) {\n const data = agent.getInstanceAndStyle({id, rendererID});\n if (!data || !data.style) {\n   bridge.send(\n   'NativeStyleEditor_styleAndLayout',\n   ({\n   id,\n   layout: null,\n   style: null,\n   }: StyleAndLayout),\n   );\n   return;\n }\n\n const {instance, style} = data;\n\n let resolvedStyle = resolveNativeStyle(style);\n\n // If it's a host component we edited before, amend styles.\n const styleOverrides = componentIDToStyleOverrides.get(id);\n if (styleOverrides != null) {\n   resolvedStyle = Object.assign({},

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resolvedStyle, styleOverrides);\n  }\n\n  if (!instance || typeof instance.measure !== 'function') {\n    bridge.send(\n
 'NativeStyleEditor_styleAndLayout',\n      ({\n        id,\n        layout: null,\n        style: resolvedStyle || null,\n      }:
StyleAndLayout),\n    );\n    return;\n  }\n\n  // $FlowFixMe the parameter types of an unknown function are
unknown\n  instance.measure((x, y, width, height, left, top) => {\n    // RN Android sometimes returns undefined
here. Don't send measurements in this case.\n    // https://github.com/jhen0409/react-native-
debugger/issues/84#issuecomment-304611817\n    if (typeof x !== 'number') {\n      bridge.send(\n
'NativeStyleEditor_styleAndLayout',\n        ({\n          id,\n          layout: null,\n          style: resolvedStyle || null,\n
 }: StyleAndLayout),\n      );\n      return;\n    }\n    const margin =\n      (resolvedStyle != null &&
resolveBoxStyle('margin', resolvedStyle)) ||\n      EMPTY_BOX_STYLE;\n    const padding =\n      (resolvedStyle
!= null && resolveBoxStyle('padding', resolvedStyle)) ||\n      EMPTY_BOX_STYLE;\n    bridge.send(\n
'NativeStyleEditor_styleAndLayout',\n      ({\n        id,\n        layout: {\n          x,\n          y,\n          width,\n
height,\n          left,\n          top,\n          margin,\n          padding,\n        },\n        style: resolvedStyle || null,\n      }:
StyleAndLayout),\n    );\n  });\n}\n\nfunction shallowClone(object: Object): Object {\n  const cloned = {};\n  for
(const n in object) {\n    cloned[n] = object[n];\n  }\n  return cloned;\n}\n\nfunction renameStyle(\n  agent: Agent,\n
id: number,\n  rendererID: RendererID,\n  oldName: string,\n  newName: string,\n  value: string,\n): void {\n  const
data = agent.getInstanceAndStyle({id, rendererID});\n  if (!data || !data.style) {\n    return;\n  }\n\n  const {instance,
style} = data;\n\n  const newStyle = newName\n    ? {[oldName]: undefined, [newName]: value}\n    : {[oldName]:
undefined};\n\n  let customStyle;\n\n  // TODO It would be nice if the renderer interface abstracted this away
somehow.\n  if (instance !== null && typeof instance.setNativeProps === 'function') {\n    // In the case of a host
component, we need to use setNativeProps().\n    // Remember to \"correct\" resolved styles when we read them next
time.\n    const styleOverrides = componentIDToStyleOverrides.get(id);\n    if (!styleOverrides) {\n
componentIDToStyleOverrides.set(id, newStyle);\n    } else {\n      Object.assign(styleOverrides, newStyle);\n    }\n
 // TODO Fabric does not support setNativeProps; chat with Sebastian or Eli\n    instance.setNativeProps({style:
newStyle});\n  } else if (Array.isArray(style)) {\n    const lastIndex = style.length - 1;\n    if (\n      typeof
style[lastIndex] === 'object' &&\n      !Array.isArray(style[lastIndex])\n    ) {\n      customStyle =
shallowClone(style[lastIndex]);\n      delete customStyle[oldName];\n      if (newName) {\n
customStyle[newName] = value;\n      } else {\n        customStyle[oldName] = undefined;\n      }\n\n
agent.overrideValueAtPath({\n        type: 'props',\n        id,\n        rendererID,\n        path: ['style', lastIndex],\n
value: customStyle,\n      });\n    } else {\n      agent.overrideValueAtPath({\n        type: 'props',\n        id,\n
rendererID,\n        path: ['style'],\n        value: style.concat([newStyle]),\n      });\n    }\n  } else if (typeof style ===
'object') {\n    customStyle = shallowClone(style);\n    delete customStyle[oldName];\n    if (newName) {\n
customStyle[newName] = value;\n    } else {\n      customStyle[oldName] = undefined;\n    }\n\n
agent.overrideValueAtPath({\n      type: 'props',\n      id,\n      rendererID,\n      path: ['style'],\n      value:
customStyle,\n    });\n  } else {\n    agent.overrideValueAtPath({\n      type: 'props',\n      id,\n      rendererID,\n
path: ['style'],\n      value: [style, newStyle],\n    });\n  }\n\n  agent.emit('hideNativeHighlight');\n}\n\nfunction
setStyle(\n  agent: Agent,\n  id: number,\n  rendererID: RendererID,\n  name: string,\n  value: string,\n) {\n  const
data = agent.getInstanceAndStyle({id, rendererID});\n  if (!data || !data.style) {\n    return;\n  }\n\n  const {instance,
style} = data;\n  const newStyle = {[name]: value};\n\n  // TODO It would be nice if the renderer interface
abstracted this away somehow.\n  if (instance !== null && typeof instance.setNativeProps === 'function') {\n    // In
the case of a host component, we need to use setNativeProps().\n    // Remember to \"correct\" resolved styles when
we read them next time.\n    const styleOverrides = componentIDToStyleOverrides.get(id);\n    if (!styleOverrides)
{\n      componentIDToStyleOverrides.set(id, newStyle);\n    } else {\n      Object.assign(styleOverrides,
newStyle);\n    }\n    // TODO Fabric does not support setNativeProps; chat with Sebastian or Eli\n
instance.setNativeProps({style: newStyle});\n  } else if (Array.isArray(style)) {\n    const lastLength = style.length -
1;\n    if (\n      typeof style[lastLength] === 'object' &&\n      !Array.isArray(style[lastLength])\n    ) {\n
agent.overrideValueAtPath({\n        type: 'props',\n        id,\n        rendererID,\n        path: ['style', lastLength,
name],\n        value,\n      });\n    } else {\n      agent.overrideValueAtPath({\n        type: 'props',\n        id,\n
rendererID,\n        path: ['style'],\n        value: style.concat([newStyle]),\n      });\n    }\n  } else {\n
```

agent.overrideValueAtPath({\n type: 'props',\n id,\n rendererID,\n path: ['style'],\n value: [style, newStyle],\n });\n }\n\n agent.emit('hideNativeHighlight');\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport Agent from 'react-devtools-shared/src/backend/agent';\nimport Bridge from 'react-devtools-shared/src/bridge';\nimport {installHook} from 'react-devtools-shared/src/hook';\nimport {initBackend} from 'react-devtools-shared/src/backend';\nimport {__DEBUG__} from 'react-devtools-shared/src/constants';\nimport setupNativeStyleEditor from 'react-devtools-shared/src/backend/NativeStyleEditor/setupNativeStyleEditor';\nimport {getDefaultComponentFilters} from 'react-devtools-shared/src/utils';\n\nimport type {BackendBridge} from 'react-devtools-shared/src/bridge';\nimport type {ComponentFilter} from 'react-devtools-shared/src/types';\nimport type {DevToolsHook} from 'react-devtools-shared/src/backend/types';\nimport type {ResolveNativeStyle} from 'react-devtools-shared/src/backend/NativeStyleEditor/setupNativeStyleEditor';\n\ntype ConnectOptions = {\n host?: string,\n nativeStyleEditorValidAttributes?: $ReadOnlyArray<string>,\n port?: number,\n useHttps?: boolean,\n resolveRNStyle?: ResolveNativeStyle,\n retryConnectionDelay?: number,\n isAppActive?: () => boolean,\n websocket?: ?WebSocket,\n ...\n};\n\ninstallHook(window);\n\nconst hook: ?DevToolsHook = window.__REACT_DEVTOOLS_GLOBAL_HOOK__;\n\nlet savedComponentFilters: Array<ComponentFilter> = getDefaultComponentFilters();\n\nfunction debug(methodName: string, ...args) {\n if (__DEBUG__) {\n console.log(\n `%c[core/backend] %c${methodName}`,\n 'color: teal; font-weight: bold;',\n 'font-weight: bold;',\n ...args,\n);\n }\n}\n\nexport function connectToDevTools(options: ?ConnectOptions) {\n if (hook == null) {\n // DevTools didn't get injected into this page (maybe b'c of the contentType).\n return;\n }\n const {\n host = 'localhost',\n nativeStyleEditorValidAttributes,\n useHttps = false,\n port = 8097,\n websocket,\n resolveRNStyle = null,\n retryConnectionDelay = 2000,\n isAppActive = () => true,\n } = options || {};\n\n const protocol = useHttps ? 'wss' : 'ws';\n let retryTimeoutID: TimeoutID | null = null;\n\n function scheduleRetry() {\n if (retryTimeoutID === null) {\n // Two seconds because RN had issues with quick retries.\n retryTimeoutID = setTimeout(\n () => connectToDevTools(options),\n retryConnectionDelay,\n);\n }\n }\n\n if (!isAppActive()) {\n // If the app is in background, maybe retry later.\n // Don't actually attempt to connect until we're in foreground.\n scheduleRetry();\n return;\n }\n\n let bridge: BackendBridge | null = null;\n\n const messageListeners = [];\n const uri = protocol + '://' + host + ':' + port;\n\n // If existing websocket is passed, use it.\n // This is necessary to support our custom integrations.\n // See D6251744.\n const ws = websocket ? websocket : new window.WebSocket(uri);\n ws.onclose = handleClose;\n ws.onerror = handleFailed;\n ws.onmessage = handleMessage;\n ws.onopen = function() {\n bridge = new Bridge({\n listen(fn) {\n messageListeners.push(fn);\n return () => {\n const index = messageListeners.indexOf(fn);\n if (index >= 0) {\n messageListeners.splice(index, 1);\n }\n };\n },\n send(event: string, payload: any, transferable?: Array<any>) {\n if (ws.readyState === ws.OPEN) {\n if (__DEBUG__) {\n debug('wall.send()', event, payload);\n }\n\n ws.send(JSON.stringify({event, payload}));\n } else {\n if (__DEBUG__) {\n debug(\n 'wall.send()',\n 'Shutting down bridge because of closed WebSocket connection',\n);\n }\n\n if (bridge !== null) {\n bridge.shutdown();\n }\n\n scheduleRetry();\n }\n },\n });\n bridge.addListener(\n 'inspectElement',\n ({id, rendererID}: {id: number, rendererID: number, ...}) => {\n const renderer = agent.rendererInterfaces[rendererID];\n if (renderer != null) {\n // Send event for RN to highlight.\n const nodes: ?Array<HTMLElement> = renderer.findNativeNodesForFiberID(\n id,\n);\n if (nodes != null && nodes[0] != null) {\n agent.emit('showNativeHighlight', nodes[0]);\n }\n }\n },\n);\n bridge.addListener(\n 'updateComponentFilters',\n (componentFilters: Array<ComponentFilter>) => {\n // Save filter changes in memory, in case DevTools is reloaded.\n // In that case, the renderer will already be using the updated values.\n // We'll lose these in between backend reloads but that can't be helped.\n savedComponentFilters = componentFilters;\n },\n);\n\n // The renderer interface doesn't read saved component filters directly,\n // because they are generally stored in localStorage within the context of the extension.\n // Because of this it relies on the extension to pass filters.\n // In the case of

the standalone DevTools being used with a website,\n // saved filters are injected along with the backend script tag so we shouldn't override them here.\n // This injection strategy doesn't work for React Native though.\n // Ideally the backend would save the filters itself, but RN doesn't provide a sync storage solution.\n // So for now we just fall back to using the default filters...\n if (window.__REACT_DEVTOOLS_COMPONENT_FILTERS__ == null) {\n bridge.send('overrideComponentFilters', savedComponentFilters);\n }\n\n // TODO (npm-packages) Warn if \"isBackendStorageAPISupported\"\n const agent = new Agent(bridge);\n agent.addListener('shutdown', () => {\n // If we received 'shutdown' from `agent`, we assume the `bridge` is already shutting down,\n // and that caused the 'shutdown' event on the `agent`, so we don't need to call `bridge.shutdown()` here.\n hook.emit('shutdown');\n });\n\n initBackend(hook, agent, window);\n\n // Setup React Native style editor if the environment supports it.\n if (resolveRNStyle != null || hook.resolveRNStyle != null) {\n setupNativeStyleEditor(\n bridge,\n agent,\n ((resolveRNStyle || hook.resolveRNStyle: any): ResolveNativeStyle),\n nativeStyleEditorValidAttributes ||\n hook.nativeStyleEditorValidAttributes ||\n null,\n);\n } else {\n // Otherwise listen to detect if the environment later supports it.\n // For example, Flipper does not eagerly inject these values.\n // Instead it relies on the React Native Inspector to lazily inject them.\n let lazyResolveRNStyle;\n let lazyNativeStyleEditorValidAttributes;\n\n const initAfterTick = () => {\n if (bridge !== null) {\n setupNativeStyleEditor(\n bridge,\n agent,\n lazyResolveRNStyle,\n lazyNativeStyleEditorValidAttributes,\n);\n }\n };\n\n if (!hook.hasOwnProperty('resolveRNStyle')) {\n Object.defineProperty(\n hook,\n 'resolveRNStyle',\n ({\n enumerable: false,\n get() {\n return lazyResolveRNStyle;\n },\n set(value) {\n lazyResolveRNStyle = value;\n initAfterTick();\n },\n }: Object),\n);\n }\n if (!hook.hasOwnProperty('nativeStyleEditorValidAttributes')) {\n Object.defineProperty(\n hook,\n 'nativeStyleEditorValidAttributes',\n ({\n enumerable: false,\n get() {\n return lazyNativeStyleEditorValidAttributes;\n },\n set(value) {\n lazyNativeStyleEditorValidAttributes = value;\n initAfterTick();\n },\n }: Object),\n);\n }\n }\n };\n\n function handleClose() {\n if (__DEBUG__) {\n debug('WebSocket.onclose');\n }\n\n if (bridge !== null) {\n bridge.emit('shutdown');\n }\n\n scheduleRetry();\n }\n\n function handleFailed() {\n if (__DEBUG__) {\n debug('WebSocket.onerror');\n }\n\n scheduleRetry();\n }\n\n function handleMessage(event) {\n let data;\n try {\n if (typeof event.data === 'string') {\n data = JSON.parse(event.data);\n if (__DEBUG__) {\n debug('WebSocket.onmessage', data);\n }\n } else {\n throw Error();\n }\n } catch (e) {\n console.error(\n '[React DevTools] Failed to parse JSON: ' + (event.data: any),\n);\n return;\n }\n messageListeners.forEach(fn => {\n try {\n fn(data);\n } catch (error) {\n // jsc doesn't play so well with tracebacks that go into eval'd code,\n // so the stack trace here will stop at the `eval()` call. Getting the\n // message that caused the error is the best we can do for now.\n console.log('[React DevTools] Error calling listener', data);\n console.log('error:', error);\n throw error;\n }\n });\n }\n}\n"],"sourceRoot":""}

Found in path(s):
* /opt/cola/permits/1184777379_1627607731.63/0/react-devtools-core-4-14-0-tgz/package/dist/backend.js.map
No license file was found, but licenses were detected in source scan.

/**
* lodash (Custom Build) <https://lodash.com/>
* Build: `lodash modularize exports="npm" -o ./`
* Copyright jQuery Foundation and other contributors <https://jquery.org/>
* Released under MIT license <https://lodash.com/license>
* Based on Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>
* Copyright Jeremy Ashkenas, DocumentCloud and Investigative Reporters & Editors
*/

/** @license React vundefined
* react-is.production.min.js
*
* Copyright (c) Facebook, Inc. and its affiliates.
*
* This source code is licensed under the MIT license found in the
* LICENSE file in the root directory of this source tree.
*/

Found in path(s):
* /opt/cola/permits/1184777379_1627607731.63/0/react-devtools-core-4-14-0-tgz/package/dist/backend.js
No license file was found, but licenses were detected in source scan.

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urrencyLimit","offer","serverNoContextTakeover","server_no_context_takeover","clientNoContextTakeover","client_no_context_takeover","serverMaxWindowBits","server_max_window_bits","clientMaxWindowBits","client_max_window_bits","accept","configurations","normalizeParams","acceptAsServer","acceptAsClient","close","offers","opts","accepted","find","response","isInteger","decompress","fin","callback","add","done","_decompress","compress","_compress","endpoint","windowBits","Z_DEFAULT_WINDOWBITS","createInflateRaw","zlibInflateOptions","on","write","flush","createDeflateRaw","zlibDeflateOptions","Z_SYNC_FLUSH","totalLength","allocUnsafe","offset","buf","_mask","mask","output","_unmask","buffer","toArrayBuffer","byteLength","byteOffset","toBuffer","readOnly","isBuffer","ArrayBuffer","isView","view","viewToBuffer","bu","BufferUtil","unmask","getOwnPropertySymbols","propIsEnumerable","propertyIsEnumerable","toObject","val","assign","test1","getOwnPropertyNames","test2","fromCharCode","test3","letter","shouldUseNative","symbols","EventEmitter","https","http","net","tls","randomBytes","createHash","PerMessageDeflate","Receiver","Sender","removeEventListener","readyStates","protocolVersions","WebSocket","address","protocols","super","readyState","CONNECTING","protocol","_binaryType","_closeFrameReceived","_closeFrameSent","_closeMessage","_closeTimer","_closeCode","_extensions","_receiver","_sender","_socket","_bufferedAmount","_redirects","initAsClient","websocket","protocolVersion","perMessageDeflate","followRedirects","maxRedirects","createConnection","socketPath","hostname","timeout","method","auth","host","path","port","includes","parsedUrl","url","isUnixSocket","pathname","isSecure","defaultPort","tlsConnect","netConnect","startsWith","headers","Connection","Upgrade","search","handshakeTimeout","extensionName","origin","Origin","username","password","req","_req","abortHandshake","aborted","CLOSING","emit","emitClose","res","location","statusCode","abort","addr","socket","digest","serverProt","protList","protError","extensions","setSocket","CLOSED","OPEN","bufferSize","_bufferedBytes","receiver","receiverOnConclude","receiverOnDrain","receiverOnError","receiverOnMessage","receiverOnPing","receiverOnPong","setNoDelay","socketOnClose","socketOnData","socketOnEnd","socketOnError","removeAllListeners","code","msg","end","destroy","ping","cb","sendAfterClose","pong","send","binary","terminate","connect","servername","stream","message","captureStackTrace","setHeader","once","reason","resume","receiverOnFinish","read","clearTimeout","_writableState","finished","errorEmitted","pause","listeners","_listener","listener","Writable","isValidStatusCode","isValidUTF8","ErrorCtor","binaryType","_buffers","_compressed","_payloadLength","_fragmented","_masked","_fin","_opcode","_totalPayloadLength","_messageLength","_fragments","_loop","_write","encoding","startLoop","consume","shift","dst","Uint8Array","getInfo","getPayloadLength16","getPayloadLength64","getMask","compressed","haveLength","readUInt16BE","readUInt32BE","Math","pow","controlMessage","dataMessage","messageLength","fragments","Validation","randomFillSync","applyMask","_firstFragment","_deflating","_queue","merge","payloadLength","opcode","rsv1","writeUInt16BE","writeUInt32BE","enqueue","doClose","sendFrame","frame","doPing","doPong","dispatch","dequeue","Reflect","cork","uncork","tokenChars","dest","elem","extension","values","header","paramName","mustUnescape","isEscaping","inQuotes","start","charCodeAt","SyntaxError","token","Yallist","MAX","LENGTH","LENGTH_CALCULATOR","ALLOW_STALE","MAX_AGE","DISPOSE","NO_DISPOSE_ON_SET","LRU_LIST","CACHE","UPDATE_AGE_ON_GET","naiveLength","self","doUse","node","hit","isStale","del","now","Date","unshiftNode","maxAge","walker","tail","prev","delete","removeNode","Entry","forEachStep","thisp","Infinity","lc","stale","dispose","noDisposeOnSet","updateAgeOnGet","mL","allowStale","mA","lC","rforEach","toArray","Map","dump","dumpLru","len","has","peek","load","arr","expiresAt","prune","createWebSocketStream","Server","matchOperatorsRe","str","reTrim","reIsBadHex","reIsBinary","reIsOctal","freeParseInt","parseInt","freeGlobal","global","freeSelf","root","Function","objectToString","nativeMax","nativeMin","debounce","func","wait","lastArgs","lastThis","maxWait","timerId","lastCallTime","lastInvokeTime","leading","maxing","trailing","invokeFunc","time","thisArg","leadingEdge","timerExpired","shouldInvoke","timeSinceLastCall","trailingEdge","remainingWait","debounced","isInvoking","toNumber","isObject","cancel","isObjectLike","isSymbol","valueOf","isBinary","quote","xs","CONTROL","TOKEN","random","mapped","chunker","commented","BS","escape","esc","out","isGlob","charAt","parseEnvVar","comment","pattern","varend","varname","substr","pre","getVar","reduce","arg","acc","x","Fragment","StrictMode","Profiler","q","Suspense","SuspenseList","u","unstable_DebugTracingMode","unstable_Offscreen","unstable_LegacyHidden","unstable_Cache","for","w","iterator","z","A","isMounted","enqueueForceUpdate","enqueueReplaceState","enqueueSetState","B","C","props","context","updater","D","E","isReactComponent","setState","forceUpdate","F","isPureR

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e","ve","we","xe","ye","ze","Ae","Be","Ce","De","oninput","Ee","detachEvent","Fe","Ge","attachEvent","He","Ie",
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e","contains","compareDocumentPosition","documentElement","selectionStart","selectionEnd","defaultView","exte
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ringRef","Vg","Wg","Xg","deletions","Yg","Zg","elementType","$g","implementation","ah","bh","ch","dh","eh","f
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product","quoteChar","firstChar","sanitizeForParse","smartParse","JSON5","smartStringify","commitGradient","get
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"_initialSnapshotsByRootID","_rendererIDsThatReportedProfilingData","dataBackend","_rendererQueue","_dataB
ackends","_dataFrontend","dataBackends","operationsByRootID","snapshotsByRootID","convertedCommitData","
commitDataBackend","changeDescriptions","effectDuration","passiveEffectDuration","updaters","serializedElemen
t","serializedElementDisplayName","serializedElementHocDisplayNames","imported","prepareProfilingDataFronte
ndFromBackendAndStore","_bridge","onBridgeOperations","onBridgeProfilingData","onProfilingStatus","onBridg
eShutdown","isProfiling","rootIDToRendererID","roots","_cache","startProfiling","recordChangeDescriptions","sto
pProfiling","Store","config","parentElement","weightDelta","isInsideCollapsedSubTree","weight","_idToElement",
"_weightAcrossRoots","isSupported","validAttributes","_isNativeStyleEditorSupported","_nativeStyleEditorValidA
ttributes","haveRootsChanged","haveErrorsOrWarningsChanged","addedElementIDs","removedElementIDs","_thr
owAndEmitError","ownerID","supportsProfiling","hasOwnerMetadata","_roots","_rootIDToRendererID","_rootID
ToCapabilities","displayNameWithoutHOCs","_collapseNodesByDefault","_adjustParentTreeWeight","_ownersMa
p","_errorsAndWarnings","recursivelyDeleteElements","errorCount","warningCount","_revision","entry","_cached
ErrorCount","_cachedWarningCount","errorAndWarningTuples","getIndexOfElementID","mid","_cachedErrorAnd
WarningTuples","prevSupportsProfiling","_supportsProfiling","_hasOwnerMetadata","_componentFilters","onBrid
geOverrideComponentFilters","onBackendStorageAPISupported","onBridgeNativeStyleEditorSupported","onBridg
eSynchronousXHRSupported","onBridgeUnsupportedRendererVersion","onBridgeProtocol","_onBridgeProtocolTi
meoutID","isBackendStorageAPISupported","_isBackendStorageAPISupported","isSynchronousXHRSupported","
_isSynchronousXHRSupported","_unsupportedRendererVersionDetected","bridgeProtocol","_unsupportedBridgePr
otocol","_recordChangeDescriptions","supportsNativeInspection","supportsReloadAndProfile","supportsTraceUpda
tes","_supportsNativeInspection","_supportsReloadAndProfile","_supportsTraceUpdates","checkBridgeProtocolCo
mpatibility","onBridgeProtocolTimeout","assertExpectedRootMapSizes","assertMapSizeMatchesRootCount","map
Name","expectedSize","inspect","prevEnabledComponentFilters","nextEnabledComponentFilters","haveEnabledFil
tersChanged","containsElement","getElementAtIndex","numElements","rootWeight","currentElement","currentWei
ght","childWeight","getElementIDAtIndex","getElementsWithErrorsAndWarnings","getErrorAndWarningCountFo
rElementID","previousID","getOwnersListForElement","unsortedIDs","depthMap","idA","idB","innerElement","ge
tRendererIDForElement","getRootIDForElement","toggleIsCollapsed","didMutate","oldWeight","weightAcrossRoo
ts","getInternalReactConstants","ReactPriorityLevels","ImmediatePriority","UserBlockingPriority","NormalPriority
","LowPriority","IdlePriority","NoPriority","ReactTypeOfWork","getTypeSymbol","symbolOrNumber","CacheCo
mponent","ClassComponent","CoroutineComponent","CoroutineHandlerPhase","DehydratedSuspenseComponent",
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terminateComponent","LazyComponent","LegacyHiddenComponent","MemoComponent","Mode","OffscreenCom
ponent","ScopeComponent","SimpleMemoComponent","SuspenseComponent","SuspenseListComponent","YieldC
omponent","getDisplayNameForFiber","fiber","resolvedType","resolveFiberType","resolvedContext","ReactTypeO
fSideEffect","DidCapture","NoFlags","PerformedWork","Placement","Incomplete","prevLog","prevInfo","prevWar

n","prevError","prevGroup","prevGroupCollapsed","prevGroupEnd","disabledDepth","disabledLog","describeBuilt
InComponentFrame","ownerFn","__reactDisabledLog","reentry","describeNativeComponentFrame","control","prev
iousPrepareStackTrace","previousDispatcher","group","groupCollapsed","groupEnd","disableLogs","Fake","sample
","sampleLines","controlLines","reenableLogs","describeFunctionComponentFrame","describeFiber","workTagMa
p","workInProgress","ctor","describeClassComponentFrame","getStackByFiberInDevAndProd","APPEND_STAC
K_TO_METHODS","PREFIX_REGEX","ROW_COLUMN_NUMBER_REGEX","injectedRenderers","targetCons
ole","targetConsoleMethods","unpatchFn","registerRenderer","renderer","onErrorOrWarning","consoleSettingsRef"
,"appendComponentStack","breakOnConsoleErrors","showInlineWarningsAndErrors","originalConsoleMethods","
originalMethod","overrideMethod","shouldAppendWarningStack","lastArg","shouldShowInlineWarningsAndError
s","__REACT_DEVTOOLS_ORIGINAL_METHOD__","__REACT_DEVTOOLS_OVERRIDE_METHOD__","
BridgeContext","StoreContext","ContextMenuContext","isEnabledForInspectedElement","viewAttributeSourceFun
ction","createDetectElementResize","_window","raf","requestFrame","requestAnimationFrame","mozRequestAnim
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me","webkitCancelAnimationFrame","resetTriggers","triggers","__resizeTriggers__","expand","firstElementChild",
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Props","staticProps","_extends","possibleConstructorReturn","ReferenceError","AutoSizer","_React$PureCompone
nt","_ref","_temp","_this","_len","_key","__proto__","defaultHeight","defaultWidth","_onResize","_this$props","di
sableHeight","disableWidth","onResize","_parentNode","_height","_width","_style","paddingLeft","paddingRight",
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ss","setPrototypeOf","inherits","_detectElementResize","_props","outerStyle","overflow","childParams","bailoutOn
Children","_inheritsLoose","_assertThisInitialized","simpleIsEqual","resultFn","isEqual","lastResult","calledOnce",
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Timeout","timeoutID","requestTimeout","tick","cachedRTLResult","getRTLOffsetType","recalculate","outerDiv","
direction","innerDiv","innerStyle","defaultItemKey$1","createListComponent","_class","getItemOffset","getEstima
tedTotalSize","getItemSize","getOffsetForIndexAndAlignment","getStartIndexForOffset","getStopIndexForStartInd
ex","initInstanceProps","shouldResetStyleCacheOnItemSizeChange","validateProps","_PureComponent","List","_i
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Size","layout","itemStyleCache","_getItemStyleCache","_offset","isHorizontal","__","___","_onScrollHorizontal","
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roto","scrollTo","scrollToItem","align","itemCount","_this$props2","_callPropsCallbacks","_this$props3","_this$st
ate","_this$props4","innerRef","innerElementType","innerTagName","itemData","_this$props4$itemKey","itemKe
y","outerElementType","outerTagName","useIsScrolling","_this$_getRangeToRend","_getRangeToRender","startI
ndex","stopIndex","items","_index","estimatedTotalSize","WebkitOverflowScrolling","willChange","pointerEvents
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","_this$state2","_scrollDirection","_scrollOffset","_scrollUpdateWasRequested","_this$props5","overscanCount","
_this$state3","overscanBackward","overscanForward","_ref2","_ref3","FixedSizeList","_ref4","lastItemOffset","ma
xOffset","minOffset","middleOffset","_ref5","_ref6","numVisibleItems","_ref7","_attribute","areEqual","prevProps
","prevStyle","prevRest","nextStyle","nextRest","alphaSortEntries","entryA","entryB","createRegExp","isLetter","
matchAnyCase","escaped","escapeStringRegExp","restRegex","getMetaValueLabel","sanitize","serializeDataForCo
py","cloned","downloadUrl","TreeStateContext","TreeDispatcherContext","reduceSearchState","searchIndex","sear
chResults","searchText","selectedElementID","selectedElementIndex","prevSearchIndex","prevSearchText","numP

revSearchResults","didRequestSearch","newElementIndex","foundMatch","resultID","recursivelySearchTree","find
Index","innerIndex","getNearestResultIndex","newSearchIndex","TreeContextController","defaultInspectedElement
ID","defaultOwnerID","defaultSelectedElementID","defaultSelectedElementIndex","initialRevision","revision","red
ucer","ownerSubtreeLeafElementID","lookupIDForIndex","removedIDs","selectedElement","firstChildID","firstCh
ildIndex","selectedChildIndex","nextChildID","leafElement","ownerIndex","parentIndex","elementIndicesWithErro
rsOrWarnings","prevEntry","flatIndex","nextEntry","reduceTreeState","inspectedElementID","reduceSuspenseState
","ownerFlatTree","prevSelectedElementIndex","reduceOwnersState","dispatchWrapper","handleSelectFiber","prev
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PATH_COMPONENTS","PATH_COPY","PATH_ERROR","PATH_FACEBOOK","PATH_FLAME_CHART","
PATH_PROFILER","PATH_RANKED_CHART","PATH_SEARCH","PATH_SETTINGS","PATH_STORE_AS_
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View","clearHighlightNativeElement","SettingsContext","SettingsContextController","browserTheme","component
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AndErrors","traceUpdatesEnabled","setTraceUpdatesEnabled","documentElements","updateDisplayDensity","updat
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PATH_CLOSE","PATH_COLLAPSED","PATH_DELETE","PATH_DOWN","PATH_EXPANDED","PATH_EX
PORT","PATH_FILTER","PATH_IMPORT","PATH_LOG_DATA","PATH_MORE","PATH_NEXT","PATH_P
ARSE_HOOK_NAMES","PATH_PREVIOUS","PATH_RECORD","PATH_RELOAD","PATH_SAVE","PATH_
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Hovered","setIsHovered","isNavigatingWithKeyboard","onElementMouseEnter","treeFocused","isSelected","errors
AndWarningsSubscription","SelectedElement","InactiveSelectedElement","HoveredElement","onMouseEnter","on
MouseLeave","onMouseDown","onDoubleClick","data-
depth","Wrapper","ExpandCollapseToggle","DisplayName","KeyName","KeyValue","title","ErrorIconContrast","E
rrorIcon","WarningIconContrast","WarningIcon","swallowDoubleClick","isSearchResult","isCurrentResult","Curre
ntHighlight","Highlight","useId","_useState","setId","wrapEvent","theirHandler","ourHandler","_classCallCheck","
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ad","OwnersListContext","inProgressRequests","request","promise","resolveFn","OwnersListContextController","o
nOwnersList","ownersList","owners","owner","dialogReducer","selectedIndex","OwnerStack","treeDispatch","isIn
Store","selectOwner","elementsTotalWidth","setElementsTotalWidth","elementsBarRef","isOverflowing","containe
rRef","totalChildWidth","setIsOverflowing","container","handleResize","throttle","ownerWindow","useIsOverflowi
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age","record","callbacks","wake","newRecord","didTimeout","async","json","html_url","searchGitHubIssues","may
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L","gitHubAPISearch","ReproSteps","WorkplaceGroup","SuspendingErrorView","GitHubUI","InitialState","canDi
smiss","hasError","onBeforeDismissCallback","_onStoreError","canDismissProp","canDismissState","_dismissErro
r","portaledContent","portalContainer","inspectedElementMap","inspectElementAPI","inspectedElement","inspecte
dElementBackend","canEditFunctionProps","canEditFunctionPropsDeletePaths","canEditFunctionPropsRenamePat
hs","canEditHooks","canEditHooksAndDeletePaths","canEditHooksAndRenamePaths","canToggleError","isErrore
d","targetErrorBoundaryID","canToggleSuspense","canViewSource","hasLegacyContext","hooks","rendererVersio
n","rootType","convertInspectedElementBackendToFrontend","hydratedPathData","__DEV__","rejectedRecord","i
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oShowFnMap","idToHideFnMap","currentHideFn","RegistryContext","hideMenu","showMenu","showFn","registe
rMenu","hideFn","HIDDEN_STATE","ContextMenu","bodyAccessorRef","hideUnlessContains","hide","reposition
ToFit","ContextMenuItem","onTouchEnd","HocBadges","hocDisplayName","AutoSizeInput","isEmpty","Editable
Name","allowEmpty","allowWhiteSpace","overrideName","editableName","setEditableName","setIsValid","basePa

th","EditableValue","overrideValue","useEditableValue","applyChanges","isBool","autoComplete","Invalid","Checkbox","parseHookPathForEdit","NewArrayValue","hidden","hookID","setKey","isInvalid","setIsInvalid","oldPath","newPath","newIsInvalid","NewKeyValue","newPropKey","setNewPropKey","newPropName","setNewPropName","setIsOpen","prevIsOpen","useContextMenu","handleContextMenu","HookNamesContext","loadHookNames","purgeCachedMetadata","InspectedElementContext","InspectedElementContextController","loadHookNamesFunction","parseHookNamesByDefault","alreadyLoadedHookNames","hasAlreadyLoadedHookNames","elementHasChanged","hookNames","hooksTree","toggleParseHookNames","inspectPaths","fastRefreshScheduled","checkForUpdateWrapper","alphaSort","canDeletePaths","canEditValues","canRenamePaths","canRenamePathsAtDepth","isDirectChildOfAnArray","hookName","pathRoot","contextMenuTriggerRef","isInspectable","isReadOnly","isInspectPathsPending","startInspectPathsTransition","toggleIsOpen","isSimpleType","deletePath","pathToDelete","renamePath","renderedName","canRenameTheCurrentPath","DeleteToggle","Name","HookName","displayValue","Item","ExpandCollapseToggleSpacer","AfterName","Value","hasChildren","innerValue","keyValue","DeleteArrayItemButton","InspectedElementContextTree","handleCopy","InspectedElementTree","Empty","InspectedElementErrorsAndWarningsTree","isErrorsTransitionPending","startClearErrorsTransition","isWarningsTransitionPending","startClearWarningsTransition","badgeClassName","ErrorBadge","ErrorTree","clearMessages","clearErrorsForElementAPI","isTransitionPending","messageClassName","WarningBadge","WarningTree","clearWarningsForElementAPI","Warning","actions","sharedStyles","ErrorOrWarningView","Message","InspectedElementHooksTree","parseHookNamesOptimistic","setParseHookNamesOptimistic","hookParsingFailed","toggleTitle","serializeHooksForCopy","HooksTreeView","ToggleError","InnerHooksTreeView","hook","HookView","Hook","NameValueRow","TruncationIndicator","isCustomHook","isComplexDisplayValue","getHookSourceLocationKey","hookDisplayName","subHooksView","NameAnonymous","InspectedElementPropsTree","InspectedElementStateTree","InspectedElementSuspenseToggle","isSuspended","ToggleSuspenseRow","forceFallback","NativeStyleContext","NativeStyleContextController","getStyleAndLayout","currentStyleAndLayout","setCurrentStyleAndLayout","onStyleAndLayout","styleAndLayout","batchedUpdates","sendRequest","LayoutViewer","DashedBox","LabelRow","Label","BoxRow","SolidBox","toFixed","StyleEditor","changeAttribute","oldName","newName","changeValue","Brackets","Row","nativeStyleEditorValidAttributes","NewRow","newAttributeRef","attributePlaceholder","oldAttribute","newAttribute","valuePlaceholder","localAttribute","setLocalAttribute","localValue","setLocalValue","isAttributeValid","setIsAttributeValid","isValueValid","setIsValueValid","Field","Attribute","onReset","onSubmit","parsedLocalValue","NativeStyleEditorWrapper","supportsNativeStyleEditor","NativeStyleEditor","maybeStyleAndLayout","InspectedElementView","isContextMenuEnabledForInspectedElement","rendererLabel","showOwnersList","showRenderedBy","InspectedElement","Owners","OwnersHeader","OwnerView","OwnersMetaField","Source","pathType","copyInspectedElementPathAPI","ContextMenuIcon","storeAsGlobalAPI","SourceHeaderRow","SourceHeader","SourceOneLiner","BEFORE_SLASH_RE","nameOnly","pathBeforeSlash","formatSourceForDisplay","OwnerButton","OwnerContent","Owner","InspectedElementWrapper","canViewElementSourceFunction","viewElementSourceFunction","modalDialogDispatch","highlightElement","logElement","viewSource","toggleErrored","forceError","toggleSuspended","nearestSuspenseElement","nearestSuspenseElementID","TitleRow","Key","KeyArrow","SelectedComponentName","TabBar","currentTab","groupName","selectTab","tabs","tab","iconSizeClassName","tabLabelClassName","tabSizeClassName","IconSizeNavigation","TabLabelNavigation","TabSizeNavigation","IconSizeProfiler","TabLabelProfiler","TabSizeProfiler","IconSizeSettings","TabLabelSettings","TabSizeSettings","icon","TabDisabled","Tab","TabCurrent","IconDisabled","ComponentsSettings","collapseNodesByDefault","updateCollapseNodesByDefault","updateParseHookNames","setComponentFilters","addFilter","prevComponentFilters","changeFilterType","componentFilter","updateFilterValueElementType","updateFilterValueRegExp","removeFilter","toggleFilterIsEnabled","componentFiltersRef","Settings","Setting","Table","TableRow","NoFiltersCell","TableCell","InvalidRegExp","ToggleIcon","Select","ToggleOnInvalid","ToggleOffInvalid","ToggleInsideOn","ToggleInsideOff","DebuggingSettings","ConsoleAPIWarning","GeneralSettings","RadioLabel","ReleaseNotes","ReleaseNotesLink","ProfilerContext","ProfilerContextController","subscription","didRecordCommits","isProcessingData","prevProfilingData","setPrevProfilingData","setRootID","selectedFiberID","selectFiberID","selectedFiberName","selectFiberName","selectFiber","setRootIDAndClearFiber","firstRootID","selectedElementRootID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eP

ostCommitFiberRoot","installHook","nodeWaitingToConnectHTML","projectRoots","statusListener","safeUnmount","onDisconnected","initialize","transferable","startServerTimeoutID","DevtoolsUI","connectToSocket","onerror","onclose","setContentDOMNode","setProjectRoots","setStatusListener","startServer","httpsOptions","useHttps","httpServer","connected","backendFile","readFileSync","__dirname","savedPreferencesString","getAppendComponentStack","getBreakOnConsoleErrors","getShowInlineWarningsAndErrors"],"mappings":"2BACE,IAAIA,EAAmB,GAGvB,SAASC,EAAoBC,GAG5B,GAAGF,EAAiBE,GACnB,OAAOF,EAAiBE,GAAUC,QAGnC,IAAIC,EAASJ,EAAiBE,GAAAY,CACzCG,EAAGH,EACHI,GAAAG,EACHH,QAAAS,IAAUV,OANAI,EAAQL,GAAAUM,KAAKJ,EAAOD,QAASC,EAAQA,EAAOD,QAASF,GAG/DG,EAAOE,GAAAI,EAGJF,EAAOD,QA0Df,OArDAF,EAAoBQ,EAAIF,,EAGxBN,EAAoBS,EAAIV,EAGxBC,EAAoBU,EAAI,SAASR,EAASS,EAAMC,GAC3CZ,EAAoBa,EAAEX,EAASS,IAClClCG,OAAOC,eAAeb,EAASS,EAAM,CAAAEK,YAAAY,EAAAMC,IAAAKL,KAKhEZ,EAAoBkB,EAAAI,SAAShB,GACX,oBAAAXiB,QAA0BA,OAAAOC,aAC1CN,OAAAOC,eAAeb,EAASiB,OAAAOC,YAAAa,CAAAEC,MAAO,WAE7DP,OAAAOC,eAAeb,EAAS,aAAAc,CAAAEmB,OAAAO,KAQvDrB,EAAAoBsB,EAAAI,SAASD,EAAAOE,GAEvC,GADU,EAAAPA,IAAAUF,EAAAQrB,EAAAoBqB,IAAC/B,EAAAPE,EAAAU,OAAAOF,EACpB,GAAAW,EAAAPE,GAA8B,iBAAAVF,GAAAsBA,GAASA,EAAAMG,WAAAY,OAAAOH,EAChF,IAAII,EAAAKX,OAAAOY,OAAAO,MAGvB,GAF A1B,EAAoBkB,EAAAEO,GACtBX,OAAAOC,eAAeU,EAAI,UAAAW,CAAAET,YAAAY,EAAAMK,MAAAOA,IACtD,EAAPE,GAA4B,iBAATF,EAAAmB,IAAAI,IAAAIM,KAAAON,EAAAOrB,EAAAoBU,EAAAEe,EAAAIE,EAAAK,SAASA,GAAAO,OAAAON,EAAAMM,IAAAQC,KAAAK,KAAAMD,IAC9I,OAAAOF,GAIRzB,EAAAoB6B,EAAAI,SAAS1B,GAChC,IAAAIS,EAAAST,GAAAUA,EAAAOqB,WAC7B,WAAwB,OAAAOrB,EAAAgB,SAC/C,WAA8B,OAAAOA,GAEtC,OADAH,EAAAoBU,EAAAEE,EAAAQ,IAAAKA,GAC5BA,GAIRZ,EAAAoBa,EAAAI,SAASiB,EAAAQC,GAAAY,OAAAOjB,OAAAOkB,UAAAUC,eAAAe1B,KAAAKuB,EAAAQC,IAGzG/B,EAAAoBkC,EAAAI,GAIjBlC,EAAAoBA,EAAAoBmC,EAAAI,K,+BC/EnDhC,EAAAOD,QAAUkC,EAAAQ,K,cCE3BjC,EAAAOD,QAAU,SAASmC,GACAzB,IAAAIC,EAAAO,GAAwCX,OArCA,EAAAKC,SAAAW,WACAf,OAAAOC,KAAAKC,KAAAI,SAAAUC,GACAzB,IAAAIC,EAsCP,SAAAgCD,EAAAAML,GACACrC,IAAAIM,EAAAUD,EAAAK,IAAAAM,GACACrBE,EAAAaF,EAAAK,GACACtB,IAAAKE,EACAJ,OAAAOD,EAGR,GAAAIN,GAAAgC,mBAAATQ,KAAAqB,CAAC/C,IAAAIC,GAAYaC,EAZaH,EAAiBxB,mEAHMC,KAAAKG,SAAASC,mBAAAmBC,KAAAKC,UAAAUJ,MAGtC,OAAhBlBK,EAAAaR,EAAAWS,QAAAQZ,KAAAI,SAAAUa,GACACjD,MAAAO,iBAAAmBV,EAAAWW,WAAAaD,EAAAS,SAG5D,MAAAO,CAAACX,GAASa,OAAAOJ,GAAAAYI,OAAAO,CAAACV,IAAAAgBW,KAAAK,MAOnE,IAAAmBV,EAAJlB,MAAAO,CAAACJ,GAASSc,KAAAK,MAtDNC,CAAAuBhB,EAAAAML,GAC3C,OAAAGK,EAAAK,GACACA,UAAAYA,EAAAK,GAAAK,IAAAAMC,EAAAAU,IAAAEtCA,KAAENc,KAAAK,KAITnB,EAAAKlC,EAAAI,SAAASE,EAASqD,GACACJ,iBAAAZrD,IACACTA,EAAAU,CAAAC,CAAAC,KAAAMA,EAAAS,MAE5B,IADA,IAAAIsD,EAAAyB,GACACrBxD,EAAAI,EAAAGA,EAAAIoC,KAAAKqB,OAAAAQzD,IAAAK,CACACpC,IAAAI0D,EAAAKtB,KAAAKpC,GAAAAG,GACACA,iBAAAP0D,IACACTF,EAAAuBE,IAAAAM,GAAE/B,IAAAI1D,EAAAI,EAAAAGA,EAAAAIE,EAAAAQuD,OAAAAQzD,IAAAK,CACACnC,IAAAIsC,EAAAAOpC,EAAAAQF,GAAKG,iBAAAZsC,EAAAAK,IAAAAoBkB,EAAAAuBlB,EAAAAK,MAAC3DiB,IAAAAejB,EAAAAK,GACACtBA,EAAAAK,GAAAAKiB,EACACDA,IACACTjB,EAAAAK,GAAAAK,IAAAAMA,EAAAAK,GAAAAK,UAAAAYiB,EAAAAa,KAEpDrB,EAAAAKyB,KAAAAKrB,MAINJ,I,gBCzCR,IAEwB0B,EACnBC,EAHDC,EAAAc,GAAWdC,GAAToBH,EASF,WAAMrB,OAAAOI,QAAAUC,UAAAAYA,SAASC,MAAAQF,OAAAOG,MAZ9C,WAEN,YAADoB,IAAATN,IAAAsBA,EAAAAOD,EAAAAGQ,MAAAAMhC,KAAAAMiC,YAChDR,IAAaLS,EAAAAY,SAAAUC,EAAAAQC,GAAChC,OAAAAIA,EACKA,EAAAAOC,cAAAcF,GAAEvBN,SAASQ,cAAAcF,IAAG5BG,EAAAAa,SAAAWd,GAAC3B,IAAAIC,EAAAAO,GAAAEX,OAAAO,SAASU,EAAAAQC,GAAAMT,GAAAAsB,mBAAAAXD,EAAACH,OAAAAOA,IAAAEf,QAA4B,IAAAjBV,EAAAAKU,GAAAAyB,CACAtD,IAAAII,EAAAAcL,EAAAAUnE,KAAAKiC,KAAAAMmC,EAAAAQC,GAAE/C,GAAAAIR,OAAAAOY,mBAAAAqBD,aAAAAuBX,OAAAAOY,kBAAC7D,IAAAGCD,EAAAAcA,EAAAAYE,gBAAAAgBC,KAACzC,MAAAAMC,GAACPJ,EAAAAc,KAAGhBd,EAAAAKU,GAAAAUI,EAAAEhB,OAAAAOd,EAAAAKU,IA1BG,GA8BbS,EAAAAY,KACACZC,EAAAAmB,EACAnBC,EAAAAsB,GAAAEtBC,EAAAAU,EAAAAQ,KAAAqDtB,SAASC,EAAAAgBC,EAAAAQC,GAAChC,IAAAAK,IAAAAItF,EAAAAI,EAAAAGA,EAAAAIqF,EAAAAO5B,OAAAAQzD,IAAAAK,CACACvC,IAAAAIsC,EAAAAO+C,EAAAAOrF,GACACduF,EAAAAWzB,EAAAAYxB,EAAAAKoB,IAAAEhC,GAAAAG6B,EAAAAU,CACACZA,EAAAASC,OAAAET,IAAAAI,IAAAAIC,EAAAAI,EAAAAGA,EAAAAIF,EAAAASG,MAAAAMjC,OAAAAQgC,IACzCF,EAAAASG,MAAAAMD,GAAAAGnD,EAAAAKoD,MAAAAMD,IAAAG9B,KAAAAMA,EAAAAInD,EAAAAKoD,MAAAAMjC,OAAAAQgC,IAAAC5BF,EAAAASG,MAAAAM/B,KAAAAKgC,EAAAASrD,EAAAAKoD,MAAAAMD,GAAAAIH,QAAAEvC,CACACN,IAAAAII,EAAAAQ,GAAAEZ,IAAAAQD,EAAAAI,EAAAAGA,EAAAAInD,EAAAAKoD,MAAAAMjC,OAAAAQgC,IACrCC,EAAAAM/B,KAAAAKgC,EAAAASrD,EAAAAKoD,MAAAAMD,GAAAAIH,IAAAGpCxB,EAAAAYxB,EAAAAKoB,IAAAAM,CAAAACA,GAAAAIpB,EAAAAKoB,GAAAAI8B,KAAAAM,EAAAAGE,MAAAAOA,KAAKxD,SAASE,EAAAAc1D,EAAAAMoD,GAAAI5B,IAAAHA,IAAAAID,EAAAAS,GAAACTQ,EAAAAY,GAAAEP7F,EA

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OAAzBG,IACF77G,aAAa67G,IAEf/iE,EAAOzkD,QACPmoH,EAAWnoH,YAaFynH","file":"standalone.js","sour
cesContent":[" \t// The module cache\n \tvar installedModules = {};\n\n \t// The require function\n \tfunction
__webpack_require__(moduleId) {\n\n \t\t// Check if module is in cache\n \t\tif(installedModules[moduleId]) {\n
\t\t\treturn installedModules[moduleId].exports;\n \t\t}\n \t\t// Create a new module (and put it into the cache)\n
\t\tvar module = installedModules[moduleId] = {\n \t\t\ti: moduleId,\n \t\t\tl: false,\n \t\t\texports: {}\n \t\t};\n\n \t\t//
Execute the module function\n \t\tmodules[moduleId].call(module.exports, module, module.exports,
__webpack_require__);\n\n \t\t// Flag the module as loaded\n \t\tmodule.l = true;\n\n \t\t// Return the exports of the
module\n \t\treturn module.exports;\n \t}\n\n\n \t// expose the modules object (__webpack_modules__)\n
\t__webpack_require__.m = modules;\n\n \t// expose the module cache\n \t__webpack_require__.c =
installedModules;\n\n \t// define getter function for harmony exports\n \t__webpack_require__.d = function(exports,
name, getter) {\n \t\tif(!__webpack_require__.o(exports, name)) {\n \t\t\tObject.defineProperty(exports, name, {
enumerable: true, get: getter });\n \t\t}\n \t};\n\n \t// define __esModule on exports\n \t__webpack_require__.r =
function(exports) {\n \t\tif(typeof Symbol !== 'undefined' && Symbol.toStringTag) {\n
\t\t\tObject.defineProperty(exports, Symbol.toStringTag, { value: 'Module' });\n \t\t}\n
\t\tObject.defineProperty(exports, '__esModule', { value: true });\n \t};\n\n \t// create a fake namespace object\n \t//
mode & 1: value is a module id, require it\n \t// mode & 2: merge all properties of value into the ns\n \t// mode & 4:
return value when already ns object\n \t// mode & 8|1: behave like require\n \t__webpack_require__.t =
function(value, mode) {\n \t\tif(mode & 1) value = __webpack_require__(value);\n \t\tif(mode & 8) return value;\n
\t\tif((mode & 4) && typeof value === 'object' && value && value.__esModule) return value;\n \t\tvar ns =
Object.create(null);\n \t\t__webpack_require__.r(ns);\n \t\tObject.defineProperty(ns, 'default', { enumerable: true,
value: value });\n \t\tif(mode & 2 && typeof value != 'string') for(var key in value) __webpack_require__.d(ns, key,
function(key) { return value[key]; }.bind(null, key));\n \t\treturn ns;\n \t};\n\n \t// getDefaultExport function for
compatibility with non-harmony modules\n \t__webpack_require__.n = function(module) {\n \t\tvar getter = module
&& module.__esModule ?\n \t\t\tfunction getDefault() { return module['default']; } :\n \t\t\tfunction
getModuleExports() { return module; };\n \t\t__webpack_require__.d(getter, 'a', getter);\n \t\treturn getter;\n \t};\n\n
\t// Object.prototype.hasOwnProperty.call\n \t__webpack_require__.o = function(object, property) { return

Object.prototype.hasOwnProperty.call(object, property); };\n\n \t// __webpack_public_path__\n \t__webpack_require__.p = \"\";\n\n\n \t// Load entry module and return exports\n \treturn __webpack_require__(__webpack_require__.s = 176);\n","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react.production.min.js');\n} else {\n module.exports = require('./cjs/react.development.js');\n}\n","/*\n\tMIT License http://www.opensource.org/licenses/mit-license.php\n\tAuthor Tobias Koppers @sokra\n*/\n// css base code, injected by the css-loader\nmodule.exports = function(useSourceMap) {\n\tvar list = [];\n\n\t// return the list of modules as css string\n\tlist.toString = function toString() {\n\t\treturn this.map(function (item) {\n\t\t\tvar content = cssWithMappingToString(item, useSourceMap);\n\t\t\tif(item[2]) {\n\t\t\t\treturn \"@media \" + item[2] + \"{\" + content + \"}\";\n\t\t\t} else {\n\t\t\t\treturn content;\n\t\t\t}\n\t\t}).join(\"");\n\t};\n\n\t// import a list of modules into the list\n\tlist.i = function(modules, mediaQuery) {\n\t\tif(typeof modules === \"string\")\n\t\t\tmodules = [[null, modules, \"\"]];\n\t\tvar alreadyImportedModules = {};\n\t\tfor(var i = 0; i < this.length; i++) {\n\t\t\tvar id = this[i][0];\n\t\t\tif(typeof id === \"number\")\n\t\t\t\talreadyImportedModules[id] = true;\n\t\t}\n\t\tfor(i = 0; i < modules.length; i++) {\n\t\t\tvar item = modules[i];\n\t\t\t// skip already imported module\n\t\t\t// this implementation is not 100% perfect for weird media query combinations\n\t\t\t// when a module is imported multiple times with different media queries.\n\t\t\t// I hope this will never occur (Hey this way we have smaller bundles)\n\t\t\tif(typeof item[0] !== \"number\" || !alreadyImportedModules[item[0]]) {\n\t\t\t\tif(mediaQuery && !item[2]) {\n\t\t\t\t\titem[2] = mediaQuery;\n\t\t\t\t} else if(mediaQuery) {\n\t\t\t\t\titem[2] = \"(\" + item[2] + \") and (\" + mediaQuery + \")\";\n\t\t\t\t}\n\t\t\t\tlist.push(item);\n\t\t\t}\n\t\t}\n\t};\n\treturn list;\n};\n\nfunction cssWithMappingToString(item, useSourceMap) {\n\tvar content = item[1] || '';\n\tvar cssMapping = item[3];\n\tif (!cssMapping) {\n\t\treturn content;\n\t}\n\n\tif (useSourceMap && typeof btoa === 'function') {\n\t\tvar sourceMapping = toComment(cssMapping);\n\t\tvar sourceURLs = cssMapping.sources.map(function (source) {\n\t\t\treturn '/*# sourceURL=' + cssMapping.sourceRoot + source + ' */'\n\t\t});\n\n\t\treturn [content].concat(sourceURLs).concat([sourceMapping]).join('\\n');\n\t}\n\n\treturn [content].join('\\n');\n}\n\n// Adapted from convert-source-map (MIT)\nfunction toComment(sourceMap) {\n\t// eslint-disable-next-line no-undef\n\tvar base64 = btoa(unescape(encodeURIComponent(JSON.stringify(sourceMap))));\n\tvar data = 'sourceMappingURL=data:application/json;charset=utf-8; base64,' + base64;\n\n\treturn '/*# ' + data + ' */';\n}\n","/*\n\tMIT License http://www.opensource.org/licenses/mit-license.php\n\tAuthor Tobias Koppers @sokra\n*/\n\nvar stylesInDom = {};\n\nvar\tmemoize = function (fn) {\n\tvar memo;\n\n\treturn function () {\n\t\tif (typeof memo === \"undefined\") memo = fn.apply(this, arguments);\n\t\treturn memo;\n\t};\n};\n\nvar isOldIE = memoize(function () {\n\t// Test for IE <= 9 as proposed by Browserhacks\n\t// @see http://browserhacks.com/#hack-e71d8692f65334173fee715c222cb805\n\t// Tests for existence of standard globals is to allow style-loader\n\t// to operate correctly into non-standard environments\n\t// @see https://github.com/webpack-contrib/style-loader/issues/177\n\treturn window && document && document.all && !window.atob;\n});\n\nvar getTarget = function (target, parent) {\n if (parent){\n   return parent.querySelector(target);\n }\n return document.querySelector(target);\n};\n\nvar getElement = (function (fn) {\n\tvar memo = {};\n\n\treturn function(target, parent) {\n   // If passing function in options, then use it for resolve \"head\" element.\n   // Useful for Shadow Root style i.e\n   // {\n   //   insertInto: function () { return document.querySelector(\"#foo\").shadowRoot }\n   // }\n   if (typeof target === 'function') {\n   return target();\n   }\n   if (typeof memo[target] === \"undefined\") {\n\t\t\tvar styleTarget = getTarget.call(this, target, parent);\n\t\t\t// Special case to return head of iframe instead of iframe itself\n\t\t\tif (window.HTMLIFrameElement && styleTarget instanceof window.HTMLIFrameElement) {\n\t\t\t\ttry {\n\t\t\t\t\t// This will throw an exception if access to iframe is blocked\n\t\t\t\t\t// due to cross-origin restrictions\n\t\t\t\t\tstyleTarget = styleTarget.contentDocument.head;\n\t\t\t\t} catch(e) {\n\t\t\t\t\tstyleTarget = null;\n\t\t\t\t}\n\t\t}\n\t\tmemo[target] = styleTarget;\n\t}\n\treturn memo[target]\n};\n})();\n\nvar singleton = null;\nvar\tsingletonCounter = 0;\nvar\tstylesInsertedAtTop = [];\n\nvar\tfixUrls = require(\"./urls\");\n\nmodule.exports = function(list, options) {\n\tif (typeof DEBUG !== \"undefined\" && DEBUG) {\n\t\tif (typeof document !== \"object\") throw new Error(\"The style-loader cannot be used in a non-

browser environment\");\n\t}\n\n\toptions = options || {};\n\n\toptions.attrs = typeof options.attrs === \"object\" ? options.attrs : {};\n\n\t// Force single-tag solution on IE6-9, which has a hard limit on the # of <style>\n\t// tags it will allow on a page\n\tif (!options.singleton && typeof options.singleton !== \"boolean\") options.singleton = isOldIE();\n\n\t// By default, add <style> tags to the <head> element\n\tif (!options.insertInto) options.insertInto = \"head\";\n\n\t// By default, add <style> tags to the bottom of the target\n\tif (!options.insertAt) options.insertAt = \"bottom\";\n\n\tvar styles = listToStyles(list, options);\n\n\taddStylesToDom(styles, options);\n\n\treturn function update (newList) {\n\t\tvar mayRemove = [];\n\n\t\tfor (var i = 0; i < styles.length; i++) {\n\t\t\tvar item = styles[i];\n\t\t\tvar domStyle = stylesInDom[item.id];\n\n\t\t\tdomStyle.refs--;\n\t\t\tmayRemove.push(domStyle);\n\t\t}\n\n\tif(newList) {\n\t\tvar newStyles = listToStyles(newList, options);\n\t\taddStylesToDom(newStyles, options);\n\t\t}\n\n\tfor (var i = 0; i < mayRemove.length; i++) {\n\t\tvar domStyle = mayRemove[i];\n\n\t\tif(domStyle.refs === 0) {\n\t\t\tfor (var j = 0; j < domStyle.parts.length; j++) domStyle.parts[j]();\n\n\t\t\tdelete stylesInDom[domStyle.id];\n\t\t}\n\t}\n\t};\n};\n\nfunction addStylesToDom (styles, options) {\n\tfor (var i = 0; i < styles.length; i++) {\n\t\tvar item = styles[i];\n\t\tvar domStyle = stylesInDom[item.id];\n\n\tif(domStyle) {\n\t\tdomStyle.refs++;\n\n\t\tfor(var j = 0; j < domStyle.parts.length; j++) {\n\t\t\tdomStyle.parts[j](item.parts[j]);\n\t\t}\n\n\tfor(; j < item.parts.length; j++) {\n\t\t\tdomStyle.parts.push(addStyle(item.parts[j], options));\n\t\t}\n\t} else {\n\tvar parts = [];\n\n\tfor(var j = 0; j < item.parts.length; j++) {\n\t\tparts.push(addStyle(item.parts[j], options));\n\t}\n\n\tstylesInDom[item.id] = {id: item.id, refs: 1, parts: parts};\n\t}\n}\n\nfunction listToStyles (list, options) {\n\tvar styles = [];\n\tvar newStyles = {};\n\n\tfor (var i = 0; i < list.length; i++) {\n\tvar item = list[i];\n\tvar id = options.base ? item[0] + options.base : item[0];\n\tvar css = item[1];\n\tvar media = item[2];\n\tvar sourceMap = item[3];\n\tvar part = {css: css, media: media, sourceMap: sourceMap};\n\n\tif(!newStyles[id]) styles.push(newStyles[id] = {id: id, parts: [part]});\n\telse newStyles[id].parts.push(part);\n\t}\n\n\treturn styles;\n}\n\nfunction insertStyleElement (options, style) {\n\tvar target = getElement(options.insertInto)\n\n\tif (!target) {\n\tthrow new Error(\"Couldn't find a style target. This probably means that the value for the 'insertInto' parameter is invalid.\");\n\t}\n\n\tvar lastStyleElementInsertedAtTop = stylesInsertedAtTop[stylesInsertedAtTop.length - 1];\n\n\tif (options.insertAt === \"top\") {\n\tif (!lastStyleElementInsertedAtTop) {\n\t\tttarget.insertBefore(style, target.firstChild);\n\t} else if (lastStyleElementInsertedAtTop.nextSibling) {\n\t\tttarget.insertBefore(style, lastStyleElementInsertedAtTop.nextSibling);\n\t} else {\n\t\tttarget.appendChild(style);\n\t}\n\tstylesInsertedAtTop.push(style);\n\t} else if (options.insertAt === \"bottom\") {\n\tttarget.appendChild(style);\n\t} else if (typeof options.insertAt === \"object\" && options.insertAt.before) {\n\tvar nextSibling = getElement(options.insertAt.before, target);\n\tttarget.insertBefore(style, nextSibling);\n\t} else {\n\tthrow new Error(\"[Style Loader]\\n\\n Invalid value for parameter 'insertAt' ('options.insertAt') found.\\n Must be 'top', 'bottom', or Object.\\n (https://github.com/webpack-contrib/style-loader#insertat)\\n\");\n\t}\n}\n\nfunction removeStyleElement (style) {\n\tif (style.parentNode === null) return false;\n\tstyle.parentNode.removeChild(style);\n\n\tvar idx = stylesInsertedAtTop.indexOf(style);\n\tif(idx >= 0) {\n\tstylesInsertedAtTop.splice(idx, 1);\n\t}\n}\n\nfunction createStyleElement (options) {\n\tvar style = document.createElement(\"style\");\n\n\tif(options.attrs.type === undefined) {\n\toptions.attrs.type = \"text/css\";\n\t}\n\n\tif(options.attrs.nonce === undefined) {\n\tvar nonce = getNonce();\n\tif (nonce) {\n\toptions.attrs.nonce = nonce;\n\t}\n\t}\n\n\taddAttrs(style, options.attrs);\n\tinsertStyleElement(options, style);\n\n\treturn style;\n}\n\nfunction createLinkElement (options) {\n\tvar link = document.createElement(\"link\");\n\n\tif(options.attrs.type === undefined) {\n\toptions.attrs.type = \"text/css\";\n\t}\n\toptions.attrs.rel = \"stylesheet\";\n\n\taddAttrs(link, options.attrs);\n\tinsertStyleElement(options, link);\n\n\treturn link;\n}\n\nfunction addAttrs (el, attrs) {\n\tObject.keys(attrs).forEach(function (key) {\n\tel.setAttribute(key, attrs[key]);\n\t});\n}\n\nfunction getNonce() {\n\tif (typeof __webpack_nonce__ === 'undefined') {\n\treturn null;\n\t}\n\n\treturn __webpack_nonce__;\n}\n\nfunction addStyle (obj, options) {\n\tvar style, update, remove, result;\n\n\t// If a transform function was defined, run it on the css\n\tif (options.transform

&& obj.css) {\n\t   result = typeof options.transform === 'function'\n\t\t ? options.transform(obj.css) \n\t\t : options.transform.default(obj.css);\n\n\t   if (result) {\n\t   \t// If transform returns a value, use that instead of the original css.\n\t   \t// This allows running runtime transformations on the css.\n\t   \tobj.css = result;\n\t   } else {\n\t   \t// If the transform function returns a falsy value, don't add this css.\n\t   \t// This allows conditional loading of css\n\t   \treturn function() {\n\t   \t\t// noop\n\t   \t};\n\t   }\n\t}\n\n\tif (options.singleton) {\n\t\tvar styleIndex = singletonCounter++;\n\n\t\tstyle = singleton || (singleton = createStyleElement(options));\n\n\t\tupdate = applyToSingletonTag.bind(null, style, styleIndex, false);\n\t\tremove = applyToSingletonTag.bind(null, style, styleIndex, true);\n\n\t} else if (\n\t\tobj.sourceMap &&\n\t\ttypeof URL === \"function\" &&\n\t\ttypeof URL.createObjectURL === \"function\" &&\n\t\ttypeof URL.revokeObjectURL === \"function\" &&\n\t\ttypeof Blob === \"function\" &&\n\t\ttypeof btoa === \"function\"\n\t) {\n\t\tstyle = createLinkElement(options);\n\t\tupdate = updateLink.bind(null, style, options);\n\t\tremove = function () {\n\t\t\tremoveStyleElement(style);\n\n\t\t\tif(style.href) URL.revokeObjectURL(style.href);\n\t\t};\n\t} else {\n\t\tstyle = createStyleElement(options);\n\t\tupdate = applyToTag.bind(null, style);\n\t\tremove = function () {\n\t\t\tremoveStyleElement(style);\n\t\t};\n\t}\n\n\tupdate(obj);\n\n\treturn function updateStyle (newObj) {\n\t\tif (newObj) {\n\t\t\tif (\n\t\t\t\tnewObj.css === obj.css &&\n\t\t\t\tnewObj.media === obj.media &&\n\t\t\t\tnewObj.sourceMap === obj.sourceMap\n\t\t\t) {\n\t\t\t\treturn;\n\t\t\t}\n\n\t\tupdate(obj = newObj);\n\t\t} else {\n\t\tremove();\n\t\t}\n\t};\n}\n\nvar replaceText = (function () {\n\tvar textStore = [];\n\n\treturn function (index, replacement) {\n\ttextStore[index] = replacement;\n\n\treturn textStore.filter(Boolean).join('\\n');\n\t};\n})();\n\nfunction applyToSingletonTag (style, index, remove, obj) {\n\tvar css = remove ? \"\" : obj.css;\n\n\tif (style.styleSheet) {\n\t\tstyle.styleSheet.cssText = replaceText(index, css);\n\t} else {\n\t\tvar cssNode = document.createTextNode(css);\n\t\tvar childNodes = style.childNodes;\n\n\t\tif (childNodes[index]) style.removeChild(childNodes[index]);\n\n\t\tif (childNodes.length) {\n\t\t\tstyle.insertBefore(cssNode, childNodes[index]);\n\t\t} else {\n\t\t\tstyle.appendChild(cssNode);\n\t\t}\n\t}\n}\n\nfunction applyToTag (style, obj) {\n\tvar css = obj.css;\n\tvar media = obj.media;\n\n\tif(media) {\n\t\tstyle.setAttribute(\"media\", media)\n\t}\n\n\tif(style.styleSheet) {\n\t\tstyle.styleSheet.cssText = css;\n\t} else {\n\t\twhile(style.firstChild) {\n\t\t\tstyle.removeChild(style.firstChild);\n\t\t}\n\n\t\tstyle.appendChild(document.createTextNode(css));\n\t}\n}\n\nfunction updateLink (link, options, obj) {\n\tvar css = obj.css;\n\tvar sourceMap = obj.sourceMap;\n\n\t/*\n\t\tIf convertToAbsoluteUrls isn't defined, but sourcemaps are enabled\n\t\tand there is no publicPath defined then lets turn convertToAbsoluteUrls\n\t\ton by default. Otherwise default to the convertToAbsoluteUrls option\n\t\tdirectly\n\t*/\n\tvar autoFixUrls = options.convertToAbsoluteUrls === undefined && sourceMap;\n\n\tif (options.convertToAbsoluteUrls || autoFixUrls) {\n\t\tcss = fixUrls(css);\n\t}\n\n\tif (sourceMap) {\n\t\t// http://stackoverflow.com/a/26603875\n\t\tcss += \"\\n/*# sourceMappingURL=data:application/json; base64,\" + btoa(unescape(encodeURIComponent(JSON.stringify(sourceMap)))) + \" */\";\n\t}\n\n\tvar blob = new Blob([css], { type: \"text/css\" });\n\n\tvar oldSrc = link.href;\n\n\tlink.href = URL.createObjectURL(blob);\n\n\tif(oldSrc) URL.revokeObjectURL(oldSrc);\n}\n","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SettingsShared.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SettingsShared.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SettingsShared.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SidebarCommitInfo.css\");\n\nif(typeof content

=== 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SidebarCommitInfo.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SidebarCommitInfo.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./shared.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./shared.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./shared.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./KeyValue.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./KeyValue.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./KeyValue.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","'use strict';\n\nfunction checkDCE() {\n /* global __REACT_DEVTOOLS_GLOBAL_HOOK__ */\n if (\n   typeof __REACT_DEVTOOLS_GLOBAL_HOOK__ === 'undefined' ||\n   typeof __REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE !== 'function'\n) {\n   return;\n }\n if (process.env.NODE_ENV !== 'production') {\n   // This branch is unreachable because this function is only called\n   // in production, but the condition is true only in development.\n   // Therefore if the branch is still here, dead code elimination wasn't\n   // properly applied.\n   // Don't change the message. React DevTools relies on it. Also make sure\n   // this message doesn't occur elsewhere in this function, or it will cause\n   // a false positive.\n   throw new Error('^_^');\n }\n try {\n   // Verify that the code above has been dead code eliminated (DCE'd).\n   __REACT_DEVTOOLS_GLOBAL_HOOK__.checkDCE(checkDCE);\n } catch (err) {\n   // DevTools shouldn't crash React, no matter what.\n   // We should still report in case we break this code.\n   console.error(err);\n }\n}\n\nif (process.env.NODE_ENV === 'production') {\n // DCE check should happen before ReactDOM bundle executes so that\n // DevTools can report bad minification during injection.\n checkDCE();\n module.exports = require('./cjs/react-dom.production.min.js');\n} else {\n module.exports = require('./cjs/react-

dom.development.js');\n}\n","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementSharedStyles.css\");\n\nif(typeof content === 'string') content = [[module.id, content, "]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementSharedStyles.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementSharedStyles.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, "]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementHooksTree.css\");\n\nif(typeof content === 'string') content = [[module.id, content, "]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementHooksTree.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementHooksTree.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, "]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SnapshotCommitList.css\");\n\nif(typeof content === 'string') content = [[module.id, content, "]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SnapshotCommitList.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SnapshotCommitList.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, "]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Profiler.css\");\n\nif(typeof content === 'string') content = [[module.id, content, "]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Profiler.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Profiler.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, "]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules

locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","// Import support https://stackoverflow.com/questions/13673346/supporting-both-commonjs-and-amd\n(function(name, definition) {\n if (typeof module !== \"undefined\") { module.exports = definition(); }\n else if (typeof define === \"function\" && typeof define.amd === \"object\") { define(definition); }\n else { this[name] = definition(); }\n}(\"clipboard\", function() {\n if (typeof document === 'undefined' || !document.addEventListener) {\n   return null;\n }\n\n var clipboard = {};\n\n clipboard.copy = (function() {\n   var _intercept = false;\n   var _data = null; // Map from data type (e.g. \"text/html\") to value.\n   var _bogusSelection = false;\n\n   function cleanup() {\n   _intercept = false;\n   _data = null;\n   if (_bogusSelection) {\n   window.getSelection().removeAllRanges();\n   }\n   _bogusSelection = false;\n   }\n\n   document.addEventListener(\"copy\", function(e) {\n   if (_intercept) {\n   for (var key in _data) {\n   e.clipboardData.setData(key, _data[key]);\n   }\n   e.preventDefault();\n   }\n   });\n\n   // Workaround for Safari: https://bugs.webkit.org/show_bug.cgi?id=156529\n   function bogusSelect() {\n   var sel = document.getSelection();\n   // If \"nothing\" is selected...\n   if (!document.queryCommandEnabled(\"copy\") && sel.isCollapsed) {\n   // ... temporarily select the entire body.\n   //\n   // We select the entire body because:\n   // - it's guaranteed to exist,\n   // - it works (unlike, say, document.head, or phantom element that is\n   //   not inserted into the DOM),\n   // - it doesn't seem to flicker (due to the synchronous copy event), and\n   // - it avoids modifying the DOM (can trigger mutation observers).\n   //\n   // Because we can't do proper feature detection (we already checked\n   // document.queryCommandEnabled(\"copy\") , which actually gives a false\n   // negative for Blink when nothing is selected) and UA sniffing is not\n   // reliable (a lot of UA strings contain \"Safari\"), this will also\n   // happen for some browsers other than Safari. :-()\n   var range = document.createRange();\n   range.selectNodeContents(document.body);\n   sel.removeAllRanges();\n   sel.addRange(range);\n   _bogusSelection = true;\n   }\n   };\n\n   return function(data) {\n   return new Promise(function(resolve, reject) {\n   _intercept = true;\n   if (typeof data === \"string\") {\n   _data = {\"text/plain\": data};\n   } else if (data instanceof Node) {\n   _data = {\"text/html\": new XMLSerializer().serializeToString(data)};\n   } else if (data instanceof Object){\n   _data = data;\n   } else {\n   reject(\"Invalid data type. Must be string, DOM node, or an object mapping MIME types to strings.\")\n   }\n\n   function triggerCopy(tryBogusSelect) {\n   try {\n   if (document.execCommand(\"copy\")) {\n   // document.execCommand is synchronous: http://www.w3.org/TR/2015/WD-clipboard-apis-20150421/#integration-with-rich-text-editing-apis\n   // So we can call resolve() back here.\n   cleanup();\n   resolve();\n   }\n   else {\n   if (!tryBogusSelect) {\n   bogusSelect();\n   triggerCopy(true);\n   } else {\n   cleanup();\n   throw new Error(\"Unable to copy. Perhaps it's not available in your browser?\");\n   }\n   }\n   } catch (e) {\n   cleanup();\n   reject(e);\n   }\n   }\n   triggerCopy(false);\n\n   });\n   };\n })();\n\n clipboard.paste = (function() {\n   var _intercept = false;\n   var _resolve;\n   var _dataType;\n\n   document.addEventListener(\"paste\", function(e) {\n   if (_intercept) {\n   _intercept = false;\n   e.preventDefault();\n   var resolve = _resolve;\n   _resolve = null;\n   resolve(e.clipboardData.getData(_dataType));\n   }\n   });\n\n   return function(dataType) {\n   return new Promise(function(resolve, reject) {\n   _intercept = true;\n   _resolve = resolve;\n   _dataType = dataType || \"text/plain\";\n   try {\n   if (!document.execCommand(\"paste\")) {\n   _intercept = false;\n   reject(new Error(\"Unable to paste. Pasting only works in Internet Explorer at the moment.\"));\n   }\n   } catch (e) {\n   _intercept = false;\n   reject(new Error(e));\n   }\n   });\n   };\n })();\n\n // Handle IE behaviour.\n if (typeof ClipboardEvent === \"undefined\" &&\n   typeof window.clipboardData !== \"undefined\" &&\n   typeof window.clipboardData.setData !== \"undefined\") {\n\n   /*! promise-polyfill 2.0.1 */\n(function(a){function b(a,b){return function(){a.apply(b,arguments)}}function c(a){if(\"object\"!=typeof this)throw new TypeError(\"Promises must be constructed via new\");if(\"function\"!=typeof a)throw new TypeError(\"not a function\");this._state=null,this._value=null,this._deferreds=[],i(a,b(e,this),b(f,this))}function d(a){var b=this;return null===this._state?void this._deferreds.push(a):void j(function(){var c=b._state?a.onFulfilled:a.onRejected;if(null===c)return void(b._state?a.resolve:a.reject)(b._value);var

d;try{d=c(b._value)}catch(e){return void a.reject(e)}a.resolve(d)})}function e(a){try{if(a===this)throw new TypeError(\"A promise cannot be resolved with itself.\");if(a&&(\"object\"==typeof a||\"function\"==typeof a)){var c=a.then;if(\"function\"==typeof c)return void i(b(c,a),b(e,this),b(f,this))}this._state=!0,this._value=a,g.call(this)}catch(d){f.call(this,d)}}function f(a){this._state=!1,this._value=a,g.call(this)}function g(){for(var a=0,b=this._deferreds.length;b>a;a++)d.call(this,this._deferreds[a]);this._deferreds=null}function h(a,b,c,d){this.onFulfilled=\"function\"==typeof a?a:null,this.onRejected=\"function\"==typeof b?b:null,this.resolve=c,this.reject=d}function i(a,b,c){var d=!1;try{a(function(a){d||(d=!0,b(a))},function(a){d||(d=!0,c(a))})}catch(e){if(d)return;d=!0,c(e)}}var j=c.immediateFn||\"function\"==typeof setImmediate&&setImmediate||function(a){setTimeout(a,1)},k=Array.isArray||function(a){return\"[object Array]\"===Object.prototype.toString.call(a)};c.prototype[\"catch\"]=function(a){return this.then(null,a)},c.prototype.then=function(a,b){var e=this;return new c(function(c,f){d.call(e,new h(a,b,c,f))})},c.all=function(){var a=Array.prototype.slice.call(1===arguments.length&&k(arguments[0])?arguments[0]:arguments);return new c(function(b,c){function d(f,g){try{if(g&&(\"object\"==typeof g||\"function\"==typeof g){var h=g.then;if(\"function\"==typeof h)return void h.call(g,function(a){d(f,a)},c)}a[f]=g,0===--e&&b(a)}catch(i){c(i)}}if(0===a.length)return b([]);for(var e=a.length,f=0;f<a.length;f++)d(f,a[f])})},c.resolve=function(a){return a&&\"object\"==typeof a&&a.constructor===c?a:new c(function(b){b(a)})},c.reject=function(a){return new c(function(b,c){c(a)})},c.race=function(a){return new c(function(b,c){for(var d=0,e=a.length;e>d;d++)a[d].then(b,c)})},\"undefined\"!=typeof module&&module.exports?module.exports=c:a.Promise||(a.Promise=c)})(this);\n\n clipboard.copy = function(data) {\n   return new Promise(function(resolve, reject) {\n   // IE supports string and URL types: https://msdn.microsoft.com/en-us/library/ms536744(v=vs.85).aspx\n   // We only support the string type for now.\n   if (typeof data !== \"string\" && !(\"text/plain\" in data)) {\n   throw new Error(\"You must provide a text/plain type.\");\n   }\n\n   var strData = (typeof data === \"string\" ? data : data[\"text/plain\"]);\n   var copySucceeded = window.clipboardData.setData(\"Text\", strData);\n   if (copySucceeded) {\n   resolve();\n   } else {\n   reject(new Error(\"Copying was rejected.\"));\n   }\n   });\n };\n\n clipboard.paste = function() {\n   return new Promise(function(resolve, reject) {\n   var strData = window.clipboardData.getData(\"Text\");\n   if (strData) {\n   resolve(strData);\n   } else {\n   // The user rejected the paste request.\n   reject(new Error(\"Pasting was rejected.\"));\n   }\n   });\n };\n }\n\n return clipboard;\n}));\n","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Element.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Element.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Element.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\tfor(key in b) idx--;\n\n\t\treturn idx === 0;\n\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementView.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals)

module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementView.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementView.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./WhatChanged.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./WhatChanged.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./WhatChanged.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./OwnersStack.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./OwnersStack.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./OwnersStack.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElement.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElement.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElement.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./TabBar.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals)

module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./TabBar.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./TabBar.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Tree.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Tree.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Tree.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./UnsupportedBridgeProtocolDialog.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./UnsupportedBridgeProtocolDialog.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./UnsupportedBridgeProtocolDialog.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n module.exports = require('./cjs/react-is.production.min.js');\n} else {\n module.exports = require('./cjs/react-is.development.js');\n}\n","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./LayoutViewer.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./LayoutViewer.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./LayoutViewer.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./StyleEditor.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update =

require(\"!../../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../../node_modules/css-loader/index.js??ref--5-1!./StyleEditor.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../../node_modules/css-loader/index.js??ref--5-1!./StyleEditor.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","/**\n * Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\nif (process.env.NODE_ENV !== 'production') {\n var ReactIs = require('react-is');\n\n // By explicitly using `prop-types` you are opting into new development behavior.\n // http://fb.me/prop-types-in-prod\n var throwOnDirectAccess = true;\n module.exports = require('./factoryWithTypeCheckers')(ReactIs.isElement, throwOnDirectAccess);\n} else {\n // By explicitly using `prop-types` you are opting into new production behavior.\n // http://fb.me/prop-types-in-prod\n module.exports = require('./factoryWithThrowingShims')();\n}\n","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SearchInput.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SearchInput.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SearchInput.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementErrorsAndWarningsTree.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementErrorsAndWarningsTree.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementErrorsAndWarningsTree.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SidebarSelectedFiberInfo.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SidebarSelectedFiberInfo.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SidebarSelectedFiberInfo.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id,

newContent, "]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Components.css\");\n\nif(typeof content === 'string') content = [[module.id, content, "]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Components.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Components.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, "]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SnapshotSelector.css\");\n\nif(typeof content === 'string') content = [[module.id, content, "]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SnapshotSelector.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SnapshotSelector.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, "]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./DevTools.css\");\n\nif(typeof content === 'string') content = [[module.id, content, "]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./DevTools.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./DevTools.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, "]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","'use strict';\n\nmodule.exports = {\n BINARY_TYPES: ['nodebuffer', 'arraybuffer', 'fragments'],\n GUID: '258EAFA5-E914-47DA-95CA-C5AB0DC85B11',\n kStatusCode: Symbol('status-code'),\n kWebSocket: Symbol('websocket'),\n EMPTY_BUFFER: Buffer.alloc(0),\n NOOP: () => {}\n};\n","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Tooltip.css\");\n\nif(typeof content === 'string') content = [[module.id, content, "]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-

loader/index.js??ref--5-1!./Tooltip.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Tooltip.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","module.exports = require(\"path\");","exports = module.exports = SemVer\n\nvar debug\n/* istanbul ignore next */\nif (typeof process === 'object' &&\n process.env &&\n process.env.NODE_DEBUG &&\n /\\bsemver\\b/i.test(process.env.NODE_DEBUG)) {\n debug = function () {\n   var args = Array.prototype.slice.call(arguments, 0)\n   args.unshift('SEMVER')\n   console.log.apply(console, args)\n }\n} else {\n debug = function () {}\n}\n\n// Note: this is the semver.org version of the spec that it implements\n// Not necessarily the package version of this code.\nexports.SEMVER_SPEC_VERSION = '2.0.0'\n\nvar MAX_LENGTH = 256\nvar MAX_SAFE_INTEGER = Number.MAX_SAFE_INTEGER ||\n /* istanbul ignore next */ 9007199254740991\n\n// Max safe segment length for coercion.\nvar MAX_SAFE_COMPONENT_LENGTH = 16\n\n// The actual regexps go on exports.re\nvar re = exports.re = []\nvar src = exports.src = []\nvar t = exports.tokens = {}\nvar R = 0\n\nfunction tok (n) {\n t[n] = R++\n}\n\n// The following Regular Expressions can be used for tokenizing,\n// validating, and parsing SemVer version strings.\n\n// ## Numeric Identifier\n// A single `0`, or a non-zero digit followed by zero or more digits.\n\ntok('NUMERICIDENTIFIER')\nsrc[t.NUMERICIDENTIFIER] = '0|[1-9]\\\\d*'\ntok('NUMERICIDENTIFIERLOOSE')\nsrc[t.NUMERICIDENTIFIERLOOSE] = '[0-9]+'\n\n// ## Non-numeric Identifier\n// Zero or more digits, followed by a letter or hyphen, and then zero or\n// more letters, digits, or hyphens.\n\ntok('NONNUMERICIDENTIFIER')\nsrc[t.NONNUMERICIDENTIFIER] = '\\\\d*[a-zA-Z-][a-zA-Z0-9-]*'\n\n// ## Main Version\n// Three dot-separated numeric identifiers.\n\ntok('MAINVERSION')\nsrc[t.MAINVERSION] = '(' + src[t.NUMERICIDENTIFIER] + ')\\\\.' +\n   '(' + src[t.NUMERICIDENTIFIER] + ')\\\\.' +\n   '(' + src[t.NUMERICIDENTIFIER] + ')'\n\ntok('MAINVERSIONLOOSE')\nsrc[t.MAINVERSIONLOOSE] = '(' + src[t.NUMERICIDENTIFIERLOOSE] + ')\\\\.' +\n   '(' + src[t.NUMERICIDENTIFIERLOOSE] + ')\\\\.' +\n   '(' + src[t.NUMERICIDENTIFIERLOOSE] + ')'\n\n// ## Pre-release Version Identifier\n// A numeric identifier, or a non-numeric identifier.\n\ntok('PRERELEASEIDENTIFIER')\nsrc[t.PRERELEASEIDENTIFIER] = '(?:' + src[t.NUMERICIDENTIFIER] +\n   '|' + src[t.NONNUMERICIDENTIFIER] + ')'\n\ntok('PRERELEASEIDENTIFIERLOOSE')\nsrc[t.PRERELEASEIDENTIFIERLOOSE] = '(?:' + src[t.NUMERICIDENTIFIERLOOSE] +\n   '|' + src[t.NONNUMERICIDENTIFIER] + ')'\n\n// ## Pre-release Version\n// Hyphen, followed by one or more dot-separated pre-release version\n// identifiers.\n\ntok('PRERELEASE')\nsrc[t.PRERELEASE] = '(?:-(' + src[t.PRERELEASEIDENTIFIER] +\n   '(?:\\\\.' + src[t.PRERELEASEIDENTIFIER] + ')*))'\n\ntok('PRERELEASELOOSE')\nsrc[t.PRERELEASELOOSE] = '(?:-?(' + src[t.PRERELEASEIDENTIFIERLOOSE] +\n   '(?:\\\\.' + src[t.PRERELEASEIDENTIFIERLOOSE] + ')*))'\n\n// ## Build Metadata Identifier\n// Any combination of digits, letters, or hyphens.\n\ntok('BUILDIDENTIFIER')\nsrc[t.BUILDIDENTIFIER] = '[0-9A-Za-z-]+'\n\n// ## Build Metadata\n// Plus sign, followed by one or more period-separated build metadata\n// identifiers.\n\ntok('BUILD')\nsrc[t.BUILD] = '(?:\\\\+(' + src[t.BUILDIDENTIFIER] +\n   '(?:\\\\.' + src[t.BUILDIDENTIFIER] + ')*))'\n\n// ## Full Version String\n// A main version, followed optionally by a pre-release version and\n// build metadata.\n\n// Note that the only major, minor, patch, and pre-release sections of\n// the version string are capturing groups. The build metadata is not a\n// capturing group, because it should not ever be used in version\n// comparison.\n\ntok('FULL')\ntok('FULLPLAIN')\nsrc[t.FULLPLAIN] = 'v?' + src[t.MAINVERSION] +\n src[t.PRERELEASE] + '?' +\n   src[t.BUILD] + '?'\n\nsrc[t.FULL] = '^' + src[t.FULLPLAIN] + '$'\n\n// like full, but allows v1.2.3 and =1.2.3, which people do sometimes.\n// also, 1.0.0alpha1 (prerelease without the hyphen) which is pretty\n// common in the npm registry.\ntok('LOOSEPLAIN')\nsrc[t.LOOSEPLAIN] = '[v=\\\\s]*' +

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src[t.MAINVERSIONLOOSE] +\n                src[t.PRERELEASELOOSE] + '?' +\n                src[t.BUILD] +
'?'\n\ntok('LOOSE')\nsrc[t.LOOSE] = '^' + src[t.LOOSEPLAIN] + '$'\n\ntok('GTLT')\nsrc[t.GTLT] =
'((?:<|>)?=?)'\n\n// Something like \"2.*\" or \"1.2.x\".\n// Note that \"x.x\" is a valid xRange identifer, meaning \"any
version\"\n// Only the first item is strictly
required.\ntok('XRANGEIDENTIFIERLOOSE')\nsrc[t.XRANGEIDENTIFIERLOOSE] =
src[t.NUMERICIDENTIFIERLOOSE] + '|x|X|\\\\*'\ntok('XRANGEIDENTIFIER')\nsrc[t.XRANGEIDENTIFIER]
= src[t.NUMERICIDENTIFIER] + '|x|X|\\\\*'\n\ntok('XRANGEPLAIN')\nsrc[t.XRANGEPLAIN] = '[v=\\\\s]*(' +
src[t.XRANGEIDENTIFIER] + ')' +\n                '(?:\\\\.(' + src[t.XRANGEIDENTIFIER] + ')' +\n
'(?:\\\\.(' + src[t.XRANGEIDENTIFIER] + ')' +\n                '(?:' + src[t.PRERELEASE] + ')?' +\n
src[t.BUILD] + '?' +\n                ')?)?'\n\ntok('XRANGEPLAINLOOSE')\nsrc[t.XRANGEPLAINLOOSE] =
'[v=\\\\s]*(' + src[t.XRANGEIDENTIFIERLOOSE] + ')' +\n                '(?:\\\\.(' +
src[t.XRANGEIDENTIFIERLOOSE] + ')' +\n                '(?:\\\\.(' + src[t.XRANGEIDENTIFIERLOOSE] + ')'
+\n                '(?:' + src[t.PRERELEASELOOSE] + ')?' +\n                src[t.BUILD] + '?' +\n
')?)?'\n\ntok('XRANGE')\nsrc[t.XRANGE] = '^' + src[t.GTLT] + '\\\\s*' + src[t.XRANGEPLAIN] +
'$'\ntok('XRANGELOOSE')\nsrc[t.XRANGELOOSE] = '^' + src[t.GTLT] + '\\\\s*' +
src[t.XRANGEPLAINLOOSE] + '$'\n\n// Coercion.\n// Extract anything that could conceivably be a part of a valid
semver\ntok('COERCE')\nsrc[t.COERCE] = '(^|[^\\\\d])' +\n            '(\\\\d{1,' +
MAX_SAFE_COMPONENT_LENGTH + '})' +\n            '(?:\\\\.(\\\\d{1,' +
MAX_SAFE_COMPONENT_LENGTH + '}))?' +\n            '(?:\\\\.(\\\\d{1,' +
MAX_SAFE_COMPONENT_LENGTH + '}))?' +\n
'(?:$|[^\\\\d])'\ntok('COERCERTL')\nre[t.COERCERTL] = new RegExp(src[t.COERCE], 'g')\n\n// Tilde ranges.\n//
Meaning is \"reasonably at or greater than\"\ntok('LONETILDE')\nsrc[t.LONETILDE] =
'(?:~>?)'\n\ntok('TILDETRIM')\nsrc[t.TILDETRIM] = '(\\\\s*)' + src[t.LONETILDE] + '\\\\s+'\nre[t.TILDETRIM] =
new RegExp(src[t.TILDETRIM], 'g')\nvar tildeTrimReplace = '$1~'\n\ntok('TILDE')\nsrc[t.TILDE] = '^' +
src[t.LONETILDE] + src[t.XRANGEPLAIN] + '$'\ntok('TILDELOOSE')\nsrc[t.TILDELOOSE] = '^' +
src[t.LONETILDE] + src[t.XRANGEPLAINLOOSE] + '$'\n\n// Caret ranges.\n// Meaning is \"at least and
backwards compatible with\"\ntok('LONECARET')\nsrc[t.LONECARET] =
'(?:\\\\^)'\n\ntok('CARETTRIM')\nsrc[t.CARETTRIM] = '(\\\\s*)' + src[t.LONECARET] +
'\\\\s+'\nre[t.CARETTRIM] = new RegExp(src[t.CARETTRIM], 'g')\nvar caretTrimReplace =
'$1^'\n\ntok('CARET')\nsrc[t.CARET] = '^' + src[t.LONECARET] + src[t.XRANGEPLAIN] +
'$'\ntok('CARETLOOSE')\nsrc[t.CARETLOOSE] = '^' + src[t.LONECARET] + src[t.XRANGEPLAINLOOSE] +
'$'\n\n// A simple gt/lt/eq thing, or just \"\" to indicate \"any
version\"\ntok('COMPARATORLOOSE')\nsrc[t.COMPARATORLOOSE] = '^' + src[t.GTLT] + '\\\\s*(' +
src[t.LOOSEPLAIN] + ')$|^$'\ntok('COMPARATOR')\nsrc[t.COMPARATOR] = '^' + src[t.GTLT] + '\\\\s*(' +
src[t.FULLPLAIN] + ')$|^$'\n\n// An expression to strip any whitespace between the gtlt and the thing\n// it
modifies, so that `> 1.2.3` ==> `>1.2.3`\ntok('COMPARATORTRIM')\nsrc[t.COMPARATORTRIM] = '(\\\\s*)' +
src[t.GTLT] +\n                '\\\\s*(' + src[t.LOOSEPLAIN] + '|' + src[t.XRANGEPLAIN] + ')'\n\n// this one has to
use the /g flag\nre[t.COMPARATORTRIM] = new RegExp(src[t.COMPARATORTRIM], 'g')\nvar
comparatorTrimReplace = '$1$2$3'\n\n// Something like `1.2.3 - 1.2.4`\n// Note that these all use the loose form,
because they'll be\n// checked against either the strict or loose comparator form\n//
later.\ntok('HYPHENRANGE')\nsrc[t.HYPHENRANGE] = '^\\\\s*(' + src[t.XRANGEPLAIN] + ')' +\n
'\\\\s+-\\\\s+' +\n                '(' + src[t.XRANGEPLAIN] + ')' +\n
'\\\\s*$'\n\ntok('HYPHENRANGELOOSE')\nsrc[t.HYPHENRANGELOOSE] = '^\\\\s*(' +
src[t.XRANGEPLAINLOOSE] + ')' +\n                '\\\\s+-\\\\s+' +\n                '(' +
src[t.XRANGEPLAINLOOSE] + ')' +\n                '\\\\s*$'\n\n// Star ranges basically just allow anything at
all.\ntok('STAR')\nsrc[t.STAR] = '(<|>)?=?\\\\s*\\\\*'\n\n// Compile to actual regexp objects.\n// All are flag-free,
unless they were created above with a flag.\nfor (var i = 0; i < R; i++) {\n  debug(i, src[i])\n  if (!re[i]) {\n    re[i] =
new RegExp(src[i])\n  }\n}\n\nexports.parse = parse\nfunction parse (version, options) {\n  if (!options || typeof
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options !== 'object') {\n options = {\n   loose: !!options,\n   includePrerelease: false\n }\n }\n\n if (version instanceof SemVer) {\n return version\n }\n\n if (typeof version !== 'string') {\n return null\n }\n\n if (version.length > MAX_LENGTH) {\n return null\n }\n\n var r = options.loose ? re[t.LOOSE] : re[t.FULL]\n if (!r.test(version)) {\n return null\n }\n\n try {\n return new SemVer(version, options)\n } catch (er) {\n return null\n }\n}\n\nexports.valid = valid\nfunction valid (version, options) {\n var v = parse(version, options)\n return v ? v.version : null\n}\n\nexports.clean = clean\nfunction clean (version, options) {\n var s = parse(version.trim().replace(/^[=v]+/, ''), options)\n return s ? s.version : null\n}\n\nexports.SemVer = SemVer\n\nfunction SemVer (version, options) {\n if (!options || typeof options !== 'object') {\n options = {\n loose: !!options,\n   includePrerelease: false\n }\n }\n if (version instanceof SemVer) {\n if (version.loose === options.loose) {\n   return version\n } else {\n   version = version.version\n }\n } else if (typeof version !== 'string') {\n throw new TypeError('Invalid Version: ' + version)\n }\n\n if (version.length > MAX_LENGTH) {\n throw new TypeError('version is longer than ' + MAX_LENGTH + ' characters')\n }\n\n if (!(this instanceof SemVer)) {\n return new SemVer(version, options)\n }\n\n debug('SemVer', version, options)\n this.options = options\n this.loose = !!options.loose\n\n var m = version.trim().match(options.loose ? re[t.LOOSE] : re[t.FULL])\n\n if (!m) {\n throw new TypeError('Invalid Version: ' + version)\n }\n\n this.raw = version\n\n // these are actually numbers\n this.major = +m[1]\n this.minor = +m[2]\n this.patch = +m[3]\n\n if (this.major > MAX_SAFE_INTEGER || this.major < 0) {\n throw new TypeError('Invalid major version')\n }\n\n if (this.minor > MAX_SAFE_INTEGER || this.minor < 0) {\n throw new TypeError('Invalid minor version')\n }\n\n if (this.patch > MAX_SAFE_INTEGER || this.patch < 0) {\n throw new TypeError('Invalid patch version')\n }\n\n // numberify any prerelease numeric ids\n if (!m[4]) {\n this.prerelease = []\n } else {\n this.prerelease = m[4].split('.').map(function (id) {\n   if (/^[0-9]+$/.test(id)) {\n   var num = +id\n   if (num >= 0 && num < MAX_SAFE_INTEGER) {\n   return num\n   }\n   }\n   return id\n })\n }\n\n this.build = m[5] ? m[5].split('.') : []\n this.format()\n}\n\nSemVer.prototype.format = function () {\n this.version = this.major + '.' + this.minor + '.' + this.patch\n if (this.prerelease.length) {\n this.version += '-' + this.prerelease.join('.')\n }\n return this.version\n}\n\nSemVer.prototype.toString = function () {\n return this.version\n}\n\nSemVer.prototype.compare = function (other) {\n debug('SemVer.compare', this.version, this.options, other)\n if (!(other instanceof SemVer)) {\n other = new SemVer(other, this.options)\n }\n\n return this.compareMain(other) || this.comparePre(other)\n}\n\nSemVer.prototype.compareMain = function (other) {\n if (!(other instanceof SemVer)) {\n other = new SemVer(other, this.options)\n }\n\n return compareIdentifiers(this.major, other.major) ||\n   compareIdentifiers(this.minor, other.minor) ||\n   compareIdentifiers(this.patch, other.patch)\n}\n\nSemVer.prototype.comparePre = function (other) {\n if (!(other instanceof SemVer)) {\n other = new SemVer(other, this.options)\n }\n\n // NOT having a prerelease is > having one\n if (this.prerelease.length && !other.prerelease.length) {\n return -1\n } else if (!this.prerelease.length && other.prerelease.length) {\n return 1\n } else if (!this.prerelease.length && !other.prerelease.length) {\n return 0\n }\n\n var i = 0\n do {\n var a = this.prerelease[i]\n var b = other.prerelease[i]\n debug('prerelease compare', i, a, b)\n if (a === undefined && b === undefined) {\n   return 0\n } else if (b === undefined) {\n   return 1\n } else if (a === undefined) {\n   return -1\n } else if (a === b) {\n   continue\n } else {\n   return compareIdentifiers(a, b)\n }\n } while (++i)\n}\n\nSemVer.prototype.compareBuild = function (other) {\n if (!(other instanceof SemVer)) {\n other = new SemVer(other, this.options)\n }\n\n var i = 0\n do {\n var a = this.build[i]\n var b = other.build[i]\n debug('prerelease compare', i, a, b)\n if (a === undefined && b === undefined) {\n   return 0\n } else if (b === undefined) {\n   return 1\n } else if (a === undefined) {\n   return -1\n } else if (a === b) {\n   continue\n } else {\n   return compareIdentifiers(a, b)\n }\n } while (++i)\n}\n\n// preminor will bump the version up to the next minor release, and immediately\n// down to pre-release. premajor and prepatch work the same way.\nSemVer.prototype.inc = function (release, identifier) {\n switch (release) {\n case 'premajor':\n this.prerelease.length = 0\n   this.patch = 0\n   this.minor = 0\n   this.major++\n   this.inc('pre', identifier)\n break\n case 'preminor':\n   this.prerelease.length = 0\n   this.patch = 0\n   this.minor++\n   this.inc('pre', identifier)\n   break\n case 'prepatch':\n   // If this is already a prerelease, it will bump to the next version\n   // drop any prereleases that might already exist, since they are not\n   // relevant at this point.\n

this.prerelease.length = 0\n this.inc('patch', identifier)\n this.inc('pre', identifier)\n break\n // If the input is a non-prerelease version, this acts the same as\n // prepatch.\n case 'prerelease':\n if (this.prerelease.length === 0) {\n this.inc('patch', identifier)\n }\n this.inc('pre', identifier)\n break\n\n case 'major':\n // If this is a pre-major version, bump up to the same major version.\n // Otherwise increment major.\n // 1.0.0-5 bumps to 1.0.0\n // 1.1.0 bumps to 2.0.0\n if (this.minor !== 0 ||\n this.patch !== 0 ||\n this.prerelease.length === 0) {\n this.major++\n }\n this.minor = 0\n this.patch = 0\n this.prerelease = []\n break\n case 'minor':\n // If this is a pre-minor version, bump up to the same minor version.\n // Otherwise increment minor.\n // 1.2.0-5 bumps to 1.2.0\n // 1.2.1 bumps to 1.3.0\n if (this.patch !== 0 || this.prerelease.length === 0) {\n this.minor++\n }\n this.patch = 0\n this.prerelease = []\n break\n case 'patch':\n // If this is not a pre-release version, it will increment the patch.\n // If it is a pre-release it will bump up to the same patch version.\n // 1.2.0-5 patches to 1.2.0\n // 1.2.0 patches to 1.2.1\n if (this.prerelease.length === 0) {\n this.patch++\n }\n this.prerelease = []\n break\n // This probably shouldn't be used publicly.\n // 1.0.0 \"pre\" would become 1.0.0-0 which is the wrong direction.\n case 'pre':\n if (this.prerelease.length === 0) {\n this.prerelease = [0]\n } else {\n var i = this.prerelease.length\n while (--i >= 0) {\n if (typeof this.prerelease[i] === 'number') {\n this.prerelease[i]++\n i = -2\n }\n }\n if (i === -1) {\n // didn't increment anything\n this.prerelease.push(0)\n }\n }\n if (identifier) {\n // 1.2.0-beta.1 bumps to 1.2.0-beta.2,\n // 1.2.0-beta.fooblz or 1.2.0-beta bumps to 1.2.0-beta.0\n if (this.prerelease[0] === identifier) {\n if (isNaN(this.prerelease[1])) {\n this.prerelease = [identifier, 0]\n }\n } else {\n this.prerelease = [identifier, 0]\n }\n }\n break\n\n default:\n throw new Error('invalid increment argument: ' + release)\n }\n this.format()\n this.raw = this.version\n return this\n}\n\nexports.inc = inc\nfunction inc (version, release, loose, identifier) {\n if (typeof (loose) === 'string') {\n identifier = loose\n loose = undefined\n }\n\n try {\n return new SemVer(version, loose).inc(release, identifier).version\n } catch (er) {\n return null\n }\n}\n\nexports.diff = diff\nfunction diff (version1, version2) {\n if (eq(version1, version2)) {\n return null\n } else {\n var v1 = parse(version1)\n var v2 = parse(version2)\n var prefix = ''\n if (v1.prerelease.length || v2.prerelease.length) {\n prefix = 'pre'\n var defaultResult = 'prerelease'\n }\n for (var key in v1) {\n if (key === 'major' || key === 'minor' || key === 'patch') {\n if (v1[key] !== v2[key]) {\n return prefix + key\n }\n }\n }\n return defaultResult // may be undefined\n }\n}\n\nexports.compareIdentifiers = compareIdentifiers\n\nvar numeric = /^[0-9]+$/\nfunction compareIdentifiers (a, b) {\n var anum = numeric.test(a)\n var bnum = numeric.test(b)\n\n if (anum && bnum) {\n a = +a\n b = +b\n }\n\n return a === b ? 0\n : (anum && !bnum) ? -1\n : (bnum && !anum) ? 1\n : a < b ? -1\n : 1\n}\n\nexports.rcompareIdentifiers = rcompareIdentifiers\nfunction rcompareIdentifiers (a, b) {\n return compareIdentifiers(b, a)\n}\n\nexports.major = major\nfunction major (a, loose) {\n return new SemVer(a, loose).major\n}\n\nexports.minor = minor\nfunction minor (a, loose) {\n return new SemVer(a, loose).minor\n}\n\nexports.patch = patch\nfunction patch (a, loose) {\n return new SemVer(a, loose).patch\n}\n\nexports.compare = compare\nfunction compare (a, b, loose) {\n return new SemVer(a, loose).compare(new SemVer(b, loose))\n}\n\nexports.compareLoose = compareLoose\nfunction compareLoose (a, b) {\n return compare(a, b, true)\n}\n\nexports.compareBuild = compareBuild\nfunction compareBuild (a, b, loose) {\n var versionA = new SemVer(a, loose)\n var versionB = new SemVer(b, loose)\n return versionA.compare(versionB) || versionA.compareBuild(versionB)\n}\n\nexports.rcompare = rcompare\nfunction rcompare (a, b, loose) {\n return compare(b, a, loose)\n}\n\nexports.sort = sort\nfunction sort (list, loose) {\n return list.sort(function (a, b) {\n return exports.compareBuild(a, b, loose)\n })\n}\n\nexports.rsort = rsort\nfunction rsort (list, loose) {\n return list.sort(function (a, b) {\n return exports.compareBuild(b, a, loose)\n })\n}\n\nexports.gt = gt\nfunction gt (a, b, loose) {\n return compare(a, b, loose) > 0\n}\n\nexports.lt = lt\nfunction lt (a, b, loose) {\n return compare(a, b, loose) < 0\n}\n\nexports.eq = eq\nfunction eq (a, b, loose) {\n return compare(a, b, loose) === 0\n}\n\nexports.neq = neq\nfunction neq (a, b, loose) {\n return compare(a, b, loose) !== 0\n}\n\nexports.gte = gte\nfunction gte (a, b, loose) {\n return compare(a, b, loose) >= 0\n}\n\nexports.lte = lte\nfunction lte (a, b, loose) {\n return compare(a, b, loose) <= 0\n}\n\nexports.cmp = cmp\nfunction cmp (a, op, b, loose) {\n switch (op) {\n case '===':\n if (typeof a === 'object')\n a = a.version\n if (typeof b === 'object')\n b = b.version\n

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return a === b\n\n    case '!==':\n      if (typeof a === 'object')\n        a = a.version\n      if (typeof b === 'object')\n
b = b.version\n      return a !== b\n\n    case '':\n    case '=':\n    case '==':\n      return eq(a, b, loose)\n\n    case '!=':\n
  return neq(a, b, loose)\n\n    case '>':\n      return gt(a, b, loose)\n\n    case '>=':\n      return gte(a, b, loose)\n\n
case '<':\n      return lt(a, b, loose)\n\n    case '<=':\n      return lte(a, b, loose)\n\n    default:\n      throw new
TypeError('Invalid operator: ' + op)\n  }\n}\n\nexports.Comparator = Comparator\nfunction Comparator (comp,
options) {\n  if (!options || typeof options !== 'object') {\n    options = {\n      loose: !!options,\n
includePrerelease: false\n    }\n  }\n\n  if (comp instanceof Comparator) {\n    if (comp.loose === !!options.loose)
{\n      return comp\n    } else {\n      comp = comp.value\n    }\n  }\n\n  if (!(this instanceof Comparator)) {\n
return new Comparator(comp, options)\n  }\n\n  debug('comparator', comp, options)\n  this.options = options\n
this.loose = !!options.loose\n  this.parse(comp)\n\n  if (this.semver === ANY) {\n    this.value = ''\n  } else {\n
this.value = this.operator + this.semver.version\n  }\n\n  debug('comp', this)\n}\n\nvar ANY =
{}\nComparator.prototype.parse = function (comp) {\n  var r = this.options.loose ? re[t.COMPARATORLOOSE] :
re[t.COMPARATOR]\n  var m = comp.match(r)\n\n  if (!m) {\n    throw new TypeError('Invalid comparator: ' +
comp)\n  }\n\n  this.operator = m[1] !== undefined ? m[1] : ''\n  if (this.operator === '=') {\n    this.operator = ''\n
}\n\n  // if it literally is just '>' or '' then allow anything.\n  if (!m[2]) {\n    this.semver = ANY\n  } else {\n
this.semver = new SemVer(m[2], this.options.loose)\n  }\n}\n\nComparator.prototype.toString = function () {\n
return this.value\n}\n\nComparator.prototype.test = function (version) {\n  debug('Comparator.test', version,
this.options.loose)\n\n  if (this.semver === ANY || version === ANY) {\n    return true\n  }\n\n  if (typeof version
=== 'string') {\n    try {\n      version = new SemVer(version, this.options)\n    } catch (er) {\n      return false\n    }\n
}\n\n  return cmp(version, this.operator, this.semver, this.options)\n}\n\nComparator.prototype.intersects = function
(comp, options) {\n  if (!(comp instanceof Comparator)) {\n    throw new TypeError('a Comparator is required')\n
}\n\n  if (!options || typeof options !== 'object') {\n    options = {\n      loose: !!options,\n      includePrerelease:
false\n    }\n  }\n\n  var rangeTmp\n\n  if (this.operator === '') {\n    if (this.value === '') {\n      return true\n    }\n
rangeTmp = new Range(comp.value, options)\n    return satisfies(this.value, rangeTmp, options)\n  } else if
(comp.operator === '') {\n    if (comp.value === '') {\n      return true\n    }\n    rangeTmp = new Range(this.value,
options)\n    return satisfies(comp.semver, rangeTmp, options)\n  }\n\n  var sameDirectionIncreasing =\n
(this.operator === '>=' || this.operator === '>') &&\n    (comp.operator === '>=' || comp.operator === '>')\n  var
sameDirectionDecreasing =\n    (this.operator === '<=' || this.operator === '<') &&\n    (comp.operator === '<=' ||
comp.operator === '<')\n  var sameSemVer = this.semver.version === comp.semver.version\n  var
differentDirectionsInclusive =\n    (this.operator === '>=' || this.operator === '<=') &&\n    (comp.operator === '>='
|| comp.operator === '<=')\n  var oppositeDirectionsLessThan =\n    cmp(this.semver, '<', comp.semver, options)
&&\n    ((this.operator === '>=' || this.operator === '>') &&\n    (comp.operator === '<=' || comp.operator === '<'))\n
var oppositeDirectionsGreaterThan =\n    cmp(this.semver, '>', comp.semver, options) &&\n    ((this.operator ===
'<=' || this.operator === '<') &&\n    (comp.operator === '>=' || comp.operator === '>'))\n\n  return
sameDirectionIncreasing || sameDirectionDecreasing ||\n    (sameSemVer && differentDirectionsInclusive) ||\n
oppositeDirectionsLessThan || oppositeDirectionsGreaterThan\n}\n\nexports.Range = Range\nfunction Range
(range, options) {\n  if (!options || typeof options !== 'object') {\n    options = {\n      loose: !!options,\n
includePrerelease: false\n    }\n  }\n\n  if (range instanceof Range) {\n    if (range.loose === !!options.loose &&\n
  range.includePrerelease === !!options.includePrerelease) {\n      return range\n    } else {\n      return new
Range(range.raw, options)\n    }\n  }\n\n  if (range instanceof Comparator) {\n    return new Range(range.value,
options)\n  }\n\n  if (!(this instanceof Range)) {\n    return new Range(range, options)\n  }\n\n  this.options =
options\n  this.loose = !!options.loose\n  this.includePrerelease = !!options.includePrerelease\n\n  // First, split based
on boolean or ||\n  this.raw = range\n  this.set = range.split(/\\s*\\|\\|\\s*/).map(function (range) {\n    return
this.parseRange(range.trim())\n  }, this).filter(function (c) {\n    // throw out any that are not relevant for whatever
reason\n    return c.length\n  })\n\n  if (!this.set.length) {\n    throw new TypeError('Invalid SemVer Range: ' +
range)\n  }\n\n  this.format()\n}\n\nRange.prototype.format = function () {\n  this.range = this.set.map(function
(comps) {\n    return comps.join(' ').trim()\n  }).join('||').trim()\n  return this.range\n}\n\nRange.prototype.toString =
function () {\n  return this.range\n}\n\nRange.prototype.parseRange = function (range) {\n  var loose =
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this.options.loose\n  range = range.trim()\n  // `1.2.3 - 1.2.4` => `>=1.2.3 <=1.2.4`\n  var hr = loose ?
re[t.HYPHENRANGELOOSE] : re[t.HYPHENRANGE]\n  range = range.replace(hr, hyphenReplace)\n
debug('hyphen replace', range)\n  // `> 1.2.3 < 1.2.5` => `>1.2.3 <1.2.5`\n  range =
range.replace(re[t.COMPARATORTRIM], comparatorTrimReplace)\n  debug('comparator trim', range,
re[t.COMPARATORTRIM])\n\n  // `~ 1.2.3` => `~1.2.3`\n  range = range.replace(re[t.TILDETRIM],
tildeTrimReplace)\n\n  // `^ 1.2.3` => `^1.2.3`\n  range = range.replace(re[t.CARETTRIM], caretTrimReplace)\n\n
// normalize spaces\n  range = range.split(/\\s+/).join(' ')\n\n  // At this point, the range is completely trimmed and\n
// ready to be split into comparators.\n\n  var compRe = loose ? re[t.COMPARATORLOOSE] :
re[t.COMPARATOR]\n  var set = range.split(' ').map(function (comp) {\n    return parseComparator(comp,
this.options)\n  }, this).join(' ').split(/\\s+/)\n  if (this.options.loose) {\n    // in loose mode, throw out any that are not
valid comparators\n    set = set.filter(function (comp) {\n      return !!comp.match(compRe)\n    })\n  }\n  set =
set.map(function (comp) {\n    return new Comparator(comp, this.options)\n  }, this)\n\n  return
set\n}\n\nRange.prototype.intersects = function (range, options) {\n  if (!(range instanceof Range)) {\n    throw new
TypeError('a Range is required')\n  }\n\n  return this.set.some(function (thisComparators) {\n    return (\n
isSatisfiable(thisComparators, options) &&\n      range.set.some(function (rangeComparators) {\n        return (\n
 isSatisfiable(rangeComparators, options) &&\n          thisComparators.every(function (thisComparator) {\n
return rangeComparators.every(function (rangeComparator) {\n            return
thisComparator.intersects(rangeComparator, options)\n            })\n          })\n        )\n      })\n    )\n  })\n}\n\n// take a
set of comparators and determine whether there\n// exists a version which can satisfy it\nfunction isSatisfiable
(comparators, options) {\n  var result = true\n  var remainingComparators = comparators.slice()\n  var
testComparator = remainingComparators.pop()\n\n  while (result && remainingComparators.length) {\n    result =
remainingComparators.every(function (otherComparator) {\n      return testComparator.intersects(otherComparator,
options)\n    })\n\n    testComparator = remainingComparators.pop()\n  }\n\n  return result\n}\n\n// Mostly just for
testing and legacy API reasons\nexports.toComparators = toComparators\nfunction toComparators (range, options)
{\n  return new Range(range, options).set.map(function (comp) {\n    return comp.map(function (c) {\n      return
c.value\n    }).join(' ').trim().split(' ')\n  })\n}\n\n// comprised of xranges, tildes, stars, and gtlt's at this point.\n//
already replaced the hyphen ranges\n// turn into a set of JUST comparators.\nfunction parseComparator (comp,
options) {\n  debug('comp', comp, options)\n  comp = replaceCarets(comp, options)\n  debug('caret', comp)\n  comp
= replaceTildes(comp, options)\n  debug('tildes', comp)\n  comp = replaceXRanges(comp, options)\n
debug('xrange', comp)\n  comp = replaceStars(comp, options)\n  debug('stars', comp)\n  return comp\n}\n\nfunction
isX (id) {\n  return !id || id.toLowerCase() === 'x' || id === '*'\n}\n\n// ~, ~> --> * (any, kinda silly)\n// ~2, ~2.x,
~2.x.x, ~>2, ~>2.x ~>2.x.x --> >=2.0.0 <3.0.0\n// ~2.0, ~2.0.x, ~>2.0, ~>2.0.x --> >=2.0.0 <2.1.0\n// ~1.2, ~1.2.x,
~>1.2, ~>1.2.x --> >=1.2.0 <1.3.0\n// ~1.2.3, ~>1.2.3 --> >=1.2.3 <1.3.0\n// ~1.2.0, ~>1.2.0 --> >=1.2.0
<1.3.0\nfunction replaceTildes (comp, options) {\n  return comp.trim().split(/\\s+/).map(function (comp) {\n    return
replaceTilde(comp, options)\n  }).join(' ')\n}\n\nfunction replaceTilde (comp, options) {\n  var r = options.loose ?
re[t.TILDELOOSE] : re[t.TILDE]\n  return comp.replace(r, function (_, M, m, p, pr) {\n    debug('tilde', comp, _, M,
m, p, pr)\n    var ret\n\n    if (isX(M)) {\n      ret = ''\n    } else if (isX(m)) {\n      ret = '>=' + M + '.0.0 <' + (+M + 1)
+ '.0.0'\n    } else if (isX(p)) {\n      // ~1.2 == >=1.2.0 <1.3.0\n      ret = '>=' + M + '.' + m + '.0 <' + M + '.' + (+m +
1) + '.0'\n    } else if (pr) {\n      debug('replaceTilde pr', pr)\n      ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n            '
<' + M + '.' + (+m + 1) + '.0'\n    } else {\n      // ~1.2.3 == >=1.2.3 <1.3.0\n      ret = '>=' + M + '.' + m + '.' + p +\n
    ' <' + M + '.' + (+m + 1) + '.0'\n    }\n\n    debug('tilde return', ret)\n    return ret\n  })\n}\n\n// ^ --> * (any, kinda
silly)\n// ^2, ^2.x, ^2.x.x --> >=2.0.0 <3.0.0\n// ^2.0, ^2.0.x --> >=2.0.0 <3.0.0\n// ^1.2, ^1.2.x --> >=1.2.0 <2.0.0\n//
^1.2.3 --> >=1.2.3 <2.0.0\n// ^1.2.0 --> >=1.2.0 <2.0.0\nfunction replaceCarets (comp, options) {\n  return
comp.trim().split(/\\s+/).map(function (comp) {\n    return replaceCaret(comp, options)\n  }).join(' ')\n}\n\nfunction
replaceCaret (comp, options) {\n  debug('caret', comp, options)\n  var r = options.loose ? re[t.CARETLOOSE] :
re[t.CARET]\n  return comp.replace(r, function (_, M, m, p, pr) {\n    debug('caret', comp, _, M, m, p, pr)\n    var
ret\n\n    if (isX(M)) {\n      ret = ''\n    } else if (isX(m)) {\n      ret = '>=' + M + '.0.0 <' + (+M + 1) + '.0.0'\n    } else
if (isX(p)) {\n      if (M === '0') {\n        ret = '>=' + M + '.' + m + '.0 <' + M + '.' + (+m + 1) + '.0'\n      } else {\n
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ret = '>=' + M + '.' + m + '.0 <' + (+M + 1) + '.0.0'\n      }\n    } else if (pr) {\n      debug('replaceCaret pr', pr)\n      if
(M === '0') {\n        if (m === '0') {\n          ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n              ' <' + M + '.' + m +
'.' + (+p + 1)\n        } else {\n          ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n              ' <' + M + '.' + (+m + 1) +
'.0'\n        }\n      } else {\n        ret = '>=' + M + '.' + m + '.' + p + '-' + pr +\n              ' <' + (+M + 1) + '.0.0'\n      }\n
} else {\n      debug('no pr')\n      if (M === '0') {\n        if (m === '0') {\n          ret = '>=' + M + '.' + m + '.' + p +\n
          ' <' + M + '.' + m + '.' + (+p + 1)\n        } else {\n          ret = '>=' + M + '.' + m + '.' + p +\n              ' <' + M + '.'
+ (+m + 1) + '.0'\n        }\n      } else {\n        ret = '>=' + M + '.' + m + '.' + p +\n              ' <' + (+M + 1) + '.0.0'\n
}\n    }\n\n    debug('caret return', ret)\n    return ret\n  })\n}\n\nfunction replaceXRanges (comp, options) {\n
debug('replaceXRanges', comp, options)\n  return comp.split(/\\s+/).map(function (comp) {\n    return
replaceXRange(comp, options)\n  }).join(' ')\n}\n\nfunction replaceXRange (comp, options) {\n  comp =
comp.trim()\n  var r = options.loose ? re[t.XRANGELOOSE] : re[t.XRANGE]\n  return comp.replace(r, function
(ret, gtlt, M, m, p, pr) {\n    debug('xRange', comp, ret, gtlt, M, m, p, pr)\n    var xM = isX(M)\n    var xm = xM ||
isX(m)\n    var xp = xm || isX(p)\n    var anyX = xp\n\n    if (gtlt === '=' && anyX) {\n      gtlt = ''\n    }\n\n    // if
we're including prereleases in the match, then we need\n    // to fix this to -0, the lowest possible prerelease value\n
pr = options.includePrerelease ? '-0' : ''\n\n    if (xM) {\n      if (gtlt === '>' || gtlt === '<') {\n        // nothing is
allowed\n        ret = '<0.0.0-0'\n      } else {\n        // nothing is forbidden\n        ret = '*'\n      }\n    } else if (gtlt &&
anyX) {\n      // we know patch is an x, because we have any x at all.\n      // replace X with 0\n      if (xm) {\n        m
= 0\n      }\n      p = 0\n\n      if (gtlt === '>') {\n        // >1 => >=2.0.0\n        // >1.2 => >=1.3.0\n        // >1.2.3 => >=
1.2.4\n        gtlt = '>='\n        if (xm) {\n          M = +M + 1\n          m = 0\n          p = 0\n        } else {\n          m = +m
+ 1\n          p = 0\n        }\n      } else if (gtlt === '<=') {\n        // <=0.7.x is actually <0.8.0, since any 0.7.x should\n
    // pass.  Similarly, <=7.x is actually <8.0.0, etc.\n        gtlt = '<'\n        if (xm) {\n          M = +M + 1\n        } else
{\n          m = +m + 1\n        }\n      }\n\n      ret = gtlt + M + '.' + m + '.' + p + pr\n    } else if (xm) {\n      ret = '>=' +
M + '.0.0' + pr + ' <' + (+M + 1) + '.0.0' + pr\n    } else if (xp) {\n      ret = '>=' + M + '.' + m + '.0' + pr +\n        ' <' +
M + '.' + (+m + 1) + '.0' + pr\n    }\n\n    debug('xRange return', ret)\n\n    return ret\n  })\n}\n\n// Because * is AND-
ed with everything else in the comparator,\n// and '' means \"any version\", just remove the *s entirely.\nfunction
replaceStars (comp, options) {\n  debug('replaceStars', comp, options)\n  // Looseness is ignored here.  star is always
as loose as it gets!\n  return comp.trim().replace(re[t.STAR], '')\n}\n\n// This function is passed to
string.replace(re[t.HYPHENRANGE])\n// M, m, patch, prerelease, build\n// 1.2 - 3.4.5 => >=1.2.0 <=3.4.5\n// 1.2.3
- 3.4 => >=1.2.0 <3.5.0 Any 3.4.x will do\n// 1.2 - 3.4 => >=1.2.0 <3.5.0\nfunction hyphenReplace ($0,\n  from, fM,
fm, fp, fpr, fb,\n  to, tM, tm, tp, tpr, tb) {\n  if (isX(fM)) {\n    from = ''\n  } else if (isX(fm)) {\n    from = '>=' + fM +
'.0.0'\n  } else if (isX(fp)) {\n    from = '>=' + fM + '.' + fm + '.0'\n  } else {\n    from = '>=' + from\n  }\n\n  if
(isX(tM)) {\n    to = ''\n  } else if (isX(tm)) {\n    to = '<' + (+tM + 1) + '.0.0'\n  } else if (isX(tp)) {\n    to = '<' + tM +
'.' + (+tm + 1) + '.0'\n  } else if (tpr) {\n    to = '<=' + tM + '.' + tm + '.' + tp + '-' + tpr\n  } else {\n    to = '<=' + to\n
}\n\n  return (from + ' ' + to).trim()\n}\n\n// if ANY of the sets match ALL of its comparators, then
pass\nRange.prototype.test = function (version) {\n  if (!version) {\n    return false\n  }\n\n  if (typeof version ===
'string') {\n    try {\n      version = new SemVer(version, this.options)\n    } catch (er) {\n      return false\n    }\n
}\n\n  for (var i = 0; i < this.set.length; i++) {\n    if (testSet(this.set[i], version, this.options)) {\n      return true\n
}\n  }\n  return false\n}\n\nfunction testSet (set, version, options) {\n  for (var i = 0; i < set.length; i++) {\n    if
(!set[i].test(version)) {\n      return false\n    }\n  }\n\n  if (version.prerelease.length && !options.includePrerelease)
{\n    // Find the set of versions that are allowed to have prereleases\n    // For example, ^1.2.3-pr.1 desugars to
>=1.2.3-pr.1 <2.0.0\n    // That should allow `1.2.3-pr.2` to pass.\n    // However, `1.2.4-alpha.notready` should NOT
be allowed,\n    // even though it's within the range set by the comparators.\n    for (i = 0; i < set.length; i++) {\n
debug(set[i].semver)\n      if (set[i].semver === ANY) {\n        continue\n      }\n\n      if
(set[i].semver.prerelease.length > 0) {\n        var allowed = set[i].semver\n        if (allowed.major === version.major
&&\n            allowed.minor === version.minor &&\n            allowed.patch === version.patch) {\n          return
true\n        }\n      }\n    }\n\n    // Version has a -pre, but it's not one of the ones we like.\n    return false\n  }\n\n
return true\n}\n\nexports.satisfies = satisfies\nfunction satisfies (version, range, options) {\n  try {\n    range = new
Range(range, options)\n  } catch (er) {\n    return false\n  }\n  return range.test(version)\n}\n\nexports.maxSatisfying
```

= maxSatisfying\nfunction maxSatisfying (versions, range, options) {\n var max = null\n var maxSV = null\n try {\n   var rangeObj = new Range(range, options)\n } catch (er) {\n   return null\n }\n versions.forEach(function (v) {\n   if (rangeObj.test(v)) {\n   // satisfies(v, range, options)\n   if (!max || maxSV.compare(v) === -1) {\n   // compare(max, v, true)\n   max = v\n   maxSV = new SemVer(max, options)\n   }\n   }\n })\n return max\n}\n\nexports.minSatisfying = minSatisfying\nfunction minSatisfying (versions, range, options) {\n var min = null\n var minSV = null\n try {\n   var rangeObj = new Range(range, options)\n } catch (er) {\n   return null\n }\n versions.forEach(function (v) {\n   if (rangeObj.test(v)) {\n   // satisfies(v, range, options)\n   if (!min || minSV.compare(v) === 1) {\n   // compare(min, v, true)\n   min = v\n   minSV = new SemVer(min, options)\n   }\n   }\n })\n return min\n}\n\nexports.minVersion = minVersion\nfunction minVersion (range, loose) {\n range = new Range(range, loose)\n\n var minver = new SemVer('0.0.0')\n if (range.test(minver)) {\n   return minver\n }\n\n minver = new SemVer('0.0.0-0')\n if (range.test(minver)) {\n   return minver\n }\n\n minver = null\n for (var i = 0; i < range.set.length; ++i) {\n   var comparators = range.set[i]\n\n   comparators.forEach(function (comparator) {\n   // Clone to avoid manipulating the comparator's semver object.\n   var compver = new SemVer(comparator.semver.version)\n   switch (comparator.operator) {\n   case '>':\n   if (compver.prerelease.length === 0) {\n   compver.patch++\n   } else {\n   compver.prerelease.push(0)\n   }\n   compver.raw = compver.format()\n   /* fallthrough */\n   case '':\n   case '>=':\n   if (!minver || gt(minver, compver)) {\n   minver = compver\n   }\n   break\n   case '<':\n   case '<=':\n   /* Ignore maximum versions */\n   break\n   /* istanbul ignore next */\n   default:\n   throw new Error('Unexpected operation: ' + comparator.operator)\n   }\n   })\n }\n\n if (minver && range.test(minver)) {\n   return minver\n }\n\n return null\n}\n\nexports.validRange = validRange\nfunction validRange (range, options) {\n try {\n   // Return '*' instead of '' so that truthiness works.\n   // This will throw if it's invalid anyway\n   return new Range(range, options).range || '*'\n } catch (er) {\n   return null\n }\n}\n\n// Determine if version is less than all the versions possible in the range\nexports.ltr = ltr\nfunction ltr (version, range, options) {\n return outside(version, range, '<', options)\n}\n\n// Determine if version is greater than all the versions possible in the range.\nexports.gtr = gtr\nfunction gtr (version, range, options) {\n return outside(version, range, '>', options)\n}\n\nexports.outside = outside\nfunction outside (version, range, hilo, options) {\n version = new SemVer(version, options)\n range = new Range(range, options)\n\n var gtfn, ltefn, ltfn, comp, ecomp\n switch (hilo) {\n   case '>':\n   gtfn = gt\n   ltefn = lte\n   ltfn = lt\n   comp = '>'\n   ecomp = '>='\n   break\n   case '<':\n   gtfn = lt\n   ltefn = gte\n   ltfn = gt\n   comp = '<'\n   ecomp = '<='\n   break\n   default:\n   throw new TypeError('Must provide a hilo val of \"<\" or \">\"')\n }\n\n // If it satisifes the range it is not outside\n if (satisfies(version, range, options)) {\n   return false\n }\n\n // From now on, variable terms are as if we're in \"gtr\" mode.\n // but note that everything is flipped for the \"ltr\" function.\n\n for (var i = 0; i < range.set.length; ++i) {\n   var comparators = range.set[i]\n\n   var high = null\n   var low = null\n\n   comparators.forEach(function (comparator) {\n   if (comparator.semver === ANY) {\n   comparator = new Comparator('>=0.0.0')\n   }\n   high = high || comparator\n   low = low || comparator\n   if (gtfn(comparator.semver, high.semver, options)) {\n   high = comparator\n   } else if (ltfn(comparator.semver, low.semver, options)) {\n   low = comparator\n   }\n   })\n\n   // If the edge version comparator has a operator then our version\n   // isn't outside it\n   if (high.operator === comp || high.operator === ecomp) {\n   return false\n   }\n\n   // If the lowest version comparator has an operator and our version\n   // is less than it then it isn't higher than the range\n   if ((!low.operator || low.operator === comp) &&\n   ltefn(version, low.semver)) {\n   return false\n   } else if (low.operator === ecomp && ltfn(version, low.semver)) {\n   return false\n   }\n }\n return true\n}\n\nexports.prerelease = prerelease\nfunction prerelease (version, options) {\n var parsed = parse(version, options)\n return (parsed && parsed.prerelease.length) ? parsed.prerelease : null\n}\n\nexports.intersects = intersects\nfunction intersects (r1, r2, options) {\n r1 = new Range(r1, options)\n r2 = new Range(r2, options)\n return r1.intersects(r2)\n}\n\nexports.coerce = coerce\nfunction coerce (version, options) {\n if (version instanceof SemVer) {\n   return version\n }\n\n if (typeof version === 'number') {\n   version = String(version)\n }\n\n if (typeof version !== 'string') {\n   return null\n }\n\n options = options || {}\n\n var match = null\n if (!options.rtl) {\n   match = version.match(re[t.COERCE])\n } else {\n   // Find the right-most coercible string that does not

share\n // a terminus with a more left-ward coercible string.\n // Eg, '1.2.3.4' wants to coerce '2.3.4', not '3.4' or '4'\n //\n // Walk through the string checking with a /g regexp\n // Manually set the index so as to pick up overlapping matches.\n // Stop when we get a match that ends at the string end, since no\n // coercible string can be more right-ward without the same terminus.\n var next\n while ((next = re[t.COERCERTL].exec(version)) &&\n   (!match || match.index + match[0].length !== version.length)\n) {\n   if (!match ||\n   next.index + next[0].length !== match.index + match[0].length) {\n   match = next\n   }\n   re[t.COERCERTL].lastIndex = next.index + next[1].length + next[2].length\n }\n // leave it in a clean state\n re[t.COERCERTL].lastIndex = -1\n }\n\n if (match === null) {\n return null\n }\n\n return parse(match[2] +\n '.' + (match[3] || '0') +\n '.' + (match[4] || '0'), options)\n}\n","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./ModalDialog.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./ModalDialog.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./ModalDialog.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./SettingsModal.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./SettingsModal.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./SettingsModal.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","module.exports = require(\"fs\");","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Toggle.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Toggle.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Toggle.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./ChartNode.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals)

module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ChartNode.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ChartNode.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./HoveredFiberInfo.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./HoveredFiberInfo.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./HoveredFiberInfo.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ProfilingImportExportButtons.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ProfilingImportExportButtons.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ProfilingImportExportButtons.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Updaters.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Updaters.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Updaters.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","'use strict';\n\nconst zlib = require('zlib');\n\nconst bufferUtil = require('./buffer-util');\nconst Limiter = require('./limiter');\nconst { kStatusCode, NOOP } = require('./constants');\n\nconst TRAILER = Buffer.from([0x00, 0x00, 0xff, 0xff]);\nconst kPerMessageDeflate = Symbol('permessage-deflate');\nconst kTotalLength =

Symbol('total-length');\nconst kCallback = Symbol('callback');\nconst kBuffers = Symbol('buffers');\nconst kError = Symbol('error');\n\n//\n// We limit zlib concurrency, which prevents severe memory fragmentation\n// as documented in https://github.com/nodejs/node/issues/8871#issuecomment-250915913\n// and https://github.com/websockets/ws/issues/1202\n//\n// Intentionally global; it's the global thread pool that's an issue.\n//\nlet zlibLimiter;\n\n/**\n * permessage-deflate implementation.\n */\nclass PerMessageDeflate {\n /**\n   * Creates a PerMessageDeflate instance.\n   *\n   * @param {Object} options Configuration options\n   * @param {Boolean} options.serverNoContextTakeover Request/accept disabling\n   *   of server context takeover\n   * @param {Boolean} options.clientNoContextTakeover Advertise/acknowledge\n   *   disabling of client context takeover\n   * @param {(Boolean|Number)} options.serverMaxWindowBits Request/confirm the\n   *   use of a custom server window size\n   * @param {(Boolean|Number)} options.clientMaxWindowBits Advertise support\n   *   for, or request, a custom client window size\n   * @param {Object} options.zlibDeflateOptions Options to pass to zlib on deflate\n   * @param {Object} options.zlibInflateOptions Options to pass to zlib on inflate\n   * @param {Number} options.threshold Size (in bytes) below which messages\n   *   should not be compressed\n   * @param {Number} options.concurrencyLimit The number of concurrent calls to\n   *   zlib\n   * @param {Boolean} isServer Create the instance in either server or client\n   *   mode\n   * @param {Number} maxPayload The maximum allowed message length\n   */\n constructor(options, isServer, maxPayload) {\n   this._maxPayload = maxPayload | 0;\n   this._options = options || {};\n   this._threshold =\n   this._options.threshold !== undefined ? this._options.threshold : 1024;\n   this._isServer = !!isServer;\n   this._deflate = null;\n   this._inflate = null;\n\n   this.params = null;\n\n   if (!zlibLimiter) {\n   const concurrency =\n   this._options.concurrencyLimit !== undefined\n   ? this._options.concurrencyLimit\n   : 10;\n   zlibLimiter = new Limiter(concurrency);\n   }\n }\n\n /**\n   * @type {String}\n   */\n static get extensionName() {\n   return 'permessage-deflate';\n }\n\n /**\n   * Create an extension negotiation offer.\n   *\n   * @return {Object} Extension parameters\n   * @public\n   */\n offer() {\n   const params = {};\n\n   if (this._options.serverNoContextTakeover) {\n   params.server_no_context_takeover = true;\n   }\n   if (this._options.clientNoContextTakeover) {\n   params.client_no_context_takeover = true;\n   }\n   if (this._options.serverMaxWindowBits) {\n   params.server_max_window_bits = this._options.serverMaxWindowBits;\n   }\n   if (this._options.clientMaxWindowBits) {\n   params.client_max_window_bits = this._options.clientMaxWindowBits;\n   } else if (this._options.clientMaxWindowBits == null) {\n   params.client_max_window_bits = true;\n   }\n\n   return params;\n }\n\n /**\n   * Accept an extension negotiation offer/response.\n   *\n   * @param {Array} configurations The extension negotiation offers/reponse\n   * @return {Object} Accepted configuration\n   * @public\n   */\n accept(configurations) {\n   configurations = this.normalizeParams(configurations);\n\n   this.params = this._isServer\n   ? this.acceptAsServer(configurations)\n   : this.acceptAsClient(configurations);\n\n   return this.params;\n }\n\n /**\n   * Releases all resources used by the extension.\n   *\n   * @public\n   */\n cleanup() {\n   if (this._inflate) {\n   this._inflate.close();\n   this._inflate = null;\n   }\n\n   if (this._deflate) {\n   if (this._deflate[kCallback]) {\n   this._deflate[kCallback]();\n   }\n\n   this._deflate.close();\n   this._deflate = null;\n   }\n }\n\n /**\n   * Accept an extension negotiation offer.\n   *\n   * @param {Array} offers The extension negotiation offers\n   * @return {Object} Accepted configuration\n   * @private\n   */\n acceptAsServer(offers) {\n   const opts = this._options;\n   const accepted = offers.find((params) => {\n   if (\n   (opts.serverNoContextTakeover === false &&\n   params.server_no_context_takeover) ||\n   (params.server_max_window_bits &&\n   (opts.serverMaxWindowBits === false ||\n   (typeof opts.serverMaxWindowBits === 'number' &&\n   opts.serverMaxWindowBits > params.server_max_window_bits))) ||\n   (typeof opts.clientMaxWindowBits === 'number' &&\n   !params.client_max_window_bits)\n   ) {\n   return false;\n   }\n\n   return true;\n   });\n\n   if (!accepted) {\n   throw new Error('None of the extension offers can be accepted');\n   }\n\n   if (opts.serverNoContextTakeover) {\n   accepted.server_no_context_takeover = true;\n   }\n   if (opts.clientNoContextTakeover) {\n   accepted.client_no_context_takeover = true;\n   }\n   if (typeof opts.serverMaxWindowBits === 'number') {\n   accepted.server_max_window_bits = opts.serverMaxWindowBits;\n   }\n   if (typeof opts.clientMaxWindowBits === 'number') {\n

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accepted.client_max_window_bits = opts.clientMaxWindowBits;\n    } else if (\n
accepted.client_max_window_bits === true ||\n      opts.clientMaxWindowBits === false\n    ) {\n      delete
accepted.client_max_window_bits;\n    }\n\n    return accepted;\n  }\n\n  /**\n   * Accept the extension negotiation
response.\n   *\n   * @param {Array} response The extension negotiation response\n   * @return {Object} Accepted
configuration\n   * @private\n   */\n  acceptAsClient(response) {\n    const params = response[0];\n\n    if (\n
this._options.clientNoContextTakeover === false &&\n      params.client_no_context_takeover\n    ) {\n      throw
new Error('Unexpected parameter \"client_no_context_takeover\"');\n    }\n\n    if
(!params.client_max_window_bits) {\n      if (typeof this._options.clientMaxWindowBits === 'number') {\n
params.client_max_window_bits = this._options.clientMaxWindowBits;\n      }\n    } else if (\n
this._options.clientMaxWindowBits === false ||\n      (typeof this._options.clientMaxWindowBits === 'number'
&&\n        params.client_max_window_bits > this._options.clientMaxWindowBits)\n    ) {\n      throw new Error(\n
    'Unexpected or invalid parameter \"client_max_window_bits\"'\n      );\n    }\n\n    return params;\n  }\n\n  /**\n
* Normalize parameters.\n   *\n   * @param {Array} configurations The extension negotiation offers/reponse\n   *
@return {Array} The offers/response with normalized parameters\n   * @private\n   */\n
normalizeParams(configurations) {\n    configurations.forEach((params) => {\n
Object.keys(params).forEach((key) => {\n        let value = params[key];\n\n        if (value.length > 1) {\n          throw
new Error(`Parameter \"${key}\" must have only a single value`);\n        }\n\n        value = value[0];\n\n        if (key
=== 'client_max_window_bits') {\n          if (value !== true) {\n            const num = +value;\n            if
(!Number.isInteger(num) || num < 8 || num > 15) {\n              throw new TypeError(\n                `Invalid value for
parameter \"${key}\": ${value}`\n              );\n            }\n            value = num;\n          } else if (!this._isServer) {\n
      throw new TypeError(\n              `Invalid value for parameter \"${key}\": ${value}`\n            );\n          }\n        }
else if (key === 'server_max_window_bits') {\n          const num = +value;\n          if (!Number.isInteger(num) ||
num < 8 || num > 15) {\n            throw new TypeError(\n              `Invalid value for parameter \"${key}\":
${value}`\n            );\n          }\n          value = num;\n        } else if (\n          key === 'client_no_context_takeover'
||\n          key === 'server_no_context_takeover'\n        ) {\n          if (value !== true) {\n            throw new
TypeError(\n              `Invalid value for parameter \"${key}\": ${value}`\n            );\n          }\n        } else {\n
throw new Error(`Unknown parameter \"${key}\"`);\n        }\n\n        params[key] = value;\n      });\n    });\n\n
return configurations;\n  }\n\n  /**\n   * Decompress data. Concurrency limited.\n   *\n   * @param {Buffer} data
Compressed data\n   * @param {Boolean} fin Specifies whether or not this is the last fragment\n   * @param
{Function} callback Callback\n   * @public\n   */\n  decompress(data, fin, callback) {\n    zlibLimiter.add((done) =>
{\n      this._decompress(data, fin, (err, result) => {\n        done();\n        callback(err, result);\n      });\n    });\n  }\n\n
/**\n   * Compress data. Concurrency limited.\n   *\n   * @param {Buffer} data Data to compress\n   * @param
{Boolean} fin Specifies whether or not this is the last fragment\n   * @param {Function} callback Callback\n   *
@public\n   */\n  compress(data, fin, callback) {\n    zlibLimiter.add((done) => {\n      this._compress(data, fin, (err,
result) => {\n        done();\n        if (err || result) {\n          callback(err, result);\n        }\n      });\n    });\n  }\n\n  /**\n
* Decompress data.\n   *\n   * @param {Buffer} data Compressed data\n   * @param {Boolean} fin Specifies
whether or not this is the last fragment\n   * @param {Function} callback Callback\n   * @private\n   */\n
_decompress(data, fin, callback) {\n    const endpoint = this._isServer ? 'client' : 'server';\n\n    if (!this._inflate) {\n
 const key = `${endpoint}_max_window_bits`;\n      const windowBits =\n        typeof this.params[key] !==
'number'\n          ? zlib.Z_DEFAULT_WINDOWBITS\n          : this.params[key];\n\n      this._inflate =
zlib.createInflateRaw({\n        ...this._options.zlibInflateOptions,\n        windowBits\n      });\n
this._inflate[kPerMessageDeflate] = this;\n      this._inflate[kTotalLength] = 0;\n      this._inflate[kBuffers] = [];\n
this._inflate.on('error', inflateOnError);\n      this._inflate.on('data', inflateOnData);\n    }\n\n
this._inflate[kCallback] = callback;\n\n    this._inflate.write(data);\n    if (fin) this._inflate.write(TRAILER);\n\n
this._inflate.flush(() => {\n      const err = this._inflate[kError];\n\n      if (err) {\n        this._inflate.close();\n
this._inflate = null;\n        callback(err);\n        return;\n      }\n\n      const data = bufferUtil.concat(\n
this._inflate[kBuffers],\n        this._inflate[kTotalLength]\n      );\n\n      if (fin &&
this.params[`${endpoint}_no_context_takeover`]) {\n        this._inflate.close();\n        this._inflate = null;\n      } else
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{\n      this._inflate[kTotalLength] = 0;\n      this._inflate[kBuffers] = [];\n    }\n\n    callback(null, data);\n
});\n  }\n\n  /**\n   * Compress data.\n   *\n   * @param {Buffer} data Data to compress\n   * @param {Boolean}
fin Specifies whether or not this is the last fragment\n   * @param {Function} callback Callback\n   * @private\n
*/\n  _compress(data, fin, callback) {\n    const endpoint = this._isServer ? 'server' : 'client';\n\n    if (!this._deflate)
{\n      const key = `${endpoint}_max_window_bits`;\n      const windowBits =\n        typeof this.params[key] !==
'number'\n          ? zlib.Z_DEFAULT_WINDOWBITS\n          : this.params[key];\n\n      this._deflate =
zlib.createDeflateRaw({\n        ...this._options.zlibDeflateOptions,\n        windowBits\n      });\n\n
this._deflate[kTotalLength] = 0;\n      this._deflate[kBuffers] = [];\n\n      //\n      // An `'error'` event is emitted, only
on Node.js < 10.0.0, if the\n      // `zlib.DeflateRaw` instance is closed while data is being processed.\n      // This can
happen if `PerMessageDeflate#cleanup()` is called at the wrong\n      // time due to an abnormal WebSocket
closure.\n      //\n      this._deflate.on('error', NOOP);\n      this._deflate.on('data', deflateOnData);\n    }\n\n
this._deflate[kCallback] = callback;\n\n    this._deflate.write(data);\n    this._deflate.flush(zlib.Z_SYNC_FLUSH, ()
=> {\n      if (!this._deflate) {\n        //\n        // This `if` statement is only needed for Node.js < 10.0.0 because as of\n
      // commit https://github.com/nodejs/node/commit/5e3f5164, the flush\n        // callback is no longer called if the
deflate stream is closed while\n        // data is being processed.\n        //\n        return;\n      }\n\n      let data =
bufferUtil.concat(\n        this._deflate[kBuffers],\n        this._deflate[kTotalLength]\n      );\n\n      if (fin) data =
data.slice(0, data.length - 4);\n\n      //\n      // Ensure that the callback will not be called again in\n      //
`PerMessageDeflate#cleanup()`.\n      //\n      this._deflate[kCallback] = null;\n\n      if (fin &&
this.params[`${endpoint}_no_context_takeover`]) {\n        this._deflate.close();\n        this._deflate = null;\n      }
else {\n        this._deflate[kTotalLength] = 0;\n        this._deflate[kBuffers] = [];\n      }\n\n      callback(null, data);\n
  });\n  }\n}\n\nmodule.exports = PerMessageDeflate;\n\n/**\n * The listener of the `zlib.DeflateRaw` stream `'data'`
event.\n *\n * @param {Buffer} chunk A chunk of data\n * @private\n */\nfunction deflateOnData(chunk) {\n
this[kBuffers].push(chunk);\n  this[kTotalLength] += chunk.length;\n}\n\n/**\n * The listener of the
`zlib.InflateRaw` stream `'data'` event.\n *\n * @param {Buffer} chunk A chunk of data\n * @private\n */\nfunction
inflateOnData(chunk) {\n  this[kTotalLength] += chunk.length;\n\n  if (\n    this[kPerMessageDeflate]._maxPayload
< 1 ||\n    this[kTotalLength] <= this[kPerMessageDeflate]._maxPayload\n  ) {\n    this[kBuffers].push(chunk);\n
return;\n  }\n\n  this[kError] = new RangeError('Max payload size exceeded');\n  this[kError][kStatusCode] =
1009;\n  this.removeListener('data', inflateOnData);\n  this.reset();\n}\n\n/**\n * The listener of the `zlib.InflateRaw`
stream `'error'` event.\n *\n * @param {Error} err The emitted error\n * @private\n */\nfunction inflateOnError(err)
{\n  //\n  // There is no need to call `Zlib#close()` as the handle is automatically\n  // closed when an error is
emitted.\n  //\n  this[kPerMessageDeflate]._inflate = null;\n  err[kStatusCode] = 1007;\n
this[kCallback](err);\n}\n","'use strict';\n\nconst { EMPTY_BUFFER } = require('./constants');\n\n/**\n * Merges
an array of buffers into a new buffer.\n *\n * @param {Buffer[]} list The array of buffers to concat\n * @param
{Number} totalLength The total length of buffers in the list\n * @return {Buffer} The resulting buffer\n *
@public\n */\nfunction concat(list, totalLength) {\n  if (list.length === 0) return EMPTY_BUFFER;\n  if (list.length
=== 1) return list[0];\n\n  const target = Buffer.allocUnsafe(totalLength);\n  let offset = 0;\n\n  for (let i = 0; i <
list.length; i++) {\n    const buf = list[i];\n    target.set(buf, offset);\n    offset += buf.length;\n  }\n\n  if (offset <
totalLength) return target.slice(0, offset);\n\n  return target;\n}\n\n/**\n * Masks a buffer using the given mask.\n
*\n * @param {Buffer} source The buffer to mask\n * @param {Buffer} mask The mask to use\n * @param
{Buffer} output The buffer where to store the result\n * @param {Number} offset The offset at which to start
writing\n * @param {Number} length The number of bytes to mask.\n * @public\n */\nfunction _mask(source,
mask, output, offset, length) {\n  for (let i = 0; i < length; i++) {\n    output[offset + i] = source[i] ^ mask[i & 3];\n
}\n}\n\n/**\n * Unmasks a buffer using the given mask.\n *\n * @param {Buffer} buffer The buffer to unmask\n *
@param {Buffer} mask The mask to use\n * @public\n */\nfunction _unmask(buffer, mask) {\n  // Required until
https://github.com/nodejs/node/issues/9006 is resolved.\n  const length = buffer.length;\n  for (let i = 0; i < length;
i++) {\n    buffer[i] ^= mask[i & 3];\n  }\n}\n\n/**\n * Converts a buffer to an `ArrayBuffer`.\n *\n * @param
{Buffer} buf The buffer to convert\n * @return {ArrayBuffer} Converted buffer\n * @public\n */\nfunction
toArrayBuffer(buf) {\n  if (buf.byteLength === buf.buffer.byteLength) {\n    return buf.buffer;\n  }\n\n  return
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buf.buffer.slice(buf.byteOffset, buf.byteOffset + buf.byteLength);\n}\n\n/**\n * Converts `data` to a `Buffer`.\n *\n * @param {*} data The data to convert\n * @return {Buffer} The buffer\n * @throws {TypeError}\n * @public\n */\nfunction toBuffer(data) {\n toBuffer.readOnly = true;\n\n if (Buffer.isBuffer(data)) return data;\n\n let buf;\n\n if (data instanceof ArrayBuffer) {\n   buf = Buffer.from(data);\n } else if (ArrayBuffer.isView(data)) {\n   buf = viewToBuffer(data);\n } else {\n   buf = Buffer.from(data);\n   toBuffer.readOnly = false;\n }\n\n return buf;\n}\n\n/**\n * Converts an `ArrayBuffer` view into a buffer.\n *\n * @param {(DataView|TypedArray)} view The view to convert\n * @return {Buffer} Converted view\n * @private\n */\nfunction viewToBuffer(view) {\n const buf = Buffer.from(view.buffer);\n\n if (view.byteLength !== view.buffer.byteLength) {\n   return buf.slice(view.byteOffset, view.byteOffset + view.byteLength);\n }\n\n return buf;\n}\n\ntry {\n const bufferUtil = require('bufferutil');\n const bu = bufferUtil.BufferUtil || bufferUtil;\n\n module.exports = {\n   concat,\n   mask(source, mask, output, offset, length) {\n   if (length < 48) _mask(source, mask, output, offset, length);\n   else bu.mask(source, mask, output, offset, length);\n   },\n   toArrayBuffer,\n   toBuffer,\n   unmask(buffer, mask) {\n   if (buffer.length < 32) _unmask(buffer, mask);\n   else bu.unmask(buffer, mask);\n   }\n };\n} catch (e) /* istanbul ignore next */ {\n module.exports = {\n   concat,\n   mask: _mask,\n   toArrayBuffer,\n   toBuffer,\n   unmask: _unmask\n };\n}\n","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./EditableValue.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./EditableValue.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./EditableValue.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./NewArrayValue.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./NewArrayValue.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./NewArrayValue.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./NewKeyValue.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./NewKeyValue.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./NewKeyValue.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals,

newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./NoCommitData.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./NoCommitData.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./NoCommitData.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Tooltip.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Tooltip.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./Tooltip.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./RecordToggle.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./RecordToggle.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./RecordToggle.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SnapshotCommitListItem.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SnapshotCommitListItem.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./SnapshotCommitListItem.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx ===

0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed
css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar
content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-
1!./UnsupportedVersionDialog.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar
transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto
= undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content,
options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot)
{\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./UnsupportedVersionDialog.css\",
function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-
1!./UnsupportedVersionDialog.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id,
newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b ||
a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx ===
0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed
css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update();
});\n}","module.exports = require(\"child_process\");","/*\nobject-assign\n(c) Sindre Sorhus\n@license
MIT\n*/\n\n'use strict';\n/* eslint-disable no-unused-vars */\nvar getOwnPropertySymbols =
Object.getOwnPropertySymbols;\nvar hasOwnProperty = Object.prototype.hasOwnProperty;\nvar
propIsEnumerable = Object.prototype.propertyIsEnumerable;\n\nfunction toObject(val) {\n\tif (val === null || val
=== undefined) {\n\t\tthrow new TypeError('Object.assign cannot be called with null or undefined');\n\t}\n\n\treturn
Object(val);\n}\n\nfunction shouldUseNative() {\n\ttry {\n\t\tif (!Object.assign) {\n\t\t\treturn false;\n\t\t}\n\n\t\t//
Detect buggy property enumeration order in older V8 versions.\n\n\t\t//
https://bugs.chromium.org/p/v8/issues/detail?id=4118\n\t\tvar test1 = new String('abc'); // eslint-disable-line no-
new-wrappers\n\t\ttest1[5] = 'de';\n\t\tif (Object.getOwnPropertyNames(test1)[0] === '5') {\n\t\t\treturn
false;\n\t\t}\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\t\tvar test2 = {};\n\t\tfor (var i = 0; i <
10; i++) {\n\t\t\ttest2['_' + String.fromCharCode(i)] = i;\n\t\t}\n\t\tvar order2 =
Object.getOwnPropertyNames(test2).map(function (n) {\n\t\t\treturn test2[n];\n\t\t});\n\t\tif (order2.join('') !==
'0123456789') {\n\t\t\treturn false;\n\t\t}\n\n\t\t// https://bugs.chromium.org/p/v8/issues/detail?id=3056\n\t\tvar test3
= {};\n\t\t'abcdefghijklmnopqrst'.split('').forEach(function (letter) {\n\t\t\ttest3[letter] = letter;\n\t\t});\n\t\tif
(Object.keys(Object.assign({}, test3)).join('') !==\n\t\t\t\t'abcdefghijklmnopqrst') {\n\t\t\treturn
false;\n\t\t}\n\n\t\treturn true;\n\t} catch (err) {\n\t\t// We don't expect any of the above to throw, but better to be
safe.\n\t\treturn false;\n\t}\n}\n\nmodule.exports = shouldUseNative() ? Object.assign : function (target, source)
{\n\tvar from;\n\tvar to = toObject(target);\n\tvar symbols;\n\n\tfor (var s = 1; s < arguments.length; s++) {\n\t\tfrom
= Object(arguments[s]);\n\n\t\tfor (var key in from) {\n\t\t\tif (hasOwnProperty.call(from, key)) {\n\t\t\t\tto[key] =
from[key];\n\t\t\t}\n\t\t}\n\n\t\tif (getOwnPropertySymbols) {\n\t\t\tsymbols =
getOwnPropertySymbols(from);\n\t\t\tfor (var i = 0; i < symbols.length; i++) {\n\t\t\t\tif
(propIsEnumerable.call(from, symbols[i])) {\n\t\t\t\t\tto[symbols[i]] =
from[symbols[i]];\n\t\t\t\t}\n\t\t\t}\n\t\t}\n\n\t}\n\n\treturn to;\n};\n","module.exports =
require(\"http\");","module.exports = require(\"crypto\");","\nvar content =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Badge.css\");\n\nif(typeof content === 'string')
content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options =
{\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update =
require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals)
module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-
loader/index.js??ref--5-1!./Badge.css\", function() {\n\t\tvar newContent =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Badge.css\");\n\n\t\tif(typeof newContent ===
'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx =
0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx-
-;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting

CSS HMR due to changed css-modules
locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Button.css\");\n\nif(typeof content === 'string')
content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options =
{\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update =
require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals)
module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-
loader/index.js??ref--5-1!./Button.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-
loader/index.js??ref--5-1!./Button.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id,
newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b ||
a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx ===
0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed
css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar
content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-
1!./SelectedTreeHighlight.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar
transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto
= undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content,
options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot)
{\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./SelectedTreeHighlight.css\",
function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-
1!./SelectedTreeHighlight.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent,
""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key])
return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals,
newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules
locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./HocBadges.css\");\n\nif(typeof content ===
'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options =
{\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update =
require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals)
module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-
loader/index.js??ref--5-1!./HocBadges.css\", function() {\n\t\tvar newContent =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./HocBadges.css\");\n\n\t\tif(typeof newContent
=== 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx =
0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx-
-;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting
CSS HMR due to changed css-modules
locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./CommitFlamegraph.css\");\n\nif(typeof content
=== 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options =
{\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update =
require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals)
module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-
loader/index.js??ref--5-1!./CommitFlamegraph.css\", function() {\n\t\tvar newContent =
require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./CommitFlamegraph.css\");\n\n\t\tif(typeof
newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar
key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return
false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals,
newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules

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locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","'use
strict';\n\nconst EventEmitter = require('events');\nconst https = require('https');\nconst http = require('http');\nconst
net = require('net');\nconst tls = require('tls');\nconst { randomBytes, createHash } = require('crypto');\nconst { URL
} = require('url');\n\nconst PerMessageDeflate = require('./permessage-deflate');\nconst Receiver =
require('./receiver');\nconst Sender = require('./sender');\nconst {\n  BINARY_TYPES,\n  EMPTY_BUFFER,\n
GUID,\n  kStatusCode,\n  kWebSocket,\n  NOOP\n} = require('./constants');\nconst { addEventListener,
removeEventListener } = require('./event-target');\nconst { format, parse } = require('./extension');\nconst { toBuffer
} = require('./buffer-util');\n\nconst readyStates = ['CONNECTING', 'OPEN', 'CLOSING', 'CLOSED'];\nconst
protocolVersions = [8, 13];\nconst closeTimeout = 30 * 1000;\n\n/**\n * Class representing a WebSocket.\n *\n *
@extends EventEmitter\n */\nclass WebSocket extends EventEmitter {\n  /**\n   * Create a new `WebSocket`.\n
*\n   * @param {(String|url.URL)} address The URL to which to connect\n   * @param {(String|String[])} protocols
The subprotocols\n   * @param {Object} options Connection options\n   */\n  constructor(address, protocols,
options) {\n    super();\n\n    this.readyState = WebSocket.CONNECTING;\n    this.protocol = '';\n\n
this._binaryType = BINARY_TYPES[0];\n    this._closeFrameReceived = false;\n    this._closeFrameSent = false;\n
  this._closeMessage = '';\n    this._closeTimer = null;\n    this._closeCode = 1006;\n    this._extensions = {};\n
this._receiver = null;\n    this._sender = null;\n    this._socket = null;\n\n    if (address !== null) {\n
this._bufferedAmount = 0;\n      this._isServer = false;\n      this._redirects = 0;\n\n      if (Array.isArray(protocols))
{\n        protocols = protocols.join(', ');\n      } else if (typeof protocols === 'object' && protocols !== null) {\n
options = protocols;\n        protocols = undefined;\n      }\n\n      initAsClient(this, address, protocols, options);\n    }
else {\n      this._isServer = true;\n    }\n  }\n\n  get CONNECTING() {\n    return WebSocket.CONNECTING;\n
}\n  get CLOSING() {\n    return WebSocket.CLOSING;\n  }\n  get CLOSED() {\n    return
WebSocket.CLOSED;\n  }\n  get OPEN() {\n    return WebSocket.OPEN;\n  }\n\n  /**\n   * This deviates from the
WHATWG interface since ws doesn't support the\n   * required default \"blob\" type (instead we define a custom
\"nodebuffer\"\n   * type).\n   *\n   * @type {String}\n   */\n  get binaryType() {\n    return this._binaryType;\n
}\n\n  set binaryType(type) {\n    if (!BINARY_TYPES.includes(type)) return;\n\n    this._binaryType = type;\n\n
//\n    // Allow to change `binaryType` on the fly.\n    //\n    if (this._receiver) this._receiver._binaryType = type;\n
}\n\n  /**\n   * @type {Number}\n   */\n  get bufferedAmount() {\n    if (!this._socket) return
this._bufferedAmount;\n\n    //\n    // `socket.bufferSize` is `undefined` if the socket is closed.\n    //\n    return
(this._socket.bufferSize || 0) + this._sender._bufferedBytes;\n  }\n\n  /**\n   * @type {String}\n   */\n  get
extensions() {\n    return Object.keys(this._extensions).join();\n  }\n\n  /**\n   * Set up the socket and the internal
resources.\n   *\n   * @param {net.Socket} socket The network socket between the server and client\n   * @param
{Buffer} head The first packet of the upgraded stream\n   * @param {Number} maxPayload The maximum allowed
message size\n   * @private\n   */\n  setSocket(socket, head, maxPayload) {\n    const receiver = new Receiver(\n
this._binaryType,\n      this._extensions,\n      maxPayload\n    );\n\n    this._sender = new Sender(socket,
this._extensions);\n    this._receiver = receiver;\n    this._socket = socket;\n\n    receiver[kWebSocket] = this;\n
socket[kWebSocket] = this;\n\n    receiver.on('conclude', receiverOnConclude);\n    receiver.on('drain',
receiverOnDrain);\n    receiver.on('error', receiverOnError);\n    receiver.on('message', receiverOnMessage);\n
receiver.on('ping', receiverOnPing);\n    receiver.on('pong', receiverOnPong);\n\n    socket.setTimeout(0);\n
socket.setNoDelay();\n\n    if (head.length > 0) socket.unshift(head);\n\n    socket.on('close', socketOnClose);\n
socket.on('data', socketOnData);\n    socket.on('end', socketOnEnd);\n    socket.on('error', socketOnError);\n\n
this.readyState = WebSocket.OPEN;\n    this.emit('open');\n  }\n\n  /**\n   * Emit the `'close'` event.\n   *\n   *
@private\n   */\n  emitClose() {\n    this.readyState = WebSocket.CLOSED;\n\n    if (!this._socket) {\n
this.emit('close', this._closeCode, this._closeMessage);\n      return;\n    }\n\n    if
(this._extensions[PerMessageDeflate.extensionName]) {\n
this._extensions[PerMessageDeflate.extensionName].cleanup();\n    }\n\n    this._receiver.removeAllListeners();\n
this.emit('close', this._closeCode, this._closeMessage);\n  }\n\n  /**\n   * Start a closing handshake.\n   *\n   *
+----------+   +-----------+   +----------+\n   *     - - -|ws.close()|-->|close frame|-->|ws.close()|- - -\n   *    |     +----------
+   +-----------+   +----------+     |\n   *         +----------+   +-----------+         |\n   * CLOSING  |ws.close()|<--|close
```

```
frame|<--+-----+      CLOSING\n   *         +----------+   +-----------+   |\n   *    |         |                    |   +---+       |\n
*             +-----------------------+-->|fin| - - - -\n   *    |        +---+                    |   +---+\n   *     - - - - -|fin|<-----------
----------+\n   *             +---+\n   *\n   * @param {Number} code Status code explaining why the connection is
closing\n   * @param {String} data A string explaining why the connection is closing\n   * @public\n   */\n
close(code, data) {\n    if (this.readyState === WebSocket.CLOSED) return;\n    if (this.readyState ===
WebSocket.CONNECTING) {\n      const msg = 'WebSocket was closed before the connection was established';\n
 return abortHandshake(this, this._req, msg);\n    }\n\n    if (this.readyState === WebSocket.CLOSING) {\n      if
(this._closeFrameSent && this._closeFrameReceived) this._socket.end();\n      return;\n    }\n\n    this.readyState =
WebSocket.CLOSING;\n    this._sender.close(code, data, !this._isServer, (err) => {\n      //\n      // This error is
handled by the `'error'` listener on the socket. We only\n      // want to know if the close frame has been sent here.\n
  //\n      if (err) return;\n\n      this._closeFrameSent = true;\n      if (this._closeFrameReceived) this._socket.end();\n
});\n\n    //\n    // Specify a timeout for the closing handshake to complete.\n    //\n    this._closeTimer =
setTimeout(\n      this._socket.destroy.bind(this._socket),\n      closeTimeout\n    );\n  }\n\n  /**\n   * Send a ping.\n
*\n   * @param {*} data The data to send\n   * @param {Boolean} mask Indicates whether or not to mask `data`\n
* @param {Function} cb Callback which is executed when the ping is sent\n   * @public\n   */\n  ping(data, mask,
cb) {\n    if (this.readyState === WebSocket.CONNECTING) {\n      throw new Error('WebSocket is not open:
readyState 0 (CONNECTING)');\n    }\n\n    if (typeof data === 'function') {\n      cb = data;\n      data = mask =
undefined;\n    } else if (typeof mask === 'function') {\n      cb = mask;\n      mask = undefined;\n    }\n\n    if (typeof
data === 'number') data = data.toString();\n\n    if (this.readyState !== WebSocket.OPEN) {\n
sendAfterClose(this, data, cb);\n      return;\n    }\n\n    if (mask === undefined) mask = !this._isServer;\n
this._sender.ping(data || EMPTY_BUFFER, mask, cb);\n  }\n\n  /**\n   * Send a pong.\n   *\n   * @param {*} data
The data to send\n   * @param {Boolean} mask Indicates whether or not to mask `data`\n   * @param {Function} cb
Callback which is executed when the pong is sent\n   * @public\n   */\n  pong(data, mask, cb) {\n    if
(this.readyState === WebSocket.CONNECTING) {\n      throw new Error('WebSocket is not open: readyState 0
(CONNECTING)');\n    }\n\n    if (typeof data === 'function') {\n      cb = data;\n      data = mask = undefined;\n    }
else if (typeof mask === 'function') {\n      cb = mask;\n      mask = undefined;\n    }\n\n    if (typeof data ===
'number') data = data.toString();\n\n    if (this.readyState !== WebSocket.OPEN) {\n      sendAfterClose(this, data,
cb);\n      return;\n    }\n\n    if (mask === undefined) mask = !this._isServer;\n    this._sender.pong(data ||
EMPTY_BUFFER, mask, cb);\n  }\n\n  /**\n   * Send a data message.\n   *\n   * @param {*} data The message to
send\n   * @param {Object} options Options object\n   * @param {Boolean} options.compress Specifies whether or
not to compress\n   *     `data`\n   * @param {Boolean} options.binary Specifies whether `data` is binary or text\n   *
@param {Boolean} options.fin Specifies whether the fragment is the last one\n   * @param {Boolean} options.mask
Specifies whether or not to mask `data`\n   * @param {Function} cb Callback which is executed when data is
written out\n   * @public\n   */\n  send(data, options, cb) {\n    if (this.readyState === WebSocket.CONNECTING)
{\n      throw new Error('WebSocket is not open: readyState 0 (CONNECTING)');\n    }\n\n    if (typeof options ===
'function') {\n      cb = options;\n      options = {};\n    }\n\n    if (typeof data === 'number') data =
data.toString();\n\n    if (this.readyState !== WebSocket.OPEN) {\n      sendAfterClose(this, data, cb);\n      return;\n
 }\n\n    const opts = {\n      binary: typeof data !== 'string',\n      mask: !this._isServer,\n      compress: true,\n      fin:
true,\n      ...options\n    };\n\n    if (!this._extensions[PerMessageDeflate.extensionName]) {\n      opts.compress =
false;\n    }\n\n    this._sender.send(data || EMPTY_BUFFER, opts, cb);\n  }\n\n  /**\n   * Forcibly close the
connection.\n   *\n   * @public\n   */\n  terminate() {\n    if (this.readyState === WebSocket.CLOSED) return;\n    if
(this.readyState === WebSocket.CONNECTING) {\n      const msg = 'WebSocket was closed before the connection
was established';\n      return abortHandshake(this, this._req, msg);\n    }\n\n    if (this._socket) {\n      this.readyState
= WebSocket.CLOSING;\n      this._socket.destroy();\n    }\n  }\n}\n\nreadyStates.forEach((readyState, i) => {\n
WebSocket[readyState] = i;\n});\n\n//\n// Add the `onopen`, `onerror`, `onclose`, and `onmessage` attributes.\n// See
https://html.spec.whatwg.org/multipage/comms.html#the-websocket-interface\n//\n['open', 'error', 'close',
'message'].forEach((method) => {\n  Object.defineProperty(WebSocket.prototype, `on${method}`, {\n    /**\n     *
Return the listener of the event.\n     *\n     * @return {(Function|undefined)} The event listener or `undefined`\n     *
```

```
@public\n     */\n    get() {\n      const listeners = this.listeners(method);\n      for (let i = 0; i < listeners.length; i++)
{\n        if (listeners[i]._listener) return listeners[i]._listener;\n      }\n\n      return undefined;\n    },\n    /**\n     * Add
a listener for the event.\n     *\n     * @param {Function} listener The listener to add\n     * @public\n     */\n
set(listener) {\n      const listeners = this.listeners(method);\n      for (let i = 0; i < listeners.length; i++) {\n        //\n
  // Remove only the listeners added via `addEventListener`.\n        //\n        if (listeners[i]._listener)
this.removeListener(method, listeners[i]);\n      }\n      this.addEventListener(method, listener);\n    }\n
});\n});\n\nWebSocket.prototype.addEventListener =
addEventListener;\nWebSocket.prototype.removeEventListener = removeEventListener;\n\nmodule.exports =
WebSocket;\n\n/**\n * Initialize a WebSocket client.\n *\n * @param {WebSocket} websocket The client to
initialize\n * @param {(String|url.URL)} address The URL to which to connect\n * @param {String} protocols The
subprotocols\n * @param {Object} options Connection options\n * @param {(Boolean|Object)}
options.perMessageDeflate Enable/disable\n *     permessage-deflate\n * @param {Number}
options.handshakeTimeout Timeout in milliseconds for the\n *     handshake request\n * @param {Number}
options.protocolVersion Value of the `Sec-WebSocket-Version`\n *     header\n * @param {String} options.origin
Value of the `Origin` or\n *     `Sec-WebSocket-Origin` header\n * @param {Number} options.maxPayload The
maximum allowed message size\n * @param {Boolean} options.followRedirects Whether or not to follow
redirects\n * @param {Number} options.maxRedirects The maximum number of redirects allowed\n * @private\n
*/\nfunction initAsClient(websocket, address, protocols, options) {\n  const opts = {\n    protocolVersion:
protocolVersions[1],\n    maxPayload: 100 * 1024 * 1024,\n    perMessageDeflate: true,\n    followRedirects: false,\n
  maxRedirects: 10,\n    ...options,\n    createConnection: undefined,\n    socketPath: undefined,\n    hostname:
undefined,\n    protocol: undefined,\n    timeout: undefined,\n    method: undefined,\n    auth: undefined,\n    host:
undefined,\n    path: undefined,\n    port: undefined\n  };\n\n  if (!protocolVersions.includes(opts.protocolVersion))
{\n    throw new RangeError(\n      `Unsupported protocol version: ${opts.protocolVersion} ` +\n        `(supported
versions: ${protocolVersions.join(', ')})`\n    );\n  }\n\n  let parsedUrl;\n\n  if (address instanceof URL) {\n
parsedUrl = address;\n    websocket.url = address.href;\n  } else {\n    parsedUrl = new URL(address);\n
websocket.url = address;\n  }\n\n  const isUnixSocket = parsedUrl.protocol === 'ws+unix:';\n\n  if (!parsedUrl.host
&& (!isUnixSocket || !parsedUrl.pathname)) {\n    throw new Error(`Invalid URL: ${websocket.url}`);\n  }\n\n
const isSecure =\n    parsedUrl.protocol === 'wss:' || parsedUrl.protocol === 'https:';\n  const defaultPort = isSecure
? 443 : 80;\n  const key = randomBytes(16).toString('base64');\n  const get = isSecure ? https.get : http.get;\n  let
perMessageDeflate;\n\n  opts.createConnection = isSecure ? tlsConnect : netConnect;\n  opts.defaultPort =
opts.defaultPort || defaultPort;\n  opts.port = parsedUrl.port || defaultPort;\n  opts.host =
parsedUrl.hostname.startsWith('[')\n    ? parsedUrl.hostname.slice(1, -1)\n    : parsedUrl.hostname;\n  opts.headers =
{\n    'Sec-WebSocket-Version': opts.protocolVersion,\n    'Sec-WebSocket-Key': key,\n    Connection: 'Upgrade',\n
Upgrade: 'websocket',\n    ...opts.headers\n  };\n  opts.path = parsedUrl.pathname + parsedUrl.search;\n  opts.timeout
= opts.handshakeTimeout;\n\n  if (opts.perMessageDeflate) {\n    perMessageDeflate = new PerMessageDeflate(\n
  opts.perMessageDeflate !== true ? opts.perMessageDeflate : {},\n      false,\n      opts.maxPayload\n    );\n
opts.headers['Sec-WebSocket-Extensions'] = format({\n      [PerMessageDeflate.extensionName]:
perMessageDeflate.offer()\n    });\n  }\n  if (protocols) {\n    opts.headers['Sec-WebSocket-Protocol'] = protocols;\n
}\n  if (opts.origin) {\n    if (opts.protocolVersion < 13) {\n      opts.headers['Sec-WebSocket-Origin'] =
opts.origin;\n    } else {\n      opts.headers.Origin = opts.origin;\n    }\n  }\n  if (parsedUrl.username ||
parsedUrl.password) {\n    opts.auth = `${parsedUrl.username}:${parsedUrl.password}`;\n  }\n\n  if (isUnixSocket)
{\n    const parts = opts.path.split(':');\n\n    opts.socketPath = parts[0];\n    opts.path = parts[1];\n  }\n\n  let req =
(websocket._req = get(opts));\n\n  if (opts.timeout) {\n    req.on('timeout', () => {\n      abortHandshake(websocket,
req, 'Opening handshake has timed out');\n    });\n  }\n\n  req.on('error', (err) => {\n    if (websocket._req.aborted)
return;\n\n    req = websocket._req = null;\n    websocket.readyState = WebSocket.CLOSING;\n
websocket.emit('error', err);\n    websocket.emitClose();\n  });\n\n  req.on('response', (res) => {\n    const location =
res.headers.location;\n    const statusCode = res.statusCode;\n\n    if (\n      location &&\n      opts.followRedirects
&&\n      statusCode >= 300 &&\n      statusCode < 400\n    ) {\n      if (++websocket._redirects >
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opts.maxRedirects) {\n      abortHandshake(websocket, req, 'Maximum redirects exceeded');\n      return;\n
}\n\n    req.abort();\n\n    const addr = new URL(location, address);\n\n    initAsClient(websocket, addr,
protocols, options);\n  } else if (!websocket.emit('unexpected-response', req, res)) {\n    abortHandshake(\n
websocket,\n      req,\n      `Unexpected server response: ${res.statusCode}`\n    );\n  }\n  });\n\n
req.on('upgrade', (res, socket, head) => {\n  websocket.emit('upgrade', res);\n\n  //\n  // The user may have closed
the connection from a listener of the `upgrade`\n  // event.\n  //\n  if (websocket.readyState !==
WebSocket.CONNECTING) return;\n\n  req = websocket._req = null;\n\n  const digest = createHash('sha1')\n
.update(key + GUID)\n    .digest('base64');\n\n  if (res.headers['sec-websocket-accept'] !== digest) {\n
abortHandshake(websocket, socket, 'Invalid Sec-WebSocket-Accept header');\n    return;\n  }\n\n  const
serverProt = res.headers['sec-websocket-protocol'];\n  const protList = (protocols || '').split(/, */);\n  let
protError;\n\n  if (!protocols && serverProt) {\n    protError = 'Server sent a subprotocol but none was
requested';\n  } else if (protocols && !serverProt) {\n    protError = 'Server sent no subprotocol';\n  } else if
(serverProt && !protList.includes(serverProt)) {\n    protError = 'Server sent an invalid subprotocol';\n  }\n\n  if
(protError) {\n    abortHandshake(websocket, socket, protError);\n    return;\n  }\n\n  if (serverProt)
websocket.protocol = serverProt;\n\n  if (perMessageDeflate) {\n    try {\n      const extensions =
parse(res.headers['sec-websocket-extensions']);\n\n      if (extensions[PerMessageDeflate.extensionName]) {\n
perMessageDeflate.accept(extensions[PerMessageDeflate.extensionName]);\n        websocket._extensions[\n
PerMessageDeflate.extensionName\n        ] = perMessageDeflate;\n      }\n    } catch (err) {\n
abortHandshake(\n        websocket,\n        socket,\n        'Invalid Sec-WebSocket-Extensions header'\n      );\n
  return;\n    }\n  }\n\n  websocket.setSocket(socket, head, opts.maxPayload);\n  });\n}\n\n/**\n * Create a
`net.Socket` and initiate a connection.\n *\n * @param {Object} options Connection options\n * @return
{net.Socket} The newly created socket used to start the connection\n * @private\n */\nfunction netConnect(options)
{\n  options.path = options.socketPath;\n  return net.connect(options);\n}\n\n/**\n * Create a `tls.TLSSocket` and
initiate a connection.\n *\n * @param {Object} options Connection options\n * @return {tls.TLSSocket} The newly
created socket used to start the connection\n * @private\n */\nfunction tlsConnect(options) {\n  options.path =
undefined;\n\n  if (!options.servername && options.servername !== '') {\n    options.servername = options.host;\n
}\n\n  return tls.connect(options);\n}\n\n/**\n * Abort the handshake and emit an error.\n *\n * @param
{WebSocket} websocket The WebSocket instance\n * @param {(http.ClientRequest|net.Socket)} stream The
request to abort or the\n *     socket to destroy\n * @param {String} message The error message\n * @private\n
*/\nfunction abortHandshake(websocket, stream, message) {\n  websocket.readyState = WebSocket.CLOSING;\n\n
const err = new Error(message);\n  Error.captureStackTrace(err, abortHandshake);\n\n  if (stream.setHeader) {\n
stream.abort();\n    stream.once('abort', websocket.emitClose.bind(websocket));\n    websocket.emit('error', err);\n  }
else {\n    stream.destroy(err);\n    stream.once('error', websocket.emit.bind(websocket, 'error'));\n
stream.once('close', websocket.emitClose.bind(websocket));\n  }\n}\n\n/**\n * Handle cases where the `ping()`,
`pong()`, or `send()` methods are called\n * when the `readyState` attribute is `CLOSING` or `CLOSED`.\n *\n *
@param {WebSocket} websocket The WebSocket instance\n * @param {*} data The data to send\n * @param
{Function} cb Callback\n * @private\n */\nfunction sendAfterClose(websocket, data, cb) {\n  if (data) {\n    const
length = toBuffer(data).length;\n\n    //\n    // The `_bufferedAmount` property is used only when the peer is a client
and\n    // the opening handshake fails. Under these circumstances, in fact, the\n    // `setSocket()` method is not
called, so the `_socket` and `_sender`\n    // properties are set to `null`.\n    //\n    if (websocket._socket)
websocket._sender._bufferedBytes += length;\n    else websocket._bufferedAmount += length;\n  }\n\n  if (cb) {\n
const err = new Error(\n      `WebSocket is not open: readyState ${websocket.readyState} ` +\n
`(${readyStates[websocket.readyState]})`\n    );\n    cb(err);\n  }\n}\n\n/**\n * The listener of the `Receiver`
`''conclude'` event.\n *\n * @param {Number} code The status code\n * @param {String} reason The reason for
closing\n * @private\n */\nfunction receiverOnConclude(code, reason) {\n  const websocket =
this[kWebSocket];\n\n  websocket._socket.removeListener('data', socketOnData);\n
websocket._socket.resume();\n\n  websocket._closeFrameReceived = true;\n  websocket._closeMessage = reason;\n
websocket._closeCode = code;\n\n  if (code === 1005) websocket.close();\n  else websocket.close(code,
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reason);\n}\n\n/**\n * The listener of the `Receiver` `'drain'` event.\n *\n * @private\n */\nfunction receiverOnDrain() {\n this[kWebSocket]._socket.resume();\n}\n\n/**\n * The listener of the `Receiver` `'error'` event.\n *\n * @param {(RangeError|Error)} err The emitted error\n * @private\n */\nfunction receiverOnError(err) {\n const websocket = this[kWebSocket];\n\n websocket._socket.removeListener('data', socketOnData);\n\n websocket.readyState = WebSocket.CLOSING;\n websocket._closeCode = err[kStatusCode];\n websocket.emit('error', err);\n websocket._socket.destroy();\n}\n\n/**\n * The listener of the `Receiver` `'finish'` event.\n *\n * @private\n */\nfunction receiverOnFinish() {\n this[kWebSocket].emitClose();\n}\n\n/**\n * The listener of the `Receiver` `'message'` event.\n *\n * @param {(String|Buffer|ArrayBuffer|Buffer[])} data The message\n * @private\n */\nfunction receiverOnMessage(data) {\n this[kWebSocket].emit('message', data);\n}\n\n/**\n * The listener of the `Receiver` `'ping'` event.\n *\n * @param {Buffer} data The data included in the ping frame\n * @private\n */\nfunction receiverOnPing(data) {\n const websocket = this[kWebSocket];\n\n websocket.pong(data, !websocket._isServer, NOOP);\n websocket.emit('ping', data);\n}\n\n/**\n * The listener of the `Receiver` `'pong'` event.\n *\n * @param {Buffer} data The data included in the pong frame\n * @private\n */\nfunction receiverOnPong(data) {\n this[kWebSocket].emit('pong', data);\n}\n\n/**\n * The listener of the `net.Socket` `'close'` event.\n *\n * @private\n */\nfunction socketOnClose() {\n const websocket = this[kWebSocket];\n\n this.removeListener('close', socketOnClose);\n this.removeListener('end', socketOnEnd);\n\n websocket.readyState = WebSocket.CLOSING;\n\n //\n // The close frame might not have been received or the `'end'` event emitted,\n // for example, if the socket was destroyed due to an error. Ensure that the\n // `receiver` stream is closed after writing any remaining buffered data to\n // it. If the readable side of the socket is in flowing mode then there is no\n // buffered data as everything has been already written and `readable.read()`\n // will return `null`. If instead, the socket is paused, any possible buffered\n // data will be read as a single chunk and emitted synchronously in a single\n // `'data'` event.\n //\n websocket._socket.read();\n websocket._receiver.end();\n\n this.removeListener('data', socketOnData);\n this[kWebSocket] = undefined;\n\n clearTimeout(websocket._closeTimer);\n\n if (\n   websocket._receiver._writableState.finished ||\n   websocket._receiver._writableState.errorEmitted\n) {\n   websocket.emitClose();\n } else {\n   websocket._receiver.on('error', receiverOnFinish);\n   websocket._receiver.on('finish', receiverOnFinish);\n }\n}\n\n/**\n * The listener of the `net.Socket` `'data'` event.\n *\n * @param {Buffer} chunk A chunk of data\n * @private\n */\nfunction socketOnData(chunk) {\n if (!this[kWebSocket]._receiver.write(chunk)) {\n   this.pause();\n }\n}\n\n/**\n * The listener of the `net.Socket` `'end'` event.\n *\n * @private\n */\nfunction socketOnEnd() {\n const websocket = this[kWebSocket];\n\n websocket.readyState = WebSocket.CLOSING;\n websocket._receiver.end();\n this.end();\n}\n\n/**\n * The listener of the `net.Socket` `'error'` event.\n *\n * @private\n */\nfunction socketOnError() {\n const websocket = this[kWebSocket];\n\n this.removeListener('error', socketOnError);\n this.on('error', NOOP);\n\n if (websocket) {\n   websocket.readyState = WebSocket.CLOSING;\n   this.destroy();\n }\n}\n","module.exports = require(\"events\");","module.exports = require(\"https\");","'use strict';\n\nconst { Writable } = require('stream');\n\nconst PerMessageDeflate = require('./permessage-deflate');\nconst {\n BINARY_TYPES,\n EMPTY_BUFFER,\n kStatusCode,\n kWebSocket\n} = require('./constants');\nconst { concat, toArrayBuffer, unmask } = require('./buffer-util');\nconst { isValidStatusCode, isValidUTF8 } = require('./validation');\n\nconst GET_INFO = 0;\nconst GET_PAYLOAD_LENGTH_16 = 1;\nconst GET_PAYLOAD_LENGTH_64 = 2;\nconst GET_MASK = 3;\nconst GET_DATA = 4;\nconst INFLATING = 5;\n\n/**\n * HyBi Receiver implementation.\n *\n * @extends stream.Writable\n */\nclass Receiver extends Writable {\n /**\n   * Creates a Receiver instance.\n   *\n   * @param {String} binaryType The type for binary data\n   * @param {Object} extensions An object containing the negotiated extensions\n   * @param {Number} maxPayload The maximum allowed message length\n   */\n constructor(binaryType, extensions, maxPayload) {\n   super();\n\n   this._binaryType = binaryType || BINARY_TYPES[0];\n   this[kWebSocket] = undefined;\n   this._extensions = extensions || {};\n   this._maxPayload = maxPayload | 0;\n\n   this._bufferedBytes = 0;\n   this._buffers = [];\n\n   this._compressed = false;\n   this._payloadLength = 0;\n   this._mask = undefined;\n   this._fragmented = 0;\n   this._masked = false;\n   this._fin = false;\n   this._opcode = 0;\n\n   this._totalPayloadLength = 0;\n   this._messageLength = 0;\n

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 this._fragments = [];\n\n    this._state = GET_INFO;\n    this._loop = false;\n  }\n\n  /**\n   * Implements
`Writable.prototype._write()`.\n   *\n   * @param {Buffer} chunk The chunk of data to write\n   * @param {String}
encoding The character encoding of `chunk`\n   * @param {Function} cb Callback\n   */\n  _write(chunk, encoding,
cb) {\n    if (this._opcode === 0x08 && this._state == GET_INFO) return cb();\n\n    this._bufferedBytes +=
chunk.length;\n    this._buffers.push(chunk);\n    this.startLoop(cb);\n  }\n\n  /**\n   * Consumes `n` bytes from the
buffered data.\n   *\n   * @param {Number} n The number of bytes to consume\n   * @return {Buffer} The
consumed bytes\n   * @private\n   */\n  consume(n) {\n    this._bufferedBytes -= n;\n\n    if (n ===
this._buffers[0].length) return this._buffers.shift();\n\n    if (n < this._buffers[0].length) {\n      const buf =
this._buffers[0];\n      this._buffers[0] = buf.slice(n);\n      return buf.slice(0, n);\n    }\n\n    const dst =
Buffer.allocUnsafe(n);\n\n    do {\n      const buf = this._buffers[0];\n      const offset = dst.length - n;\n\n      if (n >=
buf.length) {\n        dst.set(this._buffers.shift(), offset);\n      } else {\n        dst.set(new Uint8Array(buf.buffer,
buf.byteOffset, n), offset);\n        this._buffers[0] = buf.slice(n);\n      }\n\n      n -= buf.length;\n    } while (n >
0);\n\n    return dst;\n  }\n\n  /**\n   * Starts the parsing loop.\n   *\n   * @param {Function} cb Callback\n   *
@private\n   */\n  startLoop(cb) {\n    let err;\n    this._loop = true;\n\n    do {\n      switch (this._state) {\n        case
GET_INFO:\n          err = this.getInfo();\n          break;\n        case GET_PAYLOAD_LENGTH_16:\n          err =
this.getPayloadLength16();\n          break;\n        case GET_PAYLOAD_LENGTH_64:\n          err =
this.getPayloadLength64();\n          break;\n        case GET_MASK:\n          this.getMask();\n          break;\n        case
GET_DATA:\n          err = this.getData(cb);\n          break;\n        default:\n          // `INFLATING`\n          this._loop
= false;\n          return;\n      }\n    } while (this._loop);\n\n    cb(err);\n  }\n\n  /**\n   * Reads the first two bytes of a
frame.\n   *\n   * @return {(RangeError|undefined)} A possible error\n   * @private\n   */\n  getInfo() {\n    if
(this._bufferedBytes < 2) {\n      this._loop = false;\n      return;\n    }\n\n    const buf = this.consume(2);\n\n    if
((buf[0] & 0x30) !== 0x00) {\n      this._loop = false;\n      return error(RangeError, 'RSV2 and RSV3 must be clear',
true, 1002);\n    }\n\n    const compressed = (buf[0] & 0x40) === 0x40;\n\n    if (compressed &&
!this._extensions[PerMessageDeflate.extensionName]) {\n      this._loop = false;\n      return error(RangeError,
'RSV1 must be clear', true, 1002);\n    }\n\n    this._fin = (buf[0] & 0x80) === 0x80;\n    this._opcode = buf[0] &
0x0f;\n    this._payloadLength = buf[1] & 0x7f;\n\n    if (this._opcode === 0x00) {\n      if (compressed) {\n
this._loop = false;\n        return error(RangeError, 'RSV1 must be clear', true, 1002);\n      }\n\n      if
(!this._fragmented) {\n        this._loop = false;\n        return error(RangeError, 'invalid opcode 0', true, 1002);\n
}\n\n      this._opcode = this._fragmented;\n    } else if (this._opcode === 0x01 || this._opcode === 0x02) {\n      if
(this._fragmented) {\n        this._loop = false;\n        return error(RangeError, `invalid opcode ${this._opcode}`, true,
1002);\n      }\n\n      this._compressed = compressed;\n    } else if (this._opcode > 0x07 && this._opcode < 0x0b)
{\n      if (!this._fin) {\n        this._loop = false;\n        return error(RangeError, 'FIN must be set', true, 1002);\n
}\n\n      if (compressed) {\n        this._loop = false;\n        return error(RangeError, 'RSV1 must be clear', true,
1002);\n      }\n\n      if (this._payloadLength > 0x7d) {\n        this._loop = false;\n        return error(\n
RangeError,\n          `invalid payload length ${this._payloadLength}`,\n          true,\n          1002\n        );\n      }\n    }
else {\n      this._loop = false;\n      return error(RangeError, `invalid opcode ${this._opcode}`, true, 1002);\n    }\n\n
 if (!this._fin && !this._fragmented) this._fragmented = this._opcode;\n    this._masked = (buf[1] & 0x80) ===
0x80;\n\n    if (this._payloadLength === 126) this._state = GET_PAYLOAD_LENGTH_16;\n    else if
(this._payloadLength === 127) this._state = GET_PAYLOAD_LENGTH_64;\n    else return this.haveLength();\n
}\n\n  /**\n   * Gets extended payload length (7+16).\n   *\n   * @return {(RangeError|undefined)} A possible
error\n   * @private\n   */\n  getPayloadLength16() {\n    if (this._bufferedBytes < 2) {\n      this._loop = false;\n
return;\n    }\n\n    this._payloadLength = this.consume(2).readUInt16BE(0);\n    return this.haveLength();\n  }\n\n
/**\n   * Gets extended payload length (7+64).\n   *\n   * @return {(RangeError|undefined)} A possible error\n   *
@private\n   */\n  getPayloadLength64() {\n    if (this._bufferedBytes < 8) {\n      this._loop = false;\n      return;\n
}\n\n    const buf = this.consume(8);\n    const num = buf.readUInt32BE(0);\n\n    //\n    // The maximum safe integer
in JavaScript is 2^53 - 1. An error is returned\n    // if payload length is greater than this number.\n    //\n    if (num >
Math.pow(2, 53 - 32) - 1) {\n      this._loop = false;\n      return error(\n        RangeError,\n        'Unsupported
WebSocket frame: payload length > 2^53 - 1',\n        false,\n        1009\n      );\n    }\n\n    this._payloadLength =
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num * Math.pow(2, 32) + buf.readUInt32BE(4);\n return this.haveLength();\n }\n\n /**\n * Payload length has been read.\n *\n * @return {(RangeError|undefined)} A possible error\n * @private\n */\n haveLength() {\n if (this._payloadLength && this._opcode < 0x08) {\n   this._totalPayloadLength += this._payloadLength;\n   if (this._totalPayloadLength > this._maxPayload && this._maxPayload > 0) {\n   this._loop = false;\n   return error(RangeError, 'Max payload size exceeded', false, 1009);\n   }\n }\n\n if (this._masked) this._state = GET_MASK;\n else this._state = GET_DATA;\n }\n\n /**\n * Reads mask bytes.\n *\n * @private\n */\n getMask() {\n if (this._bufferedBytes < 4) {\n   this._loop = false;\n   return;\n }\n\n this._mask = this.consume(4);\n this._state = GET_DATA;\n }\n\n /**\n * Reads data bytes.\n *\n * @param {Function} cb Callback\n * @return {(Error|RangeError|undefined)} A possible error\n * @private\n */\n getData(cb) {\n let data = EMPTY_BUFFER;\n\n if (this._payloadLength) {\n   if (this._bufferedBytes < this._payloadLength) {\n   this._loop = false;\n   return;\n   }\n\n   data = this.consume(this._payloadLength);\n   if (this._masked) unmask(data, this._mask);\n }\n\n if (this._opcode > 0x07) return this.controlMessage(data);\n\n if (this._compressed) {\n   this._state = INFLATING;\n   this.decompress(data, cb);\n   return;\n }\n\n if (data.length) {\n   //\n   // This message is not compressed so its lenght is the sum of the payload\n   // length of all fragments.\n   //\n   this._messageLength = this._totalPayloadLength;\n   this._fragments.push(data);\n }\n\n return this.dataMessage();\n }\n\n /**\n * Decompresses data.\n *\n * @param {Buffer} data Compressed data\n * @param {Function} cb Callback\n * @private\n */\n decompress(data, cb) {\n const perMessageDeflate = this._extensions[PerMessageDeflate.extensionName];\n\n perMessageDeflate.decompress(data, this._fin, (err, buf) => {\n   if (err) return cb(err);\n\n   if (buf.length) {\n   this._messageLength += buf.length;\n   if (this._messageLength > this._maxPayload && this._maxPayload > 0) {\n   return cb(\n   error(RangeError, 'Max payload size exceeded', false, 1009)\n   );\n   }\n\n   this._fragments.push(buf);\n   }\n\n   const er = this.dataMessage();\n   if (er) return cb(er);\n\n   this.startLoop(cb);\n });\n }\n\n /**\n * Handles a data message.\n *\n * @return {(Error|undefined)} A possible error\n * @private\n */\n dataMessage() {\n if (this._fin) {\n   const messageLength = this._messageLength;\n   const fragments = this._fragments;\n\n   this._totalPayloadLength = 0;\n   this._messageLength = 0;\n   this._fragmented = 0;\n   this._fragments = [];\n\n   if (this._opcode === 2) {\n   let data;\n\n   if (this._binaryType === 'nodebuffer') {\n   data = concat(fragments, messageLength);\n   } else if (this._binaryType === 'arraybuffer') {\n   data = toArrayBuffer(concat(fragments, messageLength));\n   } else {\n   data = fragments;\n   }\n\n   this.emit('message', data);\n   } else {\n   const buf = concat(fragments, messageLength);\n\n   if (!isValidUTF8(buf)) {\n   this._loop = false;\n   return error(Error, 'invalid UTF-8 sequence', true, 1007);\n   }\n\n   this.emit('message', buf.toString());\n   }\n }\n\n this._state = GET_INFO;\n }\n\n /**\n * Handles a control message.\n *\n * @param {Buffer} data Data to handle\n * @return {(Error|RangeError|undefined)} A possible error\n * @private\n */\n controlMessage(data) {\n if (this._opcode === 0x08) {\n   this._loop = false;\n\n   if (data.length === 0) {\n   this.emit('conclude', 1005, '');\n   this.end();\n   } else if (data.length === 1) {\n   return error(RangeError, 'invalid payload length 1', true, 1002);\n   } else {\n   const code = data.readUInt16BE(0);\n\n   if (!isValidStatusCode(code)) {\n   return error(RangeError, `invalid status code ${code}`, true, 1002);\n   }\n\n   const buf = data.slice(2);\n\n   if (!isValidUTF8(buf)) {\n   return error(Error, 'invalid UTF-8 sequence', true, 1007);\n   }\n\n   this.emit('conclude', code, buf.toString());\n   this.end();\n   }\n } else if (this._opcode === 0x09) {\n   this.emit('ping', data);\n } else {\n   this.emit('pong', data);\n }\n\n this._state = GET_INFO;\n }\n}\n\nmodule.exports = Receiver;\n\n/**\n * Builds an error object.\n *\n * @param {(Error|RangeError)} ErrorCtor The error constructor\n * @param {String} message The error message\n * @param {Boolean} prefix Specifies whether or not to add a default prefix to\n * `message`\n * @param {Number} statusCode The status code\n * @return {(Error|RangeError)} The error\n * @private\n */\nfunction error(ErrorCtor, message, prefix, statusCode) {\n const err = new ErrorCtor(\n   prefix ? `Invalid WebSocket frame: ${message}` : message\n);\n\n Error.captureStackTrace(err, error);\n err[kStatusCode] = statusCode;\n return err;\n}\n","module.exports = require(\"stream\");","'use strict';\n\ntry {\n const isValidUTF8 = require('utf-8-validate');\n\n exports.isValidUTF8 =\n   typeof isValidUTF8 === 'object'\n   ?

isValidUTF8.Validation.isValidUTF8 // utf-8-validate@<3.0.0\n : isValidUTF8;\n} catch (e) /* istanbul ignore next */ {\n exports.isValidUTF8 = () => true;\n}\n\n/**\n * Checks if a status code is allowed in a close frame.\n *\n * @param {Number} code The status code\n * @return {Boolean} `true` if the status code is valid, else `false`\n * @public\n */\nexports.isValidStatusCode = (code) => {\n return (\n   (code >= 1000 &&\n   code <= 1013 &&\n   code !== 1004 &&\n   code !== 1005 &&\n   code !== 1006) ||\n   (code >= 3000 && code <= 4999)\n);\n};\n\n"'use strict';\n\nconst { randomFillSync } = require('crypto');\n\nconst PerMessageDeflate = require('./permessage-deflate');\nconst { EMPTY_BUFFER } = require('./constants');\nconst { isValidStatusCode } = require('./validation');\nconst { mask: applyMask, toBuffer } = require('./buffer-util');\n\nconst mask = Buffer.alloc(4);\n\n/**\n * HyBi Sender implementation.\n */\nclass Sender {\n /**\n   * Creates a Sender instance.\n   *\n   * @param {net.Socket} socket The connection socket\n   * @param {Object} extensions An object containing the negotiated extensions\n   */\n constructor(socket, extensions) {\n   this._extensions = extensions || {};\n   this._socket = socket;\n\n   this._firstFragment = true;\n   this._compress = false;\n\n   this._bufferedBytes = 0;\n   this._deflating = false;\n   this._queue = [];\n }\n\n /**\n   * Frames a piece of data according to the HyBi WebSocket protocol.\n   *\n   * @param {Buffer} data The data to frame\n   * @param {Object} options Options object\n   * @param {Number} options.opcode The opcode\n   * @param {Boolean} options.readOnly Specifies whether `data` can be modified\n   * @param {Boolean} options.fin Specifies whether or not to set the FIN bit\n   * @param {Boolean} options.mask Specifies whether or not to mask `data`\n   * @param {Boolean} options.rsv1 Specifies whether or not to set the RSV1 bit\n   * @return {Buffer[]} The framed data as a list of `Buffer` instances\n   * @public\n   */\n static frame(data, options) {\n   const merge = options.mask && options.readOnly;\n   let offset = options.mask ? 6 : 2;\n   let payloadLength = data.length;\n\n   if (data.length >= 65536) {\n   offset += 8;\n   payloadLength = 127;\n   } else if (data.length > 125) {\n   offset += 2;\n   payloadLength = 126;\n   }\n\n   const target = Buffer.allocUnsafe(merge ? data.length + offset : offset);\n\n   target[0] = options.fin ? options.opcode | 0x80 : options.opcode;\n   if (options.rsv1) target[0] |= 0x40;\n\n   target[1] = payloadLength;\n\n   if (payloadLength === 126) {\n   target.writeUInt16BE(data.length, 2);\n   } else if (payloadLength === 127) {\n   target.writeUInt32BE(0, 2);\n   target.writeUInt32BE(data.length, 6);\n   }\n\n   if (!options.mask) return [target, data];\n\n   randomFillSync(mask, 0, 4);\n\n   target[1] |= 0x80;\n   target[offset - 4] = mask[0];\n   target[offset - 3] = mask[1];\n   target[offset - 2] = mask[2];\n   target[offset - 1] = mask[3];\n\n   if (merge) {\n   applyMask(data, mask, target, offset, data.length);\n   return [target];\n   }\n\n   applyMask(data, mask, data, 0, data.length);\n   return [target, data];\n }\n\n /**\n   * Sends a close message to the other peer.\n   *\n   * @param {(Number|undefined)} code The status code component of the body\n   * @param {String} data The message component of the body\n   * @param {Boolean} mask Specifies whether or not to mask the message\n   * @param {Function} cb Callback\n   * @public\n   */\n close(code, data, mask, cb) {\n   let buf;\n\n   if (code === undefined) {\n   buf = EMPTY_BUFFER;\n   } else if (typeof code !== 'number' || !isValidStatusCode(code)) {\n   throw new TypeError('First argument must be a valid error code number');\n   } else if (data === undefined || data === '') {\n   buf = Buffer.allocUnsafe(2);\n   buf.writeUInt16BE(code, 0);\n   } else {\n   buf = Buffer.allocUnsafe(2 + Buffer.byteLength(data));\n   buf.writeUInt16BE(code, 0);\n   buf.write(data, 2);\n   }\n\n   if (this._deflating) {\n   this.enqueue([this.doClose, buf, mask, cb]);\n   } else {\n   this.doClose(buf, mask, cb);\n   }\n }\n\n /**\n   * Frames and sends a close message.\n   *\n   * @param {Buffer} data The message to send\n   * @param {Boolean} mask Specifies whether or not to mask `data`\n   * @param {Function} cb Callback\n   * @private\n   */\n doClose(data, mask, cb) {\n   this.sendFrame(\n   Sender.frame(data, {\n   fin: true,\n   rsv1: false,\n   opcode: 0x08,\n   mask,\n   readOnly: false\n   }),\n   cb\n   );\n }\n\n /**\n   * Sends a ping message to the other peer.\n   *\n   * @param {*} data The message to send\n   * @param {Boolean} mask Specifies whether or not to mask `data`\n   * @param {Function} cb Callback\n   * @public\n   */\n ping(data, mask, cb) {\n   const buf = toBuffer(data);\n\n   if (this._deflating) {\n   this.enqueue([this.doPing, buf, mask, toBuffer.readOnly, cb]);\n   } else {\n   this.doPing(buf, mask, toBuffer.readOnly, cb);\n   }\n }\n\n /**\n   * Frames and sends a ping message.\n   *\n   * @param {*} data The message to send\n   * @param {Boolean} mask Specifies whether or not to mask `data`\n   * @param {Boolean} readOnly Specifies whether `data` can be modified\n   * @param {Function} cb Callback\n   * @private\n   */\n

doPing(data, mask, readOnly, cb) {\n this.sendFrame(\n Sender.frame(data, {\n fin: true,\n rsv1: false,\n opcode: 0x09,\n mask,\n readOnly\n }),\n cb\n);\n }\n\n /**\n * Sends a pong message to the other peer.\n *\n * @param {*} data The message to send\n * @param {Boolean} mask Specifies whether or not to mask `data`\n * @param {Function} cb Callback\n * @public\n */\n pong(data, mask, cb) {\n const buf = toBuffer(data);\n\n if (this._deflating) {\n this.enqueue([this.doPong, buf, mask, toBuffer.readOnly, cb]);\n } else {\n this.doPong(buf, mask, toBuffer.readOnly, cb);\n }\n }\n\n /**\n * Frames and sends a pong message.\n *\n * @param {*} data The message to send\n * @param {Boolean} mask Specifies whether or not to mask `data`\n * @param {Boolean} readOnly Specifies whether `data` can be modified\n * @param {Function} cb Callback\n * @private\n */\n doPong(data, mask, readOnly, cb) {\n this.sendFrame(\n Sender.frame(data, {\n fin: true,\n rsv1: false,\n opcode: 0x0a,\n mask,\n readOnly\n }),\n cb\n);\n }\n\n /**\n * Sends a data message to the other peer.\n *\n * @param {*} data The message to send\n * @param {Object} options Options object\n * @param {Boolean} options.compress Specifies whether or not to compress `data`\n * @param {Boolean} options.binary Specifies whether `data` is binary or text\n * @param {Boolean} options.fin Specifies whether the fragment is the last one\n * @param {Boolean} options.mask Specifies whether or not to mask `data`\n * @param {Function} cb Callback\n * @public\n */\n send(data, options, cb) {\n const buf = toBuffer(data);\n const perMessageDeflate = this._extensions[PerMessageDeflate.extensionName];\n let opcode = options.binary ? 2 : 1;\n let rsv1 = options.compress;\n\n if (this._firstFragment) {\n this._firstFragment = false;\n if (rsv1 && perMessageDeflate) {\n rsv1 = buf.length >= perMessageDeflate._threshold;\n }\n this._compress = rsv1;\n } else {\n rsv1 = false;\n opcode = 0;\n }\n\n if (options.fin) this._firstFragment = true;\n\n if (perMessageDeflate) {\n const opts = {\n fin: options.fin,\n rsv1,\n opcode,\n mask: options.mask,\n readOnly: toBuffer.readOnly\n };\n\n if (this._deflating) {\n this.enqueue([this.dispatch, buf, this._compress, opts, cb]);\n } else {\n this.dispatch(buf, this._compress, opts, cb);\n }\n } else {\n this.sendFrame(\n Sender.frame(buf, {\n fin: options.fin,\n rsv1: false,\n opcode,\n mask: options.mask,\n readOnly: toBuffer.readOnly\n }),\n cb\n);\n }\n }\n\n /**\n * Dispatches a data message.\n *\n * @param {Buffer} data The message to send\n * @param {Boolean} compress Specifies whether or not to compress `data`\n * @param {Object} options Options object\n * @param {Number} options.opcode The opcode\n * @param {Boolean} options.readOnly Specifies whether `data` can be modified\n * @param {Boolean} options.fin Specifies whether or not to set the FIN bit\n * @param {Boolean} options.mask Specifies whether or not to mask `data`\n * @param {Boolean} options.rsv1 Specifies whether or not to set the RSV1 bit\n * @param {Function} cb Callback\n * @private\n */\n dispatch(data, compress, options, cb) {\n if (!compress) {\n this.sendFrame(Sender.frame(data, options), cb);\n return;\n }\n\n const perMessageDeflate = this._extensions[PerMessageDeflate.extensionName];\n\n this._deflating = true;\n perMessageDeflate.compress(data, options.fin, (_, buf) => {\n this._deflating = false;\n options.readOnly = false;\n this.sendFrame(Sender.frame(buf, options), cb);\n this.dequeue();\n });\n }\n\n /**\n * Executes queued send operations.\n *\n * @private\n */\n dequeue() {\n while (!this._deflating && this._queue.length) {\n const params = this._queue.shift();\n\n this._bufferedBytes -= params[1].length;\n Reflect.apply(params[0], this, params.slice(1));\n }\n }\n\n /**\n * Enqueues a send operation.\n *\n * @param {Array} params Send operation parameters.\n * @private\n */\n enqueue(params) {\n this._bufferedBytes += params[1].length;\n this._queue.push(params);\n }\n\n /**\n * Sends a frame.\n *\n * @param {Buffer[]} list The frame to send\n * @param {Function} cb Callback\n * @private\n */\n sendFrame(list, cb) {\n if (list.length === 2) {\n this._socket.cork();\n this._socket.write(list[0]);\n this._socket.write(list[1], cb);\n this._socket.uncork();\n } else {\n this._socket.write(list[0], cb);\n }\n }\n}\n\nmodule.exports = Sender;\n","'use strict';\n\n//\n// Allowed token characters:\n//\n// '!', '#', '$', '%', '&', "', '*', '+', '-',\n// '.', 0-9, A-Z, '^', '_', '`', a-z, '|', '~'\n//\n// tokenChars[32] === 0 // ' '\n// tokenChars[33] === 1 // '!'\n// tokenChars[34] === 0 // '\"'\n// ...\n//\n// prettier-ignore\nconst tokenChars = [\n 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, // 0 - 15\n 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, 0, // 16 - 31\n 0, 1, 0, 1, 1, 1, 1, 1, 0, 0, 1, 1, 0, 1, 1, 0, // 32 - 47\n 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 0, 0, 0, 0, 0, 0, // 48 - 63\n 0, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, // 64 - 79\n 1, 1,

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1, 1, 1, 1, 1, 1, 1, 1, 1, 0, 0, 0, 1, 1, // 80 - 95\n  1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, 1, // 96 - 111\n  1, 1, 1, 1, 1, 1,
1, 1, 1, 1, 1, 0, 1, 0, 1, 0 // 112 - 127\n];\n\n/**\n * Adds an offer to the map of extension offers or a parameter to the
map of\n * parameters.\n *\n * @param {Object} dest The map of extension offers or parameters\n * @param
{String} name The extension or parameter name\n * @param {(Object|Boolean|String)} elem The extension
parameters or the\n *     parameter value\n * @private\n */\nfunction push(dest, name, elem) {\n  if (dest[name] ===
undefined) dest[name] = [elem];\n  else dest[name].push(elem);\n}\n\n/**\n * Parses the `Sec-WebSocket-
Extensions` header into an object.\n *\n * @param {String} header The field value of the header\n * @return
{Object} The parsed object\n * @public\n */\nfunction parse(header) {\n  const offers = Object.create(null);\n\n  if
(header === undefined || header === '') return offers;\n\n  let params = Object.create(null);\n  let mustUnescape =
false;\n  let isEscaping = false;\n  let inQuotes = false;\n  let extensionName;\n  let paramName;\n  let start = -1;\n
let end = -1;\n  let i = 0;\n\n  for (; i < header.length; i++) {\n    const code = header.charCodeAt(i);\n\n    if
(extensionName === undefined) {\n      if (end === -1 && tokenChars[code] === 1) {\n        if (start === -1) start =
i;\n      } else if (code === 0x20 /* ' ' */ || code === 0x09 /* '\\t' */) {\n        if (end === -1 && start !== -1) end = i;\n
    } else if (code === 0x3b /* ';' */ || code === 0x2c /* ',' */) {\n        if (start === -1) {\n          throw new
SyntaxError(`Unexpected character at index ${i}`);\n        }\n\n        if (end === -1) end = i;\n        const name =
header.slice(start, end);\n        if (code === 0x2c) {\n          push(offers, name, params);\n          params =
Object.create(null);\n        } else {\n          extensionName = name;\n        }\n\n        start = end = -1;\n      } else {\n
    throw new SyntaxError(`Unexpected character at index ${i}`);\n      }\n    } else if (paramName === undefined)
{\n      if (end === -1 && tokenChars[code] === 1) {\n        if (start === -1) start = i;\n      } else if (code === 0x20 ||
code === 0x09) {\n        if (end === -1 && start !== -1) end = i;\n      } else if (code === 0x3b || code === 0x2c) {\n
        if (start === -1) {\n          throw new SyntaxError(`Unexpected character at index ${i}`);\n        }\n\n        if (end
=== -1) end = i;\n        push(params, header.slice(start, end), true);\n        if (code === 0x2c) {\n          push(offers,
extensionName, params);\n          params = Object.create(null);\n          extensionName = undefined;\n        }\n\n
start = end = -1;\n      } else if (code === 0x3d /* '=' */ && start !== -1 && end === -1) {\n        paramName =
header.slice(start, i);\n        start = end = -1;\n      } else {\n        throw new SyntaxError(`Unexpected character at
index ${i}`);\n      }\n    } else {\n      //\n      // The value of a quoted-string after unescaping must conform to the\n
    // token ABNF, so only token characters are valid.\n      // Ref: https://tools.ietf.org/html/rfc6455#section-9.1\n
//\n      if (isEscaping) {\n        if (tokenChars[code] !== 1) {\n          throw new SyntaxError(`Unexpected character
at index ${i}`);\n        }\n        if (start === -1) start = i;\n        else if (!mustUnescape) mustUnescape = true;\n
isEscaping = false;\n      } else if (inQuotes) {\n        if (tokenChars[code] === 1) {\n          if (start === -1) start =
i;\n        } else if (code === 0x22 /* '\"' */ && start !== -1) {\n          inQuotes = false;\n          end = i;\n        } else if
(code === 0x5c /* '\\' */) {\n          isEscaping = true;\n        } else {\n          throw new SyntaxError(`Unexpected
character at index ${i}`);\n        }\n      } else if (code === 0x22 && header.charCodeAt(i - 1) === 0x3d) {\n
inQuotes = true;\n      } else if (end === -1 && tokenChars[code] === 1) {\n        if (start === -1) start = i;\n      }
else if (start !== -1 && (code === 0x20 || code === 0x09)) {\n        if (end === -1) end = i;\n      } else if (code ===
0x3b || code === 0x2c) {\n        if (start === -1) {\n          throw new SyntaxError(`Unexpected character at index
${i}`);\n        }\n\n        if (end === -1) end = i;\n        let value = header.slice(start, end);\n        if (mustUnescape)
{\n          value = value.replace(/\\\\/g, '');\n          mustUnescape = false;\n        }\n        push(params, paramName,
value);\n        if (code === 0x2c) {\n          push(offers, extensionName, params);\n          params =
Object.create(null);\n          extensionName = undefined;\n        }\n\n        paramName = undefined;\n        start = end
= -1;\n      } else {\n        throw new SyntaxError(`Unexpected character at index ${i}`);\n      }\n    }\n  }\n\n  if
(start === -1 || inQuotes) {\n    throw new SyntaxError('Unexpected end of input');\n  }\n\n  if (end === -1) end =
i;\n  const token = header.slice(start, end);\n  if (extensionName === undefined) {\n    push(offers, token, params);\n
} else {\n    if (paramName === undefined) {\n      push(params, token, true);\n    } else if (mustUnescape) {\n
push(params, paramName, token.replace(/\\\\/g, ''));\n    } else {\n      push(params, paramName, token);\n    }\n
push(offers, extensionName, params);\n  }\n\n  return offers;\n}\n\n/**\n * Builds the `Sec-WebSocket-Extensions`
header field value.\n *\n * @param {Object} extensions The map of extensions and parameters to format\n *
@return {String} A string representing the given object\n * @public\n */\nfunction format(extensions) {\n  return
```

Object.keys(extensions)\n .map((extension) => {\n   let configurations = extensions[extension];\n   if (!Array.isArray(configurations)) configurations = [configurations];\n   return configurations\n   .map((params) => {\n   return [extension]\n   .concat(\n   Object.keys(params).map((k) => {\n   let values = params[k];\n   if (!Array.isArray(values)) values = [values];\n   return values\n   .map((v) => (v === true ? k : `${k}=${v}`))\n   .join(';');\n   })\n   )\n   .join(';');\n   })\n)\n .join(';');\n}\n\nmodule.exports = { format, parse };\n","module.exports = require(\"util\");","'use strict'\n\n// A linked list to keep track of recently-used-ness\nconst Yallist = require('yallist')\n\nconst MAX = Symbol('max')\nconst LENGTH = Symbol('length')\nconst LENGTH_CALCULATOR = Symbol('lengthCalculator')\nconst ALLOW_STALE = Symbol('allowStale')\nconst MAX_AGE = Symbol('maxAge')\nconst DISPOSE = Symbol('dispose')\nconst NO_DISPOSE_ON_SET = Symbol('noDisposeOnSet')\nconst LRU_LIST = Symbol('lruList')\nconst CACHE = Symbol('cache')\nconst UPDATE_AGE_ON_GET = Symbol('updateAgeOnGet')\n\nconst naiveLength = () => 1\n\n// lruList is a yallist where the head is the youngest\n// item, and the tail is the oldest. the list contains the Hit\n// objects as the entries.\n// Each Hit object has a reference to its Yallist.Node. This\n// never changes.\n//\n// cache is a Map (or PseudoMap) that matches the keys to\n// the Yallist.Node object.\nclass LRUCache {\n constructor (options) {\n   if (typeof options === 'number')\n   options = { max: options }\n\n   if (!options)\n   options = {}\n\n   if (options.max && (typeof options.max !== 'number' || options.max < 0))\n   throw new TypeError('max must be a non-negative number')\n   // Kind of weird to have a default max of Infinity, but oh well.\n   const max = this[MAX] = options.max || Infinity\n\n   const lc = options.length || naiveLength\n   this[LENGTH_CALCULATOR] = (typeof lc !== 'function') ? naiveLength : lc\n   this[ALLOW_STALE] = options.stale || false\n   if (options.maxAge && typeof options.maxAge !== 'number')\n   throw new TypeError('maxAge must be a number')\n   this[MAX_AGE] = options.maxAge || 0\n   this[DISPOSE] = options.dispose\n   this[NO_DISPOSE_ON_SET] = options.noDisposeOnSet || false\n   this[UPDATE_AGE_ON_GET] = options.updateAgeOnGet || false\n   this.reset()\n }\n\n // resize the cache when the max changes.\n set max (mL) {\n   if (typeof mL !== 'number' || mL < 0)\n   throw new TypeError('max must be a non-negative number')\n\n   this[MAX] = mL || Infinity\n   trim(this)\n }\n get max () {\n   return this[MAX]\n }\n\n set allowStale (allowStale) {\n   this[ALLOW_STALE] = !!allowStale\n }\n get allowStale () {\n   return this[ALLOW_STALE]\n }\n\n set maxAge (mA) {\n   if (typeof mA !== 'number')\n   throw new TypeError('maxAge must be a non-negative number')\n\n   this[MAX_AGE] = mA\n   trim(this)\n }\n get maxAge () {\n   return this[MAX_AGE]\n }\n\n // resize the cache when the lengthCalculator changes.\n set lengthCalculator (lC) {\n   if (typeof lC !== 'function')\n   lC = naiveLength\n\n   if (lC !== this[LENGTH_CALCULATOR]) {\n   this[LENGTH_CALCULATOR] = lC\n   this[LENGTH] = 0\n   this[LRU_LIST].forEach(hit => {\n   hit.length = this[LENGTH_CALCULATOR](hit.value, hit.key)\n   this[LENGTH] += hit.length\n   })\n   }\n   trim(this)\n }\n get lengthCalculator () { return this[LENGTH_CALCULATOR] }\n\n get length () { return this[LENGTH] }\n get itemCount () { return this[LRU_LIST].length }\n\n rforEach (fn, thisp) {\n   thisp = thisp || this\n   for (let walker = this[LRU_LIST].tail; walker !== null;) {\n   const prev = walker.prev\n   forEachStep(this, fn, walker, thisp)\n   walker = prev\n   }\n }\n\n forEach (fn, thisp) {\n   thisp = thisp || this\n   for (let walker = this[LRU_LIST].head; walker !== null;) {\n   const next = walker.next\n   forEachStep(this, fn, walker, thisp)\n   walker = next\n   }\n }\n\n keys () {\n   return this[LRU_LIST].toArray().map(k => k.key)\n }\n\n values () {\n   return this[LRU_LIST].toArray().map(k => k.value)\n }\n\n reset () {\n   if (this[DISPOSE] &&\n   this[LRU_LIST] &&\n   this[LRU_LIST].length) {\n   this[LRU_LIST].forEach(hit => this[DISPOSE](hit.key, hit.value))\n   }\n\n   this[CACHE] = new Map() // hash of items by key\n   this[LRU_LIST] = new Yallist() // list of items in order of use recency\n   this[LENGTH] = 0 // length of items in the list\n }\n\n dump () {\n   return this[LRU_LIST].map(hit =>\n   isStale(this, hit) ? false : {\n   k: hit.key,\n   v: hit.value,\n   e: hit.now + (hit.maxAge || 0)\n   }).toArray().filter(h => h)\n }\n\n dumpLru () {\n   return this[LRU_LIST]\n }\n\n set (key, value, maxAge) {\n   maxAge = maxAge || this[MAX_AGE]\n\n   if (maxAge && typeof maxAge !== 'number')\n   throw new TypeError('maxAge must be a number')\n\n   const now = maxAge ? Date.now() : 0\n

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const len = this[LENGTH_CALCULATOR](value, key)\n\n    if (this[CACHE].has(key)) {\n      if (len >
this[MAX]) {\n        del(this, this[CACHE].get(key))\n        return false\n      }\n\n      const node =
this[CACHE].get(key)\n      const item = node.value\n\n      // dispose of the old one before overwriting\n      // split
out into 2 ifs for better coverage tracking\n      if (this[DISPOSE]) {\n        if (!this[NO_DISPOSE_ON_SET])\n
 this[DISPOSE](key, item.value)\n      }\n\n      item.now = now\n      item.maxAge = maxAge\n      item.value =
value\n      this[LENGTH] += len - item.length\n      item.length = len\n      this.get(key)\n      trim(this)\n      return
true\n    }\n\n    const hit = new Entry(key, value, len, now, maxAge)\n\n    // oversized objects fall out of cache
automatically.\n    if (hit.length > this[MAX]) {\n      if (this[DISPOSE])\n        this[DISPOSE](key, value)\n\n
return false\n    }\n\n    this[LENGTH] += hit.length\n    this[LRU_LIST].unshift(hit)\n    this[CACHE].set(key,
this[LRU_LIST].head)\n    trim(this)\n    return true\n  }\n\n  has (key) {\n    if (!this[CACHE].has(key)) return
false\n    const hit = this[CACHE].get(key).value\n    return !isStale(this, hit)\n  }\n\n  get (key) {\n    return get(this,
key, true)\n  }\n\n  peek (key) {\n    return get(this, key, false)\n  }\n\n  pop () {\n    const node =
this[LRU_LIST].tail\n    if (!node)\n      return null\n\n    del(this, node)\n    return node.value\n  }\n\n  del (key) {\n
 del(this, this[CACHE].get(key))\n  }\n\n  load (arr) {\n    // reset the cache\n    this.reset()\n\n    const now =
Date.now()\n    // A previous serialized cache has the most recent items first\n    for (let l = arr.length - 1; l >= 0; l--)
{\n      const hit = arr[l]\n      const expiresAt = hit.e || 0\n      if (expiresAt === 0)\n        // the item was created
without expiration in a non aged cache\n        this.set(hit.k, hit.v)\n      else {\n        const maxAge = expiresAt -
now\n        // dont add already expired items\n        if (maxAge > 0) {\n          this.set(hit.k, hit.v, maxAge)\n        }\n
    }\n    }\n  }\n\n  prune () {\n    this[CACHE].forEach((value, key) => get(this, key, false))\n  }\n}\n\nconst get =
(self, key, doUse) => {\n  const node = self[CACHE].get(key)\n  if (node) {\n    const hit = node.value\n    if
(isStale(self, hit)) {\n      del(self, node)\n      if (!self[ALLOW_STALE])\n        return undefined\n    } else {\n      if
(doUse) {\n        if (self[UPDATE_AGE_ON_GET])\n          node.value.now = Date.now()\n
self[LRU_LIST].unshiftNode(node)\n      }\n    }\n    return hit.value\n  }\n}\n\nconst isStale = (self, hit) => {\n  if
(!hit || (!hit.maxAge && !self[MAX_AGE]))\n    return false\n\n  const diff = Date.now() - hit.now\n  return
hit.maxAge ? diff > hit.maxAge\n    : self[MAX_AGE] && (diff > self[MAX_AGE])\n}\n\nconst trim = self => {\n
if (self[LENGTH] > self[MAX]) {\n    for (let walker = self[LRU_LIST].tail;\n      self[LENGTH] > self[MAX] &&
walker !== null;) {\n      // We know that we're about to delete this one, and also\n      // what the next least recently
used key will be, so just\n      // go ahead and set it now.\n      const prev = walker.prev\n      del(self, walker)\n
walker = prev\n    }\n  }\n}\n\nconst del = (self, node) => {\n  if (node) {\n    const hit = node.value\n    if
(self[DISPOSE])\n      self[DISPOSE](hit.key, hit.value)\n\n    self[LENGTH] -= hit.length\n
self[CACHE].delete(hit.key)\n    self[LRU_LIST].removeNode(node)\n  }\n}\n\nclass Entry {\n  constructor (key,
value, length, now, maxAge) {\n    this.key = key\n    this.value = value\n    this.length = length\n    this.now =
now\n    this.maxAge = maxAge || 0\n  }\n}\n\nconst forEachStep = (self, fn, node, thisp) => {\n  let hit =
node.value\n  if (isStale(self, hit)) {\n    del(self, node)\n    if (!self[ALLOW_STALE])\n      hit = undefined\n  }\n  if
(hit)\n    fn.call(thisp, hit.value, hit.key, self)\n}\n\nmodule.exports = LRUCache\n","'use strict';\n\nconst
WebSocket = require('./lib/websocket');\n\nWebSocket.createWebSocketStream =
require('./lib/stream');\nWebSocket.Server = require('./lib/websocket-server');\nWebSocket.Receiver =
require('./lib/receiver');\nWebSocket.Sender = require('./lib/sender');\n\nmodule.exports = WebSocket;\n","'use
strict';\n\nif (process.env.NODE_ENV === 'production') {\n  module.exports = require('./cjs/react-debug-
tools.production.min.js');\n} else {\n  module.exports = require('./cjs/react-debug-tools.development.js');\n}\n","'use
strict';\n\nvar matchOperatorsRe = /[|\\\{}()[\\]^$+*?.]/g;\n\nmodule.exports = function (str) {\n\tif (typeof str !==
'string') {\n\t\tthrow new TypeError('Expected a string');\n\t}\n\n\treturn str.replace(matchOperatorsRe,
'\\\$&');\n};\n","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-
1!./Icon.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar
insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto =
undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content,
options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot)
{\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Icon.css\", function() {\n\t\tvar
```

newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./Icon.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","/**\n * lodash (Custom Build) <https://lodash.com/>\n * Build: `lodash modularize exports=\"npm\" -o ./`\n * Copyright jQuery Foundation and other contributors <https://jquery.org/>\n * Released under MIT license <https://lodash.com/license>\n * Based on Underscore.js 1.8.3 <http://underscorejs.org/LICENSE>\n * Copyright Jeremy Ashkenas, DocumentCloud and Investigative Reporters & Editors\n */\n\n/** Used as the `TypeError` message for \"Functions\" methods. */\nvar FUNC_ERROR_TEXT = 'Expected a function';\n\n/** Used as references for various `Number` constants. */\nvar NAN = 0 / 0;\n\n/** `Object#toString` result references. */\nvar symbolTag = '[object Symbol]';\n\n/** Used to match leading and trailing whitespace. */\nvar reTrim = /^\\s+|\\s+$/g;\n\n/** Used to detect bad signed hexadecimal string values. */\nvar reIsBadHex = /^[-+]0x[0-9a-f]+$/i;\n\n/** Used to detect binary string values. */\nvar reIsBinary = /^0b[01]+$/i;\n\n/** Used to detect octal string values. */\nvar reIsOctal = /^0o[0-7]+$/i;\n\n/** Built-in method references without a dependency on `root`. */\nvar freeParseInt = parseInt;\n\n/** Detect free variable `global` from Node.js. */\nvar freeGlobal = typeof global == 'object' && global && global.Object === Object && global;\n\n/** Detect free variable `self`. */\nvar freeSelf = typeof self == 'object' && self && self.Object === Object && self;\n\n/** Used as a reference to the global object. */\nvar root = freeGlobal || freeSelf || Function('return this')();\n\n/** Used for built-in method references. */\nvar objectProto = Object.prototype;\n\n/**\n * Used to resolve the\n * [`toStringTag`](http://ecma-international.org/ecma-262/7.0/#sec-object.prototype.tostring)\n * of values.\n */\nvar objectToString = objectProto.toString;\n\n/* Built-in method references for those with the same name as other `lodash` methods. */\nvar nativeMax = Math.max,\n nativeMin = Math.min;\n\n/**\n * Gets the timestamp of the number of milliseconds that have elapsed since\n * the Unix epoch (1 January 1970 00:00:00 UTC).\n *\n * @static\n * @memberOf _\n * @since 2.4.0\n * @category Date\n * @returns {number} Returns the timestamp.\n * @example\n *\n * _.defer(function(stamp) {\n * console.log(_.now() - stamp);\n * }, _.now());\n * // => Logs the number of milliseconds it took for the deferred invocation.\n */\nvar now = function() {\n return root.Date.now();\n};\n\n/**\n * Creates a debounced function that delays invoking `func` until after `wait`\n * milliseconds have elapsed since the last time the debounced function was\n * invoked. The debounced function comes with a `cancel` method to cancel\n * delayed `func` invocations and a `flush` method to immediately invoke them.\n * Provide `options` to indicate whether `func` should be invoked on the\n * leading and/or trailing edge of the `wait` timeout. The `func` is invoked\n * with the last arguments provided to the debounced function. Subsequent\n * calls to the debounced function return the result of the last `func`\n * invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`, `func` is\n * invoked on the trailing edge of the timeout only if the debounced function\n * is invoked more than once during the `wait` timeout.\n *\n * If `wait` is `0` and `leading` is `false`, `func` invocation is deferred\n * until to the next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-tricks.com/debouncing-throttling-explained-examples/)\n * for details over the differences between `_.debounce` and `_.throttle`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function} func The function to debounce.\n * @param {number} [wait=0] The number of milliseconds to delay.\n * @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=false]\n * Specify invoking on the leading edge of the timeout.\n * @param {number} [options.maxWait]\n * The maximum time `func` is allowed to be delayed before it's invoked.\n * @param {boolean} [options.trailing=true]\n * Specify invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new debounced function.\n * @example\n *\n * // Avoid costly calculations while the window size is in flux.\n * jQuery(window).on('resize', _.debounce(calculateLayout, 150));\n *\n * // Invoke `sendMail` when clicked, debouncing subsequent calls.\n * jQuery(element).on('click', _.debounce(sendMail, 300, {\n * 'leading': true,\n * 'trailing': false\n * }));\n *\n * // Ensure `batchLog` is invoked once after 1 second of debounced calls.\n * var

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debounced = _.debounce(batchLog, 250, { 'maxWait': 1000 });\n * var source = new EventSource('/stream');\n *
jQuery(source).on('message', debounced);\n *\n * // Cancel the trailing debounced invocation.\n *
jQuery(window).on('popstate', debounced.cancel);\n */\nfunction debounce(func, wait, options) {\n  var lastArgs,\n
  lastThis,\n      maxWait,\n      result,\n      timerId,\n      lastCallTime,\n      lastInvokeTime = 0,\n      leading =
false,\n      maxing = false,\n      trailing = true;\n\n  if (typeof func != 'function') {\n    throw new
TypeError(FUNC_ERROR_TEXT);\n  }\n  wait = toNumber(wait) || 0;\n  if (isObject(options)) {\n    leading =
!!options.leading;\n    maxing = 'maxWait' in options;\n    maxWait = maxing ?
nativeMax(toNumber(options.maxWait) || 0, wait) : maxWait;\n    trailing = 'trailing' in options ? !!options.trailing :
trailing;\n  }\n\n  function invokeFunc(time) {\n    var args = lastArgs,\n        thisArg = lastThis;\n\n    lastArgs =
lastThis = undefined;\n    lastInvokeTime = time;\n    result = func.apply(thisArg, args);\n    return result;\n  }\n\n
function leadingEdge(time) {\n    // Reset any `maxWait` timer.\n    lastInvokeTime = time;\n    // Start the timer for
the trailing edge.\n    timerId = setTimeout(timerExpired, wait);\n    // Invoke the leading edge.\n    return leading ?
invokeFunc(time) : result;\n  }\n\n  function remainingWait(time) {\n    var timeSinceLastCall = time -
lastCallTime,\n        timeSinceLastInvoke = time - lastInvokeTime,\n        result = wait - timeSinceLastCall;\n\n
return maxing ? nativeMin(result, maxWait - timeSinceLastInvoke) : result;\n  }\n\n  function shouldInvoke(time)
{\n    var timeSinceLastCall = time - lastCallTime,\n        timeSinceLastInvoke = time - lastInvokeTime;\n\n    //
Either this is the first call, activity has stopped and we're at the\n    // trailing edge, the system time has gone
backwards and we're treating\n    // it as the trailing edge, or we've hit the `maxWait` limit.\n    return (lastCallTime
=== undefined || (timeSinceLastCall >= wait) ||\n      (timeSinceLastCall < 0) || (maxing && timeSinceLastInvoke
>= maxWait));\n  }\n\n  function timerExpired() {\n    var time = now();\n    if (shouldInvoke(time)) {\n      return
trailingEdge(time);\n    }\n    // Restart the timer.\n    timerId = setTimeout(timerExpired, remainingWait(time));\n
}\n\n  function trailingEdge(time) {\n    timerId = undefined;\n\n    // Only invoke if we have `lastArgs` which means
`func` has been\n    // debounced at least once.\n    if (trailing && lastArgs) {\n      return invokeFunc(time);\n    }\n
lastArgs = lastThis = undefined;\n    return result;\n  }\n\n  function cancel() {\n    if (timerId !== undefined) {\n
clearTimeout(timerId);\n    }\n    lastInvokeTime = 0;\n    lastArgs = lastCallTime = lastThis = timerId =
undefined;\n  }\n\n  function flush() {\n    return timerId === undefined ? result : trailingEdge(now());\n  }\n\n
function debounced() {\n    var time = now(),\n        isInvoking = shouldInvoke(time);\n\n    lastArgs = arguments;\n
  lastThis = this;\n    lastCallTime = time;\n\n    if (isInvoking) {\n      if (timerId === undefined) {\n        return
leadingEdge(lastCallTime);\n      }\n      if (maxing) {\n        // Handle invocations in a tight loop.\n        timerId =
setTimeout(timerExpired, wait);\n        return invokeFunc(lastCallTime);\n      }\n    }\n    if (timerId === undefined)
{\n      timerId = setTimeout(timerExpired, wait);\n    }\n    return result;\n  }\n  debounced.cancel = cancel;\n
debounced.flush = flush;\n  return debounced;\n}\n\n/**\n * Creates a throttled function that only invokes `func` at
most once per\n * every `wait` milliseconds. The throttled function comes with a `cancel`\n * method to cancel
delayed `func` invocations and a `flush` method to\n * immediately invoke them. Provide `options` to indicate
whether `func`\n * should be invoked on the leading and/or trailing edge of the `wait`\n * timeout. The `func` is
invoked with the last arguments provided to the\n * throttled function. Subsequent calls to the throttled function
return the\n * result of the last `func` invocation.\n *\n * **Note:** If `leading` and `trailing` options are `true`,
`func` is\n * invoked on the trailing edge of the timeout only if the throttled function\n * is invoked more than once
during the `wait` timeout.\n *\n * If `wait` is `0` and `leading` is `false`, `func` invocation is deferred\n * until to the
next tick, similar to `setTimeout` with a timeout of `0`.\n *\n * See [David Corbacho's article](https://css-
tricks.com/debouncing-throttling-explained-examples/)\n * for details over the differences between `_.throttle` and
`_.debounce`.\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Function\n * @param {Function}
func The function to throttle.\n * @param {number} [wait=0] The number of milliseconds to throttle invocations
to.\n * @param {Object} [options={}] The options object.\n * @param {boolean} [options.leading=true]\n *
Specify invoking on the leading edge of the timeout.\n * @param {boolean} [options.trailing=true]\n *  Specify
invoking on the trailing edge of the timeout.\n * @returns {Function} Returns the new throttled function.\n *
@example\n *\n * // Avoid excessively updating the position while scrolling.\n * jQuery(window).on('scroll',
_.throttle(updatePosition, 100));\n *\n * // Invoke `renewToken` when the click event is fired, but not more than
```

once every 5 minutes.\n * var throttled = _.throttle(renewToken, 300000, { 'trailing': false });\n * jQuery(element).on('click', throttled);\n *\n * // Cancel the trailing throttled invocation.\n * jQuery(window).on('popstate', throttled.cancel);\n */\nfunction throttle(func, wait, options) {\n var leading = true,\n trailing = true;\n\n if (typeof func != 'function') {\n   throw new TypeError(FUNC_ERROR_TEXT);\n }\n if (isObject(options)) {\n   leading = 'leading' in options ? !!options.leading : leading;\n   trailing = 'trailing' in options ? !!options.trailing : trailing;\n }\n return debounce(func, wait, {\n   'leading': leading,\n   'maxWait': wait,\n 'trailing': trailing\n });\n}\n\n/**\n * Checks if `value` is the\n * [language type](http://www.ecma-international.org/ecma-262/7.0/#sec-ecmascript-language-types)\n * of `Object`. (e.g. arrays, functions, objects, regexes, `new Number(0)`, and `new String('')`)\n *\n * @static\n * @memberOf _\n * @since 0.1.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is an object, else `false`.\n * @example\n *\n * _.isObject({});\n * // => true\n *\n * _.isObject([1, 2, 3]);\n * // => true\n *\n * _.isObject(_.noop);\n * // => true\n *\n * _.isObject(null);\n * // => false\n */\nfunction isObject(value) {\n var type = typeof value;\n return !!value && (type == 'object' || type == 'function');\n}\n\n/**\n * Checks if `value` is object-like. A value is object-like if it's not `null`\n * and has a `typeof` result of \"object\".\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is object-like, else `false`.\n * @example\n *\n * _.isObjectLike({});\n * // => true\n *\n * _.isObjectLike([1, 2, 3]);\n * // => true\n *\n * _.isObjectLike(_.noop);\n * // => false\n *\n * _.isObjectLike(null);\n * // => false\n */\nfunction isObjectLike(value) {\n return !!value && typeof value == 'object';\n}\n\n/**\n * Checks if `value` is classified as a `Symbol` primitive or object.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to check.\n * @returns {boolean} Returns `true` if `value` is a symbol, else `false`.\n * @example\n *\n * _.isSymbol(Symbol.iterator);\n * // => true\n *\n * _.isSymbol('abc');\n * // => false\n */\nfunction isSymbol(value) {\n return typeof value == 'symbol' ||\n   (isObjectLike(value) && objectToString.call(value) == symbolTag);\n}\n\n/**\n * Converts `value` to a number.\n *\n * @static\n * @memberOf _\n * @since 4.0.0\n * @category Lang\n * @param {*} value The value to process.\n * @returns {number} Returns the number.\n * @example\n *\n * _.toNumber(3.2);\n * // => 3.2\n *\n * _.toNumber(Number.MIN_VALUE);\n * // => 5e-324\n *\n * _.toNumber(Infinity);\n * // => Infinity\n *\n * _.toNumber('3.2');\n * // => 3.2\n */\nfunction toNumber(value) {\n if (typeof value == 'number') {\n   return value;\n }\n if (isSymbol(value)) {\n   return NAN;\n }\n if (isObject(value)) {\n   var other = typeof value.valueOf == 'function' ? value.valueOf() : value;\n   value = isObject(other) ? (other + '') : other;\n }\n if (typeof value != 'string') {\n   return value === 0 ? value : +value;\n }\n value = value.replace(reTrim, '');\n var isBinary = reIsBinary.test(value);\n return (isBinary || reIsOctal.test(value))\n   ? freeParseInt(value.slice(2), isBinary ? 2 : 8)\n   : (reIsBadHex.test(value) ? NAN : +value);\n}\n\nmodule.exports = throttle;\n","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./ButtonIcon.css\");\n\nif(typeof content === 'string') content = [[module.id, content, '']];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./ButtonIcon.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./ButtonIcon.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, '']];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./LoadingAnimation.css\");\n\nif(typeof content === 'string') content = [[module.id, content, '']];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals)

module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./LoadingAnimation.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./LoadingAnimation.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementErrorBoundary.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementErrorBoundary.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./InspectedElementErrorBoundary.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ContextMenu.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ContextMenu.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ContextMenu.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ContextMenuItem.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ContextMenuItem.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ContextMenuItem.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./AutoSizeInput.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update =

require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./AutoSizeInput.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./AutoSizeInput.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./EditableName.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./EditableName.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./EditableName.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ExpandCollapseToggle.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ExpandCollapseToggle.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ExpandCollapseToggle.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./CommitRanked.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./CommitRanked.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./CommitRanked.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./RootSelector.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update =

require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./RootSelector.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./RootSelector.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ReactLogo.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ReactLogo.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./ReactLogo.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","\nvar content = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./WarnIfLegacyBackendDetected.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./WarnIfLegacyBackendDetected.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../../node_modules/css-loader/index.js??ref--5-1!./WarnIfLegacyBackendDetected.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","exports.quote = function (xs) {\n   return xs.map(function (s) {\n   if (s && typeof s === 'object') {\n   return s.op.replace(/(.)/g, '\\\\$1');\n   }\n   else if (/[\"\\s]/.test(s) && !/'/.test(s)) {\n   return \"'\" + s.replace(/(['\\\\])/g, '\\\\$1') + \"'\";\n   }\n   else if (/[\'\"\\s]/.test(s)) {\n   return '\"' + s.replace(/(["\\\$`!])/g, '\\\\$1') + '\"';\n        }\n        else {\n            s = String(s).replace(/([A-z]:)?([#!\"$&'()*,:;<=>?@\\[\\\\\\]^`{|}])/g, '$1\\\\$2');\n\n   // unescape paths in windows\n   s = s.replace(/\\\\\\\\/g, '\\\\')\n   return s\n   }\n   }).join(' ');\n};\n\n// '<(' is process substitution operator and\n// can be parsed the same as control operator\nvar CONTROL = '(?:' + [\n   '\\\|\\\\|', '\\\&\\\&', ';;', '\\\|\\\&', '\\\<\\\(', '>>', '>\\\&', '[&;()|<>]'\n].join('|') + ')';\nvar META = '|&;()<> \\\\t';\nvar BAREWORD = '(\\\\\\\\[\\'\"' + META + ']|[^\\\\s\\'\"' + META + '])+';\nvar SINGLE_QUOTE = '\"((\\\\\\\\\"|[^\"])*?)\"';\nvar DOUBLE_QUOTE = '\\'((\\\\\\\\\'|[^\\'])*?)\\'';\n\nvar TOKEN = '';\nfor (var i = 0; i < 4; i++) {\n   TOKEN += (Math.pow(16,8)*Math.random()).toString(16);\n}\n\nexports.parse = function (s, env, opts) {\n   var mapped = parse(s, env, opts);\n   if (typeof env !== 'function') return mapped;\n   return mapped.reduce(function (acc, s) {\n   if (typeof s === 'object') return acc.concat(s);\n   var xs = s.split(RegExp('(' + TOKEN + '.*?' + TOKEN + ')', 'g'));\n   if (xs.length === 1) return acc.concat(xs[0]);\n   return acc.concat(xs.filter(Boolean).map(function (x)

{\n if (RegExp('^' + TOKEN).test(x)) {\n return JSON.parse(x.split(TOKEN)[1]);\n }\n else return x;\n }));\n }, []);\n};\n\nfunction parse (s, env, opts) {\n var chunker = new RegExp([\n '(' + CONTROL + ')', // control chars\n '(' + BAREWORD + '|' + SINGLE_QUOTE + '|' + DOUBLE_QUOTE + ')*'\n].join('|'), 'g');\n var match = s.match(chunker).filter(Boolean);\n var commented = false;\n\n if (!match) return [];\n if (!env) env = {};\n if (!opts) opts = {};\n return match.map(function (s, j) {\n if (commented) {\n return;\n }\n if (RegExp('^' + CONTROL + '$').test(s)) {\n return { op: s };\n }\n\n // Hand-written scanner/parser for Bash quoting rules:\n //\n // 1. inside single quotes, all characters are printed literally.\n // 2. inside double quotes, all characters are printed literally\n // except variables prefixed by '$' and backslashes followed by\n // either a double quote or another backslash.\n // 3. outside of any quotes, backslashes are treated as escape\n // characters and not printed (unless they are themselves escaped)\n // 4. quote context can switch mid-token if there is no whitespace\n // between the two quote contexts (e.g. all'one'\"token\" parses as\n // \"allonetoken\")\n var SQ = \"'\";\n var DQ = '\"';\n var DS = '$';\n var BS = opts.escape || '\\\\';\n var quote = false;\n var esc = false;\n var out = '';\n var isGlob = false;\n\n for (var i = 0, len = s.length; i < len; i++) {\n var c = s.charAt(i);\n isGlob = isGlob || (!quote && (c === '*' || c === '?'));\n if (esc) {\n out += c;\n esc = false;\n }\n else if (quote) {\n if (c === quote) {\n quote = false;\n }\n else if (quote == SQ) {\n out += c;\n }\n else { // Double quote\n if (c === BS) {\n i += 1;\n c = s.charAt(i);\n if (c === DQ || c === BS || c === DS) {\n out += c;\n } else {\n out += BS + c;\n }\n }\n else if (c === DS) {\n out += parseEnvVar();\n }\n else {\n out += c;\n }\n }\n }\n else if (c === DQ || c === SQ) {\n quote = c;\n }\n else if (RegExp('^' + CONTROL + '$').test(c)) {\n return { op: s };\n }\n else if (RegExp('^#$').test(c)) {\n commented = true;\n if (out.length){\n return [out, { comment: s.slice(i+1) + match.slice(j+1).join(' ') }];\n }\n return [{ comment: s.slice(i+1) + match.slice(j+1).join(' ') }];\n }\n else if (c === BS) {\n esc = true;\n }\n else if (c === DS) {\n out += parseEnvVar();\n }\n else out += c;\n }\n\n if (isGlob) return {op: 'glob', pattern: out};\n\n return out;\n\n function parseEnvVar() {\n i += 1;\n var varend, varname;\n //debugger\n if (s.charAt(i) === '{') {\n i += 1;\n if (s.charAt(i) === '}') {\n throw new Error(\"Bad substitution: \" + s.substr(i - 2, 3));\n }\n varend = s.indexOf('}', i);\n if (varend < 0) {\n throw new Error(\"Bad substitution: \" + s.substr(i));\n }\n varname = s.substr(i, varend - i);\n i = varend;\n }\n else if (/[*@#?$!_\\-]/.test(s.charAt(i))) {\n varname = s.charAt(i);\n i += 1;\n }\n else {\n varend = s.substr(i).match(/[^\\w\\d_]/);\n if (!varend) {\n varname = s.substr(i);\n i = s.length;\n } else {\n varname = s.substr(i, varend.index);\n i += varend.index - 1;\n }\n }\n return getVar(null, '', varname);\n }\n })\n // finalize parsed aruments\n .reduce(function(prev, arg){\n if (arg === undefined){\n return prev;\n }\n return prev.concat(arg);\n },[]);\n\n function getVar (_, pre, key) {\n var r = typeof env === 'function' ? env(key) : env[key];\n if (r === undefined && key != '')\n r = '';\n else if (r === undefined)\n r = '$';\n\n if (typeof r === 'object') {\n return pre + TOKEN + JSON.stringify(r) + TOKEN;\n }\n else return pre + r;\n }\n}\n","/** @license React vundefined\n * react.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';var l=require(\"object-assign\"),m=60103,p=60106;exports.Fragment=60107;exports.StrictMode=60108;exports.Profiler=60114;var q=60109,r=60110,t=60112;exports.Suspense=60113;exports.SuspenseList=60120;var u=60115,v=60116;exports.unstable_DebugTracingMode=60129;exports.unstable_Offscreen=60130;exports.unstable_LegacyHidden=60131;exports.unstable_Cache=60132;\nif(\"function\"===typeof Symbol&&Symbol.for){var w=Symbol.for;m=w(\"react.element\");p=w(\"react.portal\");exports.Fragment=w(\"react.fragment\");exports.StrictMode=w(\"react.strict_mode\");exports.Profiler=w(\"react.profiler\");q=w(\"react.provider\");r=w(\"react.context\");

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t=w(\"react.forward_ref\");exports.Suspense=w(\"react.suspense\");exports.SuspenseList=w(\"react.suspense_list\");
u=w(\"react.memo\");v=w(\"react.lazy\");exports.unstable_DebugTracingMode=w(\"react.debug_trace_mode\");exp
orts.unstable_Offscreen=w(\"react.offscreen\");\nexports.unstable_LegacyHidden=w(\"react.legacy_hidden\");expor
ts.unstable_Cache=w(\"react.cache\")}var x=\"function\"===typeof Symbol&&Symbol.iterator;function
y(a){if(null===a||\"object\"!==typeof a)return null;a=x&&a[x]||a[\"@@iterator\"];return\"function\"===typeof
a?a:null}\nfunction z(a){for(var b=\"https://reactjs.org/docs/error-
decoder.html?invariant=\"+a,c=1;c<arguments.length;c++)b+=\"&args[]=\"+encodeURIComponent(arguments[c]);r
eturn\"Minified React error #\"+a+\"; visit \"+b+\" for the full message or use the non-minified dev environment for
full errors and additional helpful warnings.\"}var
A={isMounted:function(){return!1},enqueueForceUpdate:function(){},enqueueReplaceState:function(){},enqueueS
etState:function(){}},B={};\nfunction
C(a,b,c){this.props=a;this.context=b;this.refs=B;this.updater=c||A}C.prototype.isReactComponent={};C.prototype.s
etState=function(a,b){if(\"object\"!==typeof a&&\"function\"!==typeof a&&null!=a)throw
Error(z(85));this.updater.enqueueSetState(this,a,b,\"setState\")};C.prototype.forceUpdate=function(a){this.updater.e
nqueueForceUpdate(this,a,\"forceUpdate\")};function D(){}D.prototype=C.prototype;function
E(a,b,c){this.props=a;this.context=b;this.refs=B;this.updater=c||A}var F=E.prototype=new
D;\nF.constructor=E;l(F,C.prototype);F.isPureReactComponent=!0;var
G=Array.isArray,H=Object.prototype.hasOwnProperty,I={current:null},J={key:!0,ref:!0,__self:!0,__source:!0};\nfu
nction K(a,b,c){var e,d={},k=null,h=null;if(null!=b)for(e in void 0!==b.ref&&(h=b.ref),void
0!==b.key&&(k=\"\"+b.key),b)H.call(b,e)&&!J.hasOwnProperty(e)&&(d[e]=b[e]);var g=arguments.length-
2;if(1===g)d.children=c;else if(1<g){for(var
f=Array(g),n=0;n<g;n++)f[n]=arguments[n+2];d.children=f}if(a&&a.defaultProps)for(e in g=a.defaultProps,g)void
0===d[e]&&(d[e]=g[e]);return{$$typeof:m,type:a,key:k,ref:h,props:d,_owner:I.current}}\nfunction
L(a,b){return{$$typeof:m,type:a.type,key:b,ref:a.ref,props:a.props,_owner:a._owner}}function
M(a){return\"object\"===typeof a&&null!==a&&a.$$typeof===m}function escape(a){var
b={\"=\":\"=0\",\":\":\"=2\"};return\"$\"+a.replace(/[=:]/g,function(a){return b[a]})}var N=/\\/+/g;function
O(a,b){return\"object\"===typeof a&&null!==a&&null!=a.key?escape(\"\"+a.key):b.toString(36)}\nfunction
P(a,b,c,e,d){var k=typeof a;if(\"undefined\"===k||\"boolean\"===k)a=null;var h=!1;if(null===a)h=!0;else
switch(k){case \"string\":case \"number\":h=!0;break;case \"object\":switch(a.$$typeof){case m:case
p:h=!0}}if(h)return
h=a,d=d(h),a=\"\"===e?\".\"+O(h,0):e,G(d)?(c=\"\",null!=a&&(c=a.replace(N,\"$&/\")+\"/\"),P(d,b,c,\"\",function(a)
{return
a})):null!=d&&(M(d)&&(d=L(d,c+(!d.key||h&&h.key===d.key?\"\":(\"\"+d.key).replace(N,\"$&/\")+\"/\")+a)),b.pu
sh(d)),1;h=0;e=\"\"===e?\".\":e+\":\";if(G(a))for(var g=0;g<a.length;g++){k=\na[g];var
f=e+O(k,g);h+=P(k,b,c,f,d)}else if(f=y(a),\"function\"===typeof
f)for(a=f.call(a),g=0;!(k=a.next()).done;)k=k.value,f=e+O(k,g++),h+=P(k,b,c,f,d);else if(\"object\"===k)throw
b=\"\"+a,Error(z(31,\"[object Object]\"===b?\"object with keys {\"+Object.keys(a).join(\", \")+\"}\":b));return
h}function Q(a,b,c){if(null==a)return a;var e=[],d=0;P(a,e,\"\",\"\",function(a){return b.call(c,a,d++)});return
e}\nfunction R(a){if(-1===a._status){var b=a._result;b=b();b.then(function(b){if(0===a._status||-
1===a._status)a._status=1,a._result=b},function(b){if(0===a._status||-1===a._status)a._status=2,a._result=b});-
1===a._status&&(a._status=0,a._result=b)}if(1===a._status)return a._result.default;throw a._result;}var
S={current:null},T={transition:0},U={ReactCurrentDispatcher:S,ReactCurrentBatchConfig:T,ReactCurrentOwner:I
,assign:l};\nexports.Children={map:Q,forEach:function(a,b,c){Q(a,function(){b.apply(this,arguments)},c)},count:fu
nction(a){var b=0;Q(a,function(){b++});return b},toArray:function(a){return Q(a,function(a){return
a})||[]},only:function(a){if(!M(a))throw Error(z(143));return
a}};exports.Component=C;exports.PureComponent=E;exports.__SECRET_INTERNALS_DO_NOT_USE_OR_Y
OU_WILL_BE_FIRED=U;\nexports.cloneElement=function(a,b,c){if(null===a||void 0===a)throw
Error(z(267,a));var e=l({},a.props),d=a.key,k=a.ref,h=a._owner;if(null!=b){void
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0!==b.ref&&(k=b.ref,h=I.current);void 0!==b.key&&(d=\"\"+b.key);if(a.type&&a.type.defaultProps)var g=a.type.defaultProps;for(f in b)H.call(b,f)&&!J.hasOwnProperty(f)&&(e[f]=void 0===b[f]&&void 0!==g?g[f]:b[f])}var f=arguments.length-2;if(1===f)e.children=c;else if(1<f){g=Array(f);for(var n=0;n<f;n++)g[n]=arguments[n+2];e.children=g}return{$$typeof:m,type:a.type,\nkey:d,ref:k,props:e,_owner:h}};exports.createContext=function(a){a={$$typeof:r,_currentValue:a,_currentValue2:a,_threadCount:0,Provider:null,Consumer:null};a.Provider={$$typeof:q,_context:a};return a.Consumer=a};exports.createElement=K;exports.createFactory=function(a){var b=K.bind(null,a);b.type=a;return b};exports.createRef=function(){return{current:null}};exports.forwardRef=function(a){return{$$typeof:t,render:a}};exports.isValidElement=M;\nexports.lazy=function(a){return{$$typeof:v,_payload:{_status:-1,_result:a},_init:R}};exports.memo=function(a,b){return{$$typeof:u,type:a,compare:void 0===b?null:b}};exports.startTransition=function(a){var b=T.transition;T.transition=1;try{a()}finally{T.transition=b}};exports.unstable_act=function(){throw Error(z(406));};exports.unstable_createMutableSource=function(a,b){return{_getVersion:b,_source:a,_workInProgressVersionPrimary:null,_workInProgressVersionSecondary:null}};\nexports.unstable_getCacheForType=function(a){return S.current.getCacheForType(a)};exports.unstable_useCacheRefresh=function(){return S.current.useCacheRefresh()};exports.unstable_useMutableSource=function(a,b,c){return S.current.useMutableSource(a,b,c)};exports.unstable_useOpaqueIdentifier=function(){return S.current.useOpaqueIdentifier()};exports.useCallback=function(a,b){return S.current.useCallback(a,b)};exports.useContext=function(a){return S.current.useContext(a)};exports.useDebugValue=function(){};\nexports.useDeferredValue=function(a){return S.current.useDeferredValue(a)};exports.useEffect=function(a,b){return S.current.useEffect(a,b)};exports.useImperativeHandle=function(a,b,c){return S.current.useImperativeHandle(a,b,c)};exports.useLayoutEffect=function(a,b){return S.current.useLayoutEffect(a,b)};exports.useMemo=function(a,b){return S.current.useMemo(a,b)};exports.useReducer=function(a,b,c){return S.current.useReducer(a,b,c)};exports.useRef=function(a){return S.current.useRef(a)};\nexports.useState=function(a){return S.current.useState(a)};exports.useTransition=function(){return S.current.useTransition()};exports.version=\"18.0.0-experimental-d0ec28381-20210716\";\n","/** @license React vundefined\n * react-dom.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n/*\n Modernizr 3.0.0pre (Custom Build) | MIT\n*/\n'use strict';var p=require(\"object-assign\"),aa=require(\"react\"),ba=require(\"scheduler\");function u(a){for(var b=\"https://reactjs.org/docs/error-decoder.html?invariant=\"+a,c=1;c<arguments.length;c++)b+=\"&args[]=\"+encodeURIComponent(arguments[c]);return\"Minified React error #\"+a+\"; visit \"+b+\" for the full message or use the non-minified dev environment for full errors and additional helpful warnings.\"}var ca=new Set,da={};function ea(a,b){fa(a,b);fa(a+\"Capture\",b)}\nfunction fa(a,b){da[a]=b;for(a=0;a<b.length;a++)ca.add(b[a])}\nvar ha=!(\"undefined\"===typeof window||\"undefined\"===typeof window.document||\"undefined\"===typeof window.document.createElement),ia=Object.prototype.hasOwnProperty,ja=/^[:A-Z_a-z\\u00C0-\\u00D6\\u00D8-\\u00F6\\u00F8-\\u02FF\\u0370-\\u037D\\u037F-\\u1FFF\\u200C-\\u200D\\u2070-\\u218F\\u2C00-\\u2FEF\\u3001-\\uD7FF\\uF900-\\uFDCF\\uFDF0-\\uFFFD][:A-Z_a-z\\u00C0-\\u00D6\\u00D8-\\u00F6\\u00F8-\\u02FF\\u0370-\\u037D\\u037F-\\u1FFF\\u200C-\\u200D\\u2070-\\u218F\\u2C00-\\u2FEF\\u3001-\\uD7FF\\uF900-\\uFDCF\\uFDF0-\\uFFFD\\-.0-9\\u00B7\\u0300-\\u036F\\u203F-\\u2040]*$/,la=\n{},ma={};function pa(a){if(ia.call(ma,a))return!0;if(ia.call(la,a))return!1;if(ja.test(a))return ma[a]=!0;la[a]=!0;return!1}function qa(a,b,c,d){if(null!==c&&0===c.type)return!1;switch(typeof b){case \"function\":case \"symbol\":return!0;case \"boolean\":if(d)return!1;if(null!==c)return!c.acceptsBooleans;a=a.toLowerCase().slice(0,5);return\"data-\"!==a&&\"aria-\"!==a;default:return!1}}\nfunction ra(a,b,c,d){if(null===b||\"undefined\"===typeof b||qa(a,b,c,d))return!0;if(d)return!1;if(null!==c)switch(c.type){case 3:return!b;case 4:return!1===b;case 5:return

isNaN(b);case 6:return isNaN(b)||1>b}return!1}function
z(a,b,c,d,e,f,g){this.acceptsBooleans=2===b||3===b||4===b;this.attributeName=d;this.attributeNamespace=e;this.mustUseProperty=c;this.propertyName=a;this.type=b;this.sanitizeURL=f;this.removeEmptyString=g}var
A={};\n\"children dangerouslySetInnerHTML defaultValue defaultChecked innerHTML
suppressContentEditableWarning suppressHydrationWarning style\".split(\" \").forEach(function(a){A[a]=new
z(a,0,!1,a,null,!1,!1)});[[\"acceptCharset\",\"accept-
charset\"],[\"className\",\"class\"],[\"htmlFor\",\"for\"],[\"httpEquiv\",\"http-equiv\"]].forEach(function(a){var
b=a[0];A[b]=new
z(b,1,!1,a[1],null,!1,!1)});[\"contentEditable\",\"draggable\",\"spellCheck\",\"value\"].forEach(function(a){A[a]=new
z(a,2,!1,a.toLowerCase(),null,!1,!1)});\n[\"autoReverse\",\"externalResourcesRequired\",\"focusable\",\"preserveAlpha\"].forEach(function(a){A[a]=new z(a,2,!1,a,null,!1,!1)});\"allowFullScreen async autoFocus autoPlay controls
default defer disabled disablePictureInPicture disableRemotePlayback formNoValidate hidden loop noModule
noValidate open playsInline readOnly required reversed scoped seamless itemScope\".split(\"
\").forEach(function(a){A[a]=new
z(a,3,!1,a.toLowerCase(),null,!1,!1)});\n[\"checked\",\"multiple\",\"muted\",\"selected\"].forEach(function(a){A[a]=new z(a,3,!0,a,null,!1,!1)});[\"capture\",\"download\"].forEach(function(a){A[a]=new
z(a,4,!1,a,null,!1,!1)});[\"cols\",\"rows\",\"size\",\"span\"].forEach(function(a){A[a]=new
z(a,6,!1,a,null,!1,!1)});[\"rowSpan\",\"start\"].forEach(function(a){A[a]=new
z(a,5,!1,a.toLowerCase(),null,!1,!1)});var sa=/[\\-:]([a-z])/g;function ta(a){return a[1].toUpperCase()}\n\"accent-height alignment-baseline arabic-form baseline-shift cap-height clip-path clip-rule color-interpolation color-interpolation-filters color-profile color-rendering dominant-baseline enable-background fill-opacity fill-rule flood-color flood-opacity font-family font-size font-size-adjust font-stretch font-style font-variant font-weight glyph-name glyph-orientation-horizontal glyph-orientation-vertical horiz-adv-x horiz-origin-x image-rendering letter-spacing lighting-color marker-end marker-mid marker-start overline-position overline-thickness paint-order panose-1 pointer-events rendering-intent shape-rendering stop-color stop-opacity strikethrough-position strikethrough-thickness stroke-dasharray stroke-dashoffset stroke-linecap stroke-linejoin stroke-miterlimit stroke-opacity stroke-width text-anchor text-decoration text-rendering underline-position underline-thickness unicode-bidi unicode-range units-per-em v-alphabetic v-hanging v-ideographic v-mathematical vector-effect vert-adv-y vert-origin-x vert-origin-y word-spacing writing-mode xmlns:xlink x-height\".split(\" \").forEach(function(a){var
b=a.replace(sa,\nta);A[b]=new z(b,1,!1,a,null,!1,!1)});\"xlink:actuate xlink:arcrole xlink:role xlink:show xlink:title xlink:type\".split(\" \").forEach(function(a){var b=a.replace(sa,ta);A[b]=new
z(b,1,!1,a,\"http://www.w3.org/1999/xlink\",!1,!1)});[\"xml:base\",\"xml:lang\",\"xml:space\"].forEach(function(a){var b=a.replace(sa,ta);A[b]=new
z(b,1,!1,a,\"http://www.w3.org/XML/1998/namespace\",!1,!1)});[\"tabIndex\",\"crossOrigin\"].forEach(function(a){A[a]=new z(a,1,!1,a.toLowerCase(),null,!1,!1)});\nA.xlinkHref=new
z(\"xlinkHref\",1,!1,\"xlink:href\",\"http://www.w3.org/1999/xlink\",!0,!1);[\"src\",\"href\",\"action\",\"formAction\"].forEach(function(a){A[a]=new z(a,1,!1,a.toLowerCase(),null,!0,!0)});\nfunction ua(a,b,c,d){var
e=A.hasOwnProperty(b)?A[b]:null;var
f=null!==e?0===e.type:d?!1:!(2<b.length)||\"o\"!==b[0]&&\"O\"!==b[0]||\"n\"!==b[1]&&\"N\"!==b[1]?!1:!0;f||(ra(b,c,e,d)&&(c=null),d||null===e?pa(b)&&(null===c?a.removeAttribute(b):a.setAttribute(b,\"\"+c)):e.mustUseProperty?a[e.propertyName]=null===c?3===e.type?!1:\"\":c:(b=e.attributeName,d=e.attributeNamespace,null===c?a.removeAttribute(b):(e=e.type,c=3===e||4===e&&!0===c?\"\":\"\"+c,d?a.setAttributeNS(d,b,c):a.setAttribute(b,c))))}\nvar
va=aa.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED,wa=60103,xa=60106,ya=60107,za=60108,Aa=60114,Ba=60109,Ca=60110,Da=60112,Ea=60113,Fa=60120,Ga=60115,Ha=60116,Ia=60119,Ja=60128,Ka=60129,La=60130,Ma=60131,Na=60132;\nif(\"function\"===typeof Symbol&&Symbol.for){var
B=Symbol.for;wa=B(\"react.element\");xa=B(\"react.portal\");ya=B(\"react.fragment\");za=B(\"react.strict_mode\");

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Aa=B(\"react.profiler\");Ba=B(\"react.provider\");Ca=B(\"react.context\");Da=B(\"react.forward_ref\");Ea=B(\"reac
t.suspense\");Fa=B(\"react.suspense_list\");Ga=B(\"react.memo\");Ha=B(\"react.lazy\");Ia=B(\"react.scope\");Ja=B(
\"react.opaque.id\");Ka=B(\"react.debug_trace_mode\");La=B(\"react.offscreen\");Ma=B(\"react.legacy_hidden\");N
a=B(\"react.cache\")}\nvar Oa=\"function\"===typeof Symbol&&Symbol.iterator;function
Pa(a){if(null===a||\"object\"!==typeof a)return null;a=Oa&&a[Oa]||a[\"@@iterator\"];return\"function\"===typeof
a?a:null}var Qa;function Ra(a){if(void 0===Qa)try{throw Error();}catch(c){var b=c.stack.trim().match(/\\n( *(at
)?)/);Qa=b&&b[1]||\"\"}return\"\\n\"+Qa+a}var Sa=!1;\nfunction Ta(a,b){if(!a||Sa)return\"\";Sa=!0;var
c=Error.prepareStackTrace;Error.prepareStackTrace=void 0;try{if(b)if(b=function(){throw
Error();},Object.defineProperty(b.prototype,\"props\",{set:function(){throw Error();}}),\"object\"===typeof
Reflect&&Reflect.construct){try{Reflect.construct(b,[])}catch(k){var
d=k}Reflect.construct(a,[],b)}else{try{b.call()}catch(k){d=k}a.call(b.prototype)}else{try{throw
Error();}catch(k){d=k}a()}}catch(k){if(k&&d&&\"string\"===typeof k.stack){for(var
e=k.stack.split(\"\\n\"),\nf=d.stack.split(\"\\n\"),g=e.length-1,h=f.length-1;1<=g&&0<=h&&e[g]!==f[h];)h--
;for(;1<=g&&0<=h;g--,h--)if(e[g]!==f[h]){if(1!==g||1!==h){do if(g--,h--
,0>h||e[g]!==f[h])return\"\\n\"+e[g].replace(\" at new \",\" at
\");while(1<=g&&0<=h)}break}}}finally{Sa=!1,Error.prepareStackTrace=c}return(a=a?a.displayName||a.name:\"\"
)?Ra(a):\"\"}\nfunction Ua(a){switch(a.tag){case 5:return Ra(a.type);case 16:return Ra(\"Lazy\");case 13:return
Ra(\"Suspense\");case 19:return Ra(\"SuspenseList\");case 0:case 2:case 15:return a=Ta(a.type,!1),a;case 11:return
a=Ta(a.type.render,!1),a;case 1:return a=Ta(a.type,!0),a;default:return\"\"}}\nfunction Va(a){if(null==a)return
null;if(\"function\"===typeof a)return a.displayName||a.name||null;if(\"string\"===typeof a)return a;switch(a){case
ya:return\"Fragment\";case xa:return\"Portal\";case Aa:return\"Profiler\";case za:return\"StrictMode\";case
Ea:return\"Suspense\";case Fa:return\"SuspenseList\";case Na:return\"Cache\"}if(\"object\"===typeof
a)switch(a.$$typeof){case Ca:return(a.displayName||\"Context\")+\".Consumer\";case
Ba:return(a._context.displayName||\"Context\")+\".Provider\";case Da:var
b=a.render;a=a.displayName;\na||(a=b.displayName||b.name||\"\",a=\"\"!==a?\"ForwardRef(\"+a+\")\":\"ForwardRef\
");return a;case Ga:return b=a.displayName||null,null!==b?b:Va(a.type)||\"Memo\";case
Ha:b=a._payload;a=a._init;try{return Va(a(b))}catch(c){}}return null}\nfunction Wa(a){var
b=a.type;switch(a.tag){case 24:return\"Cache\";case 9:return(b.displayName||\"Context\")+\".Consumer\";case
10:return(b._context.displayName||\"Context\")+\".Provider\";case 18:return\"DehydratedFragment\";case 11:return
a=b.render,a=a.displayName||a.name||\"\",b.displayName||(\"\"!==a?\"ForwardRef(\"+a+\")\":\"ForwardRef\");case
7:return\"Fragment\";case 5:return b;case 4:return\"Portal\";case 3:return\"Root\";case 6:return\"Text\";case
16:return Va(b);case 23:return\"LegacyHidden\";case 8:return b===za?\"StrictMode\":\n\"Mode\";case
22:return\"Offscreen\";case 12:return\"Profiler\";case 21:return\"Scope\";case 13:return\"Suspense\";case
19:return\"SuspenseList\";case 1:case 0:case 17:case 2:case 14:case 15:if(\"function\"===typeof b)return
b.displayName||b.name||null;if(\"string\"===typeof b)return b}return null}function Xa(a){switch(typeof a){case
\"boolean\":case \"number\":case \"object\":case \"string\":case \"undefined\":return a;default:return\"\"}}\nfunction
Ya(a){var
b=a.type;return(a=a.nodeName)&&\"input\"===a.toLowerCase()&&(\"checkbox\"===b||\"radio\"===b)}\nfunction
Za(a){var
b=Ya(a)?\"checked\":\"value\",c=Object.getOwnPropertyDescriptor(a.constructor.prototype,b),d=\"\"+a[b];if(!a.has
OwnProperty(b)&&\"undefined\"!==typeof c&&\"function\"===typeof c.get&&\"function\"===typeof c.set){var
e=c.get,f=c.set;Object.defineProperty(a,b,{configurable:!0,get:function(){return
e.call(this)},set:function(a){d=\"\"+a;f.call(this,a)}});Object.defineProperty(a,b,{enumerable:c.enumerable});return{
getValue:function(){return
d},setValue:function(a){d=\"\"+a},stopTracking:function(){a._valueTracker=\nnull;delete a[b]}}}function
$a(a){a._valueTracker||(a._valueTracker=Za(a))}function ab(a){if(!a)return!1;var
b=a._valueTracker;if(!b)return!0;var c=b.getValue();var
d=\"\";a&&(d=Ya(a)?a.checked?\"true\":\"false\":a.value);a=d;return a!==c?(b.setValue(a),!0):!1}function
```

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bb(a){a=a||(\"undefined\"!==typeof document?document:void 0);if(\"undefined\"===typeof a)return null;try{return
a.activeElement||a.body}catch(b){return a.body}}\nfunction cb(a,b){var c=b.checked;return
p({},b,{defaultChecked:void 0,defaultValue:void 0,value:void
0,checked:null!=c?c:a._wrapperState.initialChecked})}function db(a,b){var
c=null==b.defaultValue?\"\":b.defaultValue,d=null!=b.checked?b.checked:b.defaultChecked;c=Xa(null!=b.value?b.
value:c);a._wrapperState={initialChecked:d,initialValue:c,controlled:\"checkbox\"===b.type||\"radio\"===b.type?nu
ll!=b.checked:null!=b.value}}function eb(a,b){b=b.checked;null!=b&&ua(a,\"checked\",b,!1)}\nfunction
fb(a,b){eb(a,b);var
c=Xa(b.value),d=b.type;if(null!=c)if(\"number\"===d){if(0===c&&\"\"===a.value||a.value!=c)a.value=\"\"+c}else
a.value!==\"\"+c&&(a.value=\"\"+c);else
if(\"submit\"===d||\"reset\"===d){a.removeAttribute(\"value\");return}b.hasOwnProperty(\"value\")?gb(a,b.type,c):
b.hasOwnProperty(\"defaultValue\")&&gb(a,b.type,Xa(b.defaultValue));null==b.checked&&null!=b.defaultChecke
d&&(a.defaultChecked=!!b.defaultChecked)}\nfunction
hb(a,b,c){if(b.hasOwnProperty(\"value\")||b.hasOwnProperty(\"defaultValue\")){var
d=b.type;if(!(\"submit\"!==d&&\"reset\"!==d||void
0!==b.value&&null!==b.value))return;b=\"\"+a._wrapperState.initialValue;c||b===a.value||(a.value=b);a.defaultVal
ue=b}c=a.name;\"\"!==c&&(a.name=\"\");a.defaultChecked=!!a._wrapperState.initialChecked;\"\"!==c&&(a.name
=c)}\nfunction
gb(a,b,c){if(\"number\"!==b||bb(a.ownerDocument)!==a)null==c?a.defaultValue=\"\"+a._wrapperState.initialValue:
a.defaultValue!==\"\"+c&&(a.defaultValue=\"\"+c)}var ib=Array.isArray;\nfunction
jb(a,b,c,d){a=a.options;if(b){b={};for(var
e=0;e<c.length;e++)b[\"$\"+c[e]]=!0;for(c=0;c<a.length;c++)e=b.hasOwnProperty(\"$\"+a[c].value),a[c].selected!=
=e&&(a[c].selected=e),e&&d&&(a[c].defaultSelected=!0)}else{c=\"\"+Xa(c);b=null;for(e=0;e<a.length;e++){if(a[
e].value===c){a[e].selected=!0;d&&(a[e].defaultSelected=!0);return}null!==b||a[e].disabled||(b=a[e])}null!==b&&(
b.selected=!0)}}\nfunction kb(a,b){if(null!=b.dangerouslySetInnerHTML)throw Error(u(91));return
p({},b,{value:void 0,defaultValue:void 0,children:\"\"+a._wrapperState.initialValue})}function lb(a,b){var
c=b.value;if(null==c){c=b.children;b=b.defaultValue;if(null!=c){if(null!=b)throw
Error(u(92));if(ib(c)){if(!(1>=c.length))throw
Error(u(93));c=c[0]}b=c}null==b&&(b=\"\");c=b}a._wrapperState={initialValue:Xa(c)}}\nfunction mb(a,b){var
c=Xa(b.value),d=Xa(b.defaultValue);null!=c&&(c=\"\"+c,c!==a.value&&(a.value=c),null==b.defaultValue&&a.def
aultValue!==c&&(a.defaultValue=c));null!=d&&(a.defaultValue=\"\"+d)}function nb(a){var
b=a.textContent;b===a._wrapperState.initialValue&&\"\"!==b&&null!==b&&(a.value=b)}function
ob(a){switch(a){case \"svg\":return\"http://www.w3.org/2000/svg\";case
\"math\":return\"http://www.w3.org/1998/Math/MathML\";default:return\"http://www.w3.org/1999/xhtml\"}}\nfunc
tion pb(a,b){return
null==a||\"http://www.w3.org/1999/xhtml\"===a?ob(b):\"http://www.w3.org/2000/svg\"===a&&\"foreignObject\"=
==b?\"http://www.w3.org/1999/xhtml\":a}\nvar qb,rb=function(a){return\"undefined\"!==typeof
MSApp&&MSApp.execUnsafeLocalFunction?function(b,c,d,e){MSApp.execUnsafeLocalFunction(function(){retu
rn a(b,c,d,e)})}:a}(function(a,b){if(\"http://www.w3.org/2000/svg\"!==a.namespaceURI||\"innerHTML\"in
a)a.innerHTML=b;else{qb=qb||document.createElement(\"div\");qb.innerHTML=\"<svg>\"+b.valueOf().toString()+
\"</svg>\";for(b=qb.firstChild;a.firstChild;)a.removeChild(a.firstChild);for(;b.firstChild;)a.appendChild(b.firstChild
)}});\nfunction sb(a,b){if(b){var
c=a.firstChild;if(c&&c===a.lastChild&&3===c.nodeType){c.nodeValue=b;return}}a.textContent=b}\nvar
tb={animationIterationCount:!0,aspectRatio:!0,borderImageOutset:!0,borderImageSlice:!0,borderImageWidth:!0,bo
xFlex:!0,boxFlexGroup:!0,boxOrdinalGroup:!0,columnCount:!0,columns:!0,flex:!0,flexGrow:!0,flexPositive:!0,flex
Shrink:!0,flexNegative:!0,flexOrder:!0,gridArea:!0,gridRow:!0,gridRowEnd:!0,gridRowSpan:!0,gridRowStart:!0,gri
dColumn:!0,gridColumnEnd:!0,gridColumnSpan:!0,gridColumnStart:!0,fontWeight:!0,lineClamp:!0,lineHeight:!0,o
pacity:!0,order:!0,orphans:!0,tabSize:!0,widows:!0,zIndex:!0,\nzoom:!0,fillOpacity:!0,floodOpacity:!0,stopOpacity:!
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0,strokeDasharray:!0,strokeDashoffset:!0,strokeMiterlimit:!0,strokeOpacity:!0,strokeWidth:!0},ub=[\"Webkit\",\"ms
\",\"Moz\",\"O\"];Object.keys(tb).forEach(function(a){ub.forEach(function(b){b=b+a.charAt(0).toUpperCase()+a.su
bstring(1);tb[b]=tb[a]})});function vb(a,b,c){return null==b||\"boolean\"===typeof
b||\"\"===b?\"\":c||\"number\"!==typeof
b||0===b||tb.hasOwnProperty(a)&&tb[a]?(\"\"+b).trim():b+\"px\"}\nfunction wb(a,b){a=a.style;for(var c in
b)if(b.hasOwnProperty(c)){var d=0===c.indexOf(\"--
\"),e=vb(c,b[c],d);\"float\"===c&&(c=\"cssFloat\");d?a.setProperty(c,e):a[c]=e}}var
xb=p({menuitem:!0},{area:!0,base:!0,br:!0,col:!0,embed:!0,hr:!0,img:!0,input:!0,keygen:!0,link:!0,meta:!0,param:!0
,source:!0,track:!0,wbr:!0});\nfunction
yb(a,b){if(b){if(xb[a]&&(null!=b.children||null!=b.dangerouslySetInnerHTML))throw
Error(u(137,a));if(null!=b.dangerouslySetInnerHTML){if(null!=b.children)throw
Error(u(60));if(!(\"object\"===typeof b.dangerouslySetInnerHTML&&\"__html\"in
b.dangerouslySetInnerHTML))throw Error(u(61));}if(null!=b.style&&\"object\"!==typeof b.style)throw
Error(u(62));}}\nfunction zb(a,b){if(-1===a.indexOf(\"-\"))return\"string\"===typeof b.is;switch(a){case
\"annotation-xml\":case \"color-profile\":case \"font-face\":case \"font-face-src\":case \"font-face-uri\":case \"font-
face-format\":case \"font-face-name\":case \"missing-glyph\":return!1;default:return!0}}function
Ab(a){a=a.target||a.srcElement||window;a.correspondingUseElement&&(a=a.correspondingUseElement);return
3===a.nodeType?a.parentNode:a}var Bb=null,Cb=null,Db=null;\nfunction
Eb(a){if(a=Fb(a)){if(\"function\"!==typeof Bb)throw Error(u(280));var
b=a.stateNode;b&&(b=Gb(b),Bb(a.stateNode,a.type,b))}}function
Hb(a){Cb?Db?Db.push(a):Db=[a]:Cb=a}function Ib(){if(Cb){var
a=Cb,b=Db;Db=Cb=null;Eb(a);if(b)for(a=0;a<b.length;a++)Eb(b[a])}}function Jb(a,b){return a(b)}function
Kb(){}var Lb=!1;function Mb(a,b,c){if(Lb)return a(b,c);Lb=!0;try{return
Jb(a,b,c)}finally{if(Lb=!1,null!==Cb||null!==Db)Kb(),Ib()}}\nfunction Nb(a,b){var
c=a.stateNode;if(null===c)return null;var d=Gb(c);if(null===d)return null;c=d[b];a:switch(b){case \"onClick\":case
\"onClickCapture\":case \"onDoubleClick\":case \"onDoubleClickCapture\":case \"onMouseDown\":case
\"onMouseDownCapture\":case \"onMouseMove\":case \"onMouseMoveCapture\":case \"onMouseUp\":case
\"onMouseUpCapture\":case
\"onMouseEnter\":(d=!d.disabled)||(a=a.type,d=!(\"button\"===a||\"input\"===a||\"select\"===a||\"textarea\"===a));a
=!d;break a;default:a=!1}if(a)return null;if(c&&\"function\"!==\ntypeof c)throw Error(u(231,b,typeof c));return
c}var Ob=!1;if(ha)try{var
Pb={};Object.defineProperty(Pb,\"passive\",{get:function(){Ob=!0}});window.addEventListener(\"test\",Pb,Pb);wi
ndow.removeEventListener(\"test\",Pb,Pb)}catch(a){Ob=!1}function Qb(a,b,c,d,e,f,g,h,k){var
l=Array.prototype.slice.call(arguments,3);try{b.apply(c,l)}catch(m){this.onError(m)}}var
Rb=!1,Sb=null,Tb=!1,Ub=null,Vb={onError:function(a){Rb=!0;Sb=a}};function
Wb(a,b,c,d,e,f,g,h,k){Rb=!1;Sb=null;Qb.apply(Vb,arguments)}\nfunction
Xb(a,b,c,d,e,f,g,h,k){Wb.apply(this,arguments);if(Rb){if(Rb){var l=Sb;Rb=!1;Sb=null}else throw
Error(u(198));Tb||(Tb=!0,Ub=l)}}function Yb(a){var b=a,c=a;if(a.alternate)for(;b.return;)b=b.return;else{a=b;do
b=a,0!==(b.flags&2050)&&(c=b.return),a=b.return;while(a)}return 3===b.tag?c:null}function
Zb(a){if(13===a.tag){var
b=a.memoizedState;null===b&&(a=a.alternate,null!==a&&(b=a.memoizedState));if(null!==b)return
b.dehydrated}return null}function $b(a){if(Yb(a)!==a)throw Error(u(188));}\nfunction ac(a){var
b=a.alternate;if(!b){b=Yb(a);if(null===b)throw Error(u(188));return b!==a?null:a}for(var c=a,d=b;;){var
e=c.return;if(null===e)break;var
f=e.alternate;if(null===f){d=e.return;if(null!==d){c=d;continue}break}if(e.child===f.child){for(f=e.child;f;){if(f==
=c)return $b(e),a;if(f===d)return $b(e),b;f=f.sibling}throw
Error(u(188));}if(c.return!==d.return)c=e,d=f;else{for(var
g=!1,h=e.child;h;){if(h===c){g=!0;c=e;d=f;break}if(h===d){g=!0;d=e;c=f;break}h=h.sibling}if(!g){for(h=f.child;h
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;){if(h===\nc){g=!0;c=f;d=e;break}if(h===d){g=!0;d=f;c=e;break}h=h.sibling}if(!g)throw Error(u(189));}}if(c.alternate!==d)throw Error(u(190));}if(3!==c.tag)throw Error(u(188));return c.stateNode.current===c?a:b}function bc(a){a=ac(a);return null!==a?cc(a):null}function cc(a){if(5===a.tag||6===a.tag)return a;for(a=a.child;null!==a;){var b=cc(a);if(null!==b)return b;a=a.sibling}return null}\nvar dc=ba.unstable_scheduleCallback,ec=ba.unstable_cancelCallback,fc=ba.unstable_shouldYield,gc=ba.unstable_requestPaint,C=ba.unstable_now,hc=ba.unstable_getCurrentPriorityLevel,ic=ba.unstable_ImmediatePriority,jc=ba.unstable_UserBlockingPriority,kc=ba.unstable_NormalPriority,lc=ba.unstable_LowPriority,mc=ba.unstable_IdlePriority,nc=null,oc=null;function pc(a){if(oc&&\"function\"===typeof oc.onCommitFiberRoot)try{oc.onCommitFiberRoot(nc,a,void 0,128===(a.current.flags&128))}catch(b){}}\nvar qc=64,rc=4194304;\nfunction sc(a){switch(a&-a){case 1:return 1;case 2:return 2;case 4:return 4;case 8:return 8;case 16:return 16;case 32:return 32;case 64:case 128:case 256:case 512:case 1024:case 2048:case 4096:case 8192:case 16384:case 32768:case 65536:case 131072:case 262144:case 524288:case 1048576:case 2097152:return a&4194240;case 4194304:case 8388608:case 16777216:case 33554432:case 67108864:return a&130023424;case 134217728:return 134217728;case 268435456:return 268435456;case 536870912:return 536870912;case 1073741824:return 1073741824;\ndefault:return a}}function tc(a,b){var c=a.pendingLanes;if(0===c)return 0;var d=0,e=a.suspendedLanes,f=a.pingedLanes,g=c&268435455;if(0!==g){var h=g&~e;0!==h?d=sc(h):(f&=g,0!==f&&(d=sc(f)))}else g=c&~e,0!==g?d=sc(g):0!==f&&(d=sc(f));if(0===d)return 0;if(0!==b&&b!==d&&0===(b&e)&&(e=d&-d,f=b&-b,e>=f||16===e&&0!==(f&4194240)))return b;0!==(d&4)&&(d|=c&16);b=a.entangledLanes;if(0!==b)for(a=a.entanglements,b&=d;0<b;)c=31-uc(b),e=1<<c,d|=a[c],b&=~e;return d}\nfunction vc(a,b){switch(a){case 1:case 2:case 4:return b+250;case 8:case 16:case 32:case 64:case 128:case 256:case 512:case 1024:case 2048:case 4096:case 8192:case 16384:case 32768:case 65536:case 131072:case 262144:case 524288:case 1048576:case 2097152:return b+5E3;case 4194304:case 8388608:case 16777216:case 33554432:case 67108864:return-1;case 134217728:case 268435456:case 536870912:case 1073741824:return-1;default:return-1}}\nfunction wc(a){a=a.pendingLanes&-1073741825;return 0!==a?a:a&1073741824?1073741824:0}function xc(a){for(var b=[],c=0;31>c;c++)b.push(a);return b}function yc(a,b,c){a.pendingLanes|=b;536870912!==b&&(a.suspendedLanes=0,a.pingedLanes=0);a=a.eventTimes;b=31-uc(b);a[b]=c}\nfunction zc(a,b){var c=a.pendingLanes&~b;a.pendingLanes=b;a.suspendedLanes=0;a.pingedLanes=0;a.expiredLanes&=b;a.mutableReadLanes&=b;a.entangledLanes&=b;0===(a.pooledCacheLanes&=b)&&(a.pooledCache=null);b=a.entanglements;var d=a.eventTimes;for(a=a.expirationTimes;0<c;){var e=31-uc(c),f=1<<e;b[e]=0;d[e]=-1;a[e]=-1;c&=~f}}function Ac(a,b){var c=a.entangledLanes|=b;for(a=a.entanglements;c;){var d=31-uc(c),e=1<<d;e&b|a[d]&b&&(a[d]|=b);c&=~e}}var uc=Math.clz32?Math.clz32:Bc,Cc=Math.log,Dc=Math.LN2;\nfunction Bc(a){return 0===a?32:31-(Cc(a)/Dc|0)|0}var D=0;function Ec(a,b){var c=D;try{return D=a,b()}finally{D=c}}function Fc(a){a&=-a;return 1<a?4<a?0!==(a&268435455)?16:536870912:4:1}var Gc,Hc,Ic,Jc,Kc,Lc,Mc=!1,Nc=[],Oc=null,Pc=null,Qc=null,Rc=new Map,Sc=new Map,Tc=[],Uc=\"mousedown mouseup touchcancel touchend touchstart auxclick dblclick pointercancel pointerdown pointerup dragend dragstart drop compositionend compositionstart keydown keypress keyup input textInput copy cut paste click change contextmenu reset submit\".split(\" \");\nfunction Vc(a,b,c,d,e){return{blockedOn:a,domEventName:b,eventSystemFlags:c|16,nativeEvent:e,targetContainers:[d]}}function Wc(a,b,c,d,e){a=Vc(a,b,c,d,e);Nc.push(a);if(1===Nc.length)for(;null!==a.blockedOn;){b=Fb(a.blockedOn);if(null===b)break;Gc(b);if(null===a.blockedOn)Xc();else break}}\nfunction Yc(a,b){switch(a){case \"focusin\":case \"focusout\":Oc=null;break;case \"dragenter\":case \"dragleave\":Pc=null;break;case \"mouseover\":case \"mouseout\":Qc=null;break;case \"pointerover\":case \"pointerout\":Rc.delete(b.pointerId);break;case \"gotpointercapture\":case \"lostpointercapture\":Sc.delete(b.pointerId)}}\nfunction

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Zc(a,b,c,d,e,f){if(null===a||a.nativeEvent!==f)return
a=Vc(b,c,d,e,f),null!==b&&(b=Fb(b),null!==b&&Ic(b)),a;a.eventSystemFlags|=d;b=a.targetContainers;null!==e&&
-1===b.indexOf(e)&&b.push(e);return a}\nfunction $c(a,b,c,d,e){switch(b){case \"focusin\":return
Oc=Zc(Oc,a,b,c,d,e),!0;case \"dragenter\":return Pc=Zc(Pc,a,b,c,d,e),!0;case \"mouseover\":return
Qc=Zc(Qc,a,b,c,d,e),!0;case \"pointerover\":var f=e.pointerId;Rc.set(f,Zc(Rc.get(f)||null,a,b,c,d,e));return!0;case
\"gotpointercapture\":return f=e.pointerId,Sc.set(f,Zc(Sc.get(f)||null,a,b,c,d,e)),!0}return!1}\nfunction ad(a){var
b=bd(a.target);if(null!==b){var
c=Yb(b);if(null!==c)if(b=c.tag,13===b){if(b=Zb(c),null!==b){a.blockedOn=b;Lc(a.priority,function(){Jc(c)});retur
n}}else
if(3===b&&c.stateNode.hydrate){a.blockedOn=3===c.tag?c.stateNode.containerInfo:null;return}}a.blockedOn=nu
ll}\nfunction cd(a){if(null!==a.blockedOn)return!1;for(var b=a.targetContainers;0<b.length;){var
c=dd(a.domEventName,a.eventSystemFlags,b[0],a.nativeEvent);if(null!==c)return
b=Fb(c),null!==b&&Ic(b),a.blockedOn=c,!1;b.shift()}return!0}function ed(a,b,c){cd(a)&&c.delete(b)}\nfunction
Xc(){for(Mc=!1;0<Nc.length;){var
a=Nc[0];if(null!==a.blockedOn){a=Fb(a.blockedOn);null!==a&&Hc(a);break}for(var
b=a.targetContainers;0<b.length;){var
c=dd(a.domEventName,a.eventSystemFlags,b[0],a.nativeEvent);if(null!==c){a.blockedOn=c;break}b.shift()}null==
=a.blockedOn&&Nc.shift()}null!==Oc&&cd(Oc)&&(Oc=null);null!==Pc&&cd(Pc)&&(Pc=null);null!==Qc&&cd(
Qc)&&(Qc=null);Rc.forEach(ed);Sc.forEach(ed)}\nfunction
fd(a,b){a.blockedOn===b&&(a.blockedOn=null,Mc||(Mc=!0,ba.unstable_scheduleCallback(ba.unstable_NormalPri
ority,Xc)))}\nfunction gd(a){function b(b){return fd(b,a)}if(0<Nc.length){fd(Nc[0],a);for(var
c=1;c<Nc.length;c++){var
d=Nc[c];d.blockedOn===a&&(d.blockedOn=null)}}null!==Oc&&fd(Oc,a);null!==Pc&&fd(Pc,a);null!==Qc&&fd(
Qc,a);Rc.forEach(b);Sc.forEach(b);for(c=0;c<Tc.length;c++)d=Tc[c],d.blockedOn===a&&(d.blockedOn=null);for(
;0<Tc.length&&(c=Tc[0],null===c.blockedOn);)ad(c),null===c.blockedOn&&Tc.shift()}var
hd=va.ReactCurrentBatchConfig,id=!0;\nfunction jd(a,b,c,d){var
e=D,f=hd.transition;hd.transition=0;try{D=1,kd(a,b,c,d)}finally{D=e,hd.transition=f}}function ld(a,b,c,d){var
e=D,f=hd.transition;hd.transition=0;try{D=4,kd(a,b,c,d)}finally{D=e,hd.transition=f}}function
kd(a,b,c,d){if(id){var e=0===(b&4);if(e&&0<Nc.length&&-1<Uc.indexOf(a))Wc(null,a,b,c,d);else{var
f=dd(a,b,c,d);if(null===f)e&&Yc(a,d);else{if(e){if(-
1<Uc.indexOf(a)){Wc(f,a,b,c,d);return}if($c(f,a,b,c,d))return;Yc(a,d)}md(a,b,d,null,c)}}}}\nfunction
dd(a,b,c,d){var e=Ab(d);e=bd(e);if(null!==e){var f=Yb(e);if(null===f)e=null;else{var
g=f.tag;if(13===g){e=Zb(f);if(null!==e)return e;e=null}else if(3===g){if(f.stateNode.hydrate)return
3===f.tag?f.stateNode.containerInfo:null;e=null}else f!==e&&(e=null)}}md(a,b,d,e,c);return null}\nfunction
nd(a){switch(a){case \"cancel\":case \"click\":case \"close\":case \"contextmenu\":case \"copy\":case \"cut\":case
\"auxclick\":case \"dblclick\":case \"dragend\":case \"dragstart\":case \"drop\":case \"focusin\":case \"focusout\":case
\"input\":case \"invalid\":case \"keydown\":case \"keypress\":case \"keyup\":case \"mousedown\":case
\"mouseup\":case \"paste\":case \"pause\":case \"play\":case \"pointercancel\":case \"pointerdown\":case
\"pointerup\":case \"ratechange\":case \"reset\":case \"seeked\":case \"submit\":case \"touchcancel\":case
\"touchend\":case \"touchstart\":case \"volumechange\":case \"change\":case \"selectionchange\":case
\"textInput\":case \"compositionstart\":case \"compositionend\":case \"compositionupdate\":case \"beforeblur\":case
\"afterblur\":case \"beforeinput\":case \"blur\":case \"fullscreenchange\":case \"focus\":case \"hashchange\":case
\"popstate\":case \"select\":case \"selectstart\":return 1;case \"drag\":case \"dragenter\":case \"dragexit\":case
\"dragleave\":case \"dragover\":case \"mousemove\":case \"mouseout\":case \"mouseover\":case
\"pointermove\":case \"pointerout\":case \"pointerover\":case \"scroll\":case \"toggle\":case \"touchmove\":case
\"wheel\":case \"mouseenter\":case \"mouseleave\":case \"pointerenter\":case \"pointerleave\":return 4;\ncase
\"message\":switch(hc()){case ic:return 1;case jc:return 4;case kc:case lc:return 16;case mc:return
536870912;default:return 16}default:return 16}}var od=null,pd=null,qd=null;function rd(){if(qd)return qd;var
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a,b=pd,c=b.length,d,e=\"value\"in od?od.value:od.textContent,f=e.length;for(a=0;a<c&&b[a]===e[a];a++);var g=c-a;for(d=1;d<=g&&b[c-d]===e[f-d];d++);return qd=e.slice(a,1<d?1-d:void 0)}\nfunction sd(a){var b=a.keyCode;\"charCode\"in a?(a=a.charCode,0===a&&13===b&&(a=13)):a=b;10===a&&(a=13);return 32<=a||13===a?a:0}function td(){return!0}function ud(){return!1}\nfunction vd(a){function b(b,d,e,f,g){this._reactName=b;this._targetInst=e;this.type=d;this.nativeEvent=f;this.target=g;this.currentTarget=null;for(var c in a)a.hasOwnProperty(c)&&(b=a[c],this[c]=b?b(f):f[c]);this.isDefaultPrevented=(null!=f.defaultPrevented?f.defaultPrevented:!1===f.returnValue)?td:ud;this.isPropagationStopped=ud;return this}p(b.prototype,{preventDefault:function(){this.defaultPrevented=!0;var a=this.nativeEvent;a&&(a.preventDefault?a.preventDefault():\"unknown\"!==typeof a.returnValue&&\n(a.returnValue=!1),this.isDefaultPrevented=td)},stopPropagation:function(){var a=this.nativeEvent;a&&(a.stopPropagation?a.stopPropagation():\"unknown\"!==typeof a.cancelBubble&&(a.cancelBubble=!0),this.isPropagationStopped=td)},persist:function(){},isPersistent:td});return b}\nvar wd={eventPhase:0,bubbles:0,cancelable:0,timeStamp:function(a){return a.timeStamp||Date.now()},defaultPrevented:0,isTrusted:0},xd=vd(wd),yd=p({},wd,{view:0,detail:0}),zd=vd(yd),Ad,Bd,Cd,Ed=p({},yd,{screenX:0,screenY:0,clientX:0,clientY:0,pageX:0,pageY:0,ctrlKey:0,shiftKey:0,altKey:0,metaKey:0,getModifierState:Dd,button:0,buttons:0,relatedTarget:function(a){return void 0===a.relatedTarget?a.fromElement===a.srcElement?a.toElement:a.fromElement:a.relatedTarget},movementX:function(a){if(\"movementX\"in\na)return a.movementX;a!==Cd&&(Cd&&\"mousemove\"===a.type?(Ad=a.screenX-Cd.screenX,Bd=a.screenY-Cd.screenY):Bd=Ad=0,Cd=a);return Ad},movementY:function(a){return\"movementY\"in a?a.movementY:Bd}}),Fd=vd(Ed),Gd=p({},Ed,{dataTransfer:0}),Hd=vd(Gd),Id=p({},yd,{relatedTarget:0}),Jd=vd(Id),Kd=p({},wd,{animationName:0,elapsedTime:0,pseudoElement:0}),Ld=vd(Kd),Md=p({},wd,{clipboardData:function(a){return\"clipboardData\"in a?a.clipboardData:window.clipboardData}}),Nd=vd(Md),Od=p({},wd,{data:0}),Pd=vd(Od),Qd={Esc:\"Escape\",\n Spacebar:\" \",Left:\"ArrowLeft\",Up:\"ArrowUp\",Right:\"ArrowRight\",Down:\"ArrowDown\",Del:\"Delete\",Win:\"OS\",Menu:\"ContextMenu\",Apps:\"ContextMenu\",Scroll:\"ScrollLock\",MozPrintableKey:\"Unidentified\"},Rd={8:\"Backspace\",9:\"Tab\",12:\"Clear\",13:\"Enter\",16:\"Shift\",17:\"Control\",18:\"Alt\",19:\"Pause\",20:\"CapsLock\",27:\"Escape\",32:\" \",33:\"PageUp\",34:\"PageDown\",35:\"End\",36:\"Home\",37:\"ArrowLeft\",38:\"ArrowUp\",39:\"ArrowRight\",40:\"ArrowDown\",45:\"Insert\",46:\"Delete\",112:\"F1\",113:\"F2\",114:\"F3\",115:\"F4\",116:\"F5\",117:\"F6\",118:\"F7\",\n119:\"F8\",120:\"F9\",121:\"F10\",122:\"F11\",123:\"F12\",144:\"NumLock\",145:\"ScrollLock\",224:\"Meta\"},Sd={Alt:\"altKey\",Control:\"ctrlKey\",Meta:\"metaKey\",Shift:\"shiftKey\"};function Td(a){var b=this.nativeEvent;return b.getModifierState?b.getModifierState(a):(a=Sd[a])?!!b[a]:!1}function Dd(){return Td}\nvar Ud=p({},yd,{key:function(a){if(a.key){var b=Qd[a.key]||a.key;if(\"Unidentified\"!==b)return b}return\"keypress\"===a.type?(a=sd(a),13===a?\"Enter\":String.fromCharCode(a)):\"keydown\"===a.type||\"keyup\"===a.type?Rd[a.keyCode]||\"Unidentified\":\"\"},code:0,location:0,ctrlKey:0,shiftKey:0,altKey:0,metaKey:0,repeat:0,locale:0,getModifierState:Dd,charCode:function(a){return\"keypress\"===a.type?sd(a):0},keyCode:function(a){return\"keydown\"===a.type||\"keyup\"===a.type?a.keyCode:0},which:function(a){return\"keypress\"===\na.type?sd(a):\"keydown\"===a.type||\"keyup\"===a.type?a.keyCode:0}}),Vd=vd(Ud),Wd=p({},Ed,{pointerId:0,width:0,height:0,pressure:0,tangentialPressure:0,tiltX:0,tiltY:0,twist:0,pointerType:0,isPrimary:0}),Xd=vd(Wd),Yd=p({},yd,{touches:0,targetTouches:0,changedTouches:0,altKey:0,metaKey:0,ctrlKey:0,shiftKey:0,getModifierState:Dd}),Zd=vd(Yd),$d=p({},wd,{propertyName:0,elapsedTime:0,pseudoElement:0}),ae=vd($d),be=p({},Ed,{deltaX:function(a){return\"deltaX\"in a?a.deltaX:\"wheelDeltaX\"in a?-a.wheelDeltaX:0},\ndeltaY:function(a){return\"deltaY\"in a?a.deltaY:\"wheelDeltaY\"in a?-a.wheelDeltaY:\"wheelDelta\"in a?-a.wheelDelta:0},deltaZ:0,deltaMode:0}),ce=vd(be),de=[9,13,27,32],ee=ha&&\"CompositionEvent\"in window,fe=null;ha&&\"documentMode\"in document&&(fe=document.documentMode);var

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ge=ha&&\"TextEvent\"in
window&&!fe,he=ha&&(!ee||fe&&8<fe&&11>=fe),ie=String.fromCharCode(32),je=!1;\nfunction
ke(a,b){switch(a){case \"keyup\":return-1!==de.indexOf(b.keyCode);case \"keydown\":return
229!==b.keyCode;case \"keypress\":case \"mousedown\":case \"focusout\":return!0;default:return!1}}function
le(a){a=a.detail;return\"object\"===typeof a&&\"data\"in a?a.data:null}var me=!1;function ne(a,b){switch(a){case
\"compositionend\":return le(b);case \"keypress\":if(32!==b.which)return null;je=!0;return ie;case
\"textInput\":return a=b.data,a===ie&&je?null:a;default:return null}}\nfunction
oe(a,b){if(me)return\"compositionend\"===a||!ee&&ke(a,b)?(a=rd(),qd=pd=od=null,me=!1,a):null;switch(a){case
\"paste\":return null;case
\"keypress\":if(!(b.ctrlKey||b.altKey||b.metaKey)||b.ctrlKey&&b.altKey){if(b.char&&1<b.char.length)return
b.char;if(b.which)return String.fromCharCode(b.which)}return null;case \"compositionend\":return
he&&\"ko\"!==b.locale?null:b.data;default:return null}}\nvar pe={color:!0,date:!0,datetime:!0,\"datetime-
local\":!0,email:!0,month:!0,number:!0,password:!0,range:!0,search:!0,tel:!0,text:!0,time:!0,url:!0,week:!0};function
qe(a){var
b=a&&a.nodeName&&a.nodeName.toLowerCase();return\"input\"===b?!!pe[a.type]:\"textarea\"===b?!0:!1}functi
on re(a,b,c,d){Hb(d);b=se(b,\"onChange\");0<b.length&&(c=new
xd(\"onChange\",\"change\",null,c,d),a.push({event:c,listeners:b}))}var te=null,ue=null;function
ve(a){we(a,0)}function xe(a){var b=ye(a);if(ab(b))return a}\nfunction ze(a,b){if(\"change\"===a)return b}var
Ae=!1;if(ha){var Be;if(ha){var Ce=\"oninput\"in document;if(!Ce){var
De=document.createElement(\"div\");De.setAttribute(\"oninput\",\"return;\");Ce=\"function\"===typeof
De.oninput}Be=Ce}else Be=!1;Ae=Be&&(!document.documentMode||9<document.documentMode)}function
Ee(){te&&(te.detachEvent(\"onpropertychange\",Fe),ue=te=null)}function
Fe(a){if(\"value\"===a.propertyName&&xe(ue)){var b=[];re(b,ue,a,Ab(a));Mb(ve,b)}}\nfunction
Ge(a,b,c){\"focusin\"===a?(Ee(),te=b,ue=c,te.attachEvent(\"onpropertychange\",Fe)):\"focusout\"===a&&Ee()}fun
ction He(a){if(\"selectionchange\"===a||\"keyup\"===a||\"keydown\"===a)return xe(ue)}function
Ie(a,b){if(\"click\"===a)return xe(b)}function Je(a,b){if(\"input\"===a||\"change\"===a)return xe(b)}function
Ke(a,b){return a===b&&(0!==a||1/a===1/b)||a!==a&&b!==b}var Le=\"function\"===typeof
Object.is?Object.is:Ke;\nfunction Me(a,b){if(Le(a,b))return!0;if(\"object\"!==typeof
a||null===a||\"object\"!==typeof b||null===b)return!1;var
c=Object.keys(a),d=Object.keys(b);if(c.length!==d.length)return!1;for(d=0;d<c.length;d++)if(!ia.call(b,c[d])||!Le(a[
c[d]],b[c[d]]))return!1;return!0}function Ne(a){for(;a&&a.firstChild;)a=a.firstChild;return a}\nfunction Oe(a,b){var
c=Ne(a);a=0;for(var d;c;){if(3===c.nodeType){d=a+c.textContent.length;if(a<=b&&d>=b)return{node:c,offset:b-
a};a=d}a:{for(;c;){if(c.nextSibling){c=c.nextSibling;break a}c=c.parentNode}c=void 0}c=Ne(c)}}function
Pe(a,b){return a&&b?a===b?!0:a&&3===a.nodeType?!1:b&&3===b.nodeType?Pe(a,b.parentNode):\"contains\"in
a?a.contains(b):a.compareDocumentPosition?!!(a.compareDocumentPosition(b)&16):!1:!1}\nfunction Qe(){for(var
a=window,b=bb();b instanceof a.HTMLIFrameElement;){try{var c=\"string\"===typeof
b.contentWindow.location.href}catch(d){c=!1}if(c)a=b.contentWindow;else break;b=bb(a.document)}return
b}function Re(a){var b=a&&a.nodeName&&a.nodeName.toLowerCase();return
b&&(\"input\"===b&&(\"text\"===a.type||\"search\"===a.type||\"tel\"===a.type||\"url\"===a.type||\"password\"===
a.type)||\"textarea\"===b||\"true\"===a.contentEditable)}\nfunction Se(a){var
b=Qe(),c=a.focusedElem,d=a.selectionRange;if(b!==c&&c&&c.ownerDocument&&Pe(c.ownerDocument.docume
ntElement,c)){if(null!==d&&Re(c))if(b=d.start,a=d.end,void 0===a&&(a=b),\"selectionStart\"in
c)c.selectionStart=b,c.selectionEnd=Math.min(a,c.value.length);else
if(a=(b=c.ownerDocument||document)&&b.defaultView||window,a.getSelection){a=a.getSelection();var
e=c.textContent.length,f=Math.min(d.start,e);d=void
0===d.end?f:Math.min(d.end,e);!a.extend&&f>d&&(e=d,d=f,f=e);e=Oe(c,f);var
g=Oe(c,\nd);e&&g&&(1!==a.rangeCount||a.anchorNode!==e.node||a.anchorOffset!==e.offset||a.focusNode!==g.no
de||a.focusOffset!==g.offset)&&(b=b.createRange(),b.setStart(e.node,e.offset),a.removeAllRanges(),f>d?(a.addRan
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ge(b),a.extend(g.node,g.offset)):(b.setEnd(g.node,g.offset),a.addRange(b)))}b=[];for(a=c;a=a.parentNode;)1===a.nodeType&&b.push({element:a,left:a.scrollLeft,top:a.scrollTop});\"function\"===typeof c.focus&&c.focus();for(c=0;c<b.length;c++)a=b[c],a.element.scrollLeft=a.left,a.element.scrollTop=a.top}}\nvar Te=ha&&\"documentMode\"in document&&11>=document.documentMode,Ue=null,Ve=null,We=null,Xe=!1;\nfunction Ye(a,b,c){var d=c.window===c?c.document:9===c.nodeType?c:c.ownerDocument;Xe||null==Ue||Ue!==bb(d)||(d=Ue,\"selectionStart\"in d&&Re(d)?d={start:d.selectionStart,end:d.selectionEnd}:(d=(d.ownerDocument&&d.ownerDocument.defaultView||window).getSelection(),d={anchorNode:d.anchorNode,anchorOffset:d.anchorOffset,focusNode:d.focusNode,focusOffset:d.focusOffset}),We&&Me(We,d)||(We=d,d=se(Ve,\"onSelect\"),0<d.length&&(b=new xd(\"onSelect\",\"select\",null,b,c),a.push({event:b,listeners:d}),b.target=Ue)))}\nfunction Ze(a,b){var c={};c[a.toLowerCase()]=b.toLowerCase();c[\"Webkit\"+a]=\"webkit\"+b;c[\"Moz\"+a]=\"moz\"+b;return c}var $e={animationend:Ze(\"Animation\",\"AnimationEnd\"),animationiteration:Ze(\"Animation\",\"AnimationIteration\"),animationstart:Ze(\"Animation\",\"AnimationStart\"),transitionend:Ze(\"Transition\",\"TransitionEnd\")},af={},bf={};\nha&&(bf=document.createElement(\"div\").style,\"AnimationEvent\"in window||(delete $e.animationend.animation,delete $e.animationiteration.animation,delete $e.animationstart.animation),\"TransitionEvent\"in window||delete $e.transitionend.transition);function cf(a){if(af[a])return af[a];if(!$e[a])return a;var b=$e[a],c;for(c in b)if(b.hasOwnProperty(c)&&c in bf)return af[a]=b[c];return a}var df=cf(\"animationend\"),ef=cf(\"animationiteration\"),ff=cf(\"animationstart\"),gf=cf(\"transitionend\"),hf=new Map,jf=\"abort auxClick cancel canPlay canPlayThrough click close contextMenu copy cut drag dragEnd dragEnter dragExit dragLeave dragOver dragStart drop durationChange emptied encrypted ended error gotPointerCapture input invalid keyDown keyPress keyUp load loadedData loadedMetadata loadStart lostPointerCapture mouseDown mouseMove mouseOut mouseOver mouseUp paste pause play playing pointerCancel pointerDown pointerMove pointerOut pointerOver pointerUp progress rateChange reset seeked seeking stalled submit suspend timeUpdate touchCancel touchEnd touchStart volumeChange scroll toggle touchMove waiting wheel\".split(\" \");\nfunction kf(a,b){hf.set(a,b);ea(b,[a])}for(var lf=0;lf<jf.length;lf++){var mf=jf[lf],nf=mf.toLowerCase(),of=mf[0].toUpperCase()+mf.slice(1);kf(nf,\"on\"+of)}kf(df,\"onAnimationEnd\");kf(ef,\"onAnimationIteration\");kf(ff,\"onAnimationStart\");kf(\"dblclick\",\"onDoubleClick\");kf(\"focusin\",\"onFocus\");kf(\"focusout\",\"onBlur\");kf(gf,\"onTransitionEnd\");fa(\"onMouseEnter\",[\"mouseout\",\"mouseover\"]);fa(\"onMouseLeave\",[\"mouseout\",\"mouseover\"]);fa(\"onPointerEnter\",[\"pointerout\",\"pointerover\"]);\nfa(\"onPointerLeave\",[\"pointerout\",\"pointerover\"]);ea(\"onChange\",\"change click focusin focusout input keydown keyup selectionchange\".split(\" \"));ea(\"onSelect\",\"focusout contextmenu dragend focusin keydown keyup mousedown mouseup selectionchange\".split(\" \"));ea(\"onBeforeInput\",[\"compositionend\",\"keypress\",\"textInput\",\"paste\"]);ea(\"onCompositionEnd\",\"compositionend focusout keydown keypress keyup mousedown\".split(\" \"));ea(\"onCompositionStart\",\"compositionstart focusout keydown keypress keyup mousedown\".split(\" \"));\nea(\"onCompositionUpdate\",\"compositionupdate focusout keydown keypress keyup mousedown\".split(\" \"));var pf=\"abort canplay canplaythrough durationchange emptied encrypted ended error loadeddata loadedmetadata loadstart pause play playing progress ratechange seeked seeking stalled suspend timeupdate volumechange waiting\".split(\" \"),qf=new Set(\"cancel close invalid load scroll toggle\".split(\" \").concat(pf));\nfunction rf(a,b,c){var d=a.type||\"unknown-event\";a.currentTarget=c;Xb(d,b,void 0,a);a.currentTarget=null}\nfunction we(a,b){b=0!==(b&4);for(var c=0;c<a.length;c++){var d=a[c],e=d.event;d=d.listeners;a:{var f=void 0;if(b)for(var g=d.length-1;0<=g;g--){var h=d[g],k=h.instance,l=h.currentTarget;h=h.listener;if(k!==f&&e.isPropagationStopped())break a;rf(e,h,l);f=k}else for(g=0;g<d.length;g++){h=d[g];k=h.instance;l=h.currentTarget;h=h.listener;if(k!==f&&e.isPropagationStopped())break a;rf(e,h,l);f=k}}}if(Tb)throw a=Ub,Tb=!1,Ub=null,a;}\nfunction E(a,b){var c=b[sf];void 0===c&&(c=b[sf]=new Set);var d=a+\"__bubble\";c.has(d)||(tf(b,a,2,!1),c.add(d))}function uf(a,b,c){var

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d=0;b&&(d|=4);tf(c,a,d,b)}var vf=\"_reactListening\"+Math.random().toString(36).slice(2);function
wf(a){if(!a[vf]){a[vf]=!0;ca.forEach(function(b){\"selectionchange\"!==b&&(qf.has(b)||uf(b,!1,a),uf(b,!0,a))});var
b=9===a.nodeType?a:a.ownerDocument;null===b||b[vf]||(b[vf]=!0,uf(\"selectionchange\",!1,b))}}\nfunction
tf(a,b,c,d){switch(nd(b)){case 1:var e=jd;break;case 4:e=ld;break;default:e=kd}c=e.bind(null,b,c,a);e=void
0;!Ob||\"touchstart\"!==b&&\"touchmove\"!==b&&\"wheel\"!==b||(e=!0);d?void
0!==e?a.addEventListener(b,c,{capture:!0,passive:e}):a.addEventListener(b,c,!0):void
0!==e?a.addEventListener(b,c,{passive:e}):a.addEventListener(b,c,!1)}\nfunction md(a,b,c,d,e){var
f=d;if(0===(b&1)&&0===(b&2)&&null!==d)a:for(;;){if(null===d)return;var g=d.tag;if(3===g||4===g){var
h=d.stateNode.containerInfo;if(h===e||8===h.nodeType&&h.parentNode===e)break;if(4===g)for(g=d.return;null!
==g;){var
k=g.tag;if(3===k||4===k)if(k=g.stateNode.containerInfo,k===e||8===k.nodeType&&k.parentNode===e)return;g=g
.return}for(;null!==h;){g=bd(h);if(null===g)return;k=g.tag;if(5===k||6===k){d=f=g;continue
a}h=h.parentNode}}d=d.return}Mb(function(){var d=f,e=Ab(c),g=[];\na:{var h=hf.get(a);if(void 0!==h){var
k=xd,n=a;switch(a){case \"keypress\":if(0===sd(c))break a;case \"keydown\":case \"keyup\":k=Vd;break;case
\"focusin\":n=\"focus\";k=Jd;break;case \"focusout\":n=\"blur\";k=Jd;break;case \"beforeblur\":case
\"afterblur\":k=Jd;break;case \"click\":if(2===c.button)break a;case \"auxclick\":case \"dblclick\":case
\"mousedown\":case \"mousemove\":case \"mouseup\":case \"mouseout\":case \"mouseover\":case
\"contextmenu\":k=Fd;break;case \"drag\":case \"dragend\":case \"dragenter\":case \"dragexit\":case
\"dragleave\":case \"dragover\":case \"dragstart\":case \"drop\":k=\nHd;break;case \"touchcancel\":case
\"touchend\":case \"touchmove\":case \"touchstart\":k=Zd;break;case df:case ef:case ff:k=Ld;break;case
gf:k=ae;break;case \"scroll\":k=zd;break;case \"wheel\":k=ce;break;case \"copy\":case \"cut\":case
\"paste\":k=Nd;break;case \"gotpointercapture\":case \"lostpointercapture\":case \"pointercancel\":case
\"pointerdown\":case \"pointermove\":case \"pointerout\":case \"pointerover\":case \"pointerup\":k=Xd}var
w=0!==(b&4),J=!w&&\"scroll\"===a,y=w?null!==h?h+\"Capture\":null:h;w=[];for(var r=d,x;null!==\nr;){x=r;var
H=x.stateNode;5===x.tag&&null!==H&&(x=H,null!==y&&(H=Nb(r,y),null!=H&&w.push(xf(r,H,x))));if(J)break;
r=r.return}0<w.length&&(h=new
k(h,n,null,c,e),g.push({event:h,listeners:w}))}}if(0===(b&7)){a:{h=\"mouseover\"===a||\"pointerover\"===a;k=\"
mouseout\"===a||\"pointerout\"===a;if(h&&0===(b&16)&&(n=c.relatedTarget||c.fromElement)&&(bd(n)||n[yf]))br
eak
a;if(k||h){h=e.window===e?e:(h=e.ownerDocument)?h.defaultView||h.parentWindow:window;if(k){if(n=c.relatedT
arget||c.toElement,k=d,n=n?bd(n):null,null!==\nn&&(J=Yb(n),n!==J||5!==n.tag&&6!==n.tag))n=null}else
k=null,n=d;if(k!==n){w=Fd;H=\"onMouseLeave\";y=\"onMouseEnter\";r=\"mouse\";if(\"pointerout\"===a||\"pointe
rover\"===a)w=Xd,H=\"onPointerLeave\",y=\"onPointerEnter\",r=\"pointer\";J=null==k?h:ye(k);x=null==n?h:ye(n)
;h=new w(H,r+\"leave\",k,c,e);h.target=J;h.relatedTarget=x;H=null;bd(e)===d&&(w=new
w(y,r+\"enter\",n,c,e),w.target=x,w.relatedTarget=J,H=w);J=H;if(k&&n)b:{w=k;y=n;r=0;for(x=w;x;x=zf(x))r++;x=
0;for(H=y;H;H=zf(H))x++;for(;0<r-x;)w=zf(w),r--;for(;0<x-r;)y=\nzf(y),x--;for(;r--
;){if(w===y||null!==y&&w===y.alternate)break b;w=zf(w);y=zf(y)}w=null}else
w=null;null!==k&&Af(g,h,k,w,!1);null!==n&&null!==J&&Af(g,J,n,w,!0)}}}a:{h=d?ye(d):window;k=h.nodeName
&&h.nodeName.toLowerCase();if(\"select\"===k||\"input\"===k&&\"file\"===h.type)var na=ze;else
if(qe(h))if(Ae)na=Je;else{na=He;var
ka=Ge}else(k=h.nodeName)&&\"input\"===k.toLowerCase()&&(\"checkbox\"===h.type||\"radio\"===h.type)&&(
na=Ie);if(na&&(na=na(a,d)))){re(g,na,c,e);break
a}ka&&ka(a,h,d);\"focusout\"===a&&(ka=h._wrapperState)&&\nka.controlled&&\"number\"===h.type&&gb(h,\"
number\",h.value)}ka=d?ye(d):window;switch(a){case
\"focusin\":if(qe(ka)||\"true\"===ka.contentEditable)Ue=ka,Ve=d,We=null;break;case
\"focusout\":We=Ve=Ue=null;break;case \"mousedown\":Xe=!0;break;case \"contextmenu\":case \"mouseup\":case
\"dragend\":Xe=!1;Ye(g,c,e);break;case \"selectionchange\":if(Te)break;case \"keydown\":case
\"keyup\":Ye(g,c,e)}var oa;if(ee)b:{switch(a){case \"compositionstart\":var S=\"onCompositionStart\";break b;case
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\"compositionend\":S=\"onCompositionEnd\";\nbreak b;case
\"compositionupdate\":S=\"onCompositionUpdate\";break b}S=void 0}else
me?ke(a,c)&&(S=\"onCompositionEnd\"):\"keydown\"===a&&229===c.keyCode&&(S=\"onCompositionStart\");
S&&(he&&\"ko\"!==c.locale&&(me||\"onCompositionStart\"!==S?\"onCompositionEnd\"===S&&me&&(oa=rd())
:(od=e,pd=\"value\"in od?od.value:od.textContent,me=!0)),ka=se(d,S),0<ka.length&&(S=new
Pd(S,a,null,c,e),g.push({event:S,listeners:ka}),oa?S.data=oa:(oa=le(c),null!==oa&&(S.data=oa))));if(oa=ge?ne(a,c):
oe(a,c))d=se(d,\"onBeforeInput\"),0<d.length&&\n(e=new
Pd(\"onBeforeInput\",\"beforeinput\",null,c,e),g.push({event:e,listeners:d}),e.data=oa)}we(g,b)})}function
xf(a,b,c){return{instance:a,listener:b,currentTarget:c}}function se(a,b){for(var c=b+\"Capture\",d=[];null!==a;){var
e=a,f=e.stateNode;5===e.tag&&null!==f&&(e=f,f=Nb(a,c),null!=f&&d.unshift(xf(a,f,e)),f=Nb(a,b),null!=f&&d.pu
sh(xf(a,f,e)));a=a.return}return d}function zf(a){if(null===a)return null;do a=a.return;while(a&&5!==a.tag);return
a?a:null}\nfunction Af(a,b,c,d,e){for(var f=b._reactName,g=[];null!==c&&c!==d;){var
h=c,k=h.alternate,l=h.stateNode;if(null!==k&&k===d)break;5===h.tag&&null!==l&&(h=l,e?(k=Nb(c,f),null!=k&
&g.unshift(xf(c,k,h))):e||(k=Nb(c,f),null!=k&&g.push(xf(c,k,h))));c=c.return}0!==g.length&&a.push({event:b,listen
ers:g})}function Bf(){}var Cf=null,Df=null;function Ef(a,b){switch(a){case \"button\":case \"input\":case
\"select\":case \"textarea\":return!!b.autoFocus}return!1}\nfunction
Ff(a,b){return\"textarea\"===a||\"noscript\"===a||\"string\"===typeof b.children||\"number\"===typeof
b.children||\"object\"===typeof
b.dangerouslySetInnerHTML&&null!==b.dangerouslySetInnerHTML&&null!=b.dangerouslySetInnerHTML.__ht
ml}var Gf=\"function\"===typeof setTimeout?setTimeout:void 0,Hf=\"function\"===typeof
clearTimeout?clearTimeout:void 0,If=Promise,Kf=\"function\"===typeof
queueMicrotask?queueMicrotask:\"undefined\"!==typeof If?function(a){return
If.resolve(null).then(a).catch(Jf)}:Gf;\nfunction Jf(a){setTimeout(function(){throw a;})}function Lf(a,b){var
c=b,d=0;do{var
e=c.nextSibling;a.removeChild(c);if(e&&8===e.nodeType)if(c=e.data,\"/$\"===c){if(0===d){a.removeChild(e);gd
(b);return}d--}else\"$\"!==c&&\"$?\"!==c&&\"$!\"!==c||d++;c=e}while(c);gd(b)}function
Mf(a){1===a.nodeType?a.textContent=\"\":9===a.nodeType&&(a=a.body,null!=a&&(a.textContent=\"\"))}\nfuncti
on Nf(a){for(;null!=a;a=a.nextSibling){var
b=a.nodeType;if(1===b||3===b)break;if(8===b&&(b=a.data,\"$\"===b||\"$!\"===b||\"$?\"===b))break}return
a}function Of(a){a=a.previousSibling;for(var b=0;a;){if(8===a.nodeType){var
c=a.data;if(\"$\"===c||\"$!\"===c||\"$?\"===c){if(0===b)return a;b--
}else\"/$\"===c&&b++}a=a.previousSibling}return null}var Pf=0;function
Qf(a){return{$$typeof:Ja,toString:a,valueOf:a}}\nvar
Rf=Math.random().toString(36).slice(2),Sf=\"__reactFiber$\"+Rf,Tf=\"__reactProps$\"+Rf,yf=\"__reactContainer$\
"+Rf,sf=\"__reactEvents$\"+Rf,Uf=\"__reactListeners$\"+Rf,Vf=\"__reactHandles$\"+Rf;function bd(a){var
b=a[Sf];if(b)return b;for(var
c=a.parentNode;c;){if(b=c[yf]||c[Sf]){c=b.alternate;if(null!==b.child||null!==c&&null!==c.child)for(a=Of(a);null!=
=a;){if(c=a[Sf])return c;a=Of(a)}return b}a=c;c=a.parentNode}return null}\nfunction
Fb(a){a=a[Sf]||a[yf];return!a||5!==a.tag&&6!==a.tag&&13!==a.tag&&3!==a.tag?null:a}function
ye(a){if(5===a.tag||6===a.tag)return a.stateNode;throw Error(u(33));}function Gb(a){return a[Tf]||null}var
Wf=[],Xf=-1;function Yf(a){return{current:a}}function F(a){0>Xf||(a.current=Wf[Xf],Wf[Xf]=null,Xf--)}function
G(a,b){Xf++;Wf[Xf]=a.current;a.current=b}var Zf={},I=Yf(Zf),$f=Yf(!1),ag=Zf;\nfunction bg(a,b){var
c=a.type.contextTypes;if(!c)return Zf;var
d=a.stateNode;if(d&&d.__reactInternalMemoizedUnmaskedChildContext===b)return
d.__reactInternalMemoizedMaskedChildContext;var e={},f;for(f in
c)e[f]=b[f];d&&(a=a.stateNode,a.__reactInternalMemoizedUnmaskedChildContext=b,a.__reactInternalMemoized
MaskedChildContext=e);return e}function cg(a){a=a.childContextTypes;return null!==a&&void 0!==a}function
dg(){F($f);F(I)}function eg(a,b,c){if(I.current!==Zf)throw Error(u(168));G(I,b);G($f,c)}\nfunction fg(a,b,c){var
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d=a.stateNode;b=b.childContextTypes;if(\"function\"!==typeof d.getChildContext)return
c;d=d.getChildContext();for(var e in d)if(!(e in b))throw Error(u(108,Wa(a)||\"Unknown\",e));return
p({},c,d)}function
gg(a){a=(a=a.stateNode)&&a.__reactInternalMemoizedMergedChildContext||Zf;ag=I.current;G(I,a);G($f,$f.current
);return!0}\nfunction hg(a,b,c){var d=a.stateNode;if(!d)throw
Error(u(169));c?(a=fg(a,b,ag),d.__reactInternalMemoizedMergedChildContext=a,F($f),F(I),G(I,a)):F($f);G($f,c)}va
r ig=null,jg=!1,kg=!1;function lg(){if(!kg&&null!==ig){kg=!0;var a=0,b=D;try{var
c=ig;for(D=1;a<c.length;a++){var d=c[a];do d=d(!0);while(null!==d)}ig=null;jg=!1}catch(e){throw
null!==ig&&(ig=ig.slice(a+1)),dc(ic,lg),e;}finally{D=b,kg=!1}}return null}var
mg=va.ReactCurrentBatchConfig;\nfunction ng(a,b){if(a&&a.defaultProps){b=p({},b);a=a.defaultProps;for(var c in
a)void 0===b[c]&&(b[c]=a[c]);return b}return b}var og=Yf(null),pg=null,qg=null,rg=null;function
sg(){rg=qg=pg=null}function tg(a,b,c){G(og,b._currentValue);b._currentValue=c}function ug(a){var
b=og.current;F(og);a._currentValue=b}\nfunction vg(a,b){for(;null!==a;){var
c=a.alternate;if((a.childLanes&b)===b)if(null===c||(c.childLanes&b)===b)break;else c.childLanes|=b;else
a.childLanes|=b,null!==c&&(c.childLanes|=b);a=a.return}}\nfunction wg(a,b,c){var
d=a.child;null!==d&&(d.return=a);for(;null!==d;){var e=d.dependencies;if(null!==e){var f=d.child;for(var
g=e.firstContext;null!==g;){if(g.context===b){if(1===d.tag){g=xg(-1,c&-c);g.tag=2;var
h=d.updateQueue;if(null!==h){h=h.shared;var
k=h.pending;null===k?g.next=g:(g.next=k.next,k.next=g);h.pending=g}}d.lanes|=c;g=d.alternate;null!==g&&(g.lan
es|=c);vg(d.return,c);e.lanes|=c;break}g=g.next}}else if(10===d.tag)f=d.type===a.type?null:d.child;else
if(18===d.tag){f=d.return;if(null===\nf)throw
Error(u(341));f.lanes|=c;e=f.alternate;null!==e&&(e.lanes|=c);vg(f,c);f=d.sibling}else
f=d.child;if(null!==f)f.return=d;else
for(f=d;null!==f;){if(f===a){f=null;break}d=f.sibling;if(null!==d){d.return=f.return;f=d;break}f=f.return}d=f}}fun
ction
yg(a,b){pg=a;rg=qg=null;a=a.dependencies;null!==a&&null!==a.firstContext&&(0!==(a.lanes&b)&&(zg=!0),a.firs
tContext=null)}\nfunction Ag(a){var
b=a._currentValue;if(rg!==a)if(a={context:a,memoizedValue:b,next:null},null===qg){if(null===pg)throw
Error(u(308));qg=a;pg.dependencies={lanes:0,firstContext:a}}else qg=qg.next=a;return b}var
Bg=null,Cg=!1;function
Dg(a){a.updateQueue={baseState:a.memoizedState,firstBaseUpdate:null,lastBaseUpdate:null,shared:{pending:null,i
nterleaved:null,lanes:0},effects:null}}\nfunction
Eg(a,b){a=a.updateQueue;b.updateQueue===a&&(b.updateQueue={baseState:a.baseState,firstBaseUpdate:a.firstBa
seUpdate,lastBaseUpdate:a.lastBaseUpdate,shared:a.shared,effects:a.effects})}function
xg(a,b){return{eventTime:a,lane:b,tag:0,payload:null,callback:null,next:null}}\nfunction Fg(a,b){var
c=a.updateQueue;null!==c&&(c=c.shared,null!==K&&0!==(a.mode&1)&&0===(L&2)?(a=c.interleaved,null===a
?(b.next=b,null===Bg?Bg=[c]:Bg.push(c)):(b.next=a.next,a.next=b),c.interleaved=b):(a=c.pending,null===a?b.next
=b:(b.next=a.next,a.next=b),c.pending=b))}function
Gg(a,b,c){b=b.updateQueue;if(null!==b&&(b=b.shared,0!==(c&4194240))){var
d=b.lanes;d&=a.pendingLanes;c|=d;b.lanes=c;Ac(a,c)}}\nfunction Hg(a,b){var
c=a.updateQueue,d=a.alternate;if(null!==d&&(d=d.updateQueue,c===d)){var
e=null,f=null;c=c.firstBaseUpdate;if(null!==c){do{var
g={eventTime:c.eventTime,lane:c.lane,tag:c.tag,payload:c.payload,callback:c.callback,next:null};null===f?e=f=g:f
=f.next=g;c=c.next}while(null!==c);null===f?e=f=b:f=f.next=b}else
e=f=b;c={baseState:d.baseState,firstBaseUpdate:e,lastBaseUpdate:f,shared:d.shared,effects:d.effects};a.updateQueu
e=c;return}a=c.lastBaseUpdate;null===a?c.firstBaseUpdate=b:a.next=\nb;c.lastBaseUpdate=b}\nfunction
Ig(a,b,c,d){var e=a.updateQueue;Cg=!1;var
f=e.firstBaseUpdate,g=e.lastBaseUpdate,h=e.shared.pending;if(null!==h){e.shared.pending=null;var
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k=h,l=k.next;k.next=null;null===g?f=l:g.next=l;g=k;var
m=a.alternate;null!==m&&(m=m.updateQueue,h=m.lastBaseUpdate,h!==g&&(null===h?m.firstBaseUpdate=l:h.ne
xt=l,m.lastBaseUpdate=k))}if(null!==f){var v=e.baseState;g=0;m=l=k=null;h=f;do{var
t=h.lane,q=h.eventTime;if((d&t)===t){null!==m&&(m=m.next={eventTime:q,lane:0,tag:h.tag,payload:h.payload,c
allback:h.callback,\nnext:null});a:{var n=a,w=h;t=b;q=c;switch(w.tag){case
1:n=w.payload;if(\"function\"===typeof n){v=n.call(q,v,t);break a}v=n;break a;case 3:n.flags=n.flags&-
16385|128;case 0:n=w.payload;t=\"function\"===typeof n?n.call(q,v,t):n;if(null===t||void 0===t)break
a;v=p({},v,t);break a;case
2:Cg=!0}}null!==h.callback&&0!==h.lane&&(a.flags|=64,t=e.effects,null===t?e.effects=[h]:t.push(h))}else
q={eventTime:q,lane:t,tag:h.tag,payload:h.payload,callback:h.callback,next:null},null===m?(l=m=q,k=v):m=m.nex
t=q,g|=t;\nh=h.next;if(null===h)if(h=e.shared.pending,null===h)break;else
t=h,h=t.next,t.next=null,e.lastBaseUpdate=t,e.shared.pending=null}while(1);null===m&&(k=v);e.baseState=k;e.firs
tBaseUpdate=l;e.lastBaseUpdate=m;b=e.shared.interleaved;if(null!==b){e=b;do
g|=e.lane,e=e.next;while(e!==b)}else
null===f&&(e.shared.lanes=0);Jg|=g;a.lanes=g;a.memoizedState=v}}\nfunction
Kg(a,b,c){a=b.effects;b.effects=null;if(null!==a)for(b=0;b<a.length;b++){var
d=a[b],e=d.callback;if(null!==e){d.callback=null;d=c;if(\"function\"!==typeof e)throw
Error(u(191,e));e.call(d)}}}var Lg=(new aa.Component).refs;function
Mg(a,b,c,d){b=a.memoizedState;c=c(d,b);c=null===c||void
0===c?b:p({},b,c);a.memoizedState=c;0===a.lanes&&(a.updateQueue.baseState=c)}\nvar
Pg={isMounted:function(a){return(a=a._reactInternals)?Yb(a)===a:!1},enqueueSetState:function(a,b,c){a=a._reactI
nternals;var d=M(),e=Ng(a),f=xg(d,e);f.payload=b;void
0!==c&&null!==c&&(f.callback=c);Fg(a,f);b=Og(a,e,d);null!==b&&Gg(b,a,e)},enqueueReplaceState:function(a,b,
c){a=a._reactInternals;var d=M(),e=Ng(a),f=xg(d,e);f.tag=1;f.payload=b;void
0!==c&&null!==c&&(f.callback=c);Fg(a,f);b=Og(a,e,d);null!==b&&Gg(b,a,e)},enqueueForceUpdate:function(a,b)
{a=a._reactInternals;var c=M(),d=Ng(a),e=xg(c,\nd);e.tag=2;void
0!==b&&null!==b&&(e.callback=b);Fg(a,e);b=Og(a,d,c);null!==b&&Gg(b,a,d)}};function
Qg(a,b,c,d,e,f,g){a=a.stateNode;return\"function\"===typeof
a.shouldComponentUpdate?a.shouldComponentUpdate(d,f,g):b.prototype&&b.prototype.isPureReactComponent?!
Me(c,d)||!Me(e,f):!0}\nfunction Rg(a,b,c){var d=!1,e=Zf;var f=b.contextType;\"object\"===typeof
f&&null!==f?f=Ag(f):(e=cg(b)?ag:I.current,d=b.contextTypes,f=(d=null!==d&&void 0!==d)?bg(a,e):Zf);b=new
b(c,f);a.memoizedState=null!==b.state&&void
0!==b.state?b.state:null;b.updater=Pg;a.stateNode=b;b._reactInternals=a;d&&(a=a.stateNode,a.__reactInternalMem
oizedUnmaskedChildContext=e,a.__reactInternalMemoizedMaskedChildContext=f);return b}\nfunction
Sg(a,b,c,d){a=b.state;\"function\"===typeof
b.componentWillReceiveProps&&b.componentWillReceiveProps(c,d);\"function\"===typeof
b.UNSAFE_componentWillReceiveProps&&b.UNSAFE_componentWillReceiveProps(c,d);b.state!==a&&Pg.enqu
eueReplaceState(b,b.state,null)}\nfunction Tg(a,b,c,d){var
e=a.stateNode;e.props=c;e.state=a.memoizedState;e.refs=Lg;Dg(a);var f=b.contextType;\"object\"===typeof
f&&null!==f?e.context=Ag(f):(f=cg(b)?ag:I.current,e.context=bg(a,f));e.state=a.memoizedState;f=b.getDerivedStat
eFromProps;\"function\"===typeof f&&(Mg(a,b,f,c),e.state=a.memoizedState);\"function\"===typeof
b.getDerivedStateFromProps||\"function\"===typeof e.getSnapshotBeforeUpdate||\"function\"!==typeof
e.UNSAFE_componentWillMount&&\"function\"!==typeof
e.componentWillMount||(b=e.state,\n\"function\"===typeof
e.componentWillMount&&e.componentWillMount(),\"function\"===typeof
e.UNSAFE_componentWillMount&&e.UNSAFE_componentWillMount(),b!==e.state&&Pg.enqueueReplaceState(
e,e.state,null),Ig(a,c,e,d),e.state=a.memoizedState);\"function\"===typeof
e.componentDidMount&&(a.flags|=524292)}\nfunction Ug(a,b,c){a=c.ref;if(null!==a&&\"function\"!==typeof
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a&&\"object\"!==typeof a){if(c._owner){c=c._owner;if(c){if(1!==c.tag)throw Error(u(309));var
d=c.stateNode}if(!d)throw Error(u(147,a));var e=\"\"+a;if(null!==b&&null!==b.ref&&\"function\"===typeof
b.ref&&b.ref._stringRef===e)return b.ref;b=function(a){var b=d.refs;b===Lg&&(b=d.refs={});null===a?delete
b[e]:b[e]=a};b._stringRef=e;return b}if(\"string\"!==typeof a)throw Error(u(284));if(!c._owner)throw
Error(u(290,a));}return a}\nfunction Vg(a,b){a=Object.prototype.toString.call(b);throw Error(u(31,\"[object
Object]\"===a?\"object with keys {\"+Object.keys(b).join(\", \")+\"}\":a));}function Wg(a){var b=a._init;return
b(a._payload)}\nfunction Xg(a){function b(b,c){if(a){var
d=b.deletions;null===d?(b.deletions=[c],b.flags|=16):d.push(c)}}function c(c,d){if(!a)return
null;for(;null!==d;)b(c,d),d=d.sibling;return null}function d(a,b){for(a=new
Map;null!==b;)null!==b.key?a.set(b.key,b):a.set(b.index,b),b=b.sibling;return a}function
e(a,b){a=Yg(a,b);a.index=0;a.sibling=null;return a}function f(b,c,d){b.index=d;if(!a)return
c;d=b.alternate;if(null!==d)return d=d.index,d<c?(b.flags|=2,c):d;b.flags|=2;return c}function
g(b){a&&null===\nb.alternate&&(b.flags|=2);return b}function h(a,b,c,d){if(null===b||6!==b.tag)return
b=Zg(c,a.mode,d),b.return=a,b;b=e(b,c);b.return=a;return b}function k(a,b,c,d){var f=c.type;if(f===ya)return
m(a,b,c.props.children,d,c.key);if(null!==b&&(b.elementType===f||\"object\"===typeof
f&&null!==f&&f.$$typeof===Ha&&Wg(f)===b.type))return
d=e(b,c.props),d.ref=Ug(a,b,c),d.return=a,d;d=$g(c.type,c.key,c.props,null,a.mode,d);d.ref=Ug(a,b,c);d.return=a;ret
urn d}function
l(a,b,c,d){if(null===b||4!==b.tag||b.stateNode.containerInfo!==\nc.containerInfo||b.stateNode.implementation!==c.i
mplementation)return b=ah(c,a.mode,d),b.return=a,b;b=e(b,c.children||[]);b.return=a;return b}function
m(a,b,c,d,f){if(null===b||7!==b.tag)return b=bh(c,a.mode,d,f),b.return=a,b;b=e(b,c);b.return=a;return b}function
v(a,b,c){if(\"string\"===typeof b||\"number\"===typeof b)return
b=Zg(\"\"+b,a.mode,c),b.return=a,b;if(\"object\"===typeof b&&null!==b){switch(b.$$typeof){case wa:return
c=$g(b.type,b.key,b.props,null,a.mode,c),c.ref=Ug(a,null,b),c.return=a,c;case xa:return
b=\nah(b,a.mode,c),b.return=a,b;case Ha:var d=b._init;return v(a,d(b._payload),c)}if(ib(b)||Pa(b))return
b=bh(b,a.mode,c,null),b.return=a,b;Vg(a,b)}return null}function t(a,b,c,d){var
e=null!==b?b.key:null;if(\"string\"===typeof c||\"number\"===typeof c)return
null!==e?null:h(a,b,\"\"+c,d);if(\"object\"===typeof c&&null!==c){switch(c.$$typeof){case wa:return
c.key===e?k(a,b,c,d):null;case xa:return c.key===e?l(a,b,c,d):null;case Ha:return
e=c._init,t(a,b,e(c._payload),d)}if(ib(c)||Pa(c))return null!==e?null:\nm(a,b,c,d,null);Vg(a,c)}return null}function
q(a,b,c,d,e){if(\"string\"===typeof d||\"number\"===typeof d)return
a=a.get(c)||null,h(b,a,\"\"+d,e);if(\"object\"===typeof d&&null!==d){switch(d.$$typeof){case wa:return
a=a.get(null===d.key?c:d.key)||null,k(b,a,d,e);case xa:return a=a.get(null===d.key?c:d.key)||null,l(b,a,d,e);case
Ha:var f=d._init;return q(a,b,c,f(d._payload),e)}if(ib(d)||Pa(d))return a=a.get(c)||null,m(b,a,d,e,null);Vg(b,d)}return
null}function n(e,g,h,k){for(var
l=null,x=null,m=g,r=g=0,y=\nnull;null!==m&&r<h.length;r++){m.index>r?(y=m,m=null):y=m.sibling;var
n=t(e,m,h[r],k);if(null===n){null===m&&(m=y);break}a&&m&&null===n.alternate&&b(e,m);g=f(n,g,r);null===
x?l=n:x.sibling=n;x=n;m=y}if(r===h.length)return
c(e,m),l;if(null===m){for(;r<h.length;r++)m=v(e,h[r],k),null!==m&&(g=f(m,g,r),null===x?l=m:x.sibling=m,x=m);
return
l}for(m=d(e,m);r<h.length;r++)y=q(m,e,r,h[r],k),null!==y&&(a&&null!==y.alternate&&m.delete(null===y.key?r:y
.key),g=f(y,g,r),null===x?l=y:x.sibling=y,x=y);a&&m.forEach(function(a){return b(e,\na)});return l}function
w(e,g,h,k){var l=Pa(h);if(\"function\"!==typeof l)throw Error(u(150));h=l.call(h);if(null==h)throw
Error(u(151));for(var
m=l=null,r=g,x=g=0,y=null,n=h.next();null!==r&&!n.done;x++,n=h.next()){r.index>x?(y=r,r=null):y=r.sibling;var
w=t(e,r,n.value,k);if(null===w){null===r&&(r=y);break}a&&r&&null===w.alternate&&b(e,r);g=f(w,g,x);null===
m?l=w:m.sibling=w;m=w;r=y}if(n.done)return
c(e,r),l;if(null===r){for(;!n.done;x++,n=h.next())n=v(e,n.value,k),null!==n&&(g=f(n,g,x),null===m?l=n:\nm.siblin
```

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g=n,m=n);return
l}for(r=d(e,r);!n.done;x++,n=h.next())n=q(r,e,x,n.value,k),null!==n&&(a&&null!==n.alternate&&r.delete(null===n
.key?x:n.key),g=f(n,g,x),null===m?l=n:m.sibling=n,m=n);a&&r.forEach(function(a){return b(e,a)});return
l}function J(a,d,f,h){\"object\"===typeof
f&&null!==f&&f.type===ya&&null===f.key&&(f=f.props.children);if(\"object\"===typeof
f&&null!==f){switch(f.$$typeof){case wa:a:{for(var
k=f.key,l=d;null!==l;){if(l.key===k){k=f.type;if(k===ya){if(7===l.tag){c(a,l.sibling);d=e(l,\nf.props.children);d.ret
urn=a;a=d;break a}}else if(l.elementType===k||\"object\"===typeof
k&&null!==k&&k.$$typeof===Ha&&Wg(k)===l.type){c(a,l.sibling);d=e(l,f.props);d.ref=Ug(a,l,f);d.return=a;a=d;
break a}c(a,l);break}else
b(a,l);l=l.sibling}f.type===ya?(d=bh(f.props.children,a.mode,h,f.key),d.return=a,a=d):(h=$g(f.type,f.key,f.props,nul
l,a.mode,h),h.ref=Ug(a,d,f),h.return=a,a=h)}return g(a);case
xa:a:{for(l=f.key;null!==d;){if(d.key===l)if(4===d.tag&&d.stateNode.containerInfo===f.containerInfo&&d.stateN
ode.implementation===\nf.implementation){c(a,d.sibling);d=e(d,f.children||[]);d.return=a;a=d;break
a}else{c(a,d);break}else b(a,d);d=d.sibling}d=ah(f,a.mode,h);d.return=a;a=d}return g(a);case Ha:return
l=f._init,J(a,d,l(f._payload),h)}if(ib(f))return n(a,d,f,h);if(Pa(f))return w(a,d,f,h);Vg(a,f)}return\"string\"===typeof
f||\"number\"===typeof
f?(f=\"\"+f,null!==d&&6===d.tag?(c(a,d.sibling),d=e(d,f),d.return=a,a=d):(c(a,d),d=Zg(f,a.mode,h),d.return=a,a=d)
,g(a)):c(a,d)}return J}\nvar ch=Xg(!0),dh=Xg(!1),eh={},fh=Yf(eh),gh=Yf(eh),hh=Yf(eh);function
ih(a){if(a===eh)throw Error(u(174));return a}function
jh(a,b){G(hh,b);G(gh,a);G(fh,eh);a=b.nodeType;switch(a){case 9:case
11:b=(b=b.documentElement)?b.namespaceURI:pb(null,\"\");break;default:a=8===a?b.parentNode:b,b=a.namespac
eURI||null,a=a.tagName,b=pb(b,a)}F(fh);G(fh,b)}function kh(){F(fh);F(gh);F(hh)}function lh(a){ih(hh.current);var
b=ih(fh.current);var c=pb(b,a.type);b!==c&&(G(gh,a),G(fh,c))}\nfunction
mh(a){gh.current===a&&(F(fh),F(gh))}var N=Yf(0);\nfunction nh(a){for(var b=a;null!==b;){if(13===b.tag){var
c=b.memoizedState;if(null!==c&&(c=c.dehydrated,null===c||\"$?\"===c.data||\"$!\"===c.data))return b}else
if(19===b.tag&&void 0!==b.memoizedProps.revealOrder){if(0!==(b.flags&128))return b}else
if(null!==b.child){b.child.return=b;b=b.child;continue}if(b===a)break;for(;null===b.sibling;){if(null===b.return||b.
return===a)return null;b=b.return}b.sibling.return=b.return;b=b.sibling}return null}var
oh=null,ph=null,qh=!1;\nfunction rh(a,b){var
c=sh(5,null,null,0);c.elementType=\"DELETED\";c.stateNode=b;c.return=a;b=a.deletions;null===b?(a.deletions=[c
],a.flags|=16):b.push(c)}\nfunction th(a,b){switch(a.tag){case 5:var
c=a.type;b=1!==b.nodeType||c.toLowerCase()!==b.nodeName.toLowerCase()?null:b;return
null!==b?(a.stateNode=b,!0):!1;case 6:return
b=\"\"===a.pendingProps||3!==b.nodeType?null:b,null!==b?(a.stateNode=b,!0):!1;case 13:return
b=8!==b.nodeType?null:b,null!==b?(a.memoizedState={dehydrated:b,retryLane:1073741824},c=sh(18,null,null,0),
c.stateNode=b,c.return=a,a.child=c,!0):!1;default:return!1}}\nfunction uh(a){if(qh){var b=ph;if(b){var
c=b;if(!th(a,b)){b=Nf(c.nextSibling);if(!b||!th(a,b)){a.flags=a.flags&-
2049|2;qh=!1;oh=a;return}rh(oh,c)}oh=a;ph=Nf(b.firstChild)}else a.flags=a.flags&-2049|2,qh=!1,oh=a}}function
vh(a){for(a=a.return;null!==a&&5!==a.tag&&3!==a.tag&&13!==a.tag;)a=a.return;oh=a}\nfunction
wh(a){if(a!==oh)return!1;if(!qh)return vh(a),qh=!0,!1;var
b;(b=3!==a.tag)&&!(b=5!==a.tag)&&(b=a.type,b=\"head\"!==b&&\"body\"!==b&&!Ff(a.type,a.memoizedProps));
if(b)for(b=ph;b;)rh(a,b),b=Nf(b.nextSibling);vh(a);if(13===a.tag){a=a.memoizedState;a=null!==a?a.dehydrated:nul
l;if(!a)throw Error(u(317));a:{a=a.nextSibling;for(b=0;a;){if(8===a.nodeType){var
c=a.data;if(\"/$\"===c){if(0===b){ph=Nf(a.nextSibling);break a}b--
}else\"$\"!==c&&\"$!\"!==c&&\"$?\"!==c||b++}a=a.nextSibling}ph=null}}else
ph=oh?Nf(a.stateNode.nextSibling):\nnull;return!0}function xh(){ph=oh=null;qh=!1}var yh=[];function
zh(){for(var a=0;a<yh.length;a++)yh[a]._workInProgressVersionPrimary=null;yh.length=0}function Ah(a,b){var
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c=b._getVersion;c=c(b._source);null==a.mutableSourceEagerHydrationData?a.mutableSourceEagerHydrationData
=[b,c]:a.mutableSourceEagerHydrationData.push(b,c)}var
O={$$typeof:Ca,Consumer:null,Provider:null,_currentValue:null,_currentValue2:null,_threadCount:0},Bh=null,Ch
=Yf(null);\nfunction Dh(a,b){a.pooledCache=Bh;null!==Bh&&(a.pooledCacheLanes|=b)}function
Eh(a,b){if(O._currentValue!==b.parent)return null;G(Ch,Bh);Bh=b.pool;return b}var Fh=null;function
Gh(){Fh=Bh;Bh=Ch.current;F(Ch)}function Hh(){var a=Bh;if(null===a)if(null!==Fh)a=Fh,Fh=null;else return
null;return{parent:O._currentValue,pool:a}}var
Ih=va.ReactCurrentDispatcher,Jh=va.ReactCurrentBatchConfig,Kh=0,P=null,Q=null,R=null,Lh=!1,Mh=!1;function
T(){throw Error(u(321));}\nfunction Nh(a,b){if(null===b)return!1;for(var
c=0;c<b.length&&c<a.length;c++)if(!Le(a[c],b[c]))return!1;return!0}function
Oh(a,b,c,d,e,f){Kh=f;P=b;b.memoizedState=null;b.updateQueue=null;b.lanes=0;Ih.current=null===a||null===a.me
moizedState?Ph:Qh;a=c(d,e);if(Mh){f=0;do{Mh=!1;if(!(25>f))throw
Error(u(301));f+=1;R=Q=null;b.updateQueue=null;Ih.current=Rh;a=c(d,e)}while(Mh)}Ih.current=Sh;b=null!==Q&
&null!==Q.next;Kh=0;R=Q=P=null;Lh=!1;if(b)throw Error(u(300));return a}\nfunction Th(){var
a={memoizedState:null,baseState:null,baseQueue:null,queue:null,next:null};null===R?P.memoizedState=R=a:R=R
.next=a;return R}function Uh(){if(null===Q){var a=P.alternate;a=null!==a?a.memoizedState:null}else
a=Q.next;var b=null===R?P.memoizedState:R.next;if(null!==b)R=b,Q=a;else{if(null===a)throw
Error(u(310));Q=a;a={memoizedState:Q.memoizedState,baseState:Q.baseState,baseQueue:Q.baseQueue,queue:Q.q
ueue,next:null};null===R?P.memoizedState=R=a:R=R.next=a}return R}\nfunction
Vh(a,b){return\"function\"===typeof b?b(a):b}\nfunction Wh(a){var b=Uh(),c=b.queue;if(null===c)throw
Error(u(311));c.lastRenderedReducer=a;var d=Q,e=d.baseQueue,f=c.pending;if(null!==f){if(null!==e){var
g=e.next;e.next=f.next;f.next=g}d.baseQueue=e=f;c.pending=null}if(null!==e){f=e.next;d=d.baseState;var
h=g=null,k=null,l=f;do{var
m=l.lane;if((Kh&m)===m)null!==k&&(k=k.next={lane:0,action:l.action,eagerReducer:l.eagerReducer,eagerState:l.
eagerState,next:null}),d=l.eagerReducer===a?l.eagerState:a(d,l.action);else{var
v={lane:m,action:l.action,eagerReducer:l.eagerReducer,\neagerState:l.eagerState,next:null};null===k?(h=k=v,g=d):
k=k.next=v;P.lanes|=m;Jg|=m}l=l.next}while(null!==l&&l!==f);null===k?g=d:k.next=h;Le(d,b.memoizedState)||(z
g=!0);b.memoizedState=d;b.baseState=g;b.baseQueue=k;c.lastRenderedState=d}a=c.interleaved;if(null!==a){e=a;d
o f=e.lane,P.lanes|=f,Jg|=f,e=e.next;while(e!==a)}else
null===e&&(c.lanes=0);return[b.memoizedState,c.dispatch]}\nfunction Xh(a){var
b=Uh(),c=b.queue;if(null===c)throw Error(u(311));c.lastRenderedReducer=a;var
d=c.dispatch,e=c.pending,f=b.memoizedState;if(null!==e){c.pending=null;var g=e=e.next;do
f=a(f,g.action),g=g.next;while(g!==e);Le(f,b.memoizedState)||(zg=!0);b.memoizedState=f;null===b.baseQueue&&(
b.baseState=f);c.lastRenderedState=f}return[f,d]}\nfunction Yh(a,b,c){var d=b._getVersion;d=d(b._source);var
e=b._workInProgressVersionPrimary;if(null!==e)a=e===d;else
if(a=a.mutableReadLanes,a=(Kh&a)===a)b._workInProgressVersionPrimary=d,yh.push(b);if(a)return
c(b._source);yh.push(b);throw Error(u(350));}\nfunction Zh(a,b,c,d){var e=K;if(null===e)throw Error(u(349));var
f=b._getVersion,g=f(b._source),h=Ih.current,k=h.useState(function(){return Yh(e,b,c)}),l=k[1],m=k[0];k=R;var
v=a.memoizedState,t=v.refs,q=t.getSnapshot,n=v.source;v=v.subscribe;var
w=P;a.memoizedState={refs:t,source:b,subscribe:d};h.useEffect(function(){t.getSnapshot=c;t.setSnapshot=l;var
a=f(b._source);Le(g,a)||(a=c(b._source),Le(m,a)||(l(a),a=Ng(w),e.mutableReadLanes|=a&e.pendingLanes),Ac(e,e.m
utableReadLanes))},[c,b,d]);h.useEffect(function(){return d(b._source,\nfunction(){var
a=t.getSnapshot,c=t.setSnapshot;try{c(a(b._source));var
d=Ng(w);e.mutableReadLanes|=d&e.pendingLanes}catch(x){c(function(){throw
x;})}})})},[b,d]);Le(q,c)&&Le(n,b)&&Le(v,d)||(a={pending:null,interleaved:null,lanes:0,dispatch:null,lastRenderedR
educer:Vh,lastRenderedState:m},a.dispatch=l=$h.bind(null,P,a),k.queue=a,k.baseQueue=null,m=Yh(e,b,c),k.memoi
zedState=k.baseState=m);return m}function ai(a,b,c){var d=Uh();return Zh(d,a,b,c)}\nfunction bi(a){var
b=Th();\"function\"===typeof
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a&&(a=a());b.memoizedState=b.baseState=a;a=b.queue={pending:null,interleaved:null,lanes:0,dispatch:null,lastRe
nderedReducer:Vh,lastRenderedState:a};a=a.dispatch=$h.bind(null,P,a);return[b.memoizedState,a]}\nfunction
ci(a,b,c,d){a={tag:a,create:b,destroy:c,deps:d,next:null};b=P.updateQueue;null===b?(b={lastEffect:null},P.updateQ
ueue=b,b.lastEffect=a.next=a):(c=b.lastEffect,null===c?b.lastEffect=a.next=a:(d=c.next,c.next=a,a.next=d,b.lastEff
ect=a));return a}function di(){return Uh().memoizedState}function ei(a,b,c,d){var
e=Th();P.flags|=a;e.memoizedState=ci(1|b,c,void 0,void 0===d?null:d)}\nfunction fi(a,b,c,d){var e=Uh();d=void
0===d?null:d;var f=void 0;if(null!==Q){var
g=Q.memoizedState;f=g.destroy;if(null!==d&&Nh(d,g.deps)){e.memoizedState=ci(b,c,f,d);return}}P.flags|=a;e.me
moizedState=ci(1|b,c,f,d)}function gi(a,b){return ei(1049600,4,a,b)}function hi(a,b){return fi(1024,4,a,b)}function
ii(a,b){return fi(4,2,a,b)}function ji(a,b){if(\"function\"===typeof b)return
a=a(),b(a),function(){b(null)};if(null!==b&&void 0!==b)return
a=a(),b.current=a,function(){b.current=null}}\nfunction ki(a,b,c){c=null!==c&&void
0!==c?c.concat([a]):null;return fi(4,2,ji.bind(null,b,a),c)}function li(){}function mi(a,b){var c=Uh();b=void
0===b?null:b;var d=c.memoizedState;if(null!==d&&null!==b&&Nh(b,d[1]))return
d[0];c.memoizedState=[a,b];return a}function ni(a,b){var c=Uh();b=void 0===b?null:b;var
d=c.memoizedState;if(null!==d&&null!==b&&Nh(b,d[1]))return d[0];a=a();c.memoizedState=[a,b];return
a}\nfunction oi(a,b){var c=D;D=0!==c&&4>c?c:4;a(!0);var
d=Jh.transition;Jh.transition=1;try{a(!1),b()}finally{D=c,Jh.transition=d}}function pi(){return
Uh().memoizedState}function qi(a,b,c){for(a=a.return;null!==a;){switch(a.tag){case 24:case 3:var
d=Ng(a),e=M(),f=Og(a,d,e);null!==f&&Gg(f,a,d);var g=new Map;null!==b&&void
0!==b&&null!==f&&g.set(b,c);b=xg(e,d);b.payload={cache:g};Fg(a,b);return}a=a.return}}\nfunction $h(a,b,c){var
d=M(),e=Ng(a),f={lane:e,action:c,eagerReducer:null,eagerState:null,next:null},g=a.alternate;if(a===P||null!==g&&
g===P)Mh=Lh=!0,e=b.pending,null===e?f.next=f:(f.next=e.next,e.next=f),b.pending=f;else{if(null!==K&&0!==(a
.mode&1)&&0===(L&2)){var
h=b.interleaved;null===h?(f.next=f,null===Bg?Bg=[b]:Bg.push(b)):(f.next=h.next,h.next=f);b.interleaved=f}else
h=b.pending,null===h?f.next=f:(f.next=h.next,h.next=f),b.pending=f;if(0===a.lanes&&(null===g||0===g.lanes)&&
(g=b.lastRenderedReducer,\nnull!==g))try{var
k=b.lastRenderedState,l=g(k,c);f.eagerReducer=g;f.eagerState=l;if(Le(l,k))return}catch(m){}finally{}f=Og(a,e,d);0
!==(e&4194240)&&null!==f&&(a=b.lanes,a&=f.pendingLanes,e|=a,b.lanes=e,Ac(f,e))}}function ri(a){var
b=Ag(O),c=b.get(a);void 0===c&&(c=a(),b.set(a,c));return c}\nvar
Sh={readContext:Ag,useCallback:T,useContext:T,useEffect:T,useImperativeHandle:T,useLayoutEffect:T,useMemo
:T,useReducer:T,useRef:T,useState:T,useDebugValue:T,useDeferredValue:T,useTransition:T,useMutableSource:T,
useOpaqueIdentifier:T,unstable_isNewReconciler:!1};Sh.getCacheForType=ri;Sh.useCacheRefresh=T;\nvar
Ph={readContext:Ag,useCallback:function(a,b){Th().memoizedState=[a,void 0===b?null:b];return
a},useContext:Ag,useEffect:gi,useImperativeHandle:function(a,b,c){c=null!==c&&void
0!==c?c.concat([a]):null;return ei(524292,2,ji.bind(null,b,a),c)},useLayoutEffect:function(a,b){return
ei(524292,2,a,b)},useMemo:function(a,b){var c=Th();b=void 0===b?null:b;a=a();c.memoizedState=[a,b];return
a},useReducer:function(a,b,c){var d=Th();b=void
0!==c?c(b):b;d.memoizedState=d.baseState=b;a=d.queue={pending:null,\ninterleaved:null,lanes:0,dispatch:null,last
RenderedReducer:a,lastRenderedState:b};a=a.dispatch=$h.bind(null,P,a);return[d.memoizedState,a]},useRef:functi
on(a){var b=Th();a={current:a};return
b.memoizedState=a},useState:bi,useDebugValue:li,useDeferredValue:function(a){var
b=bi(a),c=b[0],d=b[1];gi(function(){var
b=Jh.transition;Jh.transition=1;try{d(a)}finally{Jh.transition=b}},[a]);return c},useTransition:function(){var
a=bi(!1),b=a[0];a=oi.bind(null,a[1]);Th().memoizedState=a;return[b,a]},useMutableSource:function(a,\nb,c){var
d=Th();d.memoizedState={refs:{getSnapshot:b,setSnapshot:null},source:a,subscribe:c};return
Zh(d,a,b,c)},useOpaqueIdentifier:function(){if(qh){var
a=!1,b=Qf(function(){a||(a=!0,c(\"r:\"+(Pf++).toString(36)));throw
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Error(u(355));}),c=bi(b)[1];0===(P.mode&1)&&(P.flags|=1024,ci(5,function(){c(\"r:\"+(Pf++).toString(36))},void
0,null));return b}b=\"r:\"+(Pf++).toString(36);bi(b);return
b},unstable_isNewReconciler:!1};Ph.getCacheForType=ri;\nPh.useCacheRefresh=function(){return
Th().memoizedState=qi.bind(null,P)};\nvar
Qh={readContext:Ag,useCallback:mi,useContext:Ag,useEffect:hi,useImperativeHandle:ki,useLayoutEffect:ii,useM
emo:ni,useReducer:Wh,useRef:di,useState:function(){return
Wh(Vh)},useDebugValue:li,useDeferredValue:function(a){var b=Wh(Vh),c=b[0],d=b[1];hi(function(){var
b=Jh.transition;Jh.transition=1;try{d(a)}finally{Jh.transition=b}},[a]);return c},useTransition:function(){var
a=Wh(Vh)[0],b=Uh().memoizedState;return[a,b]},useMutableSource:ai,useOpaqueIdentifier:function(){return
Wh(Vh)[0]},unstable_isNewReconciler:!1};\nQh.getCacheForType=ri;Qh.useCacheRefresh=pi;\nvar
Rh={readContext:Ag,useCallback:mi,useContext:Ag,useEffect:hi,useImperativeHandle:ki,useLayoutEffect:ii,useM
emo:ni,useReducer:Xh,useRef:di,useState:function(){return
Xh(Vh)},useDebugValue:li,useDeferredValue:function(a){var b=Xh(Vh),c=b[0],d=b[1];hi(function(){var
b=Jh.transition;Jh.transition=1;try{d(a)}finally{Jh.transition=b}},[a]);return c},useTransition:function(){var
a=Xh(Vh)[0],b=Uh().memoizedState;return[a,b]},useMutableSource:ai,useOpaqueIdentifier:function(){return
Xh(Vh)[0]},unstable_isNewReconciler:!1};\nRh.getCacheForType=ri;Rh.useCacheRefresh=pi;function
si(a,b){try{var c=\"\",d=b;do c+=Ua(d),d=d.return;while(d);var e=c}catch(f){e=\"\\nError generating stack:
\"+f.message+\"\\n\"+f.stack}return{value:a,source:b,stack:e}}function
ti(a,b){try{console.error(b.value)}catch(c){setTimeout(function(){throw c;})}}var ui=\"function\"===typeof
WeakMap?WeakMap:Map;function vi(a,b,c){c=xg(-1,c);c.tag=3;c.payload={element:null};var
d=b.value;c.callback=function(){wi||(wi=!0,xi=d);ti(a,b)};return c}\nfunction yi(a,b,c){c=xg(-1,c);c.tag=3;var
d=a.type.getDerivedStateFromError;if(\"function\"===typeof d){var e=b.value;c.payload=function(){return
d(e)};c.callback=function(){ti(a,b)}}var f=a.stateNode;null!==f&&\"function\"===typeof
f.componentDidCatch&&(c.callback=function(){ti(a,b);\"function\"!==typeof d&&(null===zi?zi=new
Set([this]):zi.add(this));var c=b.stack;this.componentDidCatch(b.value,{componentStack:null!==c?c:\"\"})});return
c}var Ai=va.ReactCurrentOwner,zg=!1;\nfunction
U(a,b,c,d){b.child=null===a?dh(b,null,c,d):ch(b,a.child,c,d)}function Bi(a,b,c,d,e){c=c.render;var
f=b.ref;yg(b,e);d=Oh(a,b,c,d,f,e);if(null!==a&&!zg)return b.updateQueue=a.updateQueue,b.flags&=-
1029,a.lanes&=~e,Ci(a,b,e);b.flags|=1;U(a,b,d,e);return b.child}\nfunction Di(a,b,c,d,e,f){if(null===a){var
g=c.type;if(\"function\"===typeof g&&!Ei(g)&&void 0===g.defaultProps&&null===c.compare&&void
0===c.defaultProps)return
b.tag=15,b.type=g,Fi(a,b,g,d,e,f);a=$g(c.type,null,d,b,b.mode,f);a.ref=b.ref;a.return=b;return
b.child=a}g=a.child;if(0===(e&f)&&(e=g.memoizedProps,c=c.compare,c=null!==c?c:Me,c(e,d)&&a.ref===b.ref))r
eturn Ci(a,b,f);b.flags|=1;a=Yg(g,d);a.ref=b.ref;a.return=b;return b.child=a}\nfunction
Fi(a,b,c,d,e,f){if(null!==a&&Me(a.memoizedProps,d)&&a.ref===b.ref)if(zg=!1,0!==(f&e))0!==(a.flags&32768)&
&(zg=!0);else return b.lanes=a.lanes,Ci(a,b,f);return Gi(a,b,c,d,f)}\nfunction Hi(a,b,c){var
d=b.pendingProps,e=d.children,f=null!==a?a.memoizedState:null,g=null;if(\"hidden\"===d.mode||\"unstable-defer-
without-hiding\"===d.mode)if(0===(b.mode&1))b.memoizedState={baseLanes:0,cachePool:null},G(Ii,Ji),Ji|=c;else
if(0!==(c&1073741824))null!==f&&(d=f.cachePool,null!==d&&(g=Eh(b,d))),b.memoizedState={baseLanes:0,cach
ePool:null},f=null!==f?f.baseLanes:c,G(Ii,Ji),Ji|=f;else return
null!==f?(a=f.baseLanes|c,g=null===Bh?null:{parent:O._currentValue,pool:Bh}):a=c,b.lanes=b.childLanes=\n1073
741824,b.memoizedState={baseLanes:a,cachePool:g},b.updateQueue=null,b=a,G(Ii,Ji),Ji|=b,null;else
null!==f?(d=f.baseLanes|c,f=f.cachePool,null!==f&&(g=Eh(b,f)),b.memoizedState=null):d=c,f=d,G(Ii,Ji),Ji|=f;b.up
dateQueue=g;U(a,b,e,c);return b.child}function Ki(a,b){var
c=b.ref;if(null===a&&null!==c||null!==a&&a.ref!==c)b.flags|=256,b.flags|=262144}\nfunction Gi(a,b,c,d,e){var
f=cg(c)?ag:I.current;f=bg(b,f);yg(b,e);c=Oh(a,b,c,d,f,e);if(null!==a&&!zg)return
b.updateQueue=a.updateQueue,b.flags&=-1029,a.lanes&=~e,Ci(a,b,e);b.flags|=1;U(a,b,c,e);return
b.child}\nfunction Li(a,b,c,d,e){if(cg(c)){var f=!0;gg(b)}else
```

f=!1;yg(b,e);if(null===b.stateNode)null!==a&&(a.alternate=null,b.alternate=null,b.flags|=2),Rg(b,c,d),Tg(b,c,d,e),d
=!0;else if(null===a){var g=b.stateNode,h=b.memoizedProps;g.props=h;var
k=g.context,l=c.contextType;\"object\"===typeof l&&null!==l?l=Ag(l):(l=cg(c)?ag:I.current,l=bg(b,l));var
m=c.getDerivedStateFromProps,v=\"function\"===typeof m||\"function\"===typeof
g.getSnapshotBeforeUpdate;v||\"function\"!==typeof
g.UNSAFE_componentWillReceiveProps&&\n\"function\"!==typeof
g.componentWillReceiveProps||(h!==d||k!==l)&&Sg(b,g,d,l);Cg=!1;var
t=b.memoizedState;g.state=t;Ig(b,d,g,e);k=b.memoizedState;h!==d||t!==k||$f.current||Cg?(\"function\"===typeof
m&&(Mg(b,c,m,d),k=b.memoizedState),(h=Cg||Qg(b,c,h,d,t,k,l))?(v||\"function\"!==typeof
g.UNSAFE_componentWillMount&&\"function\"!==typeof g.componentWillMount||(\"function\"===typeof
g.componentWillMount&&g.componentWillMount(),\"function\"===typeof
g.UNSAFE_componentWillMount&&g.UNSAFE_componentWillMount()),\"function\"===\ntypeof
g.componentDidMount&&(b.flags|=524292)):(\"function\"===typeof
g.componentDidMount&&(b.flags|=524292),b.memoizedProps=d,b.memoizedState=k),g.props=d,g.state=k,g.conte
xt=l,d=h):(\"function\"===typeof
g.componentDidMount&&(b.flags|=524292),d=!1)}else{g=b.stateNode;Eg(a,b);h=b.memoizedProps;l=b.type===b.
elementType?h:ng(b.type,h);g.props=l;v=b.pendingProps;t=g.context;k=c.contextType;\"object\"===typeof
k&&null!==k?k=Ag(k):(k=cg(c)?ag:I.current,k=bg(b,k));var
q=c.getDerivedStateFromProps;(m=\"function\"===\ntypeof q||\"function\"===typeof
g.getSnapshotBeforeUpdate)||\"function\"!==typeof
g.UNSAFE_componentWillReceiveProps&&\"function\"!==typeof
g.componentWillReceiveProps||(h!==v||t!==k)&&Sg(b,g,d,k);Cg=!1;t=b.memoizedState;g.state=t;Ig(b,d,g,e);var
n=b.memoizedState;h!==v||t!==n||$f.current||Cg?(\"function\"===typeof
q&&(Mg(b,c,q,d),n=b.memoizedState),(l=Cg||Qg(b,c,l,d,t,n,k)||!1)?(m||\"function\"!==typeof
g.UNSAFE_componentWillUpdate&&\"function\"!==typeof g.componentWillUpdate||(\"function\"===typeof
g.componentWillUpdate&&\ng.componentWillUpdate(d,n,k),\"function\"===typeof
g.UNSAFE_componentWillUpdate&&g.UNSAFE_componentWillUpdate(d,n,k)),\"function\"===typeof
g.componentDidUpdate&&(b.flags|=4),\"function\"===typeof
g.getSnapshotBeforeUpdate&&(b.flags|=512)):(\"function\"!==typeof
g.componentDidUpdate||h===a.memoizedProps&&t===a.memoizedState||(b.flags|=4),\"function\"!==typeof
g.getSnapshotBeforeUpdate||h===a.memoizedProps&&t===a.memoizedState||(b.flags|=512),b.memoizedProps=d,b
.memoizedState=n),g.props=d,g.state=n,g.context=\nk,d=l):(\"function\"!==typeof
g.componentDidUpdate||h===a.memoizedProps&&t===a.memoizedState||(b.flags|=4),\"function\"!==typeof
g.getSnapshotBeforeUpdate||h===a.memoizedProps&&t===a.memoizedState||(b.flags|=512),d=!1)}return
Mi(a,b,c,d,f,e)}\nfunction Mi(a,b,c,d,e,f){Ki(a,b);var g=0!==(b.flags&128);if(!d&&!g)return
e&&hg(b,c,!1),Ci(a,b,f);d=b.stateNode;Ai.current=b;var h=g&&\"function\"!==typeof
c.getDerivedStateFromError?null:d.render();b.flags|=1;null!==a&&g?(b.child=ch(b,a.child,null,f),b.child=ch(b,null,
h,f)):U(a,b,h,f);b.memoizedState=d.state;e&&hg(b,c,!0);return b.child}function Ni(a){var
b=a.stateNode;b.pendingContext?eg(a,b.pendingContext,b.pendingContext!==b.context):b.context&&eg(a,b.context
,!1);jh(a,b.containerInfo)}\nvar Oi={dehydrated:null,retryLane:0};function
Pi(a){return{baseLanes:a,cachePool:Hh()}}function Qi(a,b){var c=a.cachePool;if(null!==c){var
d=O._currentValue;c=c.parent!==d?{parent:d,pool:d}:c}else
c=Hh();return{baseLanes:a.baseLanes|b,cachePool:c}}\nfunction Ri(a,b,c){var
d=b.pendingProps,e=N.current,f=!1,g=0!==(b.flags&128),h;(h=g)||(h=null!==a&&null===a.memoizedState?!1:0!=
=(e&2));h?(f=!0,b.flags&=-
129):null!==a&&null===a.memoizedState||!0===d.unstable_avoidThisFallback||(e|=1);G(N,e&1);if(null===a){uh(
b);a=b.memoizedState;if(null!==a&&(a=a.dehydrated,null!==a))return
0===(b.mode&1)?b.lanes=1:\"$!\"===a.data?b.lanes=8:b.lanes=1073741824,null;a=d.children;e=d.fallback;return

f?(a=Si(b,a,e,c),b.child.memoizedState=Pi(c),b.memoizedState=Oi,a):\"number\"===\ntypeof
d.unstable_expectedLoadTime?(a=Si(b,a,e,c),b.child.memoizedState=Pi(c),b.memoizedState=Oi,b.lanes=4194304,a
):Ti(b,a,c)}e=a.memoizedState;if(null!==e){h=e.dehydrated;if(null!==h){if(g){if(null!==b.memoizedState)return
b.child=a.child,b.flags|=128,null;f=d.fallback;e=b.mode;d=Ui(d.children,e,0,null);f=bh(f,e,c,null);f.flags|=2;d.return
=b;f.return=b;d.sibling=f;b.child=d;0!==(b.mode&1)&&ch(b,a.child,null,c);b.child.memoizedState=Pi(c);b.memoiz
edState=Oi;return f}if(0!==(L&8)||0===(b.mode&1)||\n\"$!\"===h.data)b=Vi(a,b,c);else
if(d=0!==(c&a.childLanes),zg||d){d=K;if(null!==d){switch(c&-c){case 4:f=2;break;case 16:f=8;break;case 64:case
128:case 256:case 512:case 1024:case 2048:case 4096:case 8192:case 16384:case 32768:case 65536:case
131072:case 262144:case 524288:case 1048576:case 2097152:case 4194304:case 8388608:case 16777216:case
33554432:case 67108864:f=32;break;case
536870912:f=268435456;break;default:f=0}d=0!==(f&(d.suspendedLanes|c))?0:f;0!==d&&d!==e.retryLane&&(e.r
etryLane=d,Og(a,\nd,-
1))}Wi();b=Vi(a,b,c)}else\"$?\"===h.data?(b.flags|=128,b.child=a.child,b=Xi.bind(null,a),h._reactRetry=b,b=null):(
ph=Nf(h.nextSibling),vh(b),qh=!0,b=Ti(b,b.pendingProps.children,c),b.flags|=2048);return b}if(f)return
d=Yi(a,b,d.children,d.fallback,c),f=b.child,e=a.child.memoizedState,f.memoizedState=null===e?Pi(c):Qi(e,c),f.chil
dLanes=a.childLanes&~c,b.memoizedState=Oi,d;c=Zi(a,b,d.children,c);b.memoizedState=null;return c}if(f)return
d=Yi(a,b,d.children,d.fallback,c),f=b.child,e=a.child.memoizedState,\nf.memoizedState=null===e?Pi(c):Qi(e,c),f.ch
ildLanes=a.childLanes&~c,b.memoizedState=Oi,d;c=Zi(a,b,d.children,c);b.memoizedState=null;return c}function
Ti(a,b,c){b=Ui({mode:\"visible\",children:b},a.mode,c,null);b.return=a;return a.child=b}function Si(a,b,c,d){var
e=a.mode,f=a.child;b={mode:\"hidden\",children:b};0===(e&1)&&null!==f?(f.childLanes=0,f.pendingProps=b):f=
Ui(b,e,0,null);c=bh(c,e,d,null);f.return=a;c.return=a;f.sibling=c;a.child=f;return c}\nfunction Zi(a,b,c,d){var
e=a.child;a=e.sibling;c=Yg(e,{mode:\"visible\",children:c});0===(b.mode&1)&&(c.lanes=d);c.return=b;c.sibling=n
ull;null!==a&&(d=b.deletions,null===d?(b.deletions=[a],b.flags|=16):d.push(a));return b.child=c}\nfunction
Yi(a,b,c,d,e){var f=b.mode;a=a.child;var
g=a.sibling,h={mode:\"hidden\",children:c};0===(f&1)&&b.child!==a?(c=b.child,c.childLanes=0,c.pendingProps=
h,b.deletions=null):(c=Yg(a,h),c.subtreeFlags=a.subtreeFlags&1835008);null!==g?d=Yg(g,d):(d=bh(d,f,e,null),d.fla
gs|=2);d.return=b;c.return=b;c.sibling=d;b.child=c;return d}function
Vi(a,b,c){ch(b,a.child,null,c);a=Ti(b,b.pendingProps.children,c);a.flags|=2;b.memoizedState=null;return
a}\nfunction $i(a,b){a.lanes|=b;var c=a.alternate;null!==c&&(c.lanes|=b);vg(a.return,b)}function aj(a,b,c,d,e){var
f=a.memoizedState;null===f?a.memoizedState={isBackwards:b,rendering:null,renderingStartTime:0,last:d,tail:c,tai
lMode:e}:(f.isBackwards=b,f.rendering=null,f.renderingStartTime=0,f.last=d,f.tail=c,f.tailMode=e)}\nfunction
bj(a,b,c){var
d=b.pendingProps,e=d.revealOrder,f=d.tail;U(a,b,d.children,c);d=N.current;if(0!==(d&2))d=d&1|2,b.flags|=128;else
{if(null!==a&&0!==(a.flags&128))a:for(a=b.child;null!==a;){if(13===a.tag)null!==a.memoizedState&&$i(a,c);els
e if(19===a.tag)$i(a,c);else if(null!==a.child){a.child.return=a;a=a.child;continue}if(a===b)break
a;for(;null===a.sibling;){if(null===a.return||a.return===b)break
a;a=a.return}a.sibling.return=a.return;a=a.sibling}d&=1}G(N,d);if(0===(b.mode&1))b.memoizedState=\nnull;else
switch(e){case
\"forwards\":c=b.child;for(e=null;null!==c;)a=c.alternate,null!==a&&null===nh(a)&&(e=c),c=c.sibling;c=e;null==
=c?(e=b.child,b.child=null):(e=c.sibling,c.sibling=null);aj(b,!1,e,c,f);break;case
\"backwards\":c=null;e=b.child;for(b.child=null;null!==e;){a=e.alternate;if(null!==a&&null===nh(a)){b.child=e;br
eak}a=e.sibling;e.sibling=c;c=e;e=a}aj(b,!0,c,null,f);break;case \"together\":aj(b,!1,null,null,void
0);break;default:b.memoizedState=null}return b.child}\nfunction
Ci(a,b,c){null!==a&&(b.dependencies=a.dependencies);Jg|=b.lanes;if(0===(c&b.childLanes))return
null;if(null!==a&&b.child!==a.child)throw
Error(u(153));if(null!==b.child){a=b.child;c=Yg(a,a.pendingProps);b.child=c;for(c.return=b;null!==a.sibling;)a=a.si
bling,c=c.sibling=Yg(a,a.pendingProps),c.return=b;c.sibling=null}return b.child}var
cj,dj,ej,fj;\ncj=function(a,b){for(var c=b.child;null!==c;){if(5===c.tag||6===c.tag)a.appendChild(c.stateNode);else

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if(4!==c.tag&&null!==c.child){c.child.return=c;c=c.child;continue}if(c===b)break;for(;null===c.sibling;){if(null=
==c.return||c.return===b)return;c=c.return}c.sibling.return=c.return;c=c.sibling}};dj=function(){};\nej=function(a,b
,c,d){var e=a.memoizedProps;if(e!==d){a=b.stateNode;ih(fh.current);var f=null;switch(c){case
\"input\":e=cb(a,e);d=cb(a,d);f=[];break;case \"select\":e=p({},e,{value:void 0});d=p({},d,{value:void
0});f=[];break;case \"textarea\":e=kb(a,e);d=kb(a,d);f=[];break;default:\"function\"!==typeof
e.onClick&&\"function\"===typeof d.onClick&&(a.onclick=Bf)}yb(c,d);var g;c=null;for(l in
e)if(!d.hasOwnProperty(l)&&e.hasOwnProperty(l)&&null!=e[l])if(\"style\"===l){var h=e[l];for(g in
h)h.hasOwnProperty(g)&&\n(c||(c={}),c[g]=\"\")}else\"dangerouslySetInnerHTML\"!==l&&\"children\"!==l&&\"s
uppressContentEditableWarning\"!==l&&\"suppressHydrationWarning\"!==l&&\"autoFocus\"!==l&&(da.hasOwn
Property(l)?f||(f=[]):(f=f||[]).push(l,null));for(l in d){var k=d[l];h=null!=e?e[l]:void
0;if(d.hasOwnProperty(l)&&k!==h&&(null!=k||null!=h))if(\"style\"===l)if(h){for(g in
h)!h.hasOwnProperty(g)||k&&k.hasOwnProperty(g)||(c||(c={}),c[g]=\"\");for(g in
k)k.hasOwnProperty(g)&&h[g]!==k[g]&&(c||(c={}),c[g]=k[g])}else
c||(f||(f=[]),f.push(l,\nc)),c=k;else\"dangerouslySetInnerHTML\"===l?(k=k?k.__html:void 0,h=h?h.__html:void
0,null!=k&&h!==k&&(f=f||[]).push(l,k)):\"children\"===l?\"string\"!==typeof k&&\"number\"!==typeof
k||(f=f||[]).push(l,\"\"+k):\"suppressContentEditableWarning\"!==l&&\"suppressHydrationWarning\"!==l&&(da.has
OwnProperty(l)?(null!=k&&\"onScroll\"===l&&E(\"scroll\",a),f||h===k||(f=[])):\"object\"===typeof
k&&null!==k&&k.$$typeof===Ja?k.toString():(f=f||[]).push(l,k))}c&&(f=f||[]).push(\"style\",c);var
l=f;if(b.updateQueue=l)b.flags|=4}};\nfj=function(a,b,c,d){c!==d&&(b.flags|=4)};function
gj(a,b){if(!qh)switch(a.tailMode){case \"hidden\":b=a.tail;for(var
c=null;null!==b;)null!==b.alternate&&(c=b),b=b.sibling;null===c?a.tail=null:c.sibling=null;break;case
\"collapsed\":c=a.tail;for(var
d=null;null!==c;)null!==c.alternate&&(d=c),c=c.sibling;null===d?b||null===a.tail?a.tail=null:a.tail.sibling=null:d.si
bling=null}}\nfunction V(a){var b=null!==a.alternate&&a.alternate.child===a.child,c=0,d=0;if(b)for(var
e=a.child;null!==e;)c|=e.lanes|e.childLanes,d|=e.subtreeFlags&1835008,d|=e.flags&1835008,e.return=a,e=e.sibling;
else
for(e=a.child;null!==e;)c|=e.lanes|e.childLanes,d|=e.subtreeFlags,d|=e.flags,e.return=a,e=e.sibling;a.subtreeFlags|=d;
a.childLanes=c;return b}\nfunction hj(a,b,c){var d=b.pendingProps;switch(b.tag){case 2:case 16:case 15:case 0:case
11:case 7:case 8:case 12:case 9:case 14:return V(b),null;case 1:return cg(b.type)&&dg(),V(b),null;case
3:d=b.stateNode;Dh(d,c);ug(O);kh();F($f);F(I);zh();d.pendingContext&&(d.context=d.pendingContext,d.pendingCo
ntext=null);if(null===a||null===a.child)wh(b)?b.flags|=4:d.hydrate||(b.flags|=512);dj(a,b);V(b);return null;case
5:mh(b);var
e=ih(hh.current);c=b.type;if(null!==a&&null!=b.stateNode)ej(a,b,c,d,e),a.ref!==\nb.ref&&(b.flags|=256,b.flags|=26
2144);else{if(!d){if(null===b.stateNode)throw Error(u(166));V(b);return
null}a=ih(fh.current);if(wh(b)){d=b.stateNode;c=b.type;var f=b.memoizedProps;d[Sf]=b;d[Tf]=f;switch(c){case
\"dialog\":E(\"cancel\",d);E(\"close\",d);break;case \"iframe\":case \"object\":case
\"embed\":E(\"load\",d);break;case \"video\":case \"audio\":for(a=0;a<pf.length;a++)E(pf[a],d);break;case
\"source\":E(\"error\",d);break;case \"img\":case \"image\":case \"link\":E(\"error\",d);E(\"load\",d);break;case
\"details\":E(\"toggle\",\nd);break;case \"input\":db(d,f);E(\"invalid\",d);break;case
\"select\":d._wrapperState={wasMultiple:!!f.multiple};E(\"invalid\",d);break;case
\"textarea\":lb(d,f),E(\"invalid\",d)}yb(c,f);a=null;for(var g in
f)f.hasOwnProperty(g)&&(e=f[g],\"children\"===g?\"string\"===typeof
e?d.textContent!==e&&(a=[\"children\",e]):\"number\"===typeof
e&&d.textContent!==\"\"+e&&(a=[\"children\",\"\"+e]):da.hasOwnProperty(g)&&null!=e&&\"onScroll\"===g&&
E(\"scroll\",d));switch(c){case \"input\":$a(d);hb(d,f,!0);break;case \"textarea\":$a(d);nb(d);\nbreak;case
\"select\":case \"option\":break;default:\"function\"===typeof
f.onClick&&(d.onclick=Bf)}d=a;b.updateQueue=d;null!==d&&(b.flags|=4)}else{g=9===e.nodeType?e:e.ownerDo
cument;\"http://www.w3.org/1999/xhtml\"===a&&(a=ob(c));\"http://www.w3.org/1999/xhtml\"===a?\"script\"===
```

c?(a=g.createElement(\"div\"),a.innerHTML=\"<script>\\x3c/script>\",a=a.removeChild(a.firstChild)):\"string\"===typeof
d.is?a=g.createElement(c,{is:d.is}):(a=g.createElement(c),\"select\"===c&&(g=a,d.multiple?g.multiple=!0:d.size&&(g.size=d.size))):\na=g.createElementNS(a,c);a[Sf]=b;a[Tf]=d;cj(a,b,!1,!1);b.stateNode=a;g=zb(c,d);switch(c){case \"dialog\":E(\"cancel\",a);E(\"close\",a);e=d;break;case \"iframe\":case \"object\":case
\"embed\":E(\"load\",a);e=d;break;case \"video\":case \"audio\":for(e=0;e<pf.length;e++)E(pf[e],a);e=d;break;case
\"source\":E(\"error\",a);e=d;break;case \"img\":case \"image\":case
\"link\":E(\"error\",a);E(\"load\",a);e=d;break;case \"details\":E(\"toggle\",a);e=d;break;case
\"input\":db(a,d);e=cb(a,d);E(\"invalid\",a);break;case \"option\":e=d;break;case
\"select\":a._wrapperState=\n{wasMultiple:!!d.multiple};e=p({},d,{value:void 0});E(\"invalid\",a);break;case
\"textarea\":lb(a,d);e=kb(a,d);E(\"invalid\",a);break;default:e=d}yb(c,e);var h=e;for(f in
h)if(h.hasOwnProperty(f)){var
k=h[f];\"style\"===f?wb(a,k):\"dangerouslySetInnerHTML\"===f?(k=k?k.__html:void
0,null!=k&&rb(a,k)):\"children\"===f?\"string\"===typeof
k?(\"textarea\"!==c||\"\"!==k)&&sb(a,k):\"number\"===typeof
k&&sb(a,\"\"+k):\"suppressContentEditableWarning\"!==f&&\"suppressHydrationWarning\"!==f&&\"autoFocus\"!
==f&&(da.hasOwnProperty(f)?\nnull!=k&&\"onScroll\"===f&&E(\"scroll\",a):null!=k&&ua(a,f,k,g))}switch(c){case \"input\":$a(a);hb(a,d,!1);break;case \"textarea\":$a(a);nb(a);break;case
\"option\":null!=d.value&&a.setAttribute(\"value\",\"\"+Xa(d.value));break;case
\"select\":a.multiple=!!d.multiple;f=d.value;null!=f?jb(a,!!d.multiple,f,!1):null!=d.defaultValue&&jb(a,!!d.multiple,
d.defaultValue,!0);break;default:\"function\"===typeof
e.onClick&&(a.onclick=Bf)}Ef(c,d)&&(b.flags|=4)}null!==b.ref&&(b.flags|=256,b.flags|=262144)}V(b);return
null;case 6:if(a&&\nnull!=b.stateNode)fj(a,b,a.memoizedProps,d);else{if(\"string\"!==typeof
d&&null===b.stateNode)throw
Error(u(166));c=ih(hh.current);ih(fh.current);wh(b)?(d=b.stateNode,c=b.memoizedProps,d[Sf]=b,d.nodeValue!==c
&&(b.flags|=4)):(d=(9===c.nodeType?c:c.ownerDocument).createTextNode(d),d[Sf]=b,b.stateNode=d)}V(b);return null;case 13:F(N);d=b.memoizedState;if(null!==d&&null!==d.dehydrated){if(null===a){if(!wh(b))throw
Error(u(318));d=b.memoizedState;d=null!==d?d.dehydrated:null;if(!d)throw Error(u(317));d[Sf]=\nb}else
xh(),0===(b.flags&128)&&(b.memoizedState=null),b.flags|=4;V(b);return null}if(0!==(b.flags&128))return
b.lanes=c,b;d=null!==d;c=!1;null===a?wh(b):c=null!==a.memoizedState;d&&!c&&0!==(b.mode&1)&&(null===a
&&!0!==b.memoizedProps.unstable_avoidThisFallback||0!==(N.current&1)?0===W&&(W=3):Wi());null!==b.updateQueue&&(b.flags|=4);d!==c&&(b.flags|=4096);V(b);return null;case 4:return
kh(),dj(a,b),null===a&&wf(b.stateNode.containerInfo),V(b),null;case 10:return ug(b.type._context),V(b),null;case
17:return cg(b.type)&&\ndg(),V(b),null;case 19:F(N);f=b.memoizedState;if(null===f)return
V(b),null;d=0!==(b.flags&128);g=f.rendering;if(null===g)if(d)gj(f,!1);else{if(0!==W||null!==a&&0!==(a.flags&128))for(a=b.child;null!==a;){g=nh(a);if(null!==g){b.flags|=128;gj(f,!1);d=g.updateQueue;null!==d&&(b.updateQueue=d,b.flags|=4);b.subtreeFlags=0;d=c;for(c=b.child;null!==c;)f=c,a=d,f.flags&=1835010,g=f.alternate,null===g?(f.childLanes=0,f.lanes=a,f.child=null,f.subtreeFlags=0,f.memoizedProps=null,f.memoizedState=null,f.updateQueue=\nnull,f.dependencies=null,f.stateNode=null):(f.childLanes=g.childLanes,f.lanes=g.lanes,f.child=g.child,f.subtreeFlags=0,f.deletions=null,f.memoizedProps=g.memoizedProps,f.memoizedState=g.memoizedState,f.updateQueue=g.updateQueue,f.type=g.type,a=g.dependencies,f.dependencies=null===a?null:{lanes:a.lanes,firstContext:a.firstContext}),c=c.sibling;G(N,N.current&1|2);return
b.child}a=a.sibling}null!==f.tail&&C()>ij&&(b.flags|=128,d=!0,gj(f,!1),b.lanes=4194304)}else{if(!d)if(a=nh(g),null!==a){if(b.flags|=\n128,d=!0,c=a.updateQueue,null!==c&&(b.updateQueue=c,b.flags|=4),gj(f,!0),null===f.tail&&
\"hidden\"===f.tailMode&&!g.alternate&&!qh)return V(b),null}else 2*C()-
f.renderingStartTime>ij&&1073741824!==c&&(b.flags|=128,d=!0,gj(f,!1),b.lanes=4194304);f.isBackwards?(g.sibling=b.child,b.child=g):(c=f.last,null!==c?c.sibling=g:b.child=g,f.last=g)}if(null!==f.tail)return
b=f.tail,f.rendering=b,f.tail=b.sibling,f.renderingStartTime=C(),b.sibling=null,c=N.current,G(N,d?c&1|2:c&1),b;V(

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b);return null;case 22:case 23:return
jj(),\nc=null!==b.memoizedState,null!==a&&null!==a.memoizedState!==c&&\"unstable-defer-without-
hiding\"!==d.mode&&(b.flags|=4096),c&&0===(Ji&1073741824)&&0!==(b.mode&1)||V(b),null!==b.updateQueu
e&&Gh(),null;case 24:return ug(O),V(b),null}throw Error(u(156,b.tag));}\nfunction kj(a,b){switch(a.tag){case
1:return cg(a.type)&&dg(),b=a.flags,b&16384?(a.flags=b&-16385|128,a):null;case
3:Dh(a.stateNode,b);ug(O);kh();F($f);F(I);zh();b=a.flags;if(0!==(b&128))throw Error(u(285));a.flags=b&-
16385|128;return a;case 5:return mh(a),null;case
13:F(N);b=a.memoizedState;if(null!==b&&null!==b.dehydrated){if(null===a.alternate)throw
Error(u(340));xh()}b=a.flags;return b&16384?(a.flags=b&-16385|128,a):null;case 19:return F(N),null;case 4:return
kh(),null;case 10:return ug(a.type._context),\nnull;case 22:case 23:return
jj(),null!==a.updateQueue&&Gh(),null;case 24:return ug(O),null;default:return null}}var
lj=!1,mj=!1,nj=\"function\"===typeof WeakSet?WeakSet:Set,X=null;function oj(a,b){var
c=a.ref;if(null!==c)if(\"function\"===typeof c)try{c(null)}catch(d){pj(a,b,d)}else c.current=null}var
qj=!1;\nfunction rj(a,b){Cf=id;a=Qe();if(Re(a)){if(\"selectionStart\"in a)var
c={start:a.selectionStart,end:a.selectionEnd};else a:{c=(c=a.ownerDocument)&&c.defaultView||window;var
d=c.getSelection&&c.getSelection();if(d&&0!==d.rangeCount){c=d.anchorNode;var
e=d.anchorOffset,f=d.focusNode;d=d.focusOffset;try{c.nodeType,f.nodeType}catch(x){c=null;break a}var g=0,h=-
1,k=-1,l=0,m=0,v=a,t=null;b:for(;;){for(var
q;;){v!==c||0!==e&&3!==v.nodeType||(h=g+e);v!==f||0!==d&&3!==v.nodeType||(k=g+d);3===v.nodeType&&(g+
=\nv.nodeValue.length);if(null===(q=v.firstChild))break;t=v;v=q}for(;;){if(v===a)break
b;t===c&&++l===e&&(h=g);t===f&&++m===d&&(k=g);if(null!==(q=v.nextSibling))break;v=t;t=v.parentNode}
v=q}c=-1===h||-1===k?null:{start:h,end:k}}else c=null}c=c||{start:0,end:0}}else
c=null;Df={focusedElem:a,selectionRange:c};id=!1;for(X=b;null!==X;)if(b=X,a=b.child,0!==(b.subtreeFlags&516)
&&null!==a)a.return=b,X=a;else for(;null!==X;){b=X;try{var
n=b.alternate;if(0!==(b.flags&512))switch(b.tag){case 0:case 11:case 15:break;\ncase 1:if(null!==n){var
w=n.memoizedProps,J=n.memoizedState,y=b.stateNode,r=y.getSnapshotBeforeUpdate(b.elementType===b.type?w
:ng(b.type,w),J);y.__reactInternalSnapshotBeforeUpdate=r}break;case 3:Mf(b.stateNode.containerInfo);break;case
5:case 6:case 4:case 17:break;default:throw
Error(u(163));}}catch(x){pj(b,b.return,x)}a=b.sibling;if(null!==a){a.return=b.return;X=a;break}X=b.return}n=qj;qj
=!1;return n}\nfunction sj(a,b,c){var d=b.updateQueue;d=null!==d?d.lastEffect:null;if(null!==d){var
e=d=d.next;do{if((e.tag&a)===a){var f=e.destroy;e.destroy=void 0;if(void 0!==f){var
g=b,h=c;try{f()}catch(k){pj(g,h,k)}}}e=e.next}while(e!==d)}}function
tj(a,b){b=b.updateQueue;b=null!==b?b.lastEffect:null;if(null!==b){var c=b=b.next;do{if((c.tag&a)===a){var
d=c.create;c.destroy=d()}c=c.next}while(c!==b)}}\nfunction uj(a,b){var
c=0!==(a.mode&1),d=a.alternate;d=null!==d&&null!==d.memoizedState;for(var
e=null,f=a;;){if(5===f.tag){if(null===e){e=f;var g=f.stateNode;if(b)g=g.style,\"function\"===typeof
g.setProperty?g.setProperty(\"display\",\"none\",\"important\"):g.display=\"none\";else{g=f.stateNode;var
h=f.memoizedProps.style;h=void
0!==h&&null!==h&&h.hasOwnProperty(\"display\")?h.display:null;g.style.display=vb(\"display\",h)}}if(c&&(b&
&oj(f,a),null!==f.child)){f.child.return=f;f=f.child;continue}}else
if(6===f.tag)null===\ne&&(f.stateNode.nodeValue=b?\"\":f.memoizedProps);else
if(22!==f.tag&&23!==f.tag||null===f.memoizedState||f===a){if(c)switch(f.tag){case 0:case 11:case 14:case
15:b&&!d&&sj(2,f,a);break;case 1:if(b&&!d&&(oj(f,a),g=f.stateNode,\"function\"===typeof
g.componentWillUnmount)){h=f;var k=a;try{var
l=h;g.props=l.memoizedProps;g.state=l.memoizedState;g.componentWillUnmount()}catch(m){pj(h,k,m)}}}if(null!
==f.child){f.child.return=f;f=f.child;continue}}if(f===a)break;for(;null===f.sibling;){if(null===f.return||\nf.return=
==a)return;e===f&&(e=null);f=f.return}e===f&&(e=null);f.sibling.return=f.return;f=f.sibling}}function vj(a){var
b=a.ref;if(null!==b){var c=a.stateNode;switch(a.tag){case 5:a=c;break;default:a=c}\"function\"===typeof
```

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b?b(a):b.current=a}}\nfunction wj(a,b,c){if(oc&&\"function\"===typeof
oc.onCommitFiberUnmount)try{oc.onCommitFiberUnmount(nc,b)}catch(h){}switch(b.tag){case 0:case 11:case
14:case 15:a=b.updateQueue;if(null!==a&&(a=a.lastEffect,null!==a)){var d=a=a.next;do{var
e=d,f=e.destroy;e=e.tag;if(void 0!==f&&0!==(e&2)){e=b;var
g=c;try{f()}catch(h){pj(e,g,h)}}d=d.next}while(d!==a)}break;case
1:oj(b,c);a=b.stateNode;if(\"function\"===typeof
a.componentWillUnmount)try{a.props=b.memoizedProps,a.state=b.memoizedState,a.componentWillUnmount()}ca
tch(h){pj(b,\nc,h)}break;case 5:oj(b,c);break;case 4:xj(a,b,c)}}function yj(a){var
b=a.alternate;null!==b&&(a.alternate=null,yj(b));a.child=null;a.deletions=null;a.sibling=null;5===a.tag&&(b=a.stat
eNode,null!==b&&(delete b[Sf],delete b[Tf],delete b[sf],delete b[Uf],delete
b[Vf]));a.stateNode=null;a.return=null;a.dependencies=null;a.memoizedProps=null;a.memoizedState=null;a.pendin
gProps=null;a.stateNode=null;a.updateQueue=null}function zj(a){return
5===a.tag||3===a.tag||4===a.tag}\nfunction Aj(a){a:{for(var b=a.return;null!==b;){if(zj(b))break
a;b=b.return}throw Error(u(160));}var c=b;b=c.stateNode;switch(c.tag){case 5:var d=!1;break;case
3:b=b.containerInfo;d=!0;break;case 4:b=b.containerInfo;d=!0;break;default:throw
Error(u(161));}c.flags&32&&(sb(b,\"\"),c.flags&=-
33);a:b:for(c=a;;){for(;null===c.sibling;){if(null===c.return||zj(c.return)){c=null;break
a}c=c.return}c.sibling.return=c.return;for(c=c.sibling;5!==c.tag&&6!==c.tag&&18!==c.tag;){if(c.flags&2)continue
b;if(null===\nc.child||4===c.tag)continue b;else c.child.return=c,c=c.child}if(!(c.flags&2)){c=c.stateNode;break
a}}d?Bj(a,c,b):Cj(a,c,b)}\nfunction Bj(a,b,c){var
d=a.tag;if(5===d||6===d)a=a.stateNode,b?8===c.nodeType?c.parentNode.insertBefore(a,b):c.insertBefore(a,b):(8=
==c.nodeType?(b=c.parentNode,b.insertBefore(a,c)):(b=c,b.appendChild(a)),c=c._reactRootContainer,null!==c&&
void 0!==c||null!==b.onclick||(b.onclick=Bf));else
if(4!==d&&(a=a.child,null!==a))for(Bj(a,b,c),a=a.sibling;null!==a;)Bj(a,b,c),a=a.sibling}\nfunction Cj(a,b,c){var
d=a.tag;if(5===d||6===d)a=a.stateNode,b?c.insertBefore(a,b):c.appendChild(a);else
if(4!==d&&(a=a.child,null!==a))for(Cj(a,b,c),a=a.sibling;null!==a;)Cj(a,b,c),a=a.sibling}\nfunction
xj(a,b,c){for(var d=b,e=!1,f,g;;){if(!e){e=d.return;a:for(;;){if(null===e)throw
Error(u(160));f=e.stateNode;switch(e.tag){case 5:g=!1;break a;case 3:f=f.containerInfo;g=!0;break a;case
4:f=f.containerInfo;g=!0;break a}e=e.return}e=!0}if(5===d.tag||6===d.tag){a:for(var
h=a,k=d,l=c,m=k;;)if(wj(h,m,l),null!==m.child&&4!==m.tag)m.child.return=m,m=m.child;else{if(m===k)break
a;for(;null===m.sibling;){if(null===m.return||m.return===k)break
a;m=m.return}m.sibling.return=m.return;m=m.sibling}g?(h=\nf,k=d.stateNode,8===h.nodeType?h.parentNode.rem
oveChild(k):h.removeChild(k)):f.removeChild(d.stateNode)}else
if(18===d.tag)g?(h=f,k=d.stateNode,8===h.nodeType?Lf(h.parentNode,k):1===h.nodeType&&Lf(h,k),gd(h)):Lf(f,
d.stateNode);else
if(4===d.tag){if(null!==d.child){f=d.stateNode.containerInfo;g=!0;d.child.return=d;d=d.child;continue}}else
if(wj(a,d,c),null!==d.child){d.child.return=d;d=d.child;continue}if(d===b)break;for(;null===d.sibling;){if(null===
d.return||d.return===b)return;d=d.return;4===d.tag&&\n(e=!1)}d.sibling.return=d.return;d=d.sibling}}\nfunction
Dj(a,b){switch(b.tag){case 0:case 11:case 14:case 15:sj(3,b,b.return);return;case 1:return;case 5:var
c=b.stateNode;if(null!=c){var d=b.memoizedProps,e=null!==a?a.memoizedProps:d;a=b.type;var
f=b.updateQueue;b.updateQueue=null;if(null!==f){c[Tf]=d;\"input\"===a&&\"radio\"===d.type&&null!=d.name&
&eb(c,d);zb(a,e);b=zb(a,d);for(e=0;e<f.length;e+=2){var
g=f[e],h=f[e+1];\"style\"===g?wb(c,h):\"dangerouslySetInnerHTML\"===g?rb(c,h):\"children\"===g?sb(c,h):ua(c,g
,h,b)}switch(a){case \"input\":fb(c,d);break;\ncase \"textarea\":mb(c,d);break;case
\"select\":a=c._wrapperState.wasMultiple,c._wrapperState.wasMultiple=!!d.multiple,f=d.value,null!=f?jb(c,!!d.mult
iple,f,!1):a!==!!d.multiple&&(null!=d.defaultValue?jb(c,!!d.multiple,d.defaultValue,!0):jb(c,!!d.multiple,d.multiple
?[]:\"\",!1))}}}return;case 6:if(null===b.stateNode)throw
Error(u(162));b.stateNode.nodeValue=b.memoizedProps;return;case
```

3:c=b.stateNode;c.hydrate&&(c.hydrate=!1,gd(c.containerInfo));return;case 12:return;case 13:Ej(b);return;case 19:Ej(b);\nreturn;case 17:return}throw Error(u(163));}function Ej(a){var b=a.updateQueue;if(null!==b){a.updateQueue=null;var c=a.stateNode;null===c&&(c=a.stateNode=new nj);b.forEach(function(b){var d=Fj.bind(null,a,b);c.has(b)||(c.add(b),b.then(d,d))})}}\nfunction Gj(a,b){for(X=b;null!==X;){b=X;var c=b.deletions;if(null!==c)for(var d=0;d<c.length;d++){var e=c[d];try{xj(a,e,b);var f=e.alternate;null!==f&&(f.return=null);e.return=null}catch(l){pj(e,b,l)}}c=b.child;if(0!==(b.subtreeFlags&6454)&&null!==c)c.return=b,X=c;else for(;null!==X;){b=X;try{var g=b.flags;g&32&&sb(b.stateNode,\"\");if(g&256){var h=b.alternate;if(null!==h){var k=h.ref;null!==k&&(\"function\"===typeof k?k(null):k.current=null)}}if(g&4096)switch(b.tag){case 13:null!==b.memoizedState&&(Hj=\nC(),uj(b.child,!0));break;case 22:case 23:uj(b,null!==b.memoizedState)}switch(g&2054){case 2:Aj(b);b.flags&=-3;break;case 6:Aj(b);b.flags&=-3;Dj(b.alternate,b);break;case 2048:b.flags&=-2049;break;case 2052:b.flags&=-2049;Dj(b.alternate,b);break;case 4:Dj(b.alternate,b)}}catch(l){pj(b,b.return,l)}c=b.sibling;if(null!==c){c.return=b.return;X=c;break}X=b.return}}}function Ij(a,b,c){X=a;Jj(a,b,c)}\nfunction Jj(a,b,c){for(var d=0!==(a.mode&1);null!==X;){var e=X,f=e.child;if(22===e.tag&&d){var g=null!==e.memoizedState||lj;if(!g){var h=e.alternate,k=null!==h&&null!==h.memoizedState||mj;h=lj;var l=mj;lj=g;for(mj=k;null!==f;)X=f,Jj(f,b,c),f=f.sibling;X=e;lj=h;mj=l}Kj(a,b,c)}else 0!==(e.subtreeFlags&4420)&&null!==f?(f.return=e,X=f):d&&!lj&&mj&&null!==f?(f.return=e,X=f):Kj(a,b,c)}}\nfunction Kj(a){for(var b=0!==(a.mode&1);null!==X;){var c=X;if(b&&mj&&!lj){switch(c.tag){case 0:case 11:case 15:var d=c.return;try{tj(2,c)}catch(q){pj(c,d,q)}break;case 1:if(d=c.stateNode,\"function\"===typeof d.componentDidMount){var e=c.return;try{d.componentDidMount()}catch(q){pj(c,e,q)}}}switch(c.tag){case 1:case 5:d=c.return;try{vj(c)}catch(q){pj(c,d,q)}}}else if(0!==(c.flags&4420)){d=c.alternate;try{if(0!==(c.flags&4420))switch(c.tag){case 0:case 11:case 15:tj(3,c);break;case 1:var f=c.stateNode;\nif(c.flags&4)if(null===d)f.componentDidMount();else{var g=c.elementType===c.type?d.memoizedProps:ng(c.type,d.memoizedProps);f.componentDidUpdate(g,d.memoizedState,f.__reactInternalSnapshotBeforeUpdate)}var h=c.updateQueue;null!==h&&Kg(c,h,f);break;case 3:var k=c.updateQueue;if(null!==k){d=null;if(null!==c.child)switch(c.child.tag){case 5:d=c.child.stateNode;break;case 1:d=c.child.stateNode}Kg(c,k,d)}break;case 5:var l=c.stateNode;null===d&&c.flags&4&&(d=l,Ef(c.type,c.memoizedProps)&&d.focus());break;\ncase 6:break;case 4:break;case 12:break;case 13:if(null===c.memoizedState){var m=c.alternate;if(null!==m){var v=m.memoizedState;if(null!==v){var t=v.dehydrated;null!==t&&gd(t)}}}break;case 19:case 17:case 21:case 22:case 23:break;default:throw Error(u(163));}c.flags&256&&vj(c)}catch(q){pj(c,c.return,q)}}if(c===a){X=null;break}d=c.sibling;if(null!==d){d.return=c.return;X=d;break}X=c.return}}\nvar Lj=Math.ceil,Mj=va.ReactCurrentDispatcher,Nj=va.ReactCurrentOwner,Oj=va.ReactCurrentBatchConfig,L=0,K=null,Y=null,Z=0,Ji=0,Ii=Yf(0),W=0,Pj=null,Jg=0,Qj=0,Rj=0,Hj=0,ij=Infinity;function Sj(){ij=C()+500}var wi=!1,xi=null,zi=null,Tj=!1,Uj=null,Vj=0,Wj=0,Xj=null,Yj=-1,Zj=0;function M(){return 0!==(L&6)?C():-1!==Yj?Yj:Yj=C()}\nfunction Ng(a){if(0===(a.mode&1))return 1;if(0!==(L&2)&&0!==Z)return Z&-Z;if(0!==mg.transition)return 0===Zj&&(a=qc,qc<<=1,0===(qc&4194240)&&(qc=64),Zj=a),Zj;a=D;if(0!==a)return a;a=window.event;a=void 0===a?16:nd(a.type);return a}function Og(a,b,c){if(50<Wj)throw Wj=0,Xj=null,Error(u(185));var d=ak(a,b);if(null===d)return null;yc(d,b,c);d===K&&(0===(L&2)&&(Qj|=b),4===W&&bk(d,Z));ck(d,c);1===b&&0===L&&0===(a.mode&1)&&(Sj(),jg&&lg());return d}\nfunction ak(a,b){a.lanes|=b;var c=a.alternate;null!==c&&(c.lanes|=b);c=a;for(a=a.return;null!==a;)a.childLanes|=b,c=a.alternate,null!==c&&(c.childLanes|=b),c=a,a=a.return;return 3===c.tag?c.stateNode:null}\nfunction ck(a,b){for(var c=a.callbackNode,d=a.suspendedLanes,e=a.pingedLanes,f=a.expirationTimes,g=a.pendingLanes;0<g;){var h=31-

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uc(g),k=1<<h,l=f[h];if(-1===l){if(0===(k&d)||0!==(k&e))f[h]=vc(k,b)}else
l<=b&&(a.expiredLanes|=k);g&=~k}d=tc(a,a===K?Z:0);if(0===d)null!==c&&ec(c),a.callbackNode=null,a.callbac
kPriority=0;else if(b=d&-
d,a.callbackPriority!==b){null!=c&&ec(c);if(1===b)0===a.tag?(c=dk.bind(null,a),jg=!0,null===ig?ig=[c]:ig.push(c
)):(c=dk.bind(null,a),null===ig?ig=[c]:ig.push(c)),Kf(lg),c=\nnull;else{switch(Fc(d)){case 1:c=ic;break;case
4:c=jc;break;case 16:c=kc;break;case
536870912:c=mc;break;default:c=kc}c=ek(c,fk.bind(null,a))}a.callbackPriority=b;a.callbackNode=c}}\nfunction
fk(a,b){Yj=-1;Zj=0;if(0!==(L&6))throw Error(u(327));var c=a.callbackNode;if(gk()&&a.callbackNode!==c)return
null;var d=tc(a,a===K?Z:0);if(0===d)return null;var
e=0!==(d&a.expiredLanes)?!1:0===(d&30);if(e&&!b){b=d;e=L;L|=2;var f=hk();if(K!==a||Z!==b)Sj(),ik(a,b);do
try{jk();break}catch(h){kk(a,h)}while(1);sg();Mj.current=f;L=e;null!==Y?b=0:(K=null,Z=0,b=W)}else
b=lk(a,d);if(0!==b){2===b&&(e=L,L|=8,a.hydrate&&(a.hydrate=!1,Mf(a.containerInfo)),f=wc(a),0!==f&&(d=f,b=
lk(a,f)),L=e);if(1===b)throw
c=\nPj,ik(a,0),bk(a,d),ck(a,C()),c;a.finishedWork=a.current.alternate;a.finishedLanes=d;switch(b){case 0:case
1:throw Error(u(345));case 2:mk(a);break;case 3:bk(a,d);if((d&130023424)===d&&(b=Hj+500-
C(),10<b)){if(0!==tc(a,0))break;e=a.suspendedLanes;if((e&d)!==d){M();a.pingedLanes|=a.suspendedLanes&e;brea
k}a.timeoutHandle=Gf(mk.bind(null,a),b);break}mk(a);break;case
4:bk(a,d);if((d&4194240)===d)break;b=a.eventTimes;for(e=-1;0<d;){var g=31-
uc(d);f=1<<g;g=b[g];g>e&&(e=g);d&=~f}d=e;d=C()-
d;d=(120>d?120:480>\nd?480:1080>d?1080:1920>d?1920:3E3>d?3E3:4320>d?4320:1960*Lj(d/1960))-
d;if(10<d){a.timeoutHandle=Gf(mk.bind(null,a),d);break}mk(a);break;case 5:mk(a);break;default:throw
Error(u(329));}}ck(a,C());return a.callbackNode===c?fk.bind(null,a):null}function
bk(a,b){b&=~Rj;b&=~Qj;a.suspendedLanes|=b;a.pingedLanes&=~b;for(a=a.expirationTimes;0<b;){var c=31-
uc(b),d=1<<c;a[c]=-1;b&=~d}}\nfunction dk(a){if(0!==(L&6))throw Error(u(327));gk();var
b=tc(a,0);if(0===(b&1))return ck(a,C()),null;var c=lk(a,b);if(0!==a.tag&&2===c){var
d=L;L|=8;a.hydrate&&(a.hydrate=!1,Mf(a.containerInfo));var
e=wc(a);0!==e&&(b=e,c=lk(a,b));L=d}if(1===c)throw
c=Pj,ik(a,0),bk(a,b),ck(a,C()),c;a.finishedWork=a.current.alternate;a.finishedLanes=b;mk(a);ck(a,C());return
null}function nk(a,b){var c=L;L|=1;try{return a(b)}finally{L=c,0===L&&(Sj(),jg&&lg())}}\nfunction
ok(a,b){null!==Uj&&0===Uj.tag&&0===(L&6)&&gk();var c=L;L|=1;var
d=Oj.transition,e=D;try{if(Oj.transition=0,D=1,a)return
a(b)}finally{D=e,Oj.transition=d,L=c,0===(L&6)&&lg()}}function pk(a,b){return ok(a,b)}function
jj(){Ji=Ii.current;F(Ii)}\nfunction ik(a,b){a.finishedWork=null;a.finishedLanes=0;var c=a.timeoutHandle;-
1!==c&&(a.timeoutHandle=-1,Hf(c));if(null!==Y)for(c=Y.return;null!==c;){var d=c,e=Z;switch(d.tag){case
1:d=d.type.childContextTypes;null!==d&&void 0!==d&&dg();break;case
3:Dh(d.stateNode,e);ug(O);kh();F($f);F(I);zh();break;case 5:mh(d);break;case 4:kh();break;case 13:F(N);break;case
19:F(N);break;case 10:ug(d.type._context);break;case 22:case 23:jj();null!==d.updateQueue&&Gh();break;case
24:ug(O)}c=c.return}K=a;Y=Yg(a.current,\nnull);Z=Ji=b;W=0;Pj=null;Rj=Qj=Jg=0;if(null!==Bg){for(a=0;a<Bg.le
ngth;a++)if(b=Bg[a],c=b.interleaved,null!==c){b.interleaved=null;d=c.next;e=b.pending;if(null!==e){var
f=e.next;e.next=d;c.next=f}b.pending=c}Bg=null}}\nfunction kk(a,b){do{var
c=Y;try{sg();Ih.current=Sh;if(Lh){for(var d=P.memoizedState;null!==d;){var
e=d.queue;null!==e&&(e.pending=null);d=d.next}Lh=!1}Kh=0;R=Q=P=null;Mh=!1;Nj.current=null;if(null===c||n
ull===c.return){W=1;Pj=b;Y=null;break}a:{var
f=a,g=c.return,h=c,k=b;b=Z;h.flags|=8192;if(null!==k&&\"object\"===typeof k&&\"function\"===typeof
k.then){var l=k,m=h.tag;if(0===(h.mode&1)&&(0===m||11===m||15===m)){var
v=h.alternate;v?(h.updateQueue=v.updateQueue,h.memoizedState=v.memoizedState,h.lanes=v.lanes):\n(h.updateQ
ueue=null,h.memoizedState=null)}var t=0!==(N.current&1),q=g;do{var n;if(n=13===q.tag){var
w=q.memoizedState;n=null!==w?null!==w.dehydrated?!0:!1:!0!==q.memoizedProps.unstable_avoidThisFallback?!
```

0:t?!1:!0}if(n){var J=q.updateQueue;if(null===J){var y=new Set;y.add(l);q.updateQueue=y}else
J.add(l);if(0===(q.mode&1)&&q!==g){q.flags|=128;h.flags|=32768;h.flags&=-
10053;if(1===h.tag)if(null===h.alternate)h.tag=17;else{var r=xg(-1,1);r.tag=2;Fg(h,r)}h.lanes|=1;break a}k=void
0;h=b;var x=f.pingCache;\nnull===x?(x=f.pingCache=new ui,k=new Set,x.set(l,k)):(k=x.get(l),void
0===k&&(k=new Set,x.set(l,k)));if(!k.has(h)){k.add(h);var
H=qk.bind(null,f,l,h);l.then(H,H)}q.flags|=16384;q.lanes=b;break
a}q=q.return}while(null!==q);k=Error((Wa(h)||\"A React component\")+\" suspended while rendering, but no
fallback UI was specified.\\n\\nAdd a <Suspense fallback=...> component higher in the tree to provide a loading
indicator or placeholder to display.\")}5!==W&&(W=2);k=si(k,h);q=g;do{switch(q.tag){case
3:f=k;q.flags|=\n16384;b&=-b;q.lanes|=b;var na=vi(q,f,b);Hg(q,na);break a;case 1:f=k;var
ka=q.type,oa=q.stateNode;if(0===(q.flags&128)&&(\"function\"===typeof
ka.getDerivedStateFromError||null!==oa&&\"function\"===typeof
oa.componentDidCatch&&(null===zi||!zi.has(oa))))){q.flags|=16384;b&=-b;q.lanes|=b;var
S=yi(q,f,b);Hg(q,S);break
a}}q=q.return}while(null!==q)}rk(c)}catch(sk){b=sk;Y===c&&null!==c&&(Y=c=c.return);continue}break}while(
1)}function hk(){var a=Mj.current;Mj.current=Sh;return null===a?Sh:a}\nfunction
Wi(){if(0===W||3===W)W=4;null===K||0===(Jg&268435455)&&0===(Qj&268435455)||bk(K,Z)}function
lk(a,b){var c=L;L|=2;var d=hk();K===a&&Z===b||ik(a,b);do
try{tk();break}catch(e){kk(a,e)}while(1);sg();L=c;Mj.current=d;if(null!==Y)throw Error(u(261));K=null;Z=0;return
W}function tk(){for(;null!==Y;)uk(Y)}function jk(){for(;null!==Y&&!fc();)uk(Y)}function uk(a){var
b=vk(a.alternate,a,Ji);a.memoizedProps=a.pendingProps;null===b?rk(a):Y=b;Nj.current=null}\nfunction rk(a){var
b=a;do{var
c=b.alternate;a=b.return;if(0===(b.flags&8192)){if(c=hj(c,b,Ji),null!==c){Y=c;return}}else{c=kj(b,Ji);if(null!==c){
c.flags&=8191;Y=c;return}null!==a&&(a.flags|=8192,a.subtreeFlags=0,a.deletions=null)}b=b.sibling;if(null!==b){
Y=b;return}Y=b=a}while(null!==b);0===W&&(W=5)}function mk(a){var
b=D,c=Oj.transition;try{Oj.transition=0,D=1,wk(a,b)}finally{Oj.transition=c,D=b}return null}\nfunction
wk(a,b){do gk();while(null!==Uj);if(0!==(L&6))throw Error(u(327));var
c=a.finishedWork,d=a.finishedLanes;if(null===c)return
null;a.finishedWork=null;a.finishedLanes=0;if(c===a.current)throw
Error(u(177));a.callbackNode=null;a.callbackPriority=0;var
e=c.lanes|c.childLanes;zc(a,e);a===K&&(Y=K=null,Z=0);0===(c.subtreeFlags&1040)&&0===(c.flags&1040)||Tj||
(Tj=!0,ek(kc,function(){gk();return
null}));e=0!==(c.flags&8054);if(0!==(c.subtreeFlags&8054)||e){e=Oj.transition;Oj.transition=0;var f=D;D=\n1;var
g=L;L|=4;Nj.current=null;rj(a,c);Gj(a,c);Se(Df);id=!!Cf;Df=Cf=null;a.current=c;Ij(c,a,d);gc();L=g;D=f;Oj.transition
=e}else
a.current=c;Tj&&(Tj=!1,Uj=a,Vj=d);e=a.pendingLanes;0===e&&(zi=null);0!==(e&1)?a===Xj?Wj++:(Wj=0,Xj=a
):Wj=0;pc(c.stateNode,b);ck(a,C());if(wi)throw wi=!1,a=xi,xi=null,a;0!==(Vj&1)&&0!==a.tag&&gk();lg();return
null}\nfunction gk(){if(null!==Uj){var
a=Fc(Vj),b=Oj.transition,c=D;try{Oj.transition=0;D=16>a?16:a;if(null===Uj)var
d=!1;else{a=Uj;Uj=null;Vj=0;if(0!==(L&6))throw Error(u(331));var e=L;L|=4;for(X=a.current;null!==X;){var
f=X,g=f.child;if(0!==(X.flags&16)){var h=f.deletions;if(null!==h){for(var k=0;k<h.length;k++){var
l=h[k];for(X=l;null!==X;){var m=X;switch(m.tag){case 0:case 11:case 15:sj(4,m,f)}var
v=m.child;if(null!==v)v.return=m,X=v;else for(;null!==X;){m=X;var
t=m.sibling,q=m.return;yj(m);if(m===l){X=\nnull;break}if(null!==t){t.return=q;X=t;break}X=q}}}var
n=f.alternate;if(null!==n){var w=n.child;if(null!==w){n.child=null;do{var
J=w.sibling;w.sibling=null;w=J}while(null!==w)}}X=f}}if(0!==(f.subtreeFlags&1040)&&null!==g)g.return=f,X=
g;else b:for(;null!==X;){f=X;if(0!==(f.flags&1024))switch(f.tag){case 0:case 11:case 15:sj(5,f,f.return)}var
y=f.sibling;if(null!==y){y.return=f.return;X=y;break b}X=f.return}}var r=a.current;for(X=r;null!==X;){g=X;var

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x=g.child;if(0!==(g.subtreeFlags&1040)&&null!==x)x.return=\ng,X=x;else
b:for(g=r;null!==X;){h=X;if(0!==(h.flags&1024))try{switch(h.tag){case 0:case 11:case
15:tj(5,h)}}catch(na){pj(h,h.return,na)}if(h===g){X=null;break b}var
H=h.sibling;if(null!==H){H.return=h.return;X=H;break b}X=h.return}}L=e;lg();if(oc&&\"function\"===typeof
oc.onPostCommitFiberRoot)try{oc.onPostCommitFiberRoot(nc,a)}catch(na){}d=!0}return
d}finally{D=c,Oj.transition=b}}return!1}function
xk(a,b,c){b=si(c,b);b=vi(a,b,1);Fg(a,b);b=M();a=ak(a,1);null!==a&&(yc(a,1,b),ck(a,b))}\nfunction
pj(a,b,c){if(3===a.tag)xk(a,a,c);else for(b=a.return;null!==b;){if(3===b.tag){xk(b,a,c);break}else if(1===b.tag){var
d=b.stateNode;if(\"function\"===typeof b.type.getDerivedStateFromError||\"function\"===typeof
d.componentDidCatch&&(null===zi||!zi.has(d))){a=si(c,a);a=yi(b,a,1);Fg(b,a);a=M();b=ak(b,1);null!==b&&(yc(b,
1,a),ck(b,a));break}}b=b.return}}\nfunction qk(a,b,c){var
d=a.pingCache;null!==d&&d.delete(b);b=M();a.pingedLanes|=a.suspendedLanes&c;K===a&&(Z&c)===c&&(4==
=W||3===W&&(Z&130023424)===Z&&500>C()-Hj?ik(a,0):Rj|=c);ck(a,b)}function
yk(a,b){0===b&&(0===(a.mode&1)?b=1:(b=rc,rc<<=1,0===(rc&130023424)&&(rc=4194304)));var
c=M();a=ak(a,b);null!==a&&(yc(a,b,c),ck(a,c))}function Xi(a){var
b=a.memoizedState,c=0;null!==b&&(c=b.retryLane);yk(a,c)}\nfunction Fj(a,b){var c=0;switch(a.tag){case 13:var
d=a.stateNode;var e=a.memoizedState;null!==e&&(c=e.retryLane);break;case
19:d=a.stateNode;break;default:throw Error(u(314));}null!==d&&d.delete(b);yk(a,c)}var
vk;\nvk=function(a,b,c){var d=b.lanes;if(null!==a)if(a.memoizedProps!==b.pendingProps||$f.current)zg=!0;else
if(0!==(c&d))zg=0!==(a.flags&32768)?!0:!1;else{zg=!1;switch(b.tag){case
3:Ni(b);d=b.stateNode;tg(b,O,a.memoizedState.cache);Bh=d.pooledCache;xh();break;case 5:lh(b);break;case
1:cg(b.type)&&gg(b);break;case 4:jh(b,b.stateNode.containerInfo);break;case
10:tg(b,b.type._context,b.memoizedProps.value);break;case
13:d=b.memoizedState;if(null!==d){if(null!==d.dehydrated)return
G(N,N.current&1),b.flags|=\n128,null;if(0!==(c&b.child.childLanes))return
Ri(a,b,c);G(N,N.current&1);b=Ci(a,b,c);return null!==b?b.sibling:null}G(N,N.current&1);break;case
19:d=0!==(c&b.childLanes);if(0!==(a.flags&128)){if(d)return bj(a,b,c);b.flags|=128}var
e=b.memoizedState;null!==e&&(e.rendering=null,e.tail=null,e.lastEffect=null);G(N,N.current);if(d)break;else
return null;case 22:case 23:return b.lanes=0,Hi(a,b,c);case 24:tg(b,O,a.memoizedState.cache)}return Ci(a,b,c)}else
zg=!1;b.lanes=0;switch(b.tag){case
2:d=b.type;null!==\na&&(a.alternate=null,b.alternate=null,b.flags|=2);a=b.pendingProps;e=bg(b,I.current);yg(b,c);e
=Oh(null,b,d,a,e,c);b.flags|=1;if(\"object\"===typeof e&&null!==e&&\"function\"===typeof e.render&&void
0===e.$$typeof){b.tag=1;b.memoizedState=null;b.updateQueue=null;if(cg(d)){var f=!0;gg(b)}else
f=!1;b.memoizedState=null!==e.state&&void
0!==e.state?e.state:null;Dg(b);e.updater=Pg;b.stateNode=e;e._reactInternals=b;Tg(b,d,a,c);b=Mi(null,b,d,!0,f,c)}els
e b.tag=0,U(null,b,e,c),b=b.child;return b;case
16:e=b.elementType;\na:{null!==a&&(a.alternate=null,b.alternate=null,b.flags|=2);a=b.pendingProps;f=e._init;e=f(
e._payload);b.type=e;f=b.tag=zk(e);a=ng(e,a);switch(f){case 0:b=Gi(null,b,e,a,c);break a;case
1:b=Li(null,b,e,a,c);break a;case 11:b=Bi(null,b,e,a,c);break a;case 14:b=Di(null,b,e,ng(e.type,a),d,c);break a}throw
Error(u(306,e,\"\"));}return b;case 0:return
d=b.type,e=b.pendingProps,e=b.elementType===d?e:ng(d,e),Gi(a,b,d,e,c);case 1:return
d=b.type,e=b.pendingProps,e=b.elementType===d?e:ng(d,e),Li(a,b,d,e,c);case
3:Ni(b);\nd=b.updateQueue;if(null===a||null===d)throw
Error(u(282));e=b.pendingProps;f=b.memoizedState;d=f.element;Eg(a,b);Ig(b,e,null,c);var
g=b.memoizedState;e=b.stateNode;var
h=g.cache;Bh=e.pooledCache;tg(b,O,h);h!==f.cache&&wg(b,O,c);f=g.element;if(f===d)xh(),b=Ci(a,b,c);else{if(d=
e.hydrate)ph=Nf(b.stateNode.containerInfo.firstChild),oh=b,d=qh=!0;if(d){a=e.mutableSourceEagerHydrationData;
if(null!=a)for(d=0;d<a.length;d+=2)e=a[d],e._workInProgressVersionPrimary=a[d+1],yh.push(e);c=dh(b,null,f,c);fo
```

r(b.child=\nc;c;)c.flags=c.flags&-3|2048,c=c.sibling}else U(a,b,f,c),xh();b=b.child}return b;case 5:return lh(b),null===a&&uh(b),d=b.type,e=b.pendingProps,f=null!==a?a.memoizedProps:null,g=e.children,Ff(d,e)?g=null: null!==f&&Ff(d,f)&&(b.flags|=32),Ki(a,b),U(a,b,g,c),b.child;case 6:return null===a&&uh(b),null;case 13:return Ri(a,b,c);case 4:return jh(b,b.stateNode.containerInfo),d=b.pendingProps,null===a?b.child=ch(b,null,d,c):U(a,b,d,c),b.child;case 11:return d=b.type,e=b.pendingProps,e=b.elementType===d?e:ng(d,\ne),Bi(a,b,d,e,c);case 7:return U(a,b,b.pendingProps,c),b.child;case 8:return U(a,b,b.pendingProps.children,c),b.child;case 12:return U(a,b,b.pendingProps.children,c),b.child;case 10:a:{d=b.type._context;e=b.pendingProps;f=b.memoizedProps;g=e.value;tg(b,d,g);if(null!==f)if(Le(f.value,g)){if(f .children===e.children&&!$f.current){b=Ci(a,b,c);break a}}else wg(b,d,c);U(a,b,e.children,c);b=b.child}return b;case 9:return e=b.type,d=b.pendingProps.children,yg(b,c),e=Ag(e),d=d(e),b.flags|=1,U(a,b,d,c),b.child;\ncase 14:return e=b.type,f=ng(e,b.pendingProps),f=ng(e.type,f),Di(a,b,e,f,d,c);case 15:return Fi(a,b,b.type,b.pendingProps,d,c);case 17:return d=b.type,e=b.pendingProps,e=b.elementType===d?e:ng(d,e),null!==a&&(a.alternate=null,b.alternate=null,b.flags|= 2),b.tag=1,cg(d)?(a=!0,gg(b)):a=!1,yg(b,c),Rg(b,d,e),Tg(b,d,e,c),Mi(null,b,d,!0,a,c);case 19:return bj(a,b,c);case 22:return Hi(a,b,c);case 23:return Hi(a,b,c);case 24:return yg(b,c),e=Ag(O),null===a?(null===Bh&&(Bh=new Map),d=Bh,b.memoizedState={parent:e,\ncache:d},Dg(b),tg(b,O,d)):(0!==(c&d)&&(Eg(a,b),Ig(b,null,null,c)),d=a. memoizedState,f=b.memoizedState,d.parent!==e?(d={parent:e,cache:e},b.memoizedState=d,0===b.lanes&&(b.me moizedState=b.updateQueue.baseState=d),tg(b,O,e)):(e=f.cache,tg(b,O,e),e!==d.cache&&wg(b,O,c))),U(a,b,b.pendi ngProps.children,c),b.child}throw Error(u(156,b.tag));};function ek(a,b){return dc(a,b)}\nfunction Ak(a,b,c,d){this.tag=a;this.key=c;this.sibling=this.child=this.return=this.stateNode=this.type=this.elementType=null ;this.index=0;this.ref=null;this.pendingProps=b;this.dependencies=this.memoizedState=this.updateQueue=this.mem oizedProps=null;this.mode=d;this.subtreeFlags=this.flags=0;this.deletions=null;this.childLanes=this.lanes=0;this.alt ernate=null}function sh(a,b,c,d){return new Ak(a,b,c,d)}function Ei(a){a=a.prototype;return!(!a||!a.isReactComponent)}\nfunction zk(a){if(\"function\"===typeof a)return Ei(a)?1:0;if(void 0!==a&&null!==a){a=a.$$typeof;if(a===Da)return 11;if(a===Ga)return 14}return 2}\nfunction Yg(a,b){var c=a.alternate;null===c?(c=sh(a.tag,b,a.key,a.mode),c.elementType=a.elementType,c.type=a.type,c.stateNode=a.stat eNode,c.alternate=a,a.alternate=c):(c.pendingProps=b,c.type=a.type,c.flags=0,c.subtreeFlags=0,c.deletions=null);c.f lags=a.flags&1835008;c.childLanes=a.childLanes;c.lanes=a.lanes;c.child=a.child;c.memoizedProps=a.memoizedPr ops;c.memoizedState=a.memoizedState;c.updateQueue=a.updateQueue;b=a.dependencies;c.dependencies=null=== b?null:{lanes:b.lanes,firstContext:b.firstContext};\nc.sibling=a.sibling;c.index=a.index;c.ref=a.ref;return c}\nfunction $g(a,b,c,d,e,f){var g=2;d=a;if(\"function\"===typeof a)Ei(a)&&(g=1);else if(\"string\"===typeof a)g=5;else a:switch(a){case ya:return bh(c.children,e,f,b);case Ka:g=8;e|=4;break;case za:g=8;e|=8;break;case Aa:return a=sh(12,c,b,e|2),a.elementType=Aa,a.lanes=f,a;case Ea:return a=sh(13,c,b,e),a.elementType=Ea,a.lanes=f,a;case Fa:return a=sh(19,c,b,e),a.elementType=Fa,a.lanes=f,a;case La:return Ui(c,e,f,b);case Ma:return a=sh(23,c,b,e),a.elementType=Ma,a.lanes=f,a;case Ia:case Na:return a=sh(24,\nc,b,e),a.elementType=Na,a.lanes=f,a;default:if(\"object\"===typeof a&&null!==a)switch(a.$$typeof){case Ba:g=10;break a;case Ca:g=9;break a;case Da:g=11;break a;case Ga:g=14;break a;case Ha:g=16;d=null;break a}throw Error(u(130,null==a?a:typeof a,\"\"));}b=sh(g,c,b,e);b.elementType=a;b.type=d;b.lanes=f;return b}function bh(a,b,c,d){a=sh(7,a,d,b);a.lanes=c;return a}function Ui(a,b,c,d){a=sh(22,a,d,b);a.elementType=La;a.lanes=c;return a}function Zg(a,b,c){a=sh(6,a,null,b);a.lanes=c;return a}\nfunction ah(a,b,c){b=sh(4,null!==a.children?a.children:[],a.key,b);b.lanes=c;b.stateNode={containerInfo:a.containerInfo,pen dingChildren:null,implementation:a.implementation};return b}\nfunction Bk(a,b,c){this.tag=b;this.containerInfo=a;this.finishedWork=this.pingCache=this.current=this.pendingChildren=null ;this.timeoutHandle=-1;this.pendingContext=this.context=null;this.hydrate=c;this.callbackNode=null;this.callbackPriority=0;this.eventTi

mes=xc(0);this.expirationTimes=xc(-
1);this.entangledLanes=this.finishedLanes=this.mutableReadLanes=this.expiredLanes=this.pingedLanes=this.suspe
ndedLanes=this.pendingLanes=0;this.entanglements=xc(0);this.pooledCache=null;this.pooledCacheLanes=0;\nthis.
mutableSourceEagerHydrationData=null}function Ck(a,b,c,d,e){a=new
Bk(a,b,c);1===b?(b=1,!0===e&&(b|=8)):b=0;e=sh(3,null,null,b);a.current=e;e.stateNode=a;b=new
Map;a.pooledCache=b;e.memoizedState={element:null,cache:b};Dg(e);return a}function Dk(a,b,c){var
d=3<arguments.length&&void
0!==arguments[3]?arguments[3]:null;return{$$typeof:xa,key:null==d?null:\"\"+d,children:a,containerInfo:b,implem
entation:c}}\nfunction Ek(a,b,c,d){var
e=b.current,f=M(),g=Ng(e);a:if(c){c=c._reactInternals;b:{if(Yb(c)!==c||1!==c.tag)throw Error(u(170));var
h=c;do{switch(h.tag){case 3:h=h.stateNode.context;break b;case
1:if(cg(h.type)){h=h.stateNode.__reactInternalMemoizedMergedChildContext;break
b}}h=h.return}while(null!==h);throw Error(u(171));}if(1===c.tag){var k=c.type;if(cg(k)){c=fg(c,k,h);break
a}}c=h}else c=Zf;null===b.context?b.context=c:b.pendingContext=c;b=xg(f,g);b.payload={element:a};d=void
0===d?null:d;null!==\nd&&(b.callback=d);Fg(e,b);a=Og(e,g,f);null!==a&&Gg(a,e,g);return g}function
Fk(a){a=a.current;if(!a.child)return null;switch(a.child.tag){case 5:return a.child.stateNode;default:return
a.child.stateNode}}function Gk(a,b){a=a.memoizedState;if(null!==a&&null!==a.dehydrated){var
c=a.retryLane;a.retryLane=0!==c&&c<b?c:b}}function Hk(a,b){Gk(a,b);(a=a.alternate)&&Gk(a,b)}function
Ik(){return null}function
Jk(a){this._internalRoot=a}Jk.prototype.render=function(a){Ek(a,this._internalRoot,null,null)};\nJk.prototype.unmo
unt=function(){var a=this._internalRoot,b=a.containerInfo;Ek(null,a,null,function(){b[yf]=null})};function
Kk(a){return!(!a||1!==a.nodeType&&9!==a.nodeType&&11!==a.nodeType)}function
Lk(a){return!(!a||1!==a.nodeType&&9!==a.nodeType&&11!==a.nodeType&&(8!==a.nodeType||\" react-mount-
point-unstable \"!==a.nodeValue))}function Mk(a,b){if(!b)for(var
c;c=a.lastChild;)a.removeChild(c);b=Ck(a,0,b,null,!1);a[yf]=b.current;wf(8===a.nodeType?a.parentNode:a);return
b}\nfunction Nk(a,b,c,d,e){var f=c._reactRootContainer;if(f){var g=f;if(\"function\"===typeof e){var
h=e;e=function(){var
a=Fk(g);h.call(a)}}Ek(b,g,a,e)}else{g=f=c._reactRootContainer=Mk(c,d);if(\"function\"===typeof e){var
k=e;e=function(){var a=Fk(g);k.call(a)}}ok(function(){Ek(b,g,a,e)})}return
Fk(g)}\nGc=function(a){switch(a.tag){case 3:var b=a.stateNode;if(b.hydrate){var
c=sc(b.pendingLanes);0!==c&&(Ac(b,c|1),ck(b,C()),0===(L&6)&&(Sj(),lg()))}break;case 13:var
d=M();pk(function(){return Og(a,1,d)});Hk(a,1)}};Hc=function(a){if(13===a.tag){var
b=M();Og(a,1,b);Hk(a,1)}};Ic=function(a){if(13===a.tag){var
b=M();Og(a,134217728,b);Hk(a,134217728)}};Jc=function(a){if(13===a.tag){var
b=M(),c=Ng(a);Og(a,c,b);Hk(a,c)}};Kc=function(){return D};Lc=Ec;\nBb=function(a,b,c){switch(b){case
\"input\":fb(a,c);b=c.name;if(\"radio\"===c.type&&null!=b){for(c=a;c.parentNode;)c=c.parentNode;c=c.querySelec
torAll(\"input[name=\"+JSON.stringify(\"\"+b)+']'[type=\"radio\"]');for(b=0;b<c.length;b++){var
d=c[b];if(d!==a&&d.form===a.form){var e=Gb(d);if(!e)throw Error(u(90));ab(d);fb(d,e)}}}break;case
\"textarea\":mb(a,c);break;case \"select\":b=c.value,null!=b&&jb(a,!!c.multiple,b,!1)}};Jb=nk;Kb=ok;\nvar
Ok={Events:[Fb,ye,Gb,Hb,Ib,nk]},Pk={findFiberByHostInstance:bd,bundleType:0,version:\"18.0.0-experimental-
d0ec28381-20210716\",rendererPackageName:\"react-dom\"};\nvar
Qk={bundleType:Pk.bundleType,version:Pk.version,rendererPackageName:Pk.rendererPackageName,rendererConf
ig:Pk.rendererConfig,overrideHookState:null,overrideHookStateDeletePath:null,overrideHookStateRenamePath:nul
l,overrideProps:null,overridePropsDeletePath:null,overridePropsRenamePath:null,setErrorHandler:null,setSuspense
Handler:null,scheduleUpdate:null,currentDispatcherRef:va.ReactCurrentDispatcher,findHostInstanceByFiber:functi
on(a){a=bc(a);return
null===a?null:a.stateNode},findFiberByHostInstance:Pk.findFiberByHostInstance||\nIk,findHostInstancesForRefres
h:null,scheduleRefresh:null,scheduleRoot:null,setRefreshHandler:null,getCurrentFiber:null,reconcilerVersion:\"18.0

.0-experimental-d0ec28381-20210716\"};if(\"undefined\"!==typeof
__REACT_DEVTOOLS_GLOBAL_HOOK__){var
Rk=__REACT_DEVTOOLS_GLOBAL_HOOK__;if(!Rk.isDisabled&&Rk.supportsFiber)try{nc=Rk.inject(Qk),oc
=Rk}catch(a){}}exports.__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED=Ok;\nexports.
createPortal=function(a,b){var c=2<arguments.length&&void 0!==arguments[2]?arguments[2]:null;if(!Kk(b))throw
Error(u(200));return Dk(a,b,null,c)};exports.createRoot=function(a,b){if(!Lk(a))throw Error(u(299));var
c=null!=b&&null!=b.hydrationOptions&&b.hydrationOptions.mutableSources||null;b=Ck(a,1,null!=b&&!0===b.hy
drate,null!=b&&b.hydrationOptions||null,null!=b&&!0===b.unstable_strictMode);a[yf]=b.current;wf(8===a.nodeT
ype?a.parentNode:a);if(c)for(a=0;a<c.length;a++)Ah(b,c[a]);return new
Jk(b)};\nexports.findDOMNode=function(a){if(null==a)return null;if(1===a.nodeType)return a;var
b=a._reactInternals;if(void 0===b){if(\"function\"===typeof a.render)throw Error(u(188));throw
Error(u(268,Object.keys(a)));}a=bc(b);a=null===a?null:a.stateNode;return
a};exports.flushSync=pk;exports.hydrate=function(a,b,c){if(!Lk(b))throw Error(u(200));return
Nk(null,a,b,!0,c)};\nexports.hydrateRoot=function(a,b,c){if(!Kk(a))throw Error(u(405));var
d=null!=c&&c.hydratedSources||null;c=Ck(a,1,!0,null!=c?c:null,null!=c&&!0===c.unstable_strictMode);a[yf]=c.cu
rrent;wf(a);if(d)for(a=0;a<d.length;a++)Ah(c,d[a]);Ek(b,c,null,null);return new
Jk(c)};exports.render=function(a,b,c){if(!Lk(b))throw Error(u(200));return
Nk(null,a,b,!1,c)};\nexports.unmountComponentAtNode=function(a){if(!Lk(a))throw Error(u(40));return
a._reactRootContainer?(ok(function(){Nk(null,null,a,!1,function(){a._reactRootContainer=null;a[yf]=null})}),!0):!1
};exports.unstable_batchedUpdates=nk;exports.unstable_flushControlled=function(a){var b=L;L|=1;var
c=Oj.transition,d=D;try{Oj.transition=0,D=1,a()}finally{D=d,Oj.transition=c,L=b,0===L&&(Sj(),lg())}};\nexports.
unstable_renderSubtreeIntoContainer=function(a,b,c,d){if(!Lk(c))throw Error(u(200));if(null==a||void
0===a._reactInternals)throw Error(u(38));return
Nk(a,b,c,!1,d)};exports.unstable_runWithPriority=Ec;exports.unstable_scheduleHydration=function(a){if(a){var
b=Kc();a={blockedOn:null,target:a,priority:b};for(var
c=0;c<Tc.length&&0!==b&&b<Tc[c].priority;c++);Tc.splice(c,0,a);0===c&&ad(a)}};exports.version=\"18.0.0-
experimental-d0ec28381-20210716\";\n","'use strict';\n\nif (process.env.NODE_ENV === 'production') {\n
module.exports = require('./cjs/scheduler.production.min.js');\n} else {\n module.exports =
require('./cjs/scheduler.development.js');\n}\n\n","/** @license React vundefined\n * scheduler.production.min.js\n
*\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license
found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';function f(a,b){var
c=a.length;a.push(b);a:for(;0<c;){var d=c-1>>>1,e=a[d];if(0<g(e,b))a[d]=b,a[c]=e,c=d;else break a}}function
h(a){return 0===a.length?null:a[0]}function k(a){if(0===a.length)return null;var
b=a[0],c=a.pop();if(c!==b){a[0]=c;a:for(var d=0,e=a.length,w=e>>>1;d<w;){var m=2*(d+1)-
1,C=a[m],n=m+1,x=a[n];if(0>g(C,c))n<e&&0>g(x,C)?(a[d]=x,a[n]=c,d=n):(a[d]=C,a[m]=c,d=m);else
if(n<e&&0>g(x,c))a[d]=x,a[n]=c,d=n;else break a}}return b}\nfunction g(a,b){var c=a.sortIndex-b.sortIndex;return
0!==c?c:a.id-b.id}if(\"object\"===typeof performance&&\"function\"===typeof performance.now){var
l=performance;exports.unstable_now=function(){return l.now()}}else{var
p=Date,q=p.now();exports.unstable_now=function(){return p.now()-q}}var
r=[],t=[],u=1,v=null,y=3,z=!1,A=!1,B=!1,D=\"function\"===typeof
setTimeout?setTimeout:null,E=\"function\"===typeof clearTimeout?clearTimeout:null,F=\"undefined\"!==typeof
setImmediate?setImmediate:null;\nfunction G(a){for(var b=h(t);null!==b;){if(null===b.callback)k(t);else
if(b.startTime<=a)k(t),b.sortIndex=b.expirationTime,f(r,b);else break;b=h(t)}}function
H(a){B=!1;G(a);if(!A)if(null!==h(r))A=!0,I(J);else{var b=h(t);null!==b&&K(H,b.startTime-a)}}\nfunction
J(a,b){A=!1;B&&(B=!1,E(L),L=-1);z=!0;var
c=y;try{G(b);for(v=h(r);null!==v&&(!(v.expirationTime>b)||a&&!M());){var
d=v.callback;if(\"function\"===typeof d){v.callback=null;y=v.priorityLevel;var
e=d(v.expirationTime<=b);b=exports.unstable_now();\"function\"===typeof

e?v.callback=e:v===h(r)&&k(r);G(b)}else k(r);v=h(r)}if(null!==v)var w=!0;else{var m=h(t);null!==m&&K(H,m.startTime-b);w=!1}return w}finally{v=null,y=c,z=!1}}var N=!1,O=null,L=-1,P=5,Q=0;\nfunction M(){return exports.unstable_now()>=Q}function R(){if(null!==O){var a=exports.unstable_now();Q=a+P;var b=!0;try{b=O(!0,a)}finally{b?S():(N=!1,O=null)}}else N=!1}var S;if(\"function\"===typeof F)S=function(){F(R)};else if(\"undefined\"!==typeof MessageChannel){var T=new MessageChannel,U=T.port2;T.port1.onmessage=R;S=function(){U.postMessage(null)}}else S=function(){D(R,0)};function I(a){O=a;N||(N=!0,S())}function K(a,b){L=D(function(){a(exports.unstable_now())},b)}\nexports.unstable_IdlePriority=5;exports.unstable_ImmediatePriority=1;exports.unstable_LowPriority=4;exports.unstable_NormalPriority=3;exports.unstable_Profiling=null;exports.unstable_UserBlockingPriority=2;exports.unstable_cancelCallback=function(a){a.callback=null};exports.unstable_continueExecution=function(){A||z||(A=!0,I(J))};\nexports.unstable_forceFrameRate=function(a){0>a||125<a?console.error(\"forceFrameRate takes a positive int between 0 and 125, forcing frame rates higher than 125 fps is not supported\"):P=0<a?Math.floor(1E3/a):5};exports.unstable_getCurrentPriorityLevel=function(){return y};exports.unstable_getFirstCallbackNode=function(){return h(r)};exports.unstable_next=function(a){switch(y){case 1:case 2:case 3:var b=3;break;default:b=y}var c=y;y=b;try{return a()}finally{y=c}};exports.unstable_pauseExecution=function(){};\nexports.unstable_requestPaint=function(){};exports.unstable_runWithPriority=function(a,b){switch(a){case 1:case 2:case 3:case 4:case 5:break;default:a=3}var c=y;y=a;try{return b()}finally{y=c}};\nexports.unstable_scheduleCallback=function(a,b,c){var d=exports.unstable_now();\"object\"===typeof c&&null!==c?(c=c.delay,c=\"number\"===typeof c&&0<c?d+c:d):c=d;switch(a){case 1:var e=-1;break;case 2:e=250;break;case 5:e=1073741823;break;case 4:e=1E4;break;default:e=5E3}e=c+e;a={id:u++,callback:b,priorityLevel:a,startTime:c,expirationTime:e,sortIndex:-1};c>d?(a.sortIndex=c,f(t,a),null===h(r)&&a===h(t)&&(B?(E(L),L=-1):B=!0,K(H,c-d))):(a.sortIndex=e,f(r,a),A||z||(A=!0,I(J)));return a};\nexports.unstable_shouldYield=M;exports.unstable_wrapCallback=function(a){var b=y;return function(){var c=y;y=b;try{return a.apply(this,arguments)}finally{y=c}}};\n","export default \":root {\\n /**\\n   * IMPORTANT: When new theme variables are added below– also add them to SettingsContext updateThemeVariables()\\n   */\\n\\n /* Light theme */\\n --light-color-attribute-name: #ef6632;\\n --light-color-attribute-name-not-editable: #23272f;\\n --light-color-attribute-name-inverted: rgba(255, 255, 255, 0.7);\\n --light-color-attribute-value: #1a1aa6;\\n --light-color-attribute-value-inverted: #ffffff;\\n --light-color-attribute-editable-value: #1a1aa6;\\n --light-color-background: #ffffff;\\n --light-color-background-hover: rgba(0, 136, 250, 0.1);\\n --light-color-background-inactive: #e5e5e5;\\n --light-color-background-invalid: #fff0f0;\\n --light-color-background-selected: #0088fa;\\n --light-color-button-background: #ffffff;\\n --light-color-button-background-focus: #ededed;\\n --light-color-button: #5f6673;\\n --light-color-button-disabled: #cfd1d5;\\n --light-color-button-active: #0088fa;\\n --light-color-button-focus: #23272f;\\n --light-color-button-hover: #23272f;\\n --light-color-border: #eeeeee;\\n --light-color-commit-did-not-render-fill: #cfd1d5;\\n --light-color-commit-did-not-render-fill-text: #000000;\\n --light-color-commit-did-not-render-pattern: #cfd1d5;\\n --light-color-commit-did-not-render-pattern-text: #333333;\\n --light-color-commit-gradient-0: #37afa9;\\n --light-color-commit-gradient-1: #63b19e;\\n --light-color-commit-gradient-2: #80b393;\\n --light-color-commit-gradient-3: #97b488;\\n --light-color-commit-gradient-4: #abb67d;\\n --light-color-commit-gradient-5: #beb771;\\n --light-color-commit-gradient-6: #cfb965;\\n --light-color-commit-gradient-7: #dfba57;\\n --light-color-commit-gradient-8: #efbb49;\\n --light-color-commit-gradient-9: #febc38;\\n --light-color-commit-gradient-text: #000000;\\n --light-color-component-name: #6a51b2;\\n --light-color-component-name-inverted: #ffffff;\\n --light-color-component-badge-background: rgba(0, 0, 0, 0.1);\\n --light-color-component-badge-background-inverted: rgba(255, 255, 255, 0.25);\\n --light-color-component-badge-count: #777d88;\\n --light-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\\n --light-color-console-error-badge-text: #ffffff;\\n --light-color-console-error-background: #fff0f0;\\n --light-color-console-error-border: #ffd6d6;\\n --light-color-console-error-icon: #eb3941;\\n --light-color-console-error-text: #fe2e31;\\n --light-color-console-warning-badge-text: #000000;\\n --light-color-console-warning-background: #fffbe5;\\n --light-color-console-

warning-border: #fff5c1;\\n --light-color-console-warning-icon: #f4bd00;\\n --light-color-console-warning-text: #64460c;\\n --light-color-context-background: rgba(0,0,0,.9);\\n --light-color-context-background-hover: rgba(255, 255, 255, 0.1);\\n --light-color-context-background-selected: #178fb9;\\n --light-color-context-border: #3d424a;\\n --light-color-context-text: #ffffff;\\n --light-color-context-text-selected: #ffffff;\\n --light-color-dim: #777d88;\\n --light-color-dimmer: #cfd1d5;\\n --light-color-dimmest: #eff0f1;\\n --light-color-error-background: hsl(0, 100%, 97%);\\n --light-color-error-border: hsl(0, 100%, 92%);\\n --light-color-error-text: #ff0000;\\n --light-color-expand-collapse-toggle: #777d88;\\n --light-color-link: #0000ff;\\n --light-color-modal-background: rgba(255, 255, 255, 0.75);\\n --light-color-bridge-version-npm-background: #eff0f1;\\n --light-color-bridge-version-npm-text: #000000;\\n --light-color-bridge-version-number: #0088fa;\\n --light-color-primitive-hook-badge-background: #e5e5e5;\\n --light-color-primitive-hook-badge-text: #5f6673;\\n --light-color-record-active: #fc3a4b;\\n --light-color-record-hover: #3578e5;\\n --light-color-record-inactive: #0088fa;\\n --light-color-scroll-thumb: #c2c2c2;\\n --light-color-scroll-track: #fafafa;\\n --light-color-search-match: yellow;\\n --light-color-search-match-current: #f7923b;\\n --light-color-selected-tree-highlight-active: rgba(0, 136, 250, 0.1);\\n --light-color-selected-tree-highlight-inactive: rgba(0, 0, 0, 0.05);\\n --light-color-shadow: rgba(0, 0, 0, 0.25);\\n --light-color-tab-selected-border: #0088fa;\\n --light-color-text: #000000;\\n --light-color-text-invalid: #ff0000;\\n --light-color-text-selected: #ffffff;\\n --light-color-toggle-background-invalid: #fc3a4b;\\n --light-color-toggle-background-on: #0088fa;\\n --light-color-toggle-background-off: #cfd1d5;\\n --light-color-toggle-text: #ffffff;\\n --light-color-tooltip-background: rgba(0, 0, 0, 0.9);\\n --light-color-tooltip-text: #ffffff;\\n\\n /* Dark theme */\\n --dark-color-attribute-name: #9d87d2;\\n --dark-color-attribute-name-not-editable: #ededed;\\n --dark-color-attribute-name-inverted: #282828;\\n --dark-color-attribute-value: #cedae0;\\n --dark-color-attribute-value-inverted: #ffffff;\\n --dark-color-attribute-editable-value: yellow;\\n --dark-color-background: #282c34;\\n --dark-color-background-hover: rgba(255, 255, 255, 0.1);\\n --dark-color-background-inactive: #3d424a;\\n --dark-color-background-invalid: #5c0000;\\n --dark-color-background-selected: #178fb9;\\n --dark-color-button-background: #282c34;\\n --dark-color-button-background-focus: #3d424a;\\n --dark-color-button: #afb3b9;\\n --dark-color-button-active: #61dafb;\\n --dark-color-button-disabled: #4f5766;\\n --dark-color-button-focus: #a2e9fc;\\n --dark-color-button-hover: #ededed;\\n --dark-color-border: #3d424a;\\n --dark-color-commit-did-not-render-fill: #777d88;\\n --dark-color-commit-did-not-render-fill-text: #000000;\\n --dark-color-commit-did-not-render-pattern: #666c77;\\n --dark-color-commit-did-not-render-pattern-text: #ffffff;\\n --dark-color-commit-gradient-0: #37afa9;\\n --dark-color-commit-gradient-1: #63b19e;\\n --dark-color-commit-gradient-2: #80b393;\\n --dark-color-commit-gradient-3: #97b488;\\n --dark-color-commit-gradient-4: #abb67d;\\n --dark-color-commit-gradient-5: #beb771;\\n --dark-color-commit-gradient-6: #cfb965;\\n --dark-color-commit-gradient-7: #dfba57;\\n --dark-color-commit-gradient-8: #efbb49;\\n --dark-color-commit-gradient-9: #febc38;\\n --dark-color-commit-gradient-text: #000000;\\n --dark-color-component-name: #61dafb;\\n --dark-color-component-name-inverted: #282828;\\n --dark-color-component-badge-background: rgba(255, 255, 255, 0.25);\\n --dark-color-component-badge-background-inverted: rgba(0, 0, 0, 0.25);\\n --dark-color-component-badge-count: #8f949d;\\n --dark-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\\n --dark-color-console-error-badge-text: #000000;\\n --dark-color-console-error-background: #290000;\\n --dark-color-console-error-border: #5c0000;\\n --dark-color-console-error-icon: #eb3941;\\n --dark-color-console-error-text: #fc7f7f;\\n --dark-color-console-warning-badge-text: #000000;\\n --dark-color-console-warning-background: #332b00;\\n --dark-color-console-warning-border: #665500;\\n --dark-color-console-warning-icon: #f4bd00;\\n --dark-color-console-warning-text: #f5f2ed;\\n --dark-color-context-background: rgba(255,255,255,.9);\\n --dark-color-context-background-hover: rgba(0, 136, 250, 0.1);\\n --dark-color-context-background-selected: #0088fa;\\n --dark-color-context-border: #eeeeee;\\n --dark-color-context-text: #000000;\\n --dark-color-context-text-selected: #ffffff;\\n --dark-color-dim: #8f949d;\\n --dark-color-dimmer: #777d88;\\n --dark-color-dimmest: #4f5766;\\n --dark-color-error-background: #200;\\n --dark-color-error-border: #900;\\n --dark-color-error-text: #f55;\\n --dark-color-expand-collapse-toggle: #8f949d;\\n --dark-color-link: #61dafb;\\n --dark-color-modal-background: rgba(0, 0, 0, 0.75);\\n --dark-color-bridge-version-npm-background: rgba(0, 0, 0, 0.25);\\n --dark-color-bridge-version-npm-text: #ffffff;\\n --dark-color-bridge-version-number: yellow;\\n --dark-color-primitive-hook-badge-background: rgba(0, 0, 0, 0.25);\\n --dark-color-primitive-hook-

badge-text: rgba(255, 255, 255, 0.7);\\n --dark-color-record-active: #fc3a4b;\\n --dark-color-record-hover: #a2e9fc;\\n --dark-color-record-inactive: #61dafb;\\n --dark-color-scroll-thumb: #afb3b9;\\n --dark-color-scroll-track: #313640;\\n --dark-color-search-match: yellow;\\n --dark-color-search-match-current: #f7923b;\\n --dark-color-selected-tree-highlight-active: rgba(23, 143, 185, 0.15);\\n --dark-color-selected-tree-highlight-inactive: rgba(255, 255, 255, 0.05);\\n --dark-color-shadow: rgba(0, 0, 0, 0.5);\\n --dark-color-tab-selected-border: #178fb9;\\n --dark-color-text: #ffffff;\\n --dark-color-text-invalid: #ff8080;\\n --dark-color-text-selected: #ffffff;\\n --dark-color-toggle-background-invalid: #fc3a4b;\\n --dark-color-toggle-background-on: #178fb9;\\n --dark-color-toggle-background-off: #777d88;\\n --dark-color-toggle-text: #ffffff;\\n --dark-color-tooltip-background: rgba(255, 255, 255, 0.9);\\n --dark-color-tooltip-text: #000000;\\n\\n /* Font smoothing */\\n --light-font-smoothing: auto;\\n --dark-font-smoothing: antialiased;\\n --font-smoothing: auto;\\n\\n /* Compact density */\\n --compact-font-size-monospace-small: 9px;\\n --compact-font-size-monospace-normal: 11px;\\n --compact-font-size-monospace-large: 15px;\\n --compact-font-size-sans-small: 10px;\\n --compact-font-size-sans-normal: 12px;\\n --compact-font-size-sans-large: 14px;\\n --compact-line-height-data: 18px;\\n --compact-root-font-size: 16px;\\n\\n /* Comfortable density */\\n --comfortable-font-size-monospace-small: 10px;\\n --comfortable-font-size-monospace-normal: 13px;\\n --comfortable-font-size-monospace-large: 17px;\\n --comfortable-font-size-sans-small: 12px;\\n --comfortable-font-size-sans-normal: 14px;\\n --comfortable-font-size-sans-large: 16px;\\n --comfortable-line-height-data: 22px;\\n --comfortable-root-font-size: 20px;\\n\\n /* GitHub.com system fonts */\\n --font-family-monospace: 'SFMono-Regular', Consolas, 'Liberation Mono', Menlo,\\n   Courier, monospace;\\n --font-family-sans: -apple-system, BlinkMacSystemFont, Segoe UI, Helvetica,\\n   Arial, sans-serif, Apple Color Emoji, Segoe UI Emoji, Segoe UI Symbol;\\n}\\n\"","'use strict'\nmodule.exports = Yallist\n\nYallist.Node = Node\nYallist.create = Yallist\n\nfunction Yallist (list) {\n var self = this\n if (!(self instanceof Yallist)) {\n   self = new Yallist()\n }\n\n self.tail = null\n self.head = null\n self.length = 0\n\n if (list && typeof list.forEach === 'function') {\n   list.forEach(function (item) {\n   self.push(item)\n   })\n } else if (arguments.length > 0) {\n   for (var i = 0, l = arguments.length; i < l; i++) {\n   self.push(arguments[i])\n   }\n }\n\n return self\n}\n\nYallist.prototype.removeNode = function (node) {\n if (node.list !== this) {\n   throw new Error('removing node which does not belong to this list')\n }\n\n var next = node.next\n var prev = node.prev\n\n if (next) {\n   next.prev = prev\n }\n\n if (prev) {\n   prev.next = next\n }\n\n if (node === this.head) {\n   this.head = next\n }\n if (node === this.tail) {\n   this.tail = prev\n }\n\n node.list.length--\n node.next = null\n node.prev = null\n node.list = null\n\n return next\n}\n\nYallist.prototype.unshiftNode = function (node) {\n if (node === this.head) {\n   return\n }\n\n if (node.list) {\n   node.list.removeNode(node)\n }\n\n var head = this.head\n node.list = this\n node.next = head\n if (head) {\n   head.prev = node\n }\n\n this.head = node\n if (!this.tail) {\n   this.tail = node\n }\n this.length++\n}\n\nYallist.prototype.pushNode = function (node) {\n if (node === this.tail) {\n   return\n }\n\n if (node.list) {\n   node.list.removeNode(node)\n }\n\n var tail = this.tail\n node.list = this\n node.prev = tail\n if (tail) {\n   tail.next = node\n }\n\n this.tail = node\n if (!this.head) {\n   this.head = node\n }\n this.length++\n}\n\nYallist.prototype.push = function () {\n for (var i = 0, l = arguments.length; i < l; i++) {\n   push(this, arguments[i])\n }\n return this.length\n}\n\nYallist.prototype.unshift = function () {\n for (var i = 0, l = arguments.length; i < l; i++) {\n   unshift(this, arguments[i])\n }\n return this.length\n}\n\nYallist.prototype.pop = function () {\n if (!this.tail) {\n   return undefined\n }\n\n var res = this.tail.value\n this.tail = this.tail.prev\n if (this.tail) {\n   this.tail.next = null\n } else {\n   this.head = null\n }\n this.length--\n return res\n}\n\nYallist.prototype.shift = function () {\n if (!this.head) {\n   return undefined\n }\n\n var res = this.head.value\n this.head = this.head.next\n if (this.head) {\n   this.head.prev = null\n } else {\n   this.tail = null\n }\n this.length--\n return res\n}\n\nYallist.prototype.forEach = function (fn, thisp) {\n thisp = thisp || this\n for (var walker = this.head, i = 0; walker !== null; i++) {\n   fn.call(thisp, walker.value, i, this)\n   walker = walker.next\n }\n}\n\nYallist.prototype.forEachReverse = function (fn, thisp) {\n thisp = thisp || this\n for (var walker = this.tail, i = this.length - 1; walker !== null; i--) {\n   fn.call(thisp, walker.value, i, this)\n   walker = walker.prev\n }\n}\n\nYallist.prototype.get = function (n) {\n for (var i = 0, walker = this.head; walker !== null && i < n; i++) {\n   // abort out of the list early if we hit a cycle\n   walker = walker.next\n }\n if (i === n && walker !== null) {\n   return walker.value\n

}\n}\n\nYallist.prototype.getReverse = function (n) {\n for (var i = 0, walker = this.tail; walker !== null && i < n; i++) {\n   // abort out of the list early if we hit a cycle\n   walker = walker.prev\n }\n if (i === n && walker !== null) {\n   return walker.value\n }\n}\n\nYallist.prototype.map = function (fn, thisp) {\n thisp = thisp || this\n var res = new Yallist()\n for (var walker = this.head; walker !== null;) {\n   res.push(fn.call(thisp, walker.value, this))\n   walker = walker.next\n }\n return res\n}\n\nYallist.prototype.mapReverse = function (fn, thisp) {\n thisp = thisp || this\n var res = new Yallist()\n for (var walker = this.tail; walker !== null;) {\n   res.push(fn.call(thisp, walker.value, this))\n   walker = walker.prev\n }\n return res\n}\n\nYallist.prototype.reduce = function (fn, initial) {\n var acc\n var walker = this.head\n if (arguments.length > 1) {\n   acc = initial\n } else if (this.head) {\n   walker = this.head.next\n   acc = this.head.value\n } else {\n   throw new TypeError('Reduce of empty list with no initial value')\n }\n\n for (var i = 0; walker !== null; i++) {\n   acc = fn(acc, walker.value, i)\n   walker = walker.next\n }\n\n return acc\n}\n\nYallist.prototype.reduceReverse = function (fn, initial) {\n var acc\n var walker = this.tail\n if (arguments.length > 1) {\n   acc = initial\n } else if (this.tail) {\n   walker = this.tail.prev\n   acc = this.tail.value\n } else {\n   throw new TypeError('Reduce of empty list with no initial value')\n }\n\n for (var i = this.length - 1; walker !== null; i--) {\n   acc = fn(acc, walker.value, i)\n   walker = walker.prev\n }\n\n return acc\n}\n\nYallist.prototype.toArray = function () {\n var arr = new Array(this.length)\n for (var i = 0, walker = this.head; walker !== null; i++) {\n   arr[i] = walker.value\n   walker = walker.next\n }\n return arr\n}\n\nYallist.prototype.toArrayReverse = function () {\n var arr = new Array(this.length)\n for (var i = 0, walker = this.tail; walker !== null; i++) {\n   arr[i] = walker.value\n   walker = walker.prev\n }\n return arr\n}\n\nYallist.prototype.slice = function (from, to) {\n to = to || this.length\n if (to < 0) {\n   to += this.length\n }\n from = from || 0\n if (from < 0) {\n   from += this.length\n }\n var ret = new Yallist()\n if (to < from || to < 0) {\n   return ret\n }\n if (from < 0) {\n   from = 0\n }\n if (to > this.length) {\n   to = this.length\n }\n for (var i = 0, walker = this.head; walker !== null && i < from; i++) {\n   walker = walker.next\n }\n for (; walker !== null && i < to; i++, walker = walker.next) {\n   ret.push(walker.value)\n }\n return ret\n}\n\nYallist.prototype.sliceReverse = function (from, to) {\n to = to || this.length\n if (to < 0) {\n   to += this.length\n }\n from = from || 0\n if (from < 0) {\n   from += this.length\n }\n var ret = new Yallist()\n if (to < from || to < 0) {\n   return ret\n }\n if (from < 0) {\n   from = 0\n }\n if (to > this.length) {\n   to = this.length\n }\n for (var i = this.length, walker = this.tail; walker !== null && i > to; i--) {\n   walker = walker.prev\n }\n for (; walker !== null && i > from; i--, walker = walker.prev) {\n   ret.push(walker.value)\n }\n return ret\n}\n\nYallist.prototype.splice = function (start, deleteCount /*, ...nodes */) {\n if (start > this.length) {\n   start = this.length - 1\n }\n if (start < 0) {\n   start = this.length + start;\n }\n\n for (var i = 0, walker = this.head; walker !== null && i < start; i++) {\n   walker = walker.next\n }\n\n var ret = []\n for (var i = 0; walker && i < deleteCount; i++) {\n   ret.push(walker.value)\n   walker = this.removeNode(walker)\n }\n if (walker === null) {\n   walker = this.tail\n }\n\n if (walker !== this.head && walker !== this.tail) {\n   walker = walker.prev\n }\n\n for (var i = 2; i < arguments.length; i++) {\n   walker = insert(this, walker, arguments[i])\n }\n return ret;\n}\n\nYallist.prototype.reverse = function () {\n var head = this.head\n var tail = this.tail\n for (var walker = head; walker !== null; walker = walker.prev) {\n   var p = walker.prev\n   walker.prev = walker.next\n   walker.next = p\n }\n this.head = tail\n this.tail = head\n return this\n}\n\nfunction insert (self, node, value) {\n var inserted = node === self.head ?\n   new Node(value, null, node, self) :\n   new Node(value, node, node.next, self)\n\n if (inserted.next === null) {\n   self.tail = inserted\n }\n if (inserted.prev === null) {\n   self.head = inserted\n }\n\n self.length++\n\n return inserted\n}\n\nfunction push (self, item) {\n self.tail = new Node(item, self.tail, null, self)\n if (!self.head) {\n   self.head = self.tail\n }\n self.length++\n}\n\nfunction unshift (self, item) {\n self.head = new Node(item, null, self.head, self)\n if (!self.tail) {\n   self.tail = self.head\n }\n self.length++\n}\n\nfunction Node (value, prev, next, list) {\n if (!(this instanceof Node)) {\n   return new Node(value, prev, next, list)\n }\n\n this.list = list\n this.value = value\n\n if (prev) {\n   prev.next = this\n   this.prev = prev\n } else {\n   this.prev = null\n }\n\n if (next) {\n   next.prev = this\n   this.next = next\n } else {\n   this.next = null\n }\n}\n\ntry {\n // add if support for Symbol.iterator is present\n require('./iterator.js')(Yallist)\n} catch (er) {}\n","'use strict'\nmodule.exports = function (Yallist) {\n Yallist.prototype[Symbol.iterator] = function* () {\n   for (let walker = this.head; walker; walker = walker.next) {\n

yield walker.value\n }\n }\n}\n","/** @license React vundefined\n * react-is.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';var b=60103,c=60106,d=60107,e=60108,f=60114,g=60109,h=60110,k=60112,l=60113,m=60120,n=60115,p=60116,q=60129,r=60130,u=60131,v=60132;\nif(\"function\"===typeof Symbol&&Symbol.for){var w=Symbol.for;b=w(\"react.element\");c=w(\"react.portal\");d=w(\"react.fragment\");e=w(\"react.strict_mode\");f=w(\"react.profiler\");g=w(\"react.provider\");h=w(\"react.context\");k=w(\"react.forward_ref\");l=w(\"react.suspense\");m=w(\"react.suspense_list\");n=w(\"react.memo\");p=w(\"react.lazy\");q=w(\"react.debug_trace_mode\");r=w(\"react.offscreen\");u=w(\"react.legacy_hidden\");v=w(\"react.cache\")}var x=0;\"function\"===typeof Symbol&&(x=Symbol.for(\"react.module.reference\"));\nfunction y(a){if(\"object\"===typeof a&&null!==a){var t=a.$$typeof;switch(t){case b:switch(a=a.type,a){case d:case f:case e:case l:case m:return a;default:switch(a=a&&a.$$typeof,a){case h:case k:case p:case n:case g:return a;default:return t}}case c:return t}}}var z=g,A=b,B=k,C=d,D=p,E=n,F=c,G=f,H=e,I=l,J=m;exports.ContextConsumer=h;exports.ContextProvider=z;exports.Element=A;exports.ForwardRef=B;exports.Fragment=C;exports.Lazy=D;exports.Memo=E;exports.Portal=F;exports.Profiler=G;\nexports.StrictMode=H;exports.Suspense=I;exports.SuspenseList=J;exports.isAsyncMode=function(){return!1};exports.isConcurrentMode=function(){return!1};exports.isContextConsumer=function(a){return y(a)===h};exports.isContextProvider=function(a){return y(a)===g};exports.isElement=function(a){return\"object\"===typeof a&&null!==a&&a.$$typeof===b};exports.isForwardRef=function(a){return y(a)===k};exports.isFragment=function(a){return y(a)===d};exports.isLazy=function(a){return y(a)===p};\nexports.isMemo=function(a){return y(a)===n};exports.isPortal=function(a){return y(a)===c};exports.isProfiler=function(a){return y(a)===f};exports.isStrictMode=function(a){return y(a)===e};exports.isSuspense=function(a){return y(a)===l};exports.isSuspenseList=function(a){return y(a)===m};\nexports.isValidElementType=function(a){return\"string\"===typeof a||\"function\"===typeof a||a===d||a===f||a===q||a===e||a===l||a===m||a===u||a===r||a===v||\"object\"===typeof a&&null!==a&&(a.$$typeof===p||a.$$typeof===n||a.$$typeof===g||a.$$typeof===h||a.$$typeof===k||a.$$typeof===x||void 0!==a.getModuleId)?!0:!1};exports.typeOf=y;\n","module.exports = require(\"net\");","module.exports = require(\"tls\");","module.exports = require(\"url\");","module.exports = require(\"zlib\");","'use strict';\n\nconst kDone = Symbol('kDone');\nconst kRun = Symbol('kRun');\n\n/**\n * A very simple job queue with adjustable concurrency. Adapted from\n * https://github.com/STRML/async-limiter\n */\nclass Limiter {\n /**\n   * Creates a new `Limiter`.\n   *\n   * @param {Number} concurrency The maximum number of jobs allowed to run\n   * concurrently\n   */\n constructor(concurrency) {\n   this[kDone] = () => {\n   this.pending--;\n   this[kRun]();\n   };\n   this.concurrency = concurrency || Infinity;\n   this.jobs = [];\n   this.pending = 0;\n }\n\n /**\n   * Adds a job to the queue.\n   *\n   * @public\n   */\n add(job) {\n   this.jobs.push(job);\n   this[kRun]();\n }\n\n /**\n   * Removes a job from the queue and runs it if possible.\n   *\n   * @private\n   */\n [kRun]() {\n   if (this.pending === this.concurrency) return;\n\n   if (this.jobs.length) {\n   const job = this.jobs.shift();\n\n   this.pending++;\n   job(this[kDone]);\n   }\n }\n}\n\nmodule.exports = Limiter;\n","'use strict';\n\n/**\n * Class representing an event.\n *\n * @private\n */\nclass Event {\n /**\n   * Create a new `Event`.\n   *\n   * @param {String} type The name of the event\n   * @param {Object} target A reference to the target to which the event was dispatched\n   */\n constructor(type, target) {\n   this.target = target;\n   this.type = type;\n }\n}\n\n/**\n * Class representing a message event.\n *\n * @extends Event\n * @private\n */\nclass MessageEvent extends Event {\n /**\n   * Create a new `MessageEvent`.\n   *\n   * @param {(String|Buffer|ArrayBuffer|Buffer[])} data The received data\n   * @param {WebSocket} target A reference to the target to which the event was dispatched\n   */\n constructor(data, target) {\n   super('message', target);\n\n   this.data = data;\n }\n}\n\n/**\n * Class representing a close event.\n *\n * @extends Event\n * @private\n */\nclass CloseEvent extends Event {\n /**\n   * Create a new `CloseEvent`.\n   *\n   * @param {Number} code The status code explaining why the connection is being closed\n   * @param {String} reason A human-readable string explaining why the connection is closing\n   * @param {WebSocket}

target A reference to the target to which the event was dispatched\n */\n constructor(code, reason, target) {\n super('close', target);\n\n this.wasClean = target._closeFrameReceived && target._closeFrameSent;\n this.reason = reason;\n this.code = code;\n }\n}\n\n/**\n * Class representing an open event.\n *\n * @extends Event\n * @private\n */\nclass OpenEvent extends Event {\n /**\n * Create a new `OpenEvent`.\n *\n * @param {WebSocket} target A reference to the target to which the event was dispatched\n */\n constructor(target) {\n super('open', target);\n }\n}\n\n/**\n * Class representing an error event.\n *\n * @extends Event\n * @private\n */\nclass ErrorEvent extends Event {\n /**\n * Create a new `ErrorEvent`.\n *\n * @param {Object} error The error that generated this event\n * @param {WebSocket} target A reference to the target to which the event was dispatched\n */\n constructor(error, target) {\n super('error', target);\n\n this.message = error.message;\n this.error = error;\n }\n}\n\n/**\n * This provides methods for emulating the `EventTarget` interface. It's not\n * meant to be used directly.\n *\n * @mixin\n */\nconst EventTarget = {\n /**\n * Register an event listener.\n *\n * @param {String} method A string representing the event type to listen for\n * @param {Function} listener The listener to add\n * @public\n */\n addEventListener(method, listener) {\n if (typeof listener !== 'function') return;\n\n function onMessage(data) {\n listener.call(this, new MessageEvent(data, this));\n }\n\n function onClose(code, message) {\n listener.call(this, new CloseEvent(code, message, this));\n }\n\n function onError(error) {\n listener.call(this, new ErrorEvent(error, this));\n }\n\n function onOpen() {\n listener.call(this, new OpenEvent(this));\n }\n\n if (method === 'message') {\n onMessage._listener = listener;\n this.on(method, onMessage);\n } else if (method === 'close') {\n onClose._listener = listener;\n this.on(method, onClose);\n } else if (method === 'error') {\n onError._listener = listener;\n this.on(method, onError);\n } else if (method === 'open') {\n onOpen._listener = listener;\n this.on(method, onOpen);\n } else {\n this.on(method, listener);\n }\n },\n\n /**\n * Remove an event listener.\n *\n * @param {String} method A string representing the event type to remove\n * @param {Function} listener The listener to remove\n * @public\n */\n removeEventListener(method, listener) {\n const listeners = this.listeners(method);\n\n for (let i = 0; i < listeners.length; i++) {\n if (listeners[i] === listener || listeners[i]._listener === listener) {\n this.removeListener(method, listeners[i]);\n }\n }\n }\n};\n\nmodule.exports = EventTarget;\n","'use strict';\n\nconst { Duplex } = require('stream');\n\n/**\n * Emits the `'close'` event on a stream.\n *\n * @param {stream.Duplex} The stream.\n * @private\n */\nfunction emitClose(stream) {\n stream.emit('close');\n}\n\n/**\n * The listener of the `'end'` event.\n *\n * @private\n */\nfunction duplexOnEnd() {\n if (!this.destroyed && this._writableState.finished) {\n this.destroy();\n }\n}\n\n/**\n * The listener of the `'error'` event.\n *\n * @private\n */\nfunction duplexOnError(err) {\n this.removeListener('error', duplexOnError);\n this.destroy();\n if (this.listenerCount('error') === 0) {\n // Do not suppress the throwing behavior.\n this.emit('error', err);\n }\n}\n\n/**\n * Wraps a `WebSocket` in a duplex stream.\n *\n * @param {WebSocket} ws The `WebSocket` to wrap\n * @param {Object} options The options for the `Duplex` constructor\n * @return {stream.Duplex} The duplex stream\n * @public\n */\nfunction createWebSocketStream(ws, options) {\n let resumeOnReceiverDrain = true;\n\n function receiverOnDrain() {\n if (resumeOnReceiverDrain) ws._socket.resume();\n }\n\n if (ws.readyState === ws.CONNECTING) {\n ws.once('open', function open() {\n ws._receiver.removeAllListeners('drain');\n ws._receiver.on('drain', receiverOnDrain);\n });\n } else {\n ws._receiver.removeAllListeners('drain');\n ws._receiver.on('drain', receiverOnDrain);\n }\n\n const duplex = new Duplex({\n ...options,\n autoDestroy: false,\n emitClose: false,\n objectMode: false,\n writableObjectMode: false\n });\n\n ws.on('message', function message(msg) {\n if (!duplex.push(msg)) {\n resumeOnReceiverDrain = false;\n ws._socket.pause();\n }\n });\n\n ws.once('error', function error(err) {\n duplex.destroy(err);\n });\n\n ws.once('close', function close() {\n if (duplex.destroyed) return;\n\n duplex.push(null);\n });\n\n duplex._destroy = function(err, callback) {\n if (ws.readyState === ws.CLOSED) {\n callback(err);\n process.nextTick(emitClose, duplex);\n return;\n }\n\n ws.once('close', function close() {\n callback(err);\n process.nextTick(emitClose, duplex);\n });\n ws.terminate();\n };\n\n duplex._final = function(callback) {\n if (ws.readyState === ws.CONNECTING) {\n ws.once('open', function open() {\n duplex._final(callback);\n });\n return;\n }\n\n if (ws._socket._writableState.finished) {\n if (duplex._readableState.endEmitted) duplex.destroy();\n callback();\n } else {\n ws._socket.once('finish',

function finish() {\n // `duplex` is not destroyed here because the `'end'` event will be\n // emitted on `duplex` after this `'finish'` event. The EOF signaling\n // `null` chunk is, in fact, pushed when the WebSocket emits `'close'`.\n callback();\n });\n ws.close();\n }\n };\n\n duplex._read = function() {\n if (ws.readyState === ws.OPEN && !resumeOnReceiverDrain) {\n resumeOnReceiverDrain = true;\n if (!ws._receiver._writableState.needDrain) ws._socket.resume();\n }\n };\n\n duplex._write = function(chunk, encoding, callback) {\n if (ws.readyState === ws.CONNECTING) {\n ws.once('open', function open() {\n duplex._write(chunk, encoding, callback);\n });\n return;\n }\n\n ws.send(chunk, callback);\n };\n\n duplex.on('end', duplexOnEnd);\n duplex.on('error', duplexOnError);\n return duplex;\n}\n\nmodule.exports = createWebSocketStream;\n","'use strict';\n\nconst EventEmitter = require('events');\nconst { createHash } = require('crypto');\nconst { createServer, STATUS_CODES } = require('http');\n\nconst PerMessageDeflate = require('./permessage-deflate');\nconst WebSocket = require('./websocket');\nconst { format, parse } = require('./extension');\nconst { GUID } = require('./constants');\n\nconst keyRegex = /^[+/0-9A-Za-z]{22}==$/;\nconst kUsedByWebSocketServer = Symbol('kUsedByWebSocketServer');\n\n/**\n * Class representing a WebSocket server.\n *\n * @extends EventEmitter\n */\nclass WebSocketServer extends EventEmitter {\n /**\n * Create a `WebSocketServer` instance.\n *\n * @param {Object} options Configuration options\n * @param {Number} options.backlog The maximum length of the queue of pending\n * connections\n * @param {Boolean} options.clientTracking Specifies whether or not to track\n * clients\n * @param {Function} options.handleProtocols A hook to handle protocols\n * @param {String} options.host The hostname where to bind the server\n * @param {Number} options.maxPayload The maximum allowed message size\n * @param {Boolean} options.noServer Enable no server mode\n * @param {String} options.path Accept only connections matching this path\n * @param {(Boolean|Object)} options.perMessageDeflate Enable/disable\n * permessage-deflate\n * @param {Number} options.port The port where to bind the server\n * @param {http.Server} options.server A pre-created HTTP/S server to use\n * @param {Function} options.verifyClient A hook to reject connections\n * @param {Function} callback A listener for the `listening` event\n */\n constructor(options, callback) {\n super();\n\n options = {\n maxPayload: 100 * 1024 * 1024,\n perMessageDeflate: false,\n handleProtocols: null,\n clientTracking: true,\n verifyClient: null,\n noServer: false,\n backlog: null, // use default (511 as implemented in net.js)\n server: null,\n host: null,\n path: null,\n port: null,\n ...options\n };\n\n if (options.port == null && !options.server && !options.noServer) {\n throw new TypeError(\n 'One of the \"port\", \"server\", or \"noServer\" options must be specified'\n);\n }\n\n if (options.port != null) {\n this._server = createServer((req, res) => {\n const body = STATUS_CODES[426];\n\n res.writeHead(426, {\n 'Content-Length': body.length,\n 'Content-Type': 'text/plain'\n });\n res.end(body);\n });\n this._server.listen(\n options.port,\n options.host,\n options.backlog,\n callback\n);\n } else if (options.server) {\n if (options.server[kUsedByWebSocketServer]) {\n throw new Error(\n 'The HTTP/S server is already being used by another WebSocket server'\n);\n }\n\n options.server[kUsedByWebSocketServer] = true;\n this._server = options.server;\n }\n\n if (this._server) {\n this._removeListeners = addListeners(this._server, {\n listening: this.emit.bind(this, 'listening'),\n error: this.emit.bind(this, 'error'),\n upgrade: (req, socket, head) => {\n this.handleUpgrade(req, socket, head, (ws) => {\n this.emit('connection', ws, req);\n });\n }\n });\n }\n\n if (options.perMessageDeflate === true) options.perMessageDeflate = {};\n if (options.clientTracking) this.clients = new Set();\n this.options = options;\n }\n\n /**\n * Returns the bound address, the address family name, and port of the server\n * as reported by the operating system if listening on an IP socket.\n * If the server is listening on a pipe or UNIX domain socket, the name is\n * returned as a string.\n *\n * @return {(Object|String|null)} The address of the server\n * @public\n */\n address() {\n if (this.options.noServer) {\n throw new Error('The server is operating in \"noServer\" mode');\n }\n\n if (!this._server) return null;\n return this._server.address();\n }\n\n /**\n * Close the server.\n *\n * @param {Function} cb Callback\n * @public\n */\n close(cb) {\n if (cb) this.once('close', cb);\n\n //\n // Terminate all associated clients.\n //\n if (this.clients) {\n for (const client of this.clients) client.terminate();\n }\n\n const server = this._server;\n\n if (server) {\n this._removeListeners();\n this._removeListeners =

```
this._server = null;\n\n      //\n      // Close the http server if it was internally created.\n      //\n      if (this.options.port
!= null) {\n        server.close(() => this.emit('close'));\n        return;\n      }\n\n      delete
server[kUsedByWebSocketServer];\n    }\n\n    process.nextTick(emitClose, this);\n  }\n\n  /**\n   * See if a given
request should be handled by this server instance.\n   *\n   * @param {http.IncomingMessage} req Request object to
inspect\n   * @return {Boolean} `true` if the request is valid, else `false`\n   * @public\n   */\n  shouldHandle(req)
{\n    if (this.options.path) {\n      const index = req.url.indexOf('?');\n      const pathname = index !== -1 ?
req.url.slice(0, index) : req.url;\n\n      if (pathname !== this.options.path) return false;\n    }\n\n    return true;\n
}\n\n  /**\n   * Handle a HTTP Upgrade request.\n   *\n   * @param {http.IncomingMessage} req The request
object\n   * @param {net.Socket} socket The network socket between the server and client\n   * @param {Buffer}
head The first packet of the upgraded stream\n   * @param {Function} cb Callback\n   * @public\n   */\n
handleUpgrade(req, socket, head, cb) {\n    socket.on('error', socketOnError);\n\n    const key =\n
req.headers['sec-websocket-key'] !== undefined\n        ? req.headers['sec-websocket-key'].trim()\n        : false;\n
const version = +req.headers['sec-websocket-version'];\n    const extensions = {};\n\n    if (\n      req.method !==
'GET' ||\n      req.headers.upgrade.toLowerCase() !== 'websocket' ||\n      !key ||\n      !keyRegex.test(key) ||\n
(version !== 8 && version !== 13) ||\n      !this.shouldHandle(req)\n    ) {\n      return abortHandshake(socket,
400);\n    }\n\n    if (this.options.perMessageDeflate) {\n      const perMessageDeflate = new PerMessageDeflate(\n
  this.options.perMessageDeflate,\n        true,\n        this.options.maxPayload\n      );\n\n      try {\n        const offers
= parse(req.headers['sec-websocket-extensions']);\n\n        if (offers[PerMessageDeflate.extensionName]) {\n
perMessageDeflate.accept(offers[PerMessageDeflate.extensionName]);\n
extensions[PerMessageDeflate.extensionName] = perMessageDeflate;\n        }\n      } catch (err) {\n        return
abortHandshake(socket, 400);\n      }\n    }\n\n    //\n    // Optionally call external client verification handler.\n    //\n
if (this.options.verifyClient) {\n      const info = {\n        origin:\n          req.headers[`${version === 8 ? 'sec-
websocket-origin' : 'origin'}`],\n        secure: !!(req.connection.authorized || req.connection.encrypted),\n        req\n
};\n\n      if (this.options.verifyClient.length === 2) {\n        this.options.verifyClient(info, (verified, code, message,
headers) => {\n          if (!verified) {\n            return abortHandshake(socket, code || 401, message, headers);\n
}\n\n          this.completeUpgrade(key, extensions, req, socket, head, cb);\n        });\n        return;\n      }\n\n      if
(!this.options.verifyClient(info)) return abortHandshake(socket, 401);\n    }\n\n    this.completeUpgrade(key,
extensions, req, socket, head, cb);\n  }\n\n  /**\n   * Upgrade the connection to WebSocket.\n   *\n   * @param
{String} key The value of the `Sec-WebSocket-Key` header\n   * @param {Object} extensions The accepted
extensions\n   * @param {http.IncomingMessage} req The request object\n   * @param {net.Socket} socket The
network socket between the server and client\n   * @param {Buffer} head The first packet of the upgraded stream\n
* @param {Function} cb Callback\n   * @private\n   */\n  completeUpgrade(key, extensions, req, socket, head, cb)
{\n    //\n    // Destroy the socket if the client has already sent a FIN packet.\n    //\n    if (!socket.readable ||
!socket.writable) return socket.destroy();\n\n    const digest = createHash('sha1')\n      .update(key + GUID)\n
.digest('base64');\n\n    const headers = [\n      'HTTP/1.1 101 Switching Protocols',\n      'Upgrade: websocket',\n
'Connection: Upgrade',\n      `Sec-WebSocket-Accept: ${digest}`\n    ];\n\n    const ws = new WebSocket(null);\n
let protocol = req.headers['sec-websocket-protocol'];\n\n    if (protocol) {\n      protocol = protocol.trim().split(/ *,
*/);\n\n      //\n      // Optionally call external protocol selection handler.\n      //\n      if (this.options.handleProtocols)
{\n        protocol = this.options.handleProtocols(protocol, req);\n      } else {\n        protocol = protocol[0];\n      }\n\n
    if (protocol) {\n        headers.push(`Sec-WebSocket-Protocol: ${protocol}`);\n        ws.protocol = protocol;\n
}\n    }\n\n    if (extensions[PerMessageDeflate.extensionName]) {\n      const params =
extensions[PerMessageDeflate.extensionName].params;\n      const value = format({\n
[PerMessageDeflate.extensionName]: [params]\n      });\n      headers.push(`Sec-WebSocket-Extensions:
${value}`);\n      ws._extensions = extensions;\n    }\n\n    //\n    // Allow external modification/inspection of
handshake headers.\n    //\n    this.emit('headers', headers, req);\n\n
socket.write(headers.concat('\\r\\n').join('\\r\\n'));\n    socket.removeListener('error', socketOnError);\n\n
ws.setSocket(socket, head, this.options.maxPayload);\n\n    if (this.clients) {\n      this.clients.add(ws);\n
ws.on('close', () => this.clients.delete(ws));\n    }\n\n    cb(ws);\n  }\n}\n\nmodule.exports =
```

WebSocketServer;\n\n/**\n * Add event listeners on an `EventEmitter` using a map of <event, listener>\n * pairs.\n *\n * @param {EventEmitter} server The event emitter\n * @param {Object.<String, Function>} map The listeners to add\n * @return {Function} A function that will remove the added listeners when called\n * @private\n */\nfunction addListeners(server, map) {\n for (const event of Object.keys(map)) server.on(event, map[event]);\n\n return function removeListeners() {\n for (const event of Object.keys(map)) {\n server.removeListener(event, map[event]);\n }\n };\n}\n\n/**\n * Emit a `'close'` event on an `EventEmitter`.\n *\n * @param {EventEmitter} server The event emitter\n * @private\n */\nfunction emitClose(server) {\n server.emit('close');\n}\n\n/**\n * Handle premature socket errors.\n *\n * @private\n */\nfunction socketOnError() {\n this.destroy();\n}\n\n/**\n * Close the connection when preconditions are not fulfilled.\n *\n * @param {net.Socket} socket The socket of the upgrade request\n * @param {Number} code The HTTP response status code\n * @param {String} [message] The HTTP response body\n * @param {Object} [headers] Additional HTTP response headers\n * @private\n */\nfunction abortHandshake(socket, code, message, headers) {\n if (socket.writable) {\n message = message || STATUS_CODES[code];\n headers = {\n Connection: 'close',\n 'Content-type': 'text/html',\n 'Content-Length': Buffer.byteLength(message),\n ...headers\n };\n\n socket.write(\n `HTTP/1.1 ${code} ${STATUS_CODES[code]}\\r\\n` +\n Object.keys(headers)\n .map((h) => `${h}: ${headers[h]}`)\n .join('\\r\\n') +\n '\\r\\n\\r\\n' +\n message\n);\n }\n\n socket.removeListener('error', socketOnError);\n socket.destroy();\n}\n","/** @license React vundefined\n * react-debug-tools.production.min.js\n *\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n'use strict';var k=require(\"object-assign\"),p=require(\"error-stack-parser\");function r(a){for(var b=\"https://reactjs.org/docs/error-decoder.html?invariant=\"+a,e=1;e<arguments.length;e++)b+=\"&args[]=\"+encodeURIComponent(arguments[e]);return\"Minified React error #\"+a+\"; visit \"+b+\" for the full message or use the non-minified dev environment for full errors and additional helpful warnings.\"}var w=require(\"react\").__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED,x=60128;\nif(\"function\"===typeof Symbol&&Symbol.for){var y=Symbol.for;x=y(\"react.opaque.id\")}var z=[],A=null,B=null;\nfunction C(){if(null===A){var a=new Map;try{D.useContext({_currentValue:null}),D.useState(null),D.useReducer(function(a){return a},null),D.useRef(null),\"function\"===typeof D.useCacheRefresh&&D.useCacheRefresh(),D.useLayoutEffect(function(){}),D.useEffect(function(){}),D.useImperativeHandle(void 0,function(){return null}),D.useDebugValue(null),D.useCallback(function(){}),D.useMemo(function(){return null})}finally{var b=z;z=[]}for(var e=0;e<b.length;e++){var f=b[e];a.set(f.primitive,p.parse(f.stackError))}A=\na}return A}var E=null;function F(){var a=E;null!==a&&(E=a.next);return a}\nvar D={getCacheForType:function(){throw Error(r(248));},readContext:function(a){return a._currentValue},useCacheRefresh:function(){var a=F();z.push({primitive:\"CacheRefresh\",stackError:Error(),value:null!==a?a.memoizedState:function(){}});return function(){}},useCallback:function(a){var b=F();z.push({primitive:\"Callback\",stackError:Error(),value:null!==b?b.memoizedState[0]:a});return a},useContext:function(a){z.push({primitive:\"Context\",stackError:Error(),value:a._currentValue});return a._currentValue},\nuseEffect:function(a){F();z.push({primitive:\"Effect\",stackError:Error(),value:a})},useImperativeHandle:function(a){F();var b=void 0;null!==a&&\"object\"===typeof a&&(b=a.current);z.push({primitive:\"ImperativeHandle\",stackError:Error(),value:b})},useDebugValue:function(a,b){z.push({primitive:\"DebugValue\",stackError:Error(),value:\"function\"===typeof b?b(a):a})},useLayoutEffect:function(a){F();z.push({primitive:\"LayoutEffect\",stackError:Error(),value:a})},useMemo:function(a){var b=F();a=null!==b?b.memoizedState[0]:\na();z.push({primitive:\"Memo\",stackError:Error(),value:a});return a},useReducer:function(a,b,e){a=F();b=null!==a?a.memoizedState:void 0!==e?e(b):b;z.push({primitive:\"Reducer\",stackError:Error(),value:b});return[b,function(){}]},useRef:function(a){var

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b=F();a=null!==b?b.memoizedState:{current:a};z.push({primitive:\"Ref\",stackError:Error(),value:a.current});retur
n a},useState:function(a){var b=F();a=null!==b?b.memoizedState:\"function\"===typeof
a?a():a;z.push({primitive:\"State\",stackError:Error(),value:a});\nreturn[a,function(){}]},useTransition:function(){F(
);F();z.push({primitive:\"Transition\",stackError:Error(),value:void
0});return[!1,function(){}]},useMutableSource:function(a,b){F();F();F();F();a=b(a._source);z.push({primitive:\"Mut
ableSource\",stackError:Error(),value:a});return
a},useDeferredValue:function(a){F();F();z.push({primitive:\"DeferredValue\",stackError:Error(),value:a});return
a},useOpaqueIdentifier:function(){var a=F();B&&0===B.mode&&F();(a=null===a?void
0:a.memoizedState)&&a.$$typeof===\nx&&(a=void
0);z.push({primitive:\"OpaqueIdentifier\",stackError:Error(),value:a});return a}},G=0;function H(a,b,e){var
f=b[e].source,c=0;a:for(;c<a.length;c++)if(a[c].source===f){for(var
l=e+1,q=c+1;l<b.length&&q<a.length;l++,q++)if(a[q].source!==b[l].source)continue a;return c}return-1}function
I(a,b){if(!a)return!1;b=\"use\"+b;return a.length<b.length?!1:a.lastIndexOf(b)===a.length-b.length}\nfunction
J(a,b,e){for(var f=[],c=null,l=f,q=0,t=[],v=0;v<b.length;v++){var u=b[v];var d=a;var h=p.parse(u.stackError);b:{var
m=h,n=H(m,d,G);if(-1!==n)d=n;else{for(var g=0;g<d.length&&5>g;g++)if(n=H(m,d,g),-1!==n){G=g;d=n;break
b}d=-1}}b:{m=h;n=C().get(u.primitive);if(void
0!==n)for(g=0;g<n.length&&g<m.length;g++)if(n[g].source!==m[g].source){g<m.length-
1&&I(m[g].functionName,u.primitive)&&g++;g<m.length-
1&&I(m[g].functionName,u.primitive)&&g++;m=g;break b}m=-1}h=-1===d||-1===m||2>d-m?null:h.slice(m,\nd-
1);if(null!==h){d=0;if(null!==c){for(;d<h.length&&d<c.length&&h[h.length-d-1].source===c[c.length-d-
1].source;)d++;for(c=c.length-1;c>d;c--)l=t.pop()}for(c=h.length-d-1;1<=c;c--)d=[],m=h[c],(n=h[c-
1].functionName)?(g=n.lastIndexOf(\".\"),-
1===g&&(g=0),\"use\"===n.substr(g,3)&&(g+=3),n=n.substr(g)):n=\"\",n={id:null,isStateEditable:!1,name:n,value
:void
0,subHooks:d},e&&(n.hookSource={lineNumber:m.lineNumber,columnNumber:m.columnNumber,functionName:
m.functionName,fileName:m.fileName}),l.push(n),t.push(l),\nl=d;c=h}d=u.primitive;u={id:\"Context\"===d||\"Deb
ugValue\"===d?null:q++,isStateEditable:\"Reducer\"===d||\"State\"===d,name:d,value:u.value,subHooks:[]};e&&(
d={lineNumber:null,functionName:null,fileName:null,columnNumber:null},h&&1<=h.length&&(h=h[0],d.lineNu
mber=h.lineNumber,d.functionName=h.functionName,d.fileName=h.fileName,d.columnNumber=h.columnNumber
),u.hookSource=d);l.push(u)}K(f,null);return f}\nfunction K(a,b){for(var e=[],f=0;f<a.length;f++){var
c=a[f];\"DebugValue\"===c.name&&0===c.subHooks.length?(a.splice(f,1),f--
,e.push(c)):K(c.subHooks,c)}null!==b&&(1===e.length?b.value=e[0].value:1<e.length&&(b.value=e.map(function
(a){return a.value})))}function L(a,b,e){var f=3<arguments.length&&void
0!==arguments[3]?arguments[3]:!1;null==e&&(e=w.ReactCurrentDispatcher);var c=e.current;e.current=D;try{var
l=Error();a(b)}finally{var q=z;z=[];e.current=c}c=p.parse(l);return J(c,q,f)}\nfunction
M(a){a.forEach(function(a,e){return
e._currentValue=a})}exports.inspectHooks=L;\nexports.inspectHooksOfFiber=function(a,b){var
e=2<arguments.length&&void
0!==arguments[2]?arguments[2]:!1;null==b&&(b=w.ReactCurrentDispatcher);B=a;if(0!==a.tag&&15!==a.tag&&1
1!==a.tag)throw Error(\"Unknown Fiber. Needs to be a function component to inspect hooks.\");C();var
f=a.type,c=a.memoizedProps;if(f!==a.elementType&&f&&f.defaultProps){c=k({},c);var l=f.defaultProps;for(q in
l)void 0===c[q]&&(c[q]=l[q])}E=a.memoizedState;var q=new Map;try{for(l=a;l;){if(10===l.tag){var
t=l.type._context;q.has(t)||\n(q.set(t,t._currentValue),t._currentValue=l.memoizedProps.value)}l=l.return}if(11===a.
tag){var v=f.render;f=c;var u=a.ref;t=b;var d=t.current;t.current=D;try{var h=Error();v(f,u)}finally{var
m=z;z=[];t.current=d}var n=p.parse(h);return J(n,m,e)}return L(f,c,b,e)}finally{E=null,M(q)}};\n","(function(root,
factory) {\n    'use strict';\n    // Universal Module Definition (UMD) to support AMD, CommonJS/Node.js, Rhino,
and browsers.\n\n    /* istanbul ignore next */\n    if (typeof define === 'function' && define.amd) {\n
define('error-stack-parser', ['stackframe'], factory);\n    } else if (typeof exports === 'object') {\n        module.exports
```

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= factory(require('stackframe'));\n    } else {\n        root.ErrorStackParser = factory(root.StackFrame);\n    }\n}(this,
function ErrorStackParser(StackFrame) {\n    'use strict';\n\n    var FIREFOX_SAFARI_STACK_REGEXP =
/(^|@)\\S+:\\d+/;\n    var CHROME_IE_STACK_REGEXP = /^\\s*at .*(\\S+:\\d+|\\(native\\))/m;\n    var
SAFARI_NATIVE_CODE_REGEXP = /^(eval@)?(\\[native code])?$/;\n\n    return {\n        /**\n         * Given an
Error object, extract the most information from it.\n         *\n         * @param {Error} error object\n         * @return
{Array} of StackFrames\n         */\n        parse: function ErrorStackParser$$parse(error) {\n            if (typeof
error.stacktrace !== 'undefined' || typeof error['opera#sourceloc'] !== 'undefined') {\n                return
this.parseOpera(error);\n            } else if (error.stack && error.stack.match(CHROME_IE_STACK_REGEXP)) {\n
            return this.parseV8OrIE(error);\n            } else if (error.stack) {\n                return
this.parseFFOrSafari(error);\n            } else {\n                throw new Error('Cannot parse given Error object');\n
}\n        },\n\n        // Separate line and column numbers from a string of the form: (URI:Line:Column)\n
extractLocation: function ErrorStackParser$$extractLocation(urlLike) {\n            // Fail-fast but return locations like
\"(native)\"\n            if (urlLike.indexOf(':') === -1) {\n                return [urlLike];\n            }\n\n            var regExp =
/(.+?)(?::(\\d+))?(?::(\\d+))?$/;\n            var parts = regExp.exec(urlLike.replace(/[()]/g, ''));\n            return [parts[1],
parts[2] || undefined, parts[3] || undefined];\n        },\n\n        parseV8OrIE: function
ErrorStackParser$$parseV8OrIE(error) {\n            var filtered = error.stack.split('\\n').filter(function(line) {\n
  return !!line.match(CHROME_IE_STACK_REGEXP);\n            }, this);\n\n            return
filtered.map(function(line) {\n                if (line.indexOf('(eval ') > -1) {\n                    // Throw away eval
information until we implement stacktrace.js/stackframe#8\n                    line = line.replace(/eval code/g,
'eval').replace(/(\\(eval at [^()]*)|(\\),.*$)/g, '');\n                }\n                var sanitizedLine = line.replace(/^\\s+/,
'').replace(/\\(eval code/g, '(');\n\n                // capture and preseve the parenthesized location \"(/foo/my
bar.js:12:87)\" in\n                // case it has spaces in it, as the string is split on \\s+ later on\n                var location =
sanitizedLine.match(/ (\\((.+):(\\d+):(\\d+)\\)$)/);\n\n                // remove the parenthesized location from the line, if it
was matched\n                sanitizedLine = location ? sanitizedLine.replace(location[0], '') : sanitizedLine;\n\n
var tokens = sanitizedLine.split(/\\s+/).slice(1);\n                // if a location was matched, pass it to extractLocation()
otherwise pop the last token\n                var locationParts = this.extractLocation(location ? location[1] :
tokens.pop());\n                var functionName = tokens.join(' ') || undefined;\n                var fileName = ['eval',
'<anonymous>'].indexOf(locationParts[0]) > -1 ? undefined : locationParts[0];\n\n                return new
StackFrame({\n                    functionName: functionName,\n                    fileName: fileName,\n
lineNumber: locationParts[1],\n                    columnNumber: locationParts[2],\n                    source: line\n
});\n            }, this);\n        },\n\n        parseFFOrSafari: function ErrorStackParser$$parseFFOrSafari(error) {\n
 var filtered = error.stack.split('\\n').filter(function(line) {\n                return
!line.match(SAFARI_NATIVE_CODE_REGEXP);\n            }, this);\n\n            return filtered.map(function(line)
{\n                // Throw away eval information until we implement stacktrace.js/stackframe#8\n                if
(line.indexOf(' > eval') > -1) {\n                    line = line.replace(/ line (\\d+)(?: > eval line \\d+)* > eval:\\d+:\\d+/g,
':$1');\n                }\n\n                if (line.indexOf('@') === -1 && line.indexOf(':') === -1) {\n                    // Safari
eval frames only have function names and nothing else\n                    return new StackFrame({\n
functionName: line\n                    });\n                } else {\n                    var functionNameRegex =
/((.*\".+\"[^@]*)?[^@]*)(?:@)/;\n                    var matches = line.match(functionNameRegex);\n                    var
functionName = matches && matches[1] ? matches[1] : undefined;\n                    var locationParts =
this.extractLocation(line.replace(functionNameRegex, ''));\n\n                    return new StackFrame({\n
functionName: functionName,\n                    fileName: locationParts[0],\n                    lineNumber:
locationParts[1],\n                    columnNumber: locationParts[2],\n                    source: line\n                    });\n
            }\n            }, this);\n        },\n\n        parseOpera: function ErrorStackParser$$parseOpera(e) {\n            if
(!e.stacktrace || (e.message.indexOf('\\n') > -1 &&\n                e.message.split('\\n').length >
e.stacktrace.split('\\n').length)) {\n                return this.parseOpera9(e);\n            } else if (!e.stack) {\n
return this.parseOpera10(e);\n            } else {\n                return this.parseOpera11(e);\n            }\n        },\n\n
parseOpera9: function ErrorStackParser$$parseOpera9(e) {\n            var lineRE = /Line (\\d+).*script (?:in
```

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)?(\\S+)/i;\n            var lines = e.message.split('\\n');\n            var result = [];\n\n            for (var i = 2, len =
lines.length; i < len; i += 2) {\n                var match = lineRE.exec(lines[i]);\n                if (match) {\n
result.push(new StackFrame({\n                        fileName: match[2],\n                        lineNumber: match[1],\n
            source: lines[i]\n                    }));\n                }\n            }\n\n            return result;\n        },\n\n
parseOpera10: function ErrorStackParser$$parseOpera10(e) {\n            var lineRE = /Line (\\d+).*script (?:in
)?(\\S+)(?:: In function (\\S+))?$/i;\n            var lines = e.stacktrace.split('\\n');\n            var result = [];\n\n            for
(var i = 0, len = lines.length; i < len; i += 2) {\n                var match = lineRE.exec(lines[i]);\n                if (match)
{\n                    result.push(\n                        new StackFrame({\n                            functionName: match[3] ||
undefined,\n                            fileName: match[2],\n                            lineNumber: match[1],\n
source: lines[i]\n                        })\n                    );\n                }\n            }\n\n            return result;\n        },\n\n        //
Opera 10.65+ Error.stack very similar to FF/Safari\n        parseOpera11: function
ErrorStackParser$$parseOpera11(error) {\n            var filtered = error.stack.split('\\n').filter(function(line) {\n
    return !!line.match(FIREFOX_SAFARI_STACK_REGEXP) && !line.match(/^Error created at/);\n            },
this);\n\n            return filtered.map(function(line) {\n                var tokens = line.split('@');\n                var
locationParts = this.extractLocation(tokens.pop());\n                var functionCall = (tokens.shift() || '');\n                var
functionName = functionCall\n                    .replace(/<anonymous function(: (\\w+))?>/, '$2')\n
.replace(/\\([^)]*\\)/g, '') || undefined;\n                var argsRaw;\n                if (functionCall.match(/\\(([^)]*)\\)/)) {\n
                argsRaw = functionCall.replace(/^[^(]+\\(([^)]*)\\)$/, '$1');\n                }\n                var args = (argsRaw
=== undefined || argsRaw === '[arguments not available]') ?\n                    undefined : argsRaw.split(',');\n\n
return new StackFrame({\n                    functionName: functionName,\n                    args: args,\n
fileName: locationParts[0],\n                    lineNumber: locationParts[1],\n                    columnNumber:
locationParts[2],\n                    source: line\n                });\n            }, this);\n        }\n    };\n}));\n","(function(root,
factory) {\n    'use strict';\n    // Universal Module Definition (UMD) to support AMD, CommonJS/Node.js, Rhino,
and browsers.\n\n    /* istanbul ignore next */\n    if (typeof define === 'function' && define.amd) {\n
define('stackframe', [], factory);\n    } else if (typeof exports === 'object') {\n        module.exports = factory();\n    }
else {\n        root.StackFrame = factory();\n    }\n}(this, function() {\n    'use strict';\n    function _isNumber(n) {\n
 return !isNaN(parseFloat(n)) && isFinite(n);\n    }\n\n    function _capitalize(str) {\n        return
str.charAt(0).toUpperCase() + str.substring(1);\n    }\n\n    function _getter(p) {\n        return function() {\n
return this[p];\n        };\n    }\n\n    var booleanProps = ['isConstructor', 'isEval', 'isNative', 'isToplevel'];\n    var
numericProps = ['columnNumber', 'lineNumber'];\n    var stringProps = ['fileName', 'functionName', 'source'];\n
var arrayProps = ['args'];\n\n    var props = booleanProps.concat(numericProps, stringProps, arrayProps);\n\n
function StackFrame(obj) {\n        if (!obj) return;\n        for (var i = 0; i < props.length; i++) {\n            if
(obj[props[i]] !== undefined) {\n                this['set' + _capitalize(props[i])](obj[props[i]]);\n            }\n        }\n
}\n\n    StackFrame.prototype = {\n        getArgs: function() {\n            return this.args;\n        },\n        setArgs:
function(v) {\n            if (Object.prototype.toString.call(v) !== '[object Array]') {\n                throw new
TypeError('Args must be an Array');\n            }\n            this.args = v;\n        },\n\n        getEvalOrigin: function() {\n
            return this.evalOrigin;\n        },\n        setEvalOrigin: function(v) {\n            if (v instanceof StackFrame) {\n
            this.evalOrigin = v;\n            } else if (v instanceof Object) {\n                this.evalOrigin = new
StackFrame(v);\n            } else {\n                throw new TypeError('Eval Origin must be an Object or
StackFrame');\n            }\n        },\n\n        toString: function() {\n            var fileName = this.getFileName() || '';\n
    var lineNumber = this.getLineNumber() || '';\n            var columnNumber = this.getColumnNumber() || '';\n
var functionName = this.getFunctionName() || '';\n            if (this.getIsEval()) {\n                if (fileName) {\n
    return '[eval] (' + fileName + ':' + lineNumber + ':' + columnNumber + ')';\n                }\n                return '[eval]:' +
lineNumber + ':' + columnNumber;\n            }\n            if (functionName) {\n                return functionName + ' (' +
fileName + ':' + lineNumber + ':' + columnNumber + ')';\n            }\n            return fileName + ':' + lineNumber + ':' +
columnNumber;\n        }\n    };\n\n    StackFrame.fromString = function StackFrame$$fromString(str) {\n        var
argsStartIndex = str.indexOf('(');\n        var argsEndIndex = str.lastIndexOf(')');\n\n        var functionName =
str.substring(0, argsStartIndex);\n        var args = str.substring(argsStartIndex + 1, argsEndIndex).split(',');\n        var
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locationString = str.substring(argsEndIndex + 1);\n\n        if (locationString.indexOf('@') === 0) {\n            var parts
= /@(.+?)(?::(\\d+))?(?::(\\d+))?$/.exec(locationString, '');\n            var fileName = parts[1];\n            var lineNumber
= parts[2];\n            var columnNumber = parts[3];\n        }\n\n        return new StackFrame({\n
functionName: functionName,\n            args: args || undefined,\n            fileName: fileName,\n            lineNumber:
lineNumber || undefined,\n            columnNumber: columnNumber || undefined\n        });\n    };\n\n    for (var i = 0; i
< booleanProps.length; i++) {\n        StackFrame.prototype['get' + _capitalize(booleanProps[i])] =
_getter(booleanProps[i]);\n        StackFrame.prototype['set' + _capitalize(booleanProps[i])] = (function(p) {\n
return function(v) {\n                this[p] = Boolean(v);\n            };\n        })(booleanProps[i]);\n    }\n\n    for (var j = 0;
j < numericProps.length; j++) {\n        StackFrame.prototype['get' + _capitalize(numericProps[j])] =
_getter(numericProps[j]);\n        StackFrame.prototype['set' + _capitalize(numericProps[j])] = (function(p) {\n
return function(v) {\n                if (!_isNumber(v)) {\n                    throw new TypeError(p + ' must be a Number');\n
            }\n                this[p] = Number(v);\n            };\n        })(numericProps[j]);\n    }\n\n    for (var k = 0; k <
stringProps.length; k++) {\n        StackFrame.prototype['get' + _capitalize(stringProps[k])] =
_getter(stringProps[k]);\n        StackFrame.prototype['set' + _capitalize(stringProps[k])] = (function(p) {\n
return function(v) {\n                this[p] = String(v);\n            };\n        })(stringProps[k]);\n    }\n\n    return
StackFrame;\n}));\n","\nvar content = require(\"!!../../css-loader/index.js??ref--5-1!./styles.css\");\n\nif(typeof
content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options =
{\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update =
require(\"!../../style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports =
content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../css-loader/index.js??ref--5-1!./styles.css\",
function() {\n\t\tvar newContent = require(\"!!../../css-loader/index.js??ref--5-1!./styles.css\");\n\n\t\tif(typeof
newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar
key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return
false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals,
newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules
locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","exports =
module.exports = require(\"../../css-loader/lib/css-base.js\")(false);\n// imports\n\n\n//
module\nexports.push([module.id, \"/* Used to detect in JavaScript if apps have loaded styles or not. */\\n:root {\\n
--reach-menu-button: 1;\\n}\\n\\n[data-reach-menu] {\\n  font-family: sans-serif;\\n  display: block;\\n  position:
absolute;\\n}\\n\\n[data-reach-menu-list] {\\n  display: block;\\n  white-space: nowrap;\\n  border: solid 1px hsla(0,
0%, 0%, 0.25);\\n  background: hsla(0, 100%, 100%, 0.99);\\n  outline: none;\\n  padding: 1rem 0;\\n  font-size:
85%;\\n}\\n\\n[data-reach-menu-item] {\\n  display: block;\\n}\\n\\n/*\\n The dom structure of a MenuLink is reach-
menu-item > a,\\n so to target all items we can use `data-reach-menu-item`\\n*/\\n[data-reach-menu-item] {\\n  /*\\n
 These are styled in one rule instead of something like a[data-reach-menu-item]\\n    and li[data-reach-menu-item] so
that apps don't have to fight specificity and\\n    can style both li and a menu items with one rule,\\n    ie: `[data-
selected] { background: red; }`.\\n    Otherwise they'd have to define two styles, one for a and one for li.\\n  */\\n\\n
/* reach-menu-item */\\n  cursor: pointer;\\n\\n  /* a */\\n  display: block;\\n  color: inherit;\\n  font: inherit;\\n  text-
decoration: initial;\\n\\n  /* both */\\n  padding: 5px 20px;\\n}\\n\\n/* pseudo pseudo selector */\\n[data-reach-menu-
item][data-selected] {\\n  background: hsl(211, 81%, 36%);\\n  color: white;\\n  outline: none;\\n}\\n\", \"\"]);\n\n//
exports\n","\n/**\n * When source maps are enabled, `style-loader` uses a link element with a data-uri to\n * embed
the css on the page. This breaks all relative urls because now they are relative to a\n * bundle instead of the current
page.\n *\n * One solution is to only use full urls, but that may be impossible.\n *\n * Instead, this function \"fixes\"
the relative urls to be absolute according to the current page location.\n *\n * A rudimentary test suite is located at
`test/fixUrls.js` and can be run via the `npm test` command.\n *\n */\n\nmodule.exports = function (css) {\n  // get
current location\n  var location = typeof window !== \"undefined\" && window.location;\n\n  if (!location) {\n
throw new Error(\"fixUrls requires window.location\");\n  }\n\n\t// blank or null?\n\tif (!css || typeof css !==
\"string\") {\n\t  return css;\n  }\n\n  var baseUrl = location.protocol + \"//\" + location.host;\n  var currentDir =
baseUrl + location.pathname.replace(/\\/[^\\/]*$/, \"/\");\n\n\t// convert each url(...)\n\t/*\n\tThis regular expression is
```

just a way to recursively match brackets within\n\ta string.\n\n\t /url\\s*\\(= Match on the word \"url\" with any whitespace after it and then a parens\n\t   (= Start a capturing group\n\t   (?: = Start a non-capturing group\n\t [^)(] = Match anything that isn't a parentheses\n\t | = OR\n\t   \\(= Match a start parentheses\n\t   (?: = Start another non-capturing groups\n\t   [^)(]+ = Match anything that isn't a parentheses\n\t | = OR\n\t   \\(= Match a start parentheses\n\t   [^)(]* = Match anything that isn't a parentheses\n\t   \\) = Match a end parentheses\n\t   ) = End Group\n   *\\) = Match anything and then a close parens\n   ) = Close non-capturing group\n   * = Match anything\n   ) = Close capturing group\n\t \\) = Match a close parens\n\n\t /gi = Get all matches, not the first. Be case insensitive.\n\t */\n\tvar fixedCss = css.replace(/url\\s*\\(((?:[^)(]|\\((?:[^)(]+|\\([^)(]*\\))*\\))*)\\)/gi, function(fullMatch, origUrl) {\n\t\t// strip quotes (if they exist)\n\t\tvar unquotedOrigUrl = origUrl\n\t\t\t.trim()\n\t\t\t.replace(/^\"(.*)\"$/, function(o, $1){ return $1; })\n\t\t\t.replace(/^'(.*)'$/, function(o, $1){ return $1; });\n\n\t\t// already a full url? no change\n\t\tif (/^(#|data:|http:\\/\\\/|https:\\/\\\/|file:\\/\\\/\\\/|\\s*$)/i.test(unquotedOrigUrl)) {\n\t\t return fullMatch;\n\t\t}\n\n\t\t// convert the url to a full url\n\t\tvar newUrl;\n\n\t\tif (unquotedOrigUrl.indexOf(\"//\") === 0) {\n\t\t \t//TODO: should we add protocol?\n\t\t\tnewUrl = unquotedOrigUrl;\n\t\t} else if (unquotedOrigUrl.indexOf(\"/\") === 0) {\n\t\t\t// path should be relative to the base url\n\t\t\tnewUrl = baseUrl + unquotedOrigUrl; // already starts with '/'\n\t\t} else {\n\t\t\t// path should be relative to current directory\n\t\t\tnewUrl = currentDir + unquotedOrigUrl.replace(/^\\.\\//, \"\"); // Strip leading './'\n\t\t}\n\n\t\t// send back the fixed url(...)\n\t\treturn \"url(\" + JSON.stringify(newUrl) + \")\";\n\t});\n\n\t// send back the fixed css\n\treturn fixedCss;\n};\n","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./styles.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./styles.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./styles.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update(); });\n}","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \":root {\\n --reach-tooltip: 1;\\n}\\n\\n[data-reach-tooltip] {\\n z-index: 1;\\n pointer-events: none;\\n position: absolute;\\n padding: 0.25em 0.5em;\\n box-shadow: 2px 2px 10px hsla(0, 0%, 0%, 0.1);\\n white-space: nowrap;\\n font-size: 85%;\\n background: #f0f0f0;\\n color: #444;\\n border: solid 1px #ccc;\\n}\\n\\", \"\"]);\n\n// exports\n","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Icon___v5HwN {\\n width: 1rem;\\n height: 1rem;\\n fill: currentColor;\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Icon\": \"Icon___v5HwN\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Badge___1D92d {\\n display: inline-block;\\n background-color: var(--color-component-badge-background);\\n color: var(--color-text);\\n padding: 0.125rem 0.25rem;\\n line-height: normal;\\n border-radius: 0.125rem;\\n margin-right: 0.25rem;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-small);\\n}\\n\\n.ExtraLabel___ktyWc {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-small);\\n color: var(--color-component-badge-count);\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Badge\": \"Badge___1D92d\",\n\t\"ExtraLabel\": \"ExtraLabel___ktyWc\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".ButtonIcon___1AgYV {\\n width: 1rem;\\n height: 1rem;\\n fill: currentColor;\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"ButtonIcon\": \"ButtonIcon___1AgYV\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-

base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id,
\".Element___1PGUo,\\n.InactiveSelectedElement___3H2V0,\\n.SelectedElement___2BZuq,\\n.HoveredElement__
_4tCuC {\\n color: var(--color-component-name);\\n}\\n.HoveredElement___4tCuC {\\n background-color: var(--
color-background-hover);\\n}\\n.InactiveSelectedElement___3H2V0 {\\n background-color: var(--color-
background-inactive);\\n}\\n\\n.Wrapper___1kRcF {\\n padding: 0 0.25rem;\\n white-space: pre;\\n height: var(--
line-height-data);\\n line-height: var(--line-height-data);\\n display: inline-flex;\\n align-items: center;\\n cursor:
default;\\n user-select: none;\\n}\\n\\n.ScrollAnchor___31Dc8 {\\n height: 100%;\\n width:
0;\\n}\\n\\n.SelectedElement___2BZuq {\\n background-color: var(--color-background-selected);\\n color: var(--
color-text-selected);\\n\\n /* Invert colors */\\n --color-component-name: var(--color-component-name-inverted);\\n
--color-text: var(--color-text-selected);\\n --color-component-badge-background: var(\\n   --color-component-
badge-background-inverted\\n);\\n --color-component-badge-count: var(--color-component-badge-count-
inverted);\\n --color-attribute-name: var(--color-attribute-name-inverted);\\n --color-attribute-value: var(--color-
attribute-value-inverted);\\n --color-expand-collapse-toggle: var(--color-component-name-
inverted);\\n}\\n\\n.KeyName___iOoVX {\\n color: var(--color-attribute-name);\\n}\\n\\n.KeyValue___2hQzO {\\n
color: var(--color-attribute-value);\\n user-select: text;\\n max-width: 100px;\\n overflow-x: hidden;\\n text-
overflow: ellipsis;\\n}\\n\\n.Highlight___OJ7Ox {\\n background-color: var(--color-search-
match);\\n}\\n.CurrentHighlight___3RWa2 {\\n background-color: var(--color-search-match-
current);\\n}\\n\\n.ExpandCollapseToggle___3CxPD {\\n display: inline-flex;\\n width: 1rem;\\n height: 1rem;\\n
flex: 0 0 1rem;\\n color: var(--color-expand-collapse-toggle);\\n}\\n\\n.Badge___36OB- {\\n margin-left:
0.25rem;\\n}\\n\\n.ErrorIcon___2HE8O,\\n.ErrorIconContrast___25w80,\\n.WarningIcon___3s2DR,\\n.WarningIco
nContrast___12tJE {\\n height: 0.75rem !important;\\n width: 0.75rem !important;\\n margin-left:
0.25rem;\\n}\\n.ErrorIcon___2HE8O {\\n color: var(--color-console-error-icon);\\n}\\n.WarningIcon___3s2DR {\\n
color: var(--color-console-warning-icon);\\n}\\n.ErrorIconContrast___25w80, .WarningIconContrast___12tJE {\\n
color: var(--color-component-name);\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Element\":
\"Element___1PGUo\",\n\t\"InactiveSelectedElement\":
\"InactiveSelectedElement___3H2V0\",\n\t\"SelectedElement\":
\"SelectedElement___2BZuq\",\n\t\"HoveredElement\": \"HoveredElement___4tCuC\",\n\t\"Wrapper\":
\"Wrapper___1kRcF\",\n\t\"ScrollAnchor\": \"ScrollAnchor___31Dc8\",\n\t\"KeyName\":
\"KeyName___iOoVX\",\n\t\"KeyValue\": \"KeyValue___2hQzO\",\n\t\"Highlight\":
\"Highlight___OJ7Ox\",\n\t\"CurrentHighlight\": \"CurrentHighlight___3RWa2\",\n\t\"ExpandCollapseToggle\":
\"ExpandCollapseToggle___3CxPD\",\n\t\"Badge\": \"Badge___36OB-\",\n\t\"ErrorIcon\":
\"ErrorIcon___2HE8O\",\n\t\"ErrorIconContrast\": \"ErrorIconContrast___25w80\",\n\t\"WarningIcon\":
\"WarningIcon___3s2DR\",\n\t\"WarningIconContrast\": \"WarningIconContrast___12tJE\"\n};","/**\n * Copyright
(c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\nvar ReactPropTypesSecret =
require('./lib/ReactPropTypesSecret');\n\nfunction emptyFunction() {}\nfunction emptyFunctionWithReset()
{}\nemptyFunctionWithReset.resetWarningCache = emptyFunction;\n\nmodule.exports = function() {\n function
shim(props, propName, componentName, location, propFullName, secret) {\n   if (secret ===
ReactPropTypesSecret) {\n   // It is still safe when called from React.\n   return;\n   }\n   var err = new Error(\n
  'Calling PropTypes validators directly is not supported by the `prop-types` package. ' +\n   'Use
PropTypes.checkPropTypes() to call them. ' +\n   'Read more at http://fb.me/use-check-prop-types'\n   );\n
err.name = 'Invariant Violation';\n   throw err;\n };\n shim.isRequired = shim;\n function getShim() {\n   return
shim;\n };\n // Important!\n // Keep this list in sync with production version in `./factoryWithTypeCheckers.js`.\n
var ReactPropTypes = {\n   array: shim,\n   bool: shim,\n   func: shim,\n   number: shim,\n   object: shim,\n
string: shim,\n   symbol: shim,\n\n   any: shim,\n   arrayOf: getShim,\n   element: shim,\n   elementType: shim,\n
  instanceOf: getShim,\n   node: shim,\n   objectOf: getShim,\n   oneOf: getShim,\n   oneOfType: getShim,\n
shape: getShim,\n   exact: getShim,\n\n   checkPropTypes: emptyFunctionWithReset,\n   resetWarningCache:
emptyFunction\n };\n\n ReactPropTypes.PropTypes = ReactPropTypes;\n\n return ReactPropTypes;\n};\n","/**\n

* Copyright (c) 2013-present, Facebook, Inc.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n */\n\n'use strict';\n\nvar ReactPropTypesSecret = 'SECRET_DO_NOT_PASS_THIS_OR_YOU_WILL_BE_FIRED';\n\nmodule.exports = ReactPropTypesSecret;\n","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".ToggleDisabled___iQeZ3,\\n.ToggleOn___3XJTo,\\n.ToggleOff___142SC {\\n background: var(--color-button-background);\\n border: none;\\n border-radius: 0.25rem;\\n padding: 0;\\n flex: 0 0 auto;\\n}\\n\\n.ToggleContent___1C-vg {\\n display: inline-flex;\\n align-items: center;\\n border-radius: 0.25rem;\\n padding: 0.25rem;\\n}\\n\\n.ToggleOff___142SC {\\n border: none;\\n background: var(--color-button-background);\\n color: var(--color-button);\\n}\\n.ToggleOff___142SC:hover {\\n color: var(--color-button-hover);\\n}\\n\\n.ToggleOn___3XJTo,\\n.ToggleOn___3XJTo:active {\\n color: var(--color-button-active);\\n outline: none;\\n}\\n\\n.ToggleOn___3XJTo:focus,\\n.ToggleOff___142SC:focus,\\n.ToggleContent___1C-vg:focus {\\n outline: none;\\n}\\n\\n.ToggleOn___3XJTo:focus > .ToggleContent___1C-vg,\\n.ToggleOff___142SC:focus > .ToggleContent___1C-vg {\\n background: var(--color-button-background-focus);\\n}\\n\\n.ToggleDisabled___iQeZ3 {\\n background: var(--color-button-background);\\n color: var(--color-button-disabled);\\n cursor: default;\\n}\\n\\n.Input___ESX-3 {\\n width: 0;\\n margin: 0;\\n opacity: 0;\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"ToggleDisabled\": \"ToggleDisabled___iQeZ3\",\n\t\"ToggleOn\": \"ToggleOn___3XJTo\",\n\t\"ToggleOff\": \"ToggleOff___142SC\",\n\t\"ToggleContent\": \"ToggleContent___1C-vg\",\n\t\"Input\": \"Input___ESX-3\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Tooltip___3QR8H {\\n border: none;\\n border-radius: 0.25rem;\\n padding: 0.25rem 0.5rem;\\n font-family: var(--font-family-sans);\\n font-size: 12px;\\n background-color: var(--color-tooltip-background);\\n color: var(--color-tooltip-text);\\n\\n /* Make sure this is above the DevTools, which are above the Overlay */\\n z-index: 10000002;\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Tooltip\": \"Tooltip___3QR8H\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Button___1-PiG {\\n border: none;\\n background: var(--color-button-background);\\n color: var(--color-button);\\n padding: 0;\\n border-radius: 0.25rem;\\n flex: 0 0 auto;\\n}\\n.ButtonContent___2mZ9q {\\n display: inline-flex;\\n align-items: center;\\n border-radius: 0.25rem;\\n padding: 0.25rem;\\n}\\n\\n.Button___1-PiG:hover {\\n color: var(--color-button-hover);\\n}\\n.Button___1-PiG:active {\\n color: var(--color-button-focus);\\n outline: none;\\n}\\n.Button___1-PiG:focus,\\n.ButtonContent___2mZ9q:focus {\\n outline: none;\\n}\\n\\n.Button___1-PiG:focus > .ButtonContent___2mZ9q {\\n background: var(--color-button-background-focus);\\n}\\n\\n.Button___1-PiG:disabled,\\n.Button___1-PiG:disabled:active {\\n background: var(--color-button-background);\\n color: var(--color-button-disabled);\\n cursor: default;\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Button\": \"Button___1-PiG\",\n\t\"ButtonContent\": \"ButtonContent___2mZ9q\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".OwnerStack___32qwj {\\n max-width: 100%;\\n overflow-x: auto;\\n flex: 1;\\n display: flex;\\n align-items: center;\\n position: relative;\\n}\\n\\n.Component___3e3s7,\\n.Component___3e3s7[data-reach-menu-item] {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n user-select: none;\\n white-space: nowrap;\\n display: flex;\\n align-items: center;\\n}\\n\\n.Component___3e3s7[data-reach-menu-item][data-selected],\\n.Component___3e3s7[data-reach-menu-item][data-selected]:hover {\\n color: var(--color-text-selected);\\n background: var(--color-background-selected);\\n}\\n.Component___3e3s7[data-reach-menu-item][data-selected]:focus {\\n outline: none;\\n}\\n\\n.Bar___3G3dX {\\n display: flex;\\n flex: 1 1 auto;\\n overflow-x: auto;\\n}\\n\\n.VRule___IJYKJ {\\n flex: 0 0 auto;\\n height: 20px;\\n width: 1px;\\n background-color: var(--color-border);\\n margin: 0 0.5rem;\\n}\\n\\n.MenuButton___3te3U {\\n border-radius: 0.25rem;\\n display: inline-flex;\\n align-items: center;\\n padding: 0;\\n flex: 0 0 auto;\\n border: none;\\n background: var(--color-button-background);\\n color: var(--color-button);\\n}\\n.MenuButtonContent___3VvHH {\\n display: inline-

flex;\\n align-items: center;\\n border-radius: 0.25rem;\\n padding: 0.25rem;\\n}\\n.MenuButton___3te3U:hover {\\n color: var(--color-button-hover);\\n}\\n.MenuButton___3te3U[aria-expanded='true'],\\n.MenuButton___3te3U[aria-expanded='true']:active {\\n color: var(--color-button-active);\\n outline: none;\\n}\\n\\n.MenuButton___3te3U:focus,\\n.MenuButtonContent___3VvHH:focus {\\n outline: none;\\n}\\n.MenuButton___3te3U:focus > .MenuButtonContent___3VvHH {\\n background: var(--color-button-background-focus);\\n}\\n\\n.Modal___8b8bs[data-reach-menu-list] {\\n display: inline-flex;\\n flex-direction: column;\\n background-color: var(--color-background);\\n color: var(--color-button);\\n padding: 0.25rem 0;\\n padding-right: 0;\\n border: 1px solid var(--color-border);\\n border-radius: 0.25rem;\\n max-height: 10rem;\\n overflow: auto;\\n\\n /* Make sure this is above the DevTools, which are above the Overlay */\\n z-index: 10000002;\\n position: relative;\\n\\n /* Reach UI tries to set its own :(*/\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n}\\n\\n.NotInStore___3Y2P2,\\n.NotInStore___3Y2P2:hover {\\n color: var(--color-dimmest);\\n}\\n\\n.Badge___2E6aT {\\n margin-left: 0.25rem;\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"OwnerStack\": \"OwnerStack___32qwj\",\n\t\"Component\": \"Component___3e3s7\",\n\t\"Bar\": \"Bar___3G3dX\",\n\t\"VRule\": \"VRule___IJYKJ\",\n\t\"MenuButton\": \"MenuButton___3te3U\",\n\t\"MenuButtonContent\": \"MenuButtonContent___3VvHH\",\n\t\"Modal\": \"Modal___8b8bs\",\n\t\"NotInStore\": \"NotInStore___3Y2P2\",\n\t\"Badge\": \"Badge___2E6aT\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".SearchInput___3_D7A {\\n flex: 1 1;\\n display: flex;\\n align-items: center;\\n}\\n\\n.Input___3Kf09 {\\n flex: 1 1 100px;\\n width: 100px;\\n font-size: var(--font-size-sans-large);\\n outline: none;\\n border: none;\\n background-color: var(--color-background);\\n color: var(--color-text);\\n padding-left: 1.5rem;\\n margin-left: -1rem;\\n}\\n\\n.InputIcon___1HrXN {\\n pointer-events: none;\\n z-index: 2;\\n color: var(--color-dimmer);\\n}\\n\\n.IndexLabel___2cd8c {\\n color: var(--color-dim);\\n font-size: var(--font-size-sans-normal);\\n white-space: pre;\\n}\\n\\n.LeftVRule___wcxjb,\\n.RightVRule___cvpx8 {\\n height: 20px;\\n width: 1px;\\n background-color: var(--color-border);\\n}\\n.LeftVRule___wcxjb {\\n margin: 0 0.25rem 0 0.5rem;\\n}\\n.RightVRule___cvpx8 {\\n margin: 0 0.5rem 0 0.25rem;\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"SearchInput\": \"SearchInput___3_D7A\",\n\t\"Input\": \"Input___3Kf09\",\n\t\"InputIcon\": \"InputIcon___1HrXN\",\n\t\"IndexLabel\": \"IndexLabel___2cd8c\",\n\t\"LeftVRule\": \"LeftVRule___wcxjb\",\n\t\"RightVRule\": \"RightVRule___cvpx8\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Active___3Y5D2,\\n.Inactive___2Ddkx {\\n position: absolute;\\n left: 0;\\n width: 100%;\\n z-index: 0;\\n pointer-events: none;\\n}\\n\\n.Active___3Y5D2 {\\n background-color: var(--color-selected-tree-highlight-active);\\n}\\n\\n.Inactive___2Ddkx {\\n background-color: var(--color-selected-tree-highlight-inactive);\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Active\": \"Active___3Y5D2\",\n\t\"Inactive\": \"Inactive___2Ddkx\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Tree___3Pjje {\\n position: relative;\\n height: 100%;\\n width: 100%;\\n display: flex;\\n flex-direction: column;\\n border-top: 1px solid var(--color-border);\\n\\n /* Default size will be adjusted by Tree after scrolling */\\n --indentation-size: 12px;\\n}\\n\\n.List___qlOJG {\\n overflow-x: hidden !important;\\n}\\n\\n.InnerElementType___1csGF {\\n overflow-x: hidden;\\n}\\n\\n.SearchInput___1Q2I_ {\\n flex: 0 0 42px;\\n display: flex;\\n align-items: center;\\n border-bottom: 1px solid var(--color-border);\\n padding: 0.5rem;\\n}\\n\\n.AutoSizerWrapper___3IcMr {\\n width: 100%;\\n overflow: hidden;\\n flex: 1 0 auto;\\n}\\n.AutoSizerWrapper___3IcMr:focus {\\n outline: none;\\n}\\n\\n.List___qlOJG {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n line-height: var(--line-height-data);\\n}\\n\\n.VRule___3yG5q {\\n height: 20px;\\n width: 1px;\\n flex: 0 0 1px;\\n margin: 0 0.5rem;\\n background-color: var(--color-border);\\n}\\n\\n.Loading___TrqnR {\\n height: 100%;\\n padding-left: 0.5rem;\\n display: flex;\\n align-items: center;\\n flex: 1;\\n justify-content: flex-start;\\n font-size: var(--font-size-sans-large);\\n color: var(--color-dim);\\n}\\n\\n.IconAndCount___1CZUm

{\\n display: flex;\\n align-items: center;\\n font-size: var(--font-size-sans-normal);\\n}\\n\\n.ErrorIcon___1SNsZ, .WarningIcon___23GHe {\\n width: 0.75rem;\\n height: 0.75rem;\\n margin-left: 0.25rem;\\n margin-right: 0.25rem;\\n flex: 0 0 auto;\\n}\\n.ErrorIcon___1SNsZ {\\n color: var(--color-console-error-icon);\\n}\\n.WarningIcon___23GHe {\\n color: var(--color-console-warning-icon);\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Tree\": \"Tree___3Pjje\",\n\t\"List\": \"List___qlOJG\",\n\t\"InnerElementType\": \"InnerElementType___1csGF\",\n\t\"SearchInput\": \"SearchInput___1Q2I_\",\n\t\"AutoSizerWrapper\": \"AutoSizerWrapper___3IcMr\",\n\t\"VRule\": \"VRule___3yG5q\",\n\t\"Loading\": \"Loading___TrqnR\",\n\t\"IconAndCount\": \"IconAndCount___1CZUm\",\n\t\"ErrorIcon\": \"ErrorIcon___1SNsZ\",\n\t\"WarningIcon\": \"WarningIcon___23GHe\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".GitHubLinkRow___1Ubg1 {\\n flex: 0 0 auto;\\n display: flex;\\n align-items: center;\\n text-overflow: ellipsis;\\n white-space: nowrap;\\n overflow: auto;\\n padding: 0.25rem 0.5rem;\\n background: var(--color-console-warning-background);\\n color: var(--color-text);\\n border-bottom: 1px solid var(--color-console-warning-border);\\n border-top: 1px solid var(--color-console-warning-border);\\n}\\n\\n.WorkplaceGroupRow___2bkPD {\\n flex: 0 0 auto;\\n display: flex;\\n align-items: center;\\n text-overflow: ellipsis;\\n white-space: nowrap;\\n overflow: auto;\\n padding: 0.25rem 0.5rem;\\n background: var(--color-background-hover);\\n border-bottom: 1px solid var(--color-border);\\n}\\n\\n.ErrorBoundary___2iFtc {\\n height: 100%;\\n width: 100%;\\n background-color: var(--color-background);\\n display: flex;\\n flex-direction: column;\\n}\\n\\n.ErrorInfo___3rbAr {\\n padding: 0.5rem;\\n overflow: auto;\\n}\\n\\n.HeaderRow___1yCa9 {\\n display: flex;\\n flex-direction: row;\\n font-size: var(--font-size-sans-large);\\n font-weight: bold;\\n color: var(--color-error-text);\\n}\\n\\n.Header___mAz_f {\\n flex: 1 1 auto;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n white-space: nowrap;\\n min-width: 0;\\n}\\n\\n.Stack___3FImQ {\\n margin-top: 0.5rem;\\n white-space: pre-wrap;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n -webkit-font-smoothing: initial;\\n background-color: var(--color-error-background);\\n border: 1px solid var(--color-error-border);\\n color: var(--color-error-text);\\n border-radius: 0.25rem;\\n padding: 0.5rem;\\n}\\n\\n.LoadingIcon___2Ox_q {\\n margin-right: 0.25rem;\\n}\\n\\n.ReportIcon___163qD {\\n margin-right: 0.25rem;\\n}\\n\\n.ReportLink___1RRG6 {\\n color: var(--color-link);\\n}\\n\\n.FacebookOnly___1Q5yi {\\n margin-left: 0.25rem;\\n}\\n\\n.ReproSteps___21X2x {\\n margin-left: 0.25rem;\\n color: var(--color-console-warning-text);\\n overflow: hidden;\\n text-overflow: ellipsis;\\n white-space: nowrap;\\n min-width: 0;\\n}\\n\\n.UpdateExistingIssuePrompt___1AP89 {\\n margin-right: 0.25rem;\\n color: var(--color-console-warning-text);\\n}\\n\\n.CloseButton___19JNk {\\n font-weight: bold;\\n}\\n\\n.CloseButtonIcon___Fp6qN {\\n margin-left: 0.25rem;\\n}\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"GitHubLinkRow\": \"GitHubLinkRow___1Ubg1\",\n\t\"WorkplaceGroupRow\": \"WorkplaceGroupRow___2bkPD\",\n\t\"ErrorBoundary\": \"ErrorBoundary___2iFtc\",\n\t\"ErrorInfo\": \"ErrorInfo___3rbAr\",\n\t\"HeaderRow\": \"HeaderRow___1yCa9\",\n\t\"Header\": \"Header___mAz_f\",\n\t\"Stack\": \"Stack___3FImQ\",\n\t\"LoadingIcon\": \"LoadingIcon___2Ox_q\",\n\t\"ReportIcon\": \"ReportIcon___163qD\",\n\t\"ReportLink\": \"ReportLink___1RRG6\",\n\t\"FacebookOnly\": \"FacebookOnly___1Q5yi\",\n\t\"ReproSteps\": \"ReproSteps___21X2x\",\n\t\"UpdateExistingIssuePrompt\": \"UpdateExistingIssuePrompt___1AP89\",\n\t\"CloseButton\": \"CloseButton___19JNk\",\n\t\"CloseButtonIcon\": \"CloseButtonIcon___Fp6qN\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Icon___2CecY {\\n width: 1rem;\\n height: 1rem;\\n fill: currentColor;\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Icon\": \"Icon___2CecY\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Wrapper___15kcB {\\n height: 100%;\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Wrapper\": \"Wrapper___15kcB\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Background___39iOi {\\n position: absolute;\\n width: 100%;\\n height:

100%;\\n display: flex;\\n flex-direction: row;\\n align-items: flex-start;\\n justify-content: center;\\n padding: 1rem;\\n background-color: var(--color-modal-background);\\n overflow: auto;\\n}\\n\\n.Dialog___2XI77 {\\n position: relative;\\n z-index: 3;\\n margin: 0 0.25rem;\\n width: 25rem;\\n min-width: 20rem;\\n max-width: 100%;\\n display: inline-block;\\n background-color: var(--color-background);\\n box-shadow: 0 2px 4px var(--color-shadow);\\n padding: 0.5rem;\\n border: 1px solid var(--color-border);\\n border-radius: 0.25rem;\\n font-size: var(--font-size-sans-normal);\\n}\\n\\n.Title___1FtK3 {\\n font-size: var(--font-size-sans-large);\\n margin-bottom: 0.5rem;\\n}\\n\\n.Buttons___3N6w8 {\\n text-align: right;\\n margin-top: 0.5rem;\\n}\\n\\n.Button___3JNc2 {\\n font-size: var(--font-size-sans-large);\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Background\": \"Background___39iOi\",\n\t\"Dialog\": \"Dialog___2XI77\",\n\t\"Title\": \"Title___1FtK3\",\n\t\"Buttons\": \"Buttons___3N6w8\",\n\t\"Button\": \"Button___3JNc2\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".ContextMenu___3Zn8W {\\n position: absolute;\\n background-color: var(--color-context-background);\\n border-radius: 0.25rem;\\n overflow: hidden;\\n z-index: 10000002;\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"ContextMenu\": \"ContextMenu___3Zn8W\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".ContextMenuItem___21C_r {\\n display: flex;\\n align-items: center;\\n color: var(--color-context-text);\\n padding: 0.5rem 0.75rem;\\n cursor: default;\\n border-top: 1px solid var(--color-context-border);\\n font-family: var(--font-family-sans);\\n font-size: var(--font-size-sans-normal);\\n}\\n.ContextMenuItem___21C_r:first-of-type {\\n border-top: none;\\n}\\n.ContextMenuItem___21C_r:hover,\\n.ContextMenuItem___21C_r:focus {\\n outline: 0;\\n background-color: var(--color-context-background-hover);\\n}\\n.ContextMenuItem___21C_r:active {\\n background-color: var(--color-context-background-selected);\\n color: var(--color-context-text-selected);\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"ContextMenuItem\": \"ContextMenuItem___21C_r\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".HocBadges___3V-9f {\\n padding: 0.125rem 0.25rem;\\n user-select: none;\\n}\\n\\n.Badge___yfw97 {\\n display: inline-block;\\n background-color: var(--color-component-badge-background);\\n color: var(--color-text);\\n padding: 0.125rem 0.25rem;\\n line-height: normal;\\n border-radius: 0.125rem;\\n margin-right: 0.25rem;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-small);\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"HocBadges\": \"HocBadges___3V-9f\",\n\t\"Badge\": \"Badge___yfw97\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Input___2Lqoc {\\n min-width: 0.5rem;\\n flex: 1 1 auto;\\n border: none;\\n background: transparent;\\n outline: none;\\n padding: 0;\\n border: none;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n}\\n\\n.Input___2Lqoc:focus {\\n border-color: var(--color-border);\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Input\": \"Input___2Lqoc\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Input___2v7pX {\\n flex: 0 1 auto;\\n box-shadow: 0px 1px 3px transparent;\\n color: var(--color-text);\\n}\\n.Input___2v7pX:focus {\\n color: var(--color-text);\\n box-shadow: 0px 1px 3px var(--color-shadow);\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Input\": \"Input___2v7pX\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Checkbox___S8zDe {\\n flex: 0 0 auto;\\n align-self: center;\\n margin: 0 0.25rem;\\n}\\n\\n.Input___54okB {\\n flex: 1 1;\\n background: none;\\n border: 1px solid transparent;\\n color: var(--color-attribute-editable-value);\\n border-radius: 0.125rem;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n}\\n\\n.Invalid___AR4Hd {\\n flex: 1 1;\\n background: none;\\n border: 1px solid transparent;\\n color: var(--color-attribute-editable-value);\\n border-radius: 0.125rem;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n background-color: var(--color-background-invalid);\\n color: var(--color-text-invalid);\\n\\n --color-border: var(--color-text-invalid);\\n}\\n\\n.Input___54okB:focus,\\n.Invalid___AR4Hd:focus {\\n background-color:

var(--color-button-background-focus);\\n outline: none;\\n}\\n\\n.ResetButton___k3gxk {\\n flex: 0 0 auto;\\n padding: 0 0.5rem;\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Checkbox\": \"Checkbox___S8zDe\",\n\t\"Input\": \"Input___54okB\",\n\t\"Invalid\": \"Invalid___AR4Hd\",\n\t\"ResetButton\": \"ResetButton___k3gxk\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".NewArrayValue___3rHoU {\\n white-space: nowrap;\\n display: flex;\\n align-items: center;\\n}\\n\\n.EditableName___3OJ36 {\\n margin-left: 1rem;\\n}\\n\\n.Invalid___1sVw9 {\\n background-color: var(--color-background-invalid);\\n color: var(--color-text-invalid) !important;\\n}\\n\\n.Input___1SYGr:focus,\\n.Invalid___1sVw9:focus {\\n background-color: var(--color-button-background-focus);\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"NewArrayValue\": \"NewArrayValue___3rHoU\",\n\t\"EditableName\": \"EditableName___3OJ36\",\n\t\"Invalid\": \"Invalid___1sVw9\",\n\t\"Input\": \"Input___1SYGr\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".NewKeyValue___34r7B {\\n white-space: nowrap;\\n display: flex;\\n align-items: center;\\n}\\n\\n.EditableName___2W--L {\\n margin-left: 1rem;\\n}\\n\\n.EditableValue___16Q0K {\\n min-width: 1rem;\\n}\\n\\n.ExpandCollapseToggle___1eSq5 {\\n flex: 0 0 1rem;\\n width: 1rem;\\n height: 1rem;\\n padding: 0;\\n color: var(--color-expand-collapse-toggle);\\n}\\n\\n.Item___2n2qv:not([hidden]) {\\n display: flex;\\n}\\n\\n.DisabledItem___SbUmS {\\n opacity: 0.5;\\n}\\n\\n.Name___3LSJX {\\n color: var(--color-attribute-name-not-editable);\\n flex: 0 0 auto;\\n cursor: default;\\n}\\n\\n.EditableName___2TyRo {\\n color: var(--color-attribute-name);\\n flex: 0 0 auto;\\n cursor: default;\\n}\\n\\n.AfterName___1HlGw {\\n color: var(--color-text);\\n margin-right: 0.5rem;\\n}\\n\\n.Value___7p123 {\\n color: var(--color-attribute-value);\\n white-space: pre;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n cursor: default;\\n flex: 1;\\n}\\n\\n.None___RYyex {\\n color: var(--color-dimmer);\\n font-style: italic;\\n}\\n\\n.ExpandCollapseToggleSpacer___3KNWO {\\n flex: 0 0 1rem;\\n width: 1rem;\\n}\\n\\n.Empty___1MaDj {\\n color: var(--color-dimmer);\\n}\\n\\n.DeleteArrayItemButton___1R-pd {\\n padding: 0;\\n margin-right: 0.125rem;\\n}\\n\\n.HookName___1ZjVf {\\n color: var(--color-component-name);\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Item\": \"Item___2n2qv\",\n\t\"DisabledItem\": \"DisabledItem___SbUmS\",\n\t\"Name\": \"Name___3LSJX\",\n\t\"EditableName\": \"EditableName___2TyRo\",\n\t\"AfterName\": \"AfterName___1HlGw\",\n\t\"Value\": \"Value___7p123\",\n\t\"None\": \"None___RYyex\",\n\t\"ExpandCollapseToggleSpacer\": \"ExpandCollapseToggleSpacer___3KNWO\",\n\t\"Empty\": \"Empty___1MaDj\",\n\t\"DeleteArrayItemButton\": \"DeleteArrayItemButton___1R-pd\",\n\t\"HookName\": \"HookName___1ZjVf\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".InspectedElementTree___2_4hD {\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n}\\n\\n.InspectedElementTree___2_4hD:first-of-type {\\n border-top: none;\\n}\\n\\n.HeaderRow___3I5kU {\\n display: flex;\\n align-items: center;\\n}\\n\\n.Header___2LZLy {\\n display: flex;\\n align-items: center;\\n flex: 1 1;\\n font-family: var(--font-family-sans);\\n}\\n\\n.Item___3t7sh {\\n display: flex;\\n}\\n\\n.Name___6619F {\\n color: var(--color-attribute-name);\\n flex: 0 0 auto;\\n}\\n.Name___6619F:after {\\n content: ': ';\\n color: var(--color-text);\\n margin-right: 0.5rem;\\n}\\n\\n.Value___na2y1 {\\n color: var(--color-attribute-value);\\n overflow: hidden;\\n text-overflow: ellipsis;\\n}\\n\\n.None___1ezJC {\\n color: var(--color-dimmer);\\n font-style: italic;\\n}\\n\\n.Empty___2hAqe {\\n color: var(--color-dimmer);\\n font-style: italic;\\n padding-left: 0.75rem;\\n}\\n\\n.ToggleSuspenseRow___3Abo4 {\\n padding-left: 1rem;\\n white-space: nowrap;\\n display:

flex;\\n align-items: center;\\n}\\n\\n.EditableValue___2B5lx {\\n min-width: 1rem;\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"InspectedElementTree\": \"InspectedElementTree___2_4hD\",\n\t\"HeaderRow\": \"HeaderRow___3I5kU\",\n\t\"Header\": \"Header___2LZLy\",\n\t\"Item\": \"Item___3t7sh\",\n\t\"Name\": \"Name___6619F\",\n\t\"Value\": \"Value___na2y1\",\n\t\"None\": \"None___1ezJC\",\n\t\"Empty\": \"Empty___2hAqe\",\n\t\"ToggleSuspenseRow\": \"ToggleSuspenseRow___3Abo4\",\n\t\"EditableValue\": \"EditableValue___2B5lx\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".ErrorTree___OauA_, .WarningTree___2O5xr {\\n padding: 0.25rem 0 0 0;\\n}\\n\\n.HeaderRow___2Y3QM {\\n padding: 0 0.25rem;\\n}\\n\\n.HeaderRow___2Y3QM {\\n padding: 0 0.25rem;\\n}\\n\\n.Error___CORL1, .Warning___zqCFY {\\n padding: 0 0.5rem;\\n display: flex;\\n align-items: center;\\n}\\n\\n.Error___CORL1 {\\n border-top: 1px solid var(--color-console-error-border);\\n background-color: var(--color-console-error-background);\\n color: var(--color-error-text);\\n padding: 0 0.5rem;\\n}\\n\\n.Warning___zqCFY {\\n border-top: 1px solid var(--color-console-warning-border);\\n background-color: var(--color-console-warning-background);\\n color: var(--color-warning-text);\\n padding: 0 0.5rem;\\n}\\n\\n.Message___Ky3Dl {\\n overflow-x: hidden;\\n text-overflow: ellipsis;\\n white-space: nowrap;\\n}\\n\\n.ErrorBadge___MKpI8,\\n.WarningBadge___22U6H {\\n display: inline-block;\\n width: 0.75rem;\\n height: 0.75rem;\\n flex: 0 0 0.75rem;\\n line-height: 0.75rem;\\n text-align: center;\\n border-radius: 0.25rem;\\n margin-right: 0.25rem;\\n font-size: var(--font-size-monospace-small);\\n}\\n\\n.ErrorBadge___MKpI8 {\\n background-color: var(--color-console-error-icon);\\n color: var(--color-console-error-badge-text);\\n}\\n\\n.WarningBadge___22U6H {\\n background-color: var(--color-console-warning-icon);\\n color: var(--color-console-warning-badge-text);\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"ErrorTree\": \"ErrorTree___OauA_\",\n\t\"WarningTree\": \"WarningTree___2O5xr\",\n\t\"HeaderRow\": \"HeaderRow___2Y3QM\",\n\t\"Error\": \"Error___CORL1\",\n\t\"Warning\": \"Warning___zqCFY\",\n\t\"Message\": \"Message___Ky3Dl\",\n\t\"ErrorBadge\": \"ErrorBadge___MKpI8\",\n\t\"WarningBadge\": \"WarningBadge___22U6H\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".HooksTreeView___3YmZw {\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n}\\n\\n.Hook___SbvM_ {\\n}\\n\\n.Children___1f8xt {\\n padding-left: 1rem;\\n}\\n\\n.HeaderRow___37mMe {\\n display: flex;\\n align-items: center;\\n}\\n\\n.Header___9n-jL {\\n flex: 1 1;\\n font-family: var(--font-family-sans);\\n}\\n\\n.NameValueRow___1dbuI {\\n display: flex;\\n}\\n\\n.Name___3oYR1,\\n.NameAnonymous___W-cy2 {\\n flex: 0 0 auto;\\n cursor: default;\\n}\\n.Name___3oYR1 {\\n color: var(--color-dim);\\n}\\n.NameAnonymous___W-cy2 {\\n color: var(--color-dimmer);\\n}\\n\\n.EditableName___1m4Hy {\\n color: var(--color-attribute-name);\\n flex: 0 0 auto;\\n cursor: default;\\n}\\n.EditableName___1m4Hy:after,\\n.Name___3oYR1:after {\\n color: var(--color-text);\\n content: ': ';\\n margin-right: 0.5rem;\\n}\\n\\n.Value___3tDyC {\\n color: var(--color-attribute-value);\\n overflow: hidden;\\n text-overflow: ellipsis;\\n cursor: default;\\n white-space: nowrap;\\n}\\n\\n.None___dHntG {\\n color: var(--color-dimmer);\\n font-style: italic;\\n}\\n\\n.TruncationIndicator___fImBc {\\n color: var(--color-dimmer);\\n}\\n\\n.ExpandCollapseToggleSpacer___2RAvX {\\n flex: 0 0 1rem;\\n width: 1rem;\\n}\\n\\n.PrimitiveHookNumber___1ZHtG {\\n background-color: var(--color-primitive-hook-badge-background);\\n color: var(--color-primitive-hook-badge-text);\\n font-size: var(--font-size-monospace-small);\\n margin-right: 0.25rem;\\n border-radius: 0.125rem;\\n padding: 0.125rem 0.25rem;\\n}\\n\\n.HookName___3Pr8I {\\n color: var(--color-component-name);\\n}\\n\\n.ToggleError___2AMCP {\\n color: var(--color-error-text);\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"HooksTreeView\": \"HooksTreeView___3YmZw\",\n\t\"Hook\": \"Hook___SbvM_\",\n\t\"Children\": \"Children___1f8xt\",\n\t\"HeaderRow\": \"HeaderRow___37mMe\",\n\t\"Header\": \"Header___9n-jL\",\n\t\"NameValueRow\": \"NameValueRow___1dbuI\",\n\t\"Name\": \"Name___3oYR1\",\n\t\"NameAnonymous\": \"NameAnonymous___W-cy2\",\n\t\"EditableName\": \"EditableName___1m4Hy\",\n\t\"Value\": \"Value___3tDyC\",\n\t\"None\": \"None___dHntG\",\n\t\"TruncationIndicator\":

\"TruncationIndicator___fImBc\",\n\t\"ExpandCollapseToggleSpacer\": \"ExpandCollapseToggleSpacer___2RAvX\",\n\t\"PrimitiveHookNumber\": \"PrimitiveHookNumber___1ZHtG\",\n\t\"HookName\": \"HookName___3Pr8I\",\n\t\"ToggleError\": \"ToggleError___2AMCP\"\n};","exports = module.exports = require(\"../../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".LayoutViewer___215Ad {\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-small);\\n}\\n\\n\.Header___YXSRg {\\n font-family: var(--font-family-sans);\\n}\\n\\n\.DashedBox___i8dxS,\\n\.SolidBox___1W-UG {\\n flex: 1 1 auto;\\n display: flex;\\n flex-direction: column;\\n align-items: center;\\n border-width: 1px;\\n border-color: var(--color-dim);\\n padding: 0.25rem;\\n margin: 0.25rem;\\n}\\n\\n\.DashedBox___i8dxS {\\n border-style: dashed;\\n}\\n\\n\.SolidBox___1W-UG {\\n border-style: solid;\\n}\\n\\n\.LabelRow___2SQOh {\\n width: 100%;\\n position: relative;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n}\\n\\n\.Label___IskVY {\\n position: absolute;\\n left: 0.5rem;\\n flex: 1 0 100px;\\n color: var(--color-attribute-name);\\n}\\n\\n\.BoxRow___2_1as {\\n width: 100%;\\n display: flex;\\n flex-direction: row;\\n align-items: center;\\n}\\n\\n", \"\"]);\n\n// exports\nexports.locals = {\n\t\"LayoutViewer\": \"LayoutViewer___215Ad\",\n\t\"Header\": \"Header___YXSRg\",\n\t\"DashedBox\": \"DashedBox___i8dxS\",\n\t\"SolidBox\": \"SolidBox___1W-UG\",\n\t\"LabelRow\": \"LabelRow___2SQOh\",\n\t\"Label\": \"Label___IskVY\",\n\t\"BoxRow\": \"BoxRow___2_1as\"\n};","exports = module.exports = require(\"../../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".StyleEditor___1RvzE {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n}\\n\\n\.HeaderRow___xyA6t {\\n display: flex;\\n align-items: center;\\n}\\n\\n\.Header___2SGfE {\\n flex: 1 1;\\n}\\n\\n\.Brackets___2zA4K {\\n font-family: var(--font-family-sans);\\n font-size: var(--font-size-sans-small);\\n}\\n\\n\.Row___3v8mp {\\n white-space: nowrap;\\n padding-left: 1rem;\\n display: flex;\\n align-items: center;\\n}\\n\\n\.Invalid___3ogBH {\\n background-color: var(--color-background-invalid);\\n color: var(--color-text-invalid);\\n\\n --color-border: var(--color-text-invalid);\\n}\\n\.Attribute___2yC0c {\\n color: var(--color-attribute-name);\\n}\\n\\n\.Value___1yJUg {\\n color: var(--color-attribute-value);\\n}\\n\\n\.Input___3Zdnf {\\n flex: 0 1 auto;\\n padding: 1px;\\n box-shadow: 0px 1px 3px transparent;\\n}\\n\.Input___3Zdnf:focus {\\n color: var(--color-text);\\n box-shadow: 0px 1px 3px var(--color-shadow);\\n}\\n\\n\.Empty___3Pi3w {\\n color: var(--color-dimmer);\\n font-style: italic;\\n user-select: none;\\n padding-left: 1rem;\\n}\\n\\n", \"\"]);\n\n// exports\nexports.locals = {\n\t\"StyleEditor\": \"StyleEditor___1RvzE\",\n\t\"HeaderRow\": \"HeaderRow___xyA6t\",\n\t\"Header\": \"Header___2SGfE\",\n\t\"Brackets\": \"Brackets___2zA4K\",\n\t\"Row\": \"Row___3v8mp\",\n\t\"Invalid\": \"Invalid___3ogBH\",\n\t\"Attribute\": \"Attribute___2yC0c\",\n\t\"Value\": \"Value___1yJUg\",\n\t\"Input\": \"Input___3Zdnf\",\n\t\"Empty\": \"Empty___3Pi3w\"\n};","exports = module.exports = require(\"../../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Owners___13tPI {\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n}\\n\\n\.OwnersHeader___3Yv3d {\\n font-family: var(--font-family-sans);\\n}\\n\\n\.Source____5R8o {\\n padding: 0.25rem;\\n border-top: 1px solid var(--color-border);\\n}\\n\\n\.SourceHeaderRow___2mf8O {\\n display: flex;\\n align-items: center;\\n}\\n\\n\.SourceHeader___3eTnC {\\n flex: 1 1;\\n font-family: var(--font-family-sans);\\n}\\n\\n\.SourceOneLiner___1CmzZ {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n max-width: 100%;\\n margin-left: 1rem;\\n}\\n\\n\.Owner___3pCT- {\\n color: var(--color-component-name);\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n max-width: 100%;\\n}\\n\\n\.InspectedElement___AIaEa {\\n overflow-x: hidden;\\n overflow-y: auto;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n line-height: var(--line-height-data);\\n}\\n\\n\.Owner___3pCT- {\\n border-radius: 0.25rem;\\n padding: 0.125rem 0.25rem;\\n background: none;\\n border: none;\\n display: block;\\n}\\n\.Owner___3pCT-:focus {\\n outline: none;\\n background-color: var(--color-button-background-focus);\\n}\\n\\n\.NotInStore___1AhKj {\\n color: var(--color-dim);\\n cursor:

default;\\n}\\n\\n.OwnerButton___1ZvI9 {\\n cursor: pointer;\\n width: 100%;\\n padding: 0;\\n}\\n\\n.OwnerContent___1S1aF {\\n display: flex;\\n align-items: center;\\n padding-left: 1rem;\\n width: 100%;\\n border-radius: 0.25rem;\\n}\\n\\n.OwnerContent___1S1aF:hover {\\n background-color: var(--color-background-hover);\\n}\\n\\n.ContextMenuIcon___2EG7W {\\n margin-right: 0.5rem;\\n}\\n\\n.OwnersMetaField___ot46- {\\n padding-left: 1.25rem;\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Owners\": \"Owners___13tPI\",\n\t\"OwnersHeader\": \"OwnersHeader___3Yv3d\",\n\t\"Source\": \"Source____5R8o\",\n\t\"SourceHeaderRow\": \"SourceHeaderRow___2mf8O\",\n\t\"SourceHeader\": \"SourceHeader___3eTnC\",\n\t\"SourceOneLiner\": \"SourceOneLiner___1CmzZ\",\n\t\"Owner\": \"Owner___3pCT-\",\n\t\"InspectedElement\": \"InspectedElement___AIaEa\",\n\t\"NotInStore\": \"NotInStore___1AhKj\",\n\t\"OwnerButton\": \"OwnerButton___1ZvI9\",\n\t\"OwnerContent\": \"OwnerContent___1S1aF\",\n\t\"ContextMenuIcon\": \"ContextMenuIcon___2EG7W\",\n\t\"OwnersMetaField\": \"OwnersMetaField___ot46-\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".InspectedElement___gy6ot {\\n display: flex;\\n flex-direction: column;\\n height: 100%;\\n width: 100%;\\n border-left: 1px solid var(--color-border);\\n border-top: 1px solid var(--color-border);\\n}\\n\\n.TitleRow___2UUrj {\\n flex: 0 0 42px;\\n display: flex;\\n align-items: center;\\n font-size: var(--font-size-monospace-large);\\n border-bottom: 1px solid var(--color-border);\\n padding: 0.5rem;\\n}\\n\\n.Key___1eadz {\\n flex: 0 1 auto;\\n padding-left: 0.25rem;\\n padding-right: 0.125rem;\\n line-height: 1rem;\\n border-top-left-radius: 0.125rem;\\n border-bottom-left-radius: 0.125rem;\\n display: inline-block;\\n background-color: var(--color-component-badge-background);\\n color: var(--color-text);\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-small);\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n max-width: 100%;\\n}\\n\\n.KeyArrow___2TKpc {\\n height: 1rem;\\n width: 1rem;\\n margin-right: -0.25rem;\\n border: 0.5rem solid transparent;\\n border-left: 0.5rem solid var(--color-component-badge-background);\\n}\\n\\n.SelectedComponentName___3ByrZ {\\n flex: 1 1 auto;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n line-height: normal;\\n}\\n\\n.Component___No3ti {\\n flex: 1 1 auto;\\n color: var(--color-component-name);\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n white-space: nowrap;\\n overflow: hidden;\\n text-overflow: ellipsis;\\n max-width: 100%;\\n}\\n\\n.Loading___1cYSg {\\n padding: 0.25rem;\\n color: var(--color-dimmer);\\n font-style: italic;\\n border-left: 1px solid var(--color-border);\\n}\\n\\n", \"\"]);\n\n// exports\nexports.locals = {\n\t\"InspectedElement\": \"InspectedElement___gy6ot\",\n\t\"TitleRow\": \"TitleRow___2UUrj\",\n\t\"Key\": \"Key___1eadz\",\n\t\"KeyArrow\": \"KeyArrow___2TKpc\",\n\t\"SelectedComponentName\": \"SelectedComponentName___3ByrZ\",\n\t\"Component\": \"Component___No3ti\",\n\t\"Loading\": \"Loading___1cYSg\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Tab___20JoC,\\n.TabCurrent___b4c3L,\\n.TabDisabled___l1-ZF {\\n height: 100%;\\n display: flex;\\n align-items: center;\\n cursor: pointer;\\n border-top: 3px solid transparent;\\n border-bottom: 3px solid transparent;\\n user-select: none;\\n color: var(--color-text);\\n\\n /* Hide radio buttons for Firefox too */\\n position: relative;\\n\\n /* Electron drag area */\\n -webkit-app-region: no-drag;\\n}\\n.Tab___20JoC:hover,\\n.TabCurrent___b4c3L:hover {\\n background-color: var(--color-background-hover);\\n}\\n.Tab___20JoC:focus-within,\\n.TabCurrent___b4c3L:focus-within {\\n background-color: var(--color-background-hover);\\n}\\n\\n.TabCurrent___b4c3L {\\n border-bottom: 3px solid var(--color-tab-selected-border);\\n}\\n\\n.TabDisabled___l1-ZF {\\n color: var(--color-dim);\\n cursor: default;\\n}\\n\\n.TabSizeNavigation___2GG1g {\\n font-size: var(--font-size-sans-large);\\n padding: 0.5rem 1rem;\\n}\\n.TabSizeProfiler___2wFBf {\\n font-size: var(--font-size-sans-normal);\\n padding: 0.25rem 0.5rem;\\n}\\n.TabSizeSettings___3V4f9 {\\n font-size: var(--font-size-sans-normal);\\n padding: 0.25rem 0.5rem;\\n}\\n\\n.Input___2unCl {\\n width: 0;\\n margin: 0;\\n opacity: 0;\\n\\n /* Hide radio buttons for Firefox too */\\n position:

absolute;\\n}\\n\\n.IconSizeNavigation___mZIpl,\\n.IconSizeProfiler___1jYXs,\\n.IconSizeSettings___1HNRk {\\n margin-right: 0.5rem;\\n color: var(--color-button-active);\\n}\\n\\n.IconDisabled___17Sd2 {\\n color: var(--color-dim);\\n}\\n\\n.IconSizeNavigation___mZIpl {\\n width: 1.5rem;\\n height: 1.5rem;\\n}\\n.IconSizeProfiler___1jYXs {\\n width: 1rem;\\n height: 1rem;\\n}\\n.IconSizeSettings___1HNRk {\\n width: 1rem;\\n height: 1rem;\\n}\\n\\n.TabLabelNavigation___2q3j3,\\n.TabLabelProfiler___2QHeh,\\n.TabLabelSettings___1pDKr {\\n}\\n\\n@media screen and (max-width: 525px) {\\n .IconSizeNavigation___mZIpl {\\n margin-right: 0;\\n }\\n\\n .TabLabelNavigation___2q3j3 {\\n display: none;\\n }\\n}\\n\\n@media screen and (max-width: 900px) {\\n .TabLabelProfiler___2QHeh {\\n display: none;\\n }\\n\\n .IconSizeProfiler___1jYXs {\\n margin-right: 0;\\n }\\n}\\n\\n@media screen and (max-width: 400px) {\\n .TabLabelSettings___1pDKr {\\n display: none;\\n }\\n\\n .IconSizeSettings___1HNRk {\\n margin-right: 0;\\n }\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Tab\": \"Tab___20JoC\",\n\t\"TabCurrent\": \"TabCurrent___b4c3L\",\n\t\"TabDisabled\": \"TabDisabled___l1-ZF\",\n\t\"TabSizeNavigation\": \"TabSizeNavigation___2GG1g\",\n\t\"TabSizeProfiler\": \"TabSizeProfiler___2wFBf\",\n\t\"TabSizeSettings\": \"TabSizeSettings___3V4f9\",\n\t\"Input\": \"Input___2unCl\",\n\t\"IconSizeNavigation\": \"IconSizeNavigation___mZIpl\",\n\t\"IconSizeProfiler\": \"IconSizeProfiler___1jYXs\",\n\t\"IconSizeSettings\": \"IconSizeSettings___1HNRk\",\n\t\"IconDisabled\": \"IconDisabled___17Sd2\",\n\t\"TabLabelNavigation\": \"TabLabelNavigation___2q3j3\",\n\t\"TabLabelProfiler\": \"TabLabelProfiler___2QHeh\",\n\t\"TabLabelSettings\": \"TabLabelSettings___1pDKr\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Settings___29B2k {\\n display: flex;\\n flex-direction: column;\\n align-items: flex-start;\\n justify-content: flex-start;\\n font-family: var(--font-family-sans);\\n font-size: var(--font-size-sans-normal);\\n}\\n\\n.Setting___1NJgU {\\n margin-bottom: 0.5rem;\\n}\\n.Setting___1NJgU:last-of-type {\\n margin-bottom: 0;\\n}\\n\\n.OptionGroup___2ZgHP {\\n display: inline-flex;\\n flex-direction: row;\\n align-items: center;\\n user-select: none;\\n margin: 0 1rem 0.5rem 0;\\n}\\n.OptionGroup___2ZgHP:last-of-type {\\n margin-right: 0;\\n}\\n\\n.RadioLabel___1oyOB {\\n display: inline;\\n margin-right: 0.5rem;\\n}\\n\\n.Select___1otXV {\\n}\\n\\n.CheckboxOption___2XWVZ {\\n display: block;\\n padding: 0 0 0.5rem;\\n}\\n\\n.HRule___1h4ad {\\n height: 1px;\\n background-color: var(--color-border);\\n width: 100%;\\n border: none;\\n margin: 0.5rem 0;\\n}\\n\\n.Header___NGIlt {\\n font-size: var(--font-size-sans-large);\\n margin-top: 0.5rem;\\n}\\n\\n.ButtonIcon___3ZAjp {\\n margin-right: 0.25rem;\\n}\\n\\n.NoFiltersCell___1WYR2 {\\n padding: 0.25rem 0;\\n color: var(--color-dim);\\n}\\n\\n.Table___2srES {\\n min-width: 20rem;\\n margin-top: 0.5rem;\\n border-spacing: 0;\\n}\\n\\n.TableRow___3kYuW {\\n padding-bottom: 0.5rem;\\n}\\n\\n.TableCell___1yj52 {\\n padding: 0;\\n padding-right: 0.5rem;\\n}\\n.TableCell___1yj52:last-of-type {\\n text-align: right;\\n padding-right: 0;\\n}\\n\\n.Input___I9AdA {\\n border: 1px solid var(--color-border);\\n border-radius: 0.125rem;\\n padding: 0.125rem;\\n}\\n\\n.InvalidRegExp___35lmE,\\n.InvalidRegExp___35lmE:active,\\n.InvalidRegExp___35lmE:focus,\\n.InvalidRegExp___35lmE:hover {\\n color: var(--color-value-invalid);\\n}\\n\\n.ToggleOffInvalid___2Rg2K,\\n.ToggleOnInvalid___1Kamt,\\n.ToggleOff___3cr6E,\\n.ToggleOn___3KAVB {\\n border-radius: 0.75rem;\\n width: 1rem;\\n height: 0.625rem;\\n display: flex;\\n align-items: center;\\n padding: 0.125rem;\\n}\\n.ToggleOffInvalid___2Rg2K {\\n background-color: var(--color-toggle-background-invalid);\\n justify-content: flex-start;\\n}\\n.ToggleOnInvalid___1Kamt {\\n background-color: var(--color-toggle-background-invalid);\\n justify-content: flex-end;\\n}\\n.ToggleOff___3cr6E {\\n background-color: var(--color-toggle-background-off);\\n justify-content: flex-start;\\n}\\n.ToggleOn___3KAVB {\\n background-color: var(--color-toggle-background-on);\\n justify-content: flex-end;\\n}\\n\\n.ToggleInsideOff___1pXcm,\\n.ToggleInsideOn___3kEsU {\\n border-radius: 0.375rem;\\n width: 0.375rem;\\n height: 0.375rem;\\n background-color: var(--color-toggle-text);\\n}\\n\\n.ReleaseNotes___q8NY1,\\n.ConsoleAPIWarning___39wLV {\\n width: 100%;\\n background-color: var(--color-background-hover);\\n padding: 0.25rem 0.5rem;\\n border-radius: 0.25rem;\\n}\\n\\n.ReleaseNotesLink___2gjE8 {\\n color: var(--color-button-active);\\n}\\n\\n.Warning___3xUvj

{\\n color: var(--color-error-text);\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Settings\": \"Settings___29B2k\",\n\t\"Setting\": \"Setting___1NJgU\",\n\t\"OptionGroup\": \"OptionGroup___2ZgHP\",\n\t\"RadioLabel\": \"RadioLabel___1oyOB\",\n\t\"Select\": \"Select___1otXV\",\n\t\"CheckboxOption\": \"CheckboxOption___2XWVZ\",\n\t\"HRule\": \"HRule___1h4ad\",\n\t\"Header\": \"Header___NGIlt\",\n\t\"ButtonIcon\": \"ButtonIcon___3ZAjp\",\n\t\"NoFiltersCell\": \"NoFiltersCell___1WYR2\",\n\t\"Table\": \"Table___2srES\",\n\t\"TableRow\": \"TableRow___3kYuW\",\n\t\"TableCell\": \"TableCell___1yj52\",\n\t\"Input\": \"Input___I9AdA\",\n\t\"InvalidRegExp\": \"InvalidRegExp___35lmE\",\n\t\"ToggleOffInvalid\": \"ToggleOffInvalid___2Rg2K\",\n\t\"ToggleOnInvalid\": \"ToggleOnInvalid___1Kamt\",\n\t\"ToggleOff\": \"ToggleOff___3cr6E\",\n\t\"ToggleOn\": \"ToggleOn___3KAVB\",\n\t\"ToggleInsideOff\": \"ToggleInsideOff___1pXcm\",\n\t\"ToggleInsideOn\": \"ToggleInsideOn___3kEsU\",\n\t\"ReleaseNotes\": \"ReleaseNotes___q8NY1\",\n\t\"ConsoleAPIWarning\": \"ConsoleAPIWarning___39wLV\",\n\t\"ReleaseNotesLink\": \"ReleaseNotesLink___2gjE8\",\n\t\"Warning\": \"Warning___3xUvj\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Background___3ncIs {\\n position: absolute;\\n z-index: 3;\\n width: 100%;\\n top: 0;\\n bottom: 0;\\n background-color: var(--color-modal-background);\\n display: flex;\\n align-items: flex-start;\\n justify-content: center;\\n font-size: var(--font-size-sans-normal);\\n padding: 1rem;\\n}\\n\\n.Modal___rU10h {\\n display: flex;\\n flex-direction: column;\\n flex: 0 1 auto;\\n max-height: 100%;\\n background-color: var(--color-background);\\n border: 1px solid var(--color-border);\\n box-shadow: 0 2px 4px var(--color-shadow);\\n border-radius: 0.25rem;\\n overflow: auto;\\n width: 410px;\\n max-width: 100%;\\n}\\n\\n.Spacer___3_C0y {\\n flex: 1;\\n}\\n\\n.Tabs___3mQky {\\n display: flex;\\n flex-direction: row;\\n border-bottom: 1px solid var(--color-border);\\n padding-right: 0.25rem;\\n flex: 0 0 auto;\\n}\\n\\n.Content___2YU9A {\\n padding: 0.5rem;\\n flex: 0 1 auto;\\n overflow: auto;\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Background\": \"Background___3ncIs\",\n\t\"Modal\": \"Modal___rU10h\",\n\t\"Spacer\": \"Spacer___3_C0y\",\n\t\"Tabs\": \"Tabs___3mQky\",\n\t\"Content\": \"Content___2YU9A\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Components___MlQHS {\\n position: relative;\\n width: 100%;\\n height: 100%;\\n display: flex;\\n flex-direction: row;\\n background-color: var(--color-background);\\n color: var(--color-text);\\n font-family: var(--font-family-sans);\\n}\\n\\n.Components___MlQHS, .Components___MlQHS * {\\n box-sizing: border-box;\\n -webkit-font-smoothing: var(--font-smoothing);\\n}\\n\\n.TreeWrapper___2uPTC {\\n flex: 0 0 var(--horizontal-resize-percentage);\\n overflow: auto;\\n}\\n\\n.InspectedElementWrapper___Ay-WL {\\n flex: 1 1 35%;\\n overflow-x: hidden;\\n overflow-y: auto;\\n}\\n\\n.ResizeBarWrapper___2jVIz {\\n flex: 0 0 0px;\\n position: relative;\\n}\\n\\n.ResizeBar___1o6VK {\\n position: absolute;\\n left: -2px;\\n width: 5px;\\n height: 100%;\\n cursor: ew-resize;\\n}\\n\\n@media screen and (max-width: 600px) {\\n .Components___MlQHS {\\n   flex-direction: column;\\n }\\n\\n .TreeWrapper___2uPTC {\\n   flex: 0 0 var(--vertical-resize-percentage);\\n }\\n\\n .InspectedElementWrapper___Ay-WL {\\n   flex: 1 1 50%;\\n }\\n\\n .ResizeBar___1o6VK {\\n   top: -2px;\\n   left: 0;\\n   width: 100%;\\n   height: 5px;\\n   cursor: ns-resize;\\n }\\n}\\n\\n.Loading___Slif- {\\n height: 100%;\\n padding-left: 0.5rem;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n font-size: var(--font-size-sans-large);\\n color: var(--color-dim);\\n border-left: 1px solid var(--color-border);\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Components\": \"Components___MlQHS\",\n\t\"TreeWrapper\": \"TreeWrapper___2uPTC\",\n\t\"InspectedElementWrapper\": \"InspectedElementWrapper___Ay-WL\",\n\t\"ResizeBarWrapper\": \"ResizeBarWrapper___2jVIz\",\n\t\"ResizeBar\": \"ResizeBar___1o6VK\",\n\t\"Loading\": \"Loading___Slif-\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".NoCommitData___2oJ_z {\\n width: 100%;\\n height: 100%;\\n display: flex;\\n flex-direction: column;\\n align-items: center;\\n justify-content: center;\\n}\\n\\n.Header___1oGeD {\\n font-size: var(--font-size-sans-large);\\n margin-bottom: 0.5rem;\\n}\\n\\n.FilterMessage___1Yg5n {\\n display:

flex;\\n align-items: center;\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"NoCommitData\": \"NoCommitData___2oJ_z\",\n\t\"Header\": \"Header___1oGeD\",\n\t\"FilterMessage\": \"FilterMessage___1Yg5n\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Group___2hArG {\\n transition: all ease-in-out 250ms;\\n}\\n\\n\\n.Rect___fBfs_ {\\n cursor: pointer;\\n stroke: var(--color-background);\\n transition: all ease-in-out 250ms;\\n}\\n\\n\\n.ForeignObject___2EdVc {\\n pointer-events: none;\\n transition: all ease-in-out 250ms;\\n}\\n\\n\\n.Div___1Pgrm {\\n pointer-events: none;\\n white-space: nowrap;\\n text-overflow: ellipsis;\\n overflow: hidden;\\n font-family: var(--font-family-sans);\\n font-size: var(--font-size-sans-normal);\\n margin-left: 0.25rem;\\n margin-right: 0.25rem;\\n line-height: 1.5;\\n padding: 0 0 0;\\n font-weight: 400;\\n color: var(--color-commit-gradient-text);\\n text-align: left;\\n transition: all ease-in-out 250ms;\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Group\": \"Group___2hArG\",\n\t\"Rect\": \"Rect___fBfs_\",\n\t\"ForeignObject\": \"ForeignObject___2EdVc\",\n\t\"Div\": \"Div___1Pgrm\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Component___3ci_S {\\n margin-bottom: 0.5rem;\\n}\\n\\n\\n.Item___2hxYk {\\n margin-top: 0.25rem;\\n}\\n\\n\\n.Key___1tUd1 {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-small);\\n line-height: 1;\\n}\\n\\n\\n.Key___1tUd1:first-of-type::before {\\n content: '(';\\n}\\n\\n\\n.Key___1tUd1::after {\\n content: ', ';\\n}\\n\\n\\n.Key___1tUd1:last-of-type::after {\\n content: ')';\\n}\\n\\n\\n.Label___2zyeV {\\n font-weight: bold;\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Component\": \"Component___3ci_S\",\n\t\"Item\": \"Item___2hxYk\",\n\t\"Key\": \"Key___1tUd1\",\n\t\"Label\": \"Label___2zyeV\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Toolbar___3u3I_ {\\n padding: 0.25rem 0;\\n margin-bottom: 0.25rem;\\n flex: 0 0 auto;\\n display: flex;\\n align-items: center;\\n border-bottom: 1px solid var(--color-border);\\n}\\n\\n\\n.Content___3i3NJ {\\n user-select: none;\\n overflow-y: auto;\\n}\\n\\n\\n.Component___Y5kFG {\\n flex: 1;\\n font-weight: bold;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n white-space: nowrap;\\n overflow-x: hidden;\\n text-overflow: ellipsis;\\n}\\n\\n\\n.Label___3g1xf {\\n font-weight: bold;\\n}\\n\\n\\n.CurrentCommit___21fVV {\\n margin: 0.25rem 0;\\n display: block;\\n width: 100%;\\n text-align: left;\\n background: none;\\n border: none;\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Toolbar\": \"Toolbar___3u3I_\",\n\t\"Content\": \"Content___3i3NJ\",\n\t\"Component\": \"Component___Y5kFG\",\n\t\"Label\": \"Label___3g1xf\",\n\t\"CurrentCommit\": \"CurrentCommit___21fVV\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Tooltip___NP68S {\\n position: absolute;\\n pointer-events: none;\\n border: none;\\n border-radius: 0.25rem;\\n padding: 0.25rem 0.5rem;\\n font-family: var(--font-family-sans);\\n font-size: 12px;\\n background-color: var(--color-tooltip-background);\\n color: var(--color-tooltip-text);\\n opacity: 1;\\n white-space: nowrap;\\n /* Make sure this is above the DevTools, which are above the Overlay */\\n z-index: 10000002;\\n}\\n\\n\\n.Tooltip___NP68S.hidden___3rGbV {\\n opacity: 0;\\n}\\n\\n\\n.Container___3aJAm {\\n width: -moz-max-content;\\n width: -webkit-max-content;\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Tooltip\": \"Tooltip___NP68S\",\n\t\"hidden\": \"hidden___3rGbV\",\n\t\"Container\": \"Container___3aJAm\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Container___WYOTp {\\n width: 100%;\\n flex: 1;\\n padding: 0.5rem;\\n}\\n\\n\\n.PatternPath___2kgd1 {\\n stroke: var(--color-commit-did-not-render-pattern);\\n stroke-width: 1;\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Container\": \"Container___WYOTp\",\n\t\"PatternPath\": \"PatternPath___2kgd1\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Container___2D32U {\\n width: 100%;\\n flex: 1;\\n padding: 0.5rem;\\n}\\n\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Container\": \"Container___2D32U\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n//

module\nexports.push([module.id, \".Spacer___1c3sH {\\n flex: 1;\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Spacer\": \"Spacer___1c3sH\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".ActiveRecordToggle___1Cpcb {\\n color: var(--color-record-active);\\n}\\n.ActiveRecordToggle___1Cpcb:hover {\\n color: var(--color-record-active);\\n}\\n.ActiveRecordToggle___1Cpcb:focus {\\n color: var(--color-record-active);\\n}\\n.ActiveRecordToggle___1Cpcb:active {\\n color: var(--color-record-hover);\\n}\\n\\n.InactiveRecordToggle___2CUtF {\\n color: var(--color-record-inactive);\\n}\\n.InactiveRecordToggle___2CUtF:hover {\\n color: var(--color-record-hover);\\n}\\n.InactiveRecordToggle___2CUtF:focus {\\n color: var(--color-record-inactive);\\n}\\n.InactiveRecordToggle___2CUtF:active {\\n color: var(--color-record-hover);\\n}\\n\\n.DisabledRecordToggle___gcsbF {\\n color: var(--color-button-disabled);\\n}\\n.DisabledRecordToggle___gcsbF:hover {\\n color: var(--color-button-disabled);\\n}\\n.DisabledRecordToggle___gcsbF:focus {\\n color: var(--color-button-disabled);\\n}\\n.DisabledRecordToggle___gcsbF:active {\\n color: var(--color-button-disabled);\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"ActiveRecordToggle\": \"ActiveRecordToggle___1Cpcb\",\n\t\"InactiveRecordToggle\": \"InactiveRecordToggle___2CUtF\",\n\t\"DisabledRecordToggle\": \"DisabledRecordToggle___gcsbF\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".VRule___2XiHw {\\n height: 20px;\\n width: 1px;\\n border-left: 1px solid var(--color-border);\\n padding-left: 0.25rem;\\n margin-left: 0.25rem;\\n}\\n\\n/**\\n * https://developer.mozilla.org/en-US/docs/Web/API/File/Using_files_from_web_applications\\n */\\n.Input___2GKA7 {\\n position: absolute !important;\\n height: 1px;\\n width: 1px;\\n overflow: hidden;\\n clip: rect(1px, 1px, 1px, 1px);\\n}\\n\\n.ErrorMessage___3yR0b {\\n margin: 0.5rem 0;\\n color: var(--color-dim);\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n}\\n\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"VRule\": \"VRule___2XiHw\",\n\t\"Input\": \"Input___2GKA7\",\n\t\"ErrorMessage\": \"ErrorMessage___3yR0b\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Outer___2YMUU {\\n user-select: none;\\n cursor: pointer;\\n border-bottom: 3px solid transparent;\\n padding-top: 4px;\\n padding-bottom: 1px;\\n display: flex;\\n align-items: flex-end;\\n}\\n.Outer___2YMUU:hover {\\n background-color: var(--color-background);\\n}\\n\\n.Inner___TFCLU,\\n.InnerSelected___2Qf2T {\\n width: 100%;\\n min-height: 2px;\\n background-color: var(--color-commit-did-not-render-fill);\\n color: var(--color-commit-did-not-render-fill-text);\\n}\\n\\n.InnerSelected___2Qf2T {\\n background-color: var(--color-button-active);\\n}\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Outer\": \"Outer___2YMUU\",\n\t\"Inner\": \"Inner___TFCLU\",\n\t\"InnerSelected\": \"InnerSelected___2Qf2T\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".List___1_Mwa {\\n /**\\n   * The decision to suppress the default (horizontal) scroll bars is intentional.\\n   * The snapshot selector is small enough that the scrollbar renders it essentially useless.\\n   * There are two alternative navigation mechanisms (arrow keys and arrow buttons).\\n   * If necessary, we could also expand the click-and-drag mechanism to scroll.\\n   */\\n overflow-x: hidden !important;\\n}\\n\\n.Tooltip___2j_4b {\\n margin-top: 2.5rem;\\n}\\n\\n.TooltipList___26ss7 {\\n list-style: none;\\n padding: 0;\\n margin: 0;\\n}\\n\\n.TooltipListItem___3xWli {\\n display: flex;\\n}\\n\\n.TooltipLabel___2xbrN {\\n font-weight: bold;\\n margin-right: 0.25rem;\\n}\\n.TooltipLabel___2xbrN:after {\\n content: ':';\\n}\\n\\n.TooltipValue___1nc1C {\\n flex-grow: 1;\\n text-align: end;\\n}\\n\\n.DurationsWrapper___10A0R {\\n flex-grow: 1;\\n}\\n\\n.DurationsList___NtAHH {\\n list-style: none;\\n margin: 0 0 0 1rem;\\n padding: 0;\\n}\\n\\n.DurationsListItem___Q0jav {\\n display: flex;\\n}\\n\\n.DurationsLabel___XxynS {\\n margin-right: 0.25rem;\\n}\\n.DurationsLabel___XxynS:after {\\n

content: ':';\\n}\\n\\n.DurationsValue___1FRM8 {\\n flex-grow: 1;\\n text-align: end;\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"List\": \"List___1_Mwa\",\n\t\"Tooltip\": \"Tooltip___2j_4b\",\n\t\"TooltipList\": \"TooltipList___26ss7\",\n\t\"TooltipListItem\": \"TooltipListItem___3xWli\",\n\t\"TooltipLabel\": \"TooltipLabel___2xbrN\",\n\t\"TooltipValue\": \"TooltipValue___1nc1C\",\n\t\"DurationsWrapper\": \"DurationsWrapper___10A0R\",\n\t\"DurationsList\": \"DurationsList___NtAHH\",\n\t\"DurationsListItem\": \"DurationsListItem___Q0jav\",\n\t\"DurationsLabel\": \"DurationsLabel___XxynS\",\n\t\"DurationsValue\": \"DurationsValue___1FRM8\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Button___7tgtJ {\\n flex: 0 0 auto;\\n margin-left: 0.25rem;\\n}\\n\\n.Commits___2KF5W {\\n height: 100%;\\n min-width: 30px;\\n margin-left: 0.25rem;\\n overflow: visible;\\n}\\n.Commits___2KF5W:focus {\\n outline: none;\\n background-color: var(--color-button-background-focus);\\n}\\n\\n.IndexLabel___36CS7 {\\n flex: 0 0 auto;\\n white-space: nowrap;\\n font-family: var(--font-family-monospace);\\n margin-left: 0.25rem;\\n}\\n\\n.NoCommits___3GzV1 {\\n height: 100%;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n color: var(--color-dim);\\n}\\n\\n.Input___2QoRI {\\n background: none;\\n font-size: var(--font-size-sans-normal);\\n text-align: right;\\n font-family: var(--font-family-monospace);\\n border: 1px solid transparent;\\n border-radius: 0.125rem;\\n padding: 0.125rem;\\n color: var(--color-attribute-editable-value);\\n}\\n\\n.Input___2QoRI:focus {\\n background-color: var(--color-button-background-focus);\\n outline: none;\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Button\": \"Button___7tgtJ\",\n\t\"Commits\": \"Commits___2KF5W\",\n\t\"IndexLabel\": \"IndexLabel___36CS7\",\n\t\"NoCommits\": \"NoCommits___3GzV1\",\n\t\"Input\": \"Input___2QoRI\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Updaters___ykaBk {\\n margin: 0 0 0.5rem;\\n}\\n\\n.NoUpdaters___2ZO7w,\\n.Updater___f5nQz,\\n.UnmountedUpdater___2Smse {\\n display: block;\\n width: 100%;\\n text-align: left;\\n background: none;\\n border: none;\\n padding: 0.25rem 0.5rem;\\n color: var(--color-text);\\n}\\n.Updater___f5nQz:focus,\\n.Updater___f5nQz:hover {\\n outline: none;\\n background-color: var(--color-background-hover);\\n}\\n\\n.NoUpdaters___2ZO7w,\\n.UnmountedUpdater___2Smse {\\n color: var(--color-dim);\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Updaters\": \"Updaters___ykaBk\",\n\t\"NoUpdaters\": \"NoUpdaters___2ZO7w\",\n\t\"Updater\": \"Updater___f5nQz\",\n\t\"UnmountedUpdater\": \"UnmountedUpdater___2Smse\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Toolbar___CuJgF {\\n height: 2.25rem;\\n padding: 0 0.5rem;\\n flex: 0 0 auto;\\n display: flex;\\n align-items: center;\\n border-bottom: 1px solid var(--color-border);\\n}\\n\\n.Content___2tGS0 {\\n padding: 0.5rem;\\n user-select: none;\\n overflow: auto;\\n}\\n\\n.List___2AC9R {\\n list-style: none;\\n margin: 0;\\n padding: 0;\\n}\\n\\n.ListItem___2wzT0 {\\n margin: 0 0 0.5rem;\\n}\\n\\n.Label___3KINM {\\n overflow: hidden;\\n text-overflow: ellipsis;\\n font-weight: bold;\\n}\\n\\n.Value___3wrFP {\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n}\\n\\n.NothingSelected___2Sj9L {\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n height: 100%;\\n color: var(--color-dim);\\n}\\n\\n.DurationsList___19XUj {\\n list-style: none;\\n margin: 0.25rem 0 0 0;\\n padding: 0;\\n background: var(--color-background-inactive);\\n padding: 0.25rem 0.5rem;\\n border-radius: 0.25rem;\\n}\\n\\n.DurationsListItem___2UKVV {\\n margin: 0.25rem 0 0 0;\\n}\\n.DurationsListItem___2UKVV:first-of-type {\\n margin: 0;\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Toolbar\": \"Toolbar___CuJgF\",\n\t\"Content\": \"Content___2tGS0\",\n\t\"List\": \"List___2AC9R\",\n\t\"ListItem\": \"ListItem___2wzT0\",\n\t\"Label\": \"Label___3KINM\",\n\t\"Value\": \"Value___3wrFP\",\n\t\"NothingSelected\": \"NothingSelected___2Sj9L\",\n\t\"DurationsList\": \"DurationsList___19XUj\",\n\t\"DurationsListItem\": \"DurationsListItem___2UKVV\"\n};","exports = module.exports = require(\"../../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Toolbar___2uBS2 {\\n height: 2.25rem;\\n padding: 0 0.5rem;\\n flex: 0 0 auto;\\n display: flex;\\n align-items: center;\\n border-bottom: 1px solid var(--color-

border);\\n}\\n\\n.Content___1WAA9 {\\n padding: 0.5rem;\\n user-select: none;\\n overflow-y: auto;\\n}\\n\\n.WhatChanged___3T3Sx {\\n margin-bottom: 1rem;\\n}\\n\\n.Component___1oc9o {\\n flex: 1;\\n color: var(--color-component-name);\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-normal);\\n white-space: nowrap;\\n overflow-x: hidden;\\n text-overflow: ellipsis;\\n}\\n\\n.Label___buTyu {\\n font-weight: bold;\\n margin-bottom: 0.5rem;\\n}\\n\\n.CurrentCommit___2ZAl5,\\n.Commit___2PAr5 {\\n display: block;\\n width: 100%;\\n text-align: left;\\n background: none;\\n border: none;\\n padding: 0.25rem 0.5rem;\\n color: var(--color-text);\\n}\\n\\n.Commit___2PAr5:focus,\\n.Commit___2PAr5:hover {\\n outline: none;\\n background-color: var(--color-background-hover);\\n}\\n\\n.CurrentCommit___2ZAl5 {\\n background-color: var(--color-background-selected);\\n color: var(--color-text-selected);\\n}\\n\\n.CurrentCommit___2ZAl5:focus {\\n outline: none;\\n}\\n\\n", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Toolbar\": \"Toolbar___2uBS2\",\n\t\"Content\": \"Content___1WAA9\",\n\t\"WhatChanged\": \"WhatChanged___3T3Sx\",\n\t\"Component\": \"Component___1oc9o\",\n\t\"Label\": \"Label___buTyu\",\n\t\"CurrentCommit\": \"CurrentCommit___2ZAl5\",\n\t\"Commit\": \"Commit___2PAr5\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Profiler___20Ry4 {\\n width: 100%;\\n height: 100%;\\n position: relative;\\n display: flex;\\n flex-direction: row;\\n align-items: stretch;\\n font-family: var(--font-family-sans);\\n font-size: var(--font-size-sans-normal);\\n background-color: var(--color-background);\\n color: var(--color-text);\\n}\\n\\n.Profiler___20Ry4, .Profiler___20Ry4 * {\\n box-sizing: border-box;\\n -webkit-font-smoothing: var(--font-smoothing);\\n}\\n\\n.LeftColumn___3I7-I {\\n display: flex;\\n flex-direction: column;\\n flex: 2 1 200px;\\n border-top: 1px solid var(--color-border);\\n}\\n\\n.RightColumn___3smXD {\\n display: flex;\\n flex-direction: column;\\n flex: 1 1 100px;\\n max-width: 300px;\\n overflow-x: hidden;\\n border-left: 1px solid var(--color-border);\\n border-top: 1px solid var(--color-border);\\n}\\n\\n.Content___1LjDy {\\n position: relative;\\n flex: 1 1 auto;\\n display: flex;\\n flex-direction: column;\\n align-items: center;\\n justify-content: center;\\n}\\n\\n.Column___3WWtw {\\n display: flex;\\n flex-direction: column;\\n align-items: center;\\n justify-content: center;\\n padding: 0 1rem;\\n}\\n\\n.Paragraph___1HLty {\\n text-align: center;\\n}\\n\\n.Row___1RpSu {\\n display: flex;\\n flex-direction: row;\\n align-items: center;\\n justify-content: center;\\n}\\n\\n.Header___QyJw2 {\\n font-size: var(--font-size-sans-large);\\n margin-bottom: 0.5rem;\\n}\\n\\n.Toolbar___30kHu {\\n height: 2.25rem;\\n padding: 0 0.25rem;\\n flex: 0 0 auto;\\n display: flex;\\n align-items: center;\\n border-bottom: 1px solid var(--color-border);\\n}\\n\\n.VRule___2y9G3 {\\n height: 20px;\\n width: 1px;\\n border-left: 1px solid var(--color-border);\\n padding-left: 0.25rem;\\n margin-left: 0.25rem;\\n}\\n\\n.Spacer___1sezP {\\n flex: 1;\\n}\\n\\n.StopRecordingButton___1-ElU {\\n font-size: var(--font-size-sans-large);\\n padding: 0.5rem;\\n}\\n\\n.ContentFallback___2Ata2 {\\n width: 100%;\\n height: 100%;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n font-size: var(--font-size-sans-large);\\n color: var(--color-dim);\\n}\\n\\n.SnapshotSelectorFallback___3fsFv {\\n height: 100%;\\n padding-left: 0.5rem;\\n display: flex;\\n align-items: center;\\n justify-content: center;\\n font-size: var(--font-size-sans-large);\\n color: var(--color-dim);\\n}\\n\\n.Link___mZ2LE {\\n color: var(--color-button);\\n}\\n\\n", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Profiler\": \"Profiler___20Ry4\",\n\t\"LeftColumn\": \"LeftColumn___3I7-I\",\n\t\"RightColumn\": \"RightColumn___3smXD\",\n\t\"Content\": \"Content___1LjDy\",\n\t\"Column\": \"Column___3WWtw\",\n\t\"Paragraph\": \"Paragraph___1HLty\",\n\t\"Row\": \"Row___1RpSu\",\n\t\"Header\": \"Header___QyJw2\",\n\t\"Toolbar\": \"Toolbar___30kHu\",\n\t\"VRule\": \"VRule___2y9G3\",\n\t\"Spacer\": \"Spacer___1sezP\",\n\t\"StopRecordingButton\": \"StopRecordingButton___1-ElU\",\n\t\"ContentFallback\": \"ContentFallback___2Ata2\",\n\t\"SnapshotSelectorFallback\": \"SnapshotSelectorFallback___3fsFv\",\n\t\"Link\": \"Link___mZ2LE\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".ReactLogo___O8zf5 {\\n width: 1.75rem;\\n height: 1.75rem;\\n margin: 0 0.75rem 0 0.25rem;\\n color: var(--color-button-active);\\n}\\n\\n", \"\"]);\n\n// exports\nexports.locals = {\n\t\"ReactLogo\": \"ReactLogo___O8zf5\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n//

module\nexports.push([module.id, \".Column___3s3y6 { \\n display: flex; \\n flex-direction: column; \\n} \\n\\n.Title___2c8MM { \\n font-size: var(--font-size-sans-large); \\n margin-bottom: 0.5rem; \\n} \\n\\n.ReleaseNotesLink___2PYAH { \\n color: var(--color-button-active); \\n}\\n\\n.Version___34HO3 {\\n color: var(--color-bridge-version-number);\\n font-weight: bold;\\n}\\n\\n.NpmCommand___2lHg1 {\\n display: flex;\\n justify-content: space-between;\\n padding: 0.25rem 0.25rem 0.25rem 0.5rem;\\n background-color: var(--color-bridge-version-npm-background);\\n color: var(--color-bridge-version-npm-text);\\n margin: 0;\\n font-family: var(--font-family-monospace);\\n font-size: var(--font-size-monospace-large);\\n}\\n\\n.Paragraph___3H72v {\\n margin: 0.5rem 0;\\n}\\n\\n.Link___5TAEG {\\n color: var(--color-link);\\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Column\": \"Column___3s3y6\",\n\t\"Title\": \"Title___2c8MM\",\n\t\"ReleaseNotesLink\": \"ReleaseNotesLink___2PYAH\",\n\t\"Version\": \"Version___34HO3\",\n\t\"NpmCommand\": \"NpmCommand___2lHg1\",\n\t\"Paragraph\": \"Paragraph___3H72v\",\n\t\"Link\": \"Link___5TAEG\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Row___3IwJ6 { \\n display: flex; \\n flex-direction: row; \\n align-items: center; \\n} \\n\\n.Column___w9Fle { \\n display: flex; \\n flex-direction: column; \\n align-items: center; \\n} \\n\\n.Title___1PTyg { \\n font-size: var(--font-size-sans-large); \\n margin-bottom: 0.5rem; \\n} \\n\\n.ReleaseNotesLink___2_Y38 { \\n color: var(--color-button-active); \\n}\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Row\": \"Row___3IwJ6\",\n\t\"Column\": \"Column___w9Fle\",\n\t\"Title\": \"Title___1PTyg\",\n\t\"ReleaseNotesLink\": \"ReleaseNotesLink___2_Y38\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".Command___2iS3V {\\n background-color: var(--color-dimmest);\\n padding: 0.25rem 0.5rem;\\n display: block;\\n border-radius: 0.125rem;\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"Command\": \"Command___2iS3V\"\n};","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n// imports\n\n\n// module\nexports.push([module.id, \".DevTools___NAxvy {\\n width: 100%;\\n height: 100%;\\n display: flex;\\n flex-direction: column;\\n background-color: var(--color-background);\\n color: var(--color-text);\\n}\\n\\n.TabBar___2aDHU {\\n flex: 0 0 auto;\\n display: flex;\\n align-items: center;\\n padding: 0 0.5rem;\\n background-color: var(--color-background);\\n border-top: 1px solid var(--color-border);\\n font-family: var(--font-family-sans);\\n font-size: var(--font-size-sans-large);\\n user-select: none;\\n\\n /* Electron drag area */\\n -webkit-app-region: drag;\\n}\\n\\n.Spacer___1VPRF {\\n flex: 1;\\n}\\n\\n.TabContent___27Qz1 {\\n flex: 1 1 100%;\\n overflow: auto;\\n -webkit-app-region: no-drag;\\n}\\n\\n.DevToolsVersion___3_3UD {\\n font-size: var(--font-size-sans-normal);\\n margin-right: 0.5rem;\\n}\\n\\n.DevToolsVersion___3_3UD:before {\\n font-size: var(--font-size-sans-large);\\n content: 'DevTools ';\\n}\\n\\n@media screen and (max-width: 400px) {\\n .DevToolsVersion___3_3UD:before {\\n   content: '';\\n }\\n}\\n\\n@media screen and (max-width: 300px) {\\n .DevToolsVersion___3_3UD {\\n   display: none;\\n }\\n}\\n\\n.DevTools___NAxvy, .DevTools___NAxvy * {\\n box-sizing: border-box;\\n -webkit-font-smoothing: var(--font-smoothing);\\n}\\n\\", \"\"]);\n\n// exports\nexports.locals = {\n\t\"DevTools\": \"DevTools___NAxvy\",\n\t\"TabBar\": \"TabBar___2aDHU\",\n\t\"Spacer\": \"Spacer___1VPRF\",\n\t\"TabContent\": \"TabContent___27Qz1\",\n\t\"DevToolsVersion\": \"DevToolsVersion___3_3UD\"\n};","\nvar content = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./root.css\");\n\nif(typeof content === 'string') content = [[module.id, content, ""]];\n\nvar transform;\nvar insertInto;\n\n\n\nvar options = {\"hmr\":true}\n\noptions.transform = transform\noptions.insertInto = undefined;\n\nvar update = require(\"!../../../../../node_modules/style-loader/lib/addStyles.js\")(content, options);\n\nif(content.locals) module.exports = content.locals;\n\nif(module.hot) {\n\tmodule.hot.accept(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./root.css\", function() {\n\t\tvar newContent = require(\"!!../../../../../node_modules/css-loader/index.js??ref--5-1!./root.css\");\n\n\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, ""]];\n\n\t\tvar locals = (function(a, b) {\n\t\t\tvar key, idx = 0;\n\n\t\t\tfor(key in a) {\n\t\t\t\tif(!b || a[key] !== b[key]) return false;\n\t\t\t\tidx++;\n\t\t\t}\n\n\t\t\tfor(key in b) idx--;\n\n\t\t\treturn idx === 0;\n\t\t}(content.locals, newContent.locals));\n\n\t\tif(!locals) throw new Error('Aborting CSS HMR due to changed

css-modules locals.');\n\n\t\tupdate(newContent);\n\t});\n\n\tmodule.hot.dispose(function() { update();
});\n}","exports = module.exports = require(\"../../../../../node_modules/css-loader/lib/css-base.js\")(false);\n//
imports\n\n\n// module\nexports.push([module.id, \":root {\\n /**\\n   * IMPORTANT: When new theme variables
are added below– also add them to SettingsContext updateThemeVariables()\\n   */\\n\\n /* Light theme */\\n --
light-color-attribute-name: #ef6632;\\n --light-color-attribute-name-not-editable: #23272f;\\n --light-color-attribute-
name-inverted: rgba(255, 255, 255, 0.7);\\n --light-color-attribute-value: #1a1aa6;\\n --light-color-attribute-value-
inverted: #ffffff;\\n --light-color-attribute-editable-value: #1a1aa6;\\n --light-color-background: #ffffff;\\n --light-
color-background-hover: rgba(0, 136, 250, 0.1);\\n --light-color-background-inactive: #e5e5e5;\\n --light-color-
background-invalid: #fff0f0;\\n --light-color-background-selected: #0088fa;\\n --light-color-button-background:
#ffffff;\\n --light-color-button-background-focus: #ededed;\\n --light-color-button: #5f6673;\\n --light-color-
button-disabled: #cfd1d5;\\n --light-color-button-active: #0088fa;\\n --light-color-button-focus: #23272f;\\n --
light-color-button-hover: #23272f;\\n --light-color-border: #eeeeee;\\n --light-color-commit-did-not-render-fill:
#cfd1d5;\\n --light-color-commit-did-not-render-fill-text: #000000;\\n --light-color-commit-did-not-render-pattern:
#cfd1d5;\\n --light-color-commit-did-not-render-pattern-text: #333333;\\n --light-color-commit-gradient-0:
#37afa9;\\n --light-color-commit-gradient-1: #63b19e;\\n --light-color-commit-gradient-2: #80b393;\\n --light-
color-commit-gradient-3: #97b488;\\n --light-color-commit-gradient-4: #abb67d;\\n --light-color-commit-gradient-
5: #beb771;\\n --light-color-commit-gradient-6: #cfb965;\\n --light-color-commit-gradient-7: #dfba57;\\n --light-
color-commit-gradient-8: #efbb49;\\n --light-color-commit-gradient-9: #febc38;\\n --light-color-commit-gradient-
text: #000000;\\n --light-color-component-name: #6a51b2;\\n --light-color-component-name-inverted: #ffffff;\\n --
light-color-component-badge-background: rgba(0, 0, 0, 0.1);\\n --light-color-component-badge-background-
inverted: rgba(255, 255, 255, 0.25);\\n --light-color-component-badge-count: #777d88;\\n --light-color-component-
badge-count-inverted: rgba(255, 255, 255, 0.7);\\n --light-color-console-error-badge-text: #ffffff;\\n --light-color-
console-error-background: #fff0f0;\\n --light-color-console-error-border: #ffd6d6;\\n --light-color-console-error-
icon: #eb3941;\\n --light-color-console-error-text: #fe2e31;\\n --light-color-console-warning-badge-text:
#000000;\\n --light-color-console-warning-background: #fffbe5;\\n --light-color-console-warning-border:
#fff5c1;\\n --light-color-console-warning-icon: #f4bd00;\\n --light-color-console-warning-text: #64460c;\\n --light-
color-context-background: rgba(0,0,0,.9);\\n --light-color-context-background-hover: rgba(255, 255, 255, 0.1);\\n --
light-color-context-background-selected: #178fb9;\\n --light-color-context-border: #3d424a;\\n --light-color-
context-text: #ffffff;\\n --light-color-context-text-selected: #ffffff;\\n --light-color-dim: #777d88;\\n --light-color-
dimmer: #cfd1d5;\\n --light-color-dimmest: #eff0f1;\\n --light-color-error-background: hsl(0, 100%, 97%);\\n --
light-color-error-border: hsl(0, 100%, 92%);\\n --light-color-error-text: #ff0000;\\n --light-color-expand-collapse-
toggle: #777d88;\\n --light-color-link: #0000ff;\\n --light-color-modal-background: rgba(255, 255, 255, 0.75);\\n --
light-color-bridge-version-npm-background: #eff0f1;\\n --light-color-bridge-version-npm-text: #000000;\\n --light-
color-bridge-version-number: #0088fa;\\n --light-color-primitive-hook-badge-background: #e5e5e5;\\n --light-
color-primitive-hook-badge-text: #5f6673;\\n --light-color-record-active: #fc3a4b;\\n --light-color-record-hover:
#3578e5;\\n --light-color-record-inactive: #0088fa;\\n --light-color-scroll-thumb: #c2c2c2;\\n --light-color-scroll-
track: #fafafa;\\n --light-color-search-match: yellow;\\n --light-color-search-match-current: #f7923b;\\n --light-
color-selected-tree-highlight-active: rgba(0, 136, 250, 0.1);\\n --light-color-selected-tree-highlight-inactive: rgba(0,
0, 0, 0.05);\\n --light-color-shadow: rgba(0, 0, 0, 0.25);\\n --light-color-tab-selected-border: #0088fa;\\n --light-
color-text: #000000;\\n --light-color-text-invalid: #ff0000;\\n --light-color-text-selected: #ffffff;\\n --light-color-
toggle-background-invalid: #fc3a4b;\\n --light-color-toggle-background-on: #0088fa;\\n --light-color-toggle-
background-off: #cfd1d5;\\n --light-color-toggle-text: #ffffff;\\n --light-color-tooltip-background: rgba(0, 0, 0,
0.9);\\n --light-color-tooltip-text: #ffffff;\\n\\n /* Dark theme */\\n --dark-color-attribute-name: #9d87d2;\\n --
dark-color-attribute-name-not-editable: #ededed;\\n --dark-color-attribute-name-inverted: #282828;\\n --dark-color-
attribute-value: #cedae0;\\n --dark-color-attribute-value-inverted: #ffffff;\\n --dark-color-attribute-editable-value:
yellow;\\n --dark-color-background: #282c34;\\n --dark-color-background-hover: rgba(255, 255, 255, 0.1);\\n --
dark-color-background-inactive: #3d424a;\\n --dark-color-background-invalid: #5c0000;\\n --dark-color-
background-selected: #178fb9;\\n --dark-color-button-background: #282c34;\\n --dark-color-button-background-

focus: #3d424a;\\n --dark-color-button: #afb3b9;\\n --dark-color-button-active: #61dafb;\\n --dark-color-button-disabled: #4f5766;\\n --dark-color-button-focus: #a2e9fc;\\n --dark-color-button-hover: #ededed;\\n --dark-color-border: #3d424a;\\n --dark-color-commit-did-not-render-fill: #777d88;\\n --dark-color-commit-did-not-render-fill-text: #000000;\\n --dark-color-commit-did-not-render-pattern: #666c77;\\n --dark-color-commit-did-not-render-pattern-text: #ffffff;\\n --dark-color-commit-gradient-0: #37afa9;\\n --dark-color-commit-gradient-1: #63b19e;\\n --dark-color-commit-gradient-2: #80b393;\\n --dark-color-commit-gradient-3: #97b488;\\n --dark-color-commit-gradient-4: #abb67d;\\n --dark-color-commit-gradient-5: #beb771;\\n --dark-color-commit-gradient-6: #cfb965;\\n --dark-color-commit-gradient-7: #dfba57;\\n --dark-color-commit-gradient-8: #efbb49;\\n --dark-color-commit-gradient-9: #febc38;\\n --dark-color-commit-gradient-text: #000000;\\n --dark-color-component-name: #61dafb;\\n --dark-color-component-name-inverted: #282828;\\n --dark-color-component-badge-background: rgba(255, 255, 255, 0.25);\\n --dark-color-component-badge-background-inverted: rgba(0, 0, 0, 0.25);\\n --dark-color-component-badge-count: #8f949d;\\n --dark-color-component-badge-count-inverted: rgba(255, 255, 255, 0.7);\\n --dark-color-console-error-badge-text: #000000;\\n --dark-color-console-error-background: #290000;\\n --dark-color-console-error-border: #5c0000;\\n --dark-color-console-error-icon: #eb3941;\\n --dark-color-console-error-text: #fc7f7f;\\n --dark-color-console-warning-badge-text: #000000;\\n --dark-color-console-warning-background: #332b00;\\n --dark-color-console-warning-border: #665500;\\n --dark-color-console-warning-icon: #f4bd00;\\n --dark-color-console-warning-text: #f5f2ed;\\n --dark-color-context-background: rgba(255,255,255,.9);\\n --dark-color-context-background-hover: rgba(0, 136, 250, 0.1);\\n --dark-color-context-background-selected: #0088fa;\\n --dark-color-context-border: #eeeeee;\\n --dark-color-context-text: #000000;\\n --dark-color-context-text-selected: #ffffff;\\n --dark-color-dim: #8f949d;\\n --dark-color-dimmer: #777d88;\\n --dark-color-dimmest: #4f5766;\\n --dark-color-error-background: #200;\\n --dark-color-error-border: #900;\\n --dark-color-error-text: #f55;\\n --dark-color-expand-collapse-toggle: #8f949d;\\n --dark-color-link: #61dafb;\\n --dark-color-modal-background: rgba(0, 0, 0, 0.75);\\n --dark-color-bridge-version-npm-background: rgba(0, 0, 0, 0.25);\\n --dark-color-bridge-version-npm-text: #ffffff;\\n --dark-color-bridge-version-number: yellow;\\n --dark-color-primitive-hook-badge-background: rgba(0, 0, 0, 0.25);\\n --dark-color-primitive-hook-badge-text: rgba(255, 255, 255, 0.7);\\n --dark-color-record-active: #fc3a4b;\\n --dark-color-record-hover: #a2e9fc;\\n --dark-color-record-inactive: #61dafb;\\n --dark-color-scroll-thumb: #afb3b9;\\n --dark-color-scroll-track: #313640;\\n --dark-color-search-match: yellow;\\n --dark-color-search-match-current: #f7923b;\\n --dark-color-selected-tree-highlight-active: rgba(23, 143, 185, 0.15);\\n --dark-color-selected-tree-highlight-inactive: rgba(255, 255, 255, 0.05);\\n --dark-color-shadow: rgba(0, 0, 0, 0.5);\\n --dark-color-tab-selected-border: #178fb9;\\n --dark-color-text: #ffffff;\\n --dark-color-text-invalid: #ff8080;\\n --dark-color-text-selected: #ffffff;\\n --dark-color-toggle-background-invalid: #fc3a4b;\\n --dark-color-toggle-background-on: #178fb9;\\n --dark-color-toggle-background-off: #777d88;\\n --dark-color-toggle-text: #ffffff;\\n --dark-color-tooltip-background: rgba(255, 255, 255, 0.9);\\n --dark-color-tooltip-text: #000000;\\n\\n /* Font smoothing */\\n --light-font-smoothing: auto;\\n --dark-font-smoothing: antialiased;\\n --font-smoothing: auto;\\n\\n /* Compact density */\\n --compact-font-size-monospace-small: 9px;\\n --compact-font-size-monospace-normal: 11px;\\n --compact-font-size-monospace-large: 15px;\\n --compact-font-size-sans-small: 10px;\\n --compact-font-size-sans-normal: 12px;\\n --compact-font-size-sans-large: 14px;\\n --compact-line-height-data: 18px;\\n --compact-root-font-size: 16px;\\n\\n /* Comfortable density */\\n --comfortable-font-size-monospace-small: 10px;\\n --comfortable-font-size-monospace-normal: 13px;\\n --comfortable-font-size-monospace-large: 17px;\\n --comfortable-font-size-sans-small: 12px;\\n --comfortable-font-size-sans-normal: 14px;\\n --comfortable-font-size-sans-large: 16px;\\n --comfortable-line-height-data: 22px;\\n --comfortable-root-font-size: 20px;\\n\\n /* GitHub.com system fonts */\\n --font-family-monospace: 'SFMono-Regular', Consolas, 'Liberation Mono', Menlo,\\n   Courier, monospace;\\n --font-family-sans: -apple-system, BlinkMacSystemFont, Segoe UI, Helvetica,\\n   Arial, sans-serif, Apple Color Emoji, Segoe UI Emoji, Segoe UI Symbol;\\n}\\n\", \"\"]);\n\n// exports\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport default class EventEmitter<Events: Object> {\n listenersMap: Map<string, Array<Function>> = new Map();\n\n addListener<Event: $Keys<Events>>(\n   event: Event,\n   listener: (...$ElementType<Events, Event>)

=> any,\n): void {\n   const listeners = this.listenersMap.get(event);\n   if (listeners === undefined) {\n
this.listenersMap.set(event, [listener]);\n   } else {\n   const index = listeners.indexOf(listener);\n   if (index < 0)
{\n   listeners.push(listener);\n   }\n   }\n }\n\n emit<Event: $Keys<Events>>(\n   event: Event,\n   ...args:
$ElementType<Events, Event>\n): void {\n   const listeners = this.listenersMap.get(event);\n   if (listeners !==
undefined) {\n   if (listeners.length === 1) {\n   // No need to clone or try/catch\n   const listener =
listeners[0];\n   listener.apply(null, args);\n   } else {\n   let didThrow = false;\n   let caughtError =
null;\n\n   const clonedListeners = Array.from(listeners);\n   for (let i = 0; i < clonedListeners.length; i++) {\n
      const listener = clonedListeners[i];\n   try {\n   listener.apply(null, args);\n   } catch (error) {\n
  if (caughtError === null) {\n   didThrow = true;\n   caughtError = error;\n   }\n   }\n
}\n\n   if (didThrow) {\n   throw caughtError;\n   }\n   }\n   }\n }\n\n removeAllListeners(): void {\n
this.listenersMap.clear();\n }\n\n removeListener(event: $Keys<Events>, listener: Function): void {\n   const
listeners = this.listenersMap.get(event);\n   if (listeners !== undefined) {\n   const index =
listeners.indexOf(listener);\n   if (index >= 0) {\n   listeners.splice(index, 1);\n   }\n   }\n }\n}\n","/**\n *
Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport EventEmitter from
'./events';\n\nimport type {ComponentFilter, Wall} from './types';\nimport type {\n InspectedElementPayload,\n
OwnersList,\n ProfilingDataBackend,\n RendererID,\n} from 'react-devtools-shared/src/backend/types';\nimport
type {StyleAndLayout as StyleAndLayoutPayload} from 'react-devtools-
shared/src/backend/NativeStyleEditor/types';\n\nconst BATCH_DURATION = 100;\n\n// This message specifies
the version of the DevTools protocol currently supported by the backend,\n// as well as the earliest NPM version
(e.g. \"4.13.0\") that protocol is supported by on the frontend.\n// This enables an older frontend to display an
upgrade message to users for a newer, unsupported backend.\nexport type BridgeProtocol = {|\n // Version
supported by the current frontend/backend.\n version: number,\n\n // NPM version range that also supports this
version.\n // Note that 'maxNpmVersion' is only set when the version is bumped.\n minNpmVersion: string,\n
maxNpmVersion: string | null,\n|};\n\n// Bump protocol version whenever a backwards breaking change is made\n//
in the messages sent between BackendBridge and FrontendBridge.\n// This mapping is embedded in both frontend
and backend builds.\n//\n// The backend protocol will always be the latest entry in the BRIDGE_PROTOCOL
array.\n//\n// When an older frontend connects to a newer backend,\n// the backend can send the minNpmVersion
and the frontend can display an NPM upgrade prompt.\n//\n// When a newer frontend connects with an older
protocol version,\n// the frontend can use the embedded minNpmVersion/maxNpmVersion values to display a
downgrade prompt.\nexport const BRIDGE_PROTOCOL: Array<BridgeProtocol> = [\n // This version technically
never existed,\n // but a backwards breaking change was added in 4.11,\n // so the safest guess to downgrade the
frontend would be to version 4.10.\n {\n   version: 0,\n   minNpmVersion: '\"<4.11.0\"',\n   maxNpmVersion:
'\"<4.11.0\"',\n },\n {\n   version: 1,\n   minNpmVersion: '4.13.0',\n   maxNpmVersion: null,\n },\n];\n\nexport
const currentBridgeProtocol: BridgeProtocol =\n BRIDGE_PROTOCOL[BRIDGE_PROTOCOL.length -
1];\n\ntype ElementAndRendererID = {|id: number, rendererID: RendererID|};\n\ntype Message = {|\n event:
string,\n payload: any,\n|};\n\ntype HighlightElementInDOM = {|\n ...ElementAndRendererID,\n displayName:
string | null,\n hideAfterTimeout: boolean,\n openNativeElementsPanel: boolean,\n scrollIntoView:
boolean,\n|};\n\ntype OverrideValue = {|\n ...ElementAndRendererID,\n path: Array<string | number>,\n
wasForwarded?: boolean,\n value: any,\n|};\n\ntype OverrideHookState = {|\n ...OverrideValue,\n hookID:
number,\n|};\n\ntype PathType = 'props' | 'hooks' | 'state' | 'context';\n\ntype DeletePath = {|\n
...ElementAndRendererID,\n type: PathType,\n hookID?: ?number,\n path: Array<string | number>,\n|};\n\ntype
RenamePath = {|\n ...ElementAndRendererID,\n type: PathType,\n hookID?: ?number,\n oldPath: Array<string |
number>,\n newPath: Array<string | number>,\n|};\n\ntype OverrideValueAtPath = {|\n
...ElementAndRendererID,\n type: PathType,\n hookID?: ?number,\n path: Array<string | number>,\n value:
any,\n|};\n\ntype OverrideError = {|\n ...ElementAndRendererID,\n forceError: boolean,\n|};\n\ntype
OverrideSuspense = {|\n ...ElementAndRendererID,\n forceFallback: boolean,\n|};\n\ntype
CopyElementPathParams = {|\n ...ElementAndRendererID,\n path: Array<string | number>,\n|};\n\ntype

ViewAttributeSourceParams = {|\n ...ElementAndRendererID,\n path: Array<string | number>,\n|};\n\ntype InspectElementParams = {|\n ...ElementAndRendererID,\n path: Array<number | string> | null,\n requestID: number,\n|};\n\ntype StoreAsGlobalParams = {|\n ...ElementAndRendererID,\n count: number,\n path: Array<string | number>,\n|};\n\ntype NativeStyleEditor_RenameAttributeParams = {|\n ...ElementAndRendererID,\n oldName: string,\n newName: string,\n value: string,\n|};\n\ntype NativeStyleEditor_SetValueParams = {|\n ...ElementAndRendererID,\n name: string,\n value: string,\n|};\n\ntype UpdateConsolePatchSettingsParams = {|\n appendComponentStack: boolean,\n breakOnConsoleErrors: boolean,\n showInlineWarningsAndErrors: boolean,\n|};\n\nexport type BackendEvents = {|\n bridgeProtocol: [BridgeProtocol],\n extensionBackendInitialized: [],\n fastRefreshScheduled: [],\n inspectedElement: [InspectedElementPayload],\n isBackendStorageAPISupported: [boolean],\n isSynchronousXHRSupported: [boolean],\n operations: [Array<number>],\n ownersList: [OwnersList],\n overrideComponentFilters: [Array<ComponentFilter>],\n profilingData: [ProfilingDataBackend],\n profilingStatus: [boolean],\n reloadAppForProfiling: [],\n selectFiber: [number],\n shutdown: [],\n stopInspectingNative: [boolean],\n syncSelectionFromNativeElementsPanel: [],\n syncSelectionToNativeElementsPanel: [],\n unsupportedRendererVersion: [RendererID],\n\n // React Native style editor plug-in.\n isNativeStyleEditorSupported: [\n   {|isSupported: boolean, validAttributes: ?$ReadOnlyArray<string>|},\n],\n NativeStyleEditor_styleAndLayout: [StyleAndLayoutPayload],\n|};\n\ntype FrontendEvents = {|\n clearErrorsAndWarnings: [{|rendererID: RendererID|}],\n clearErrorsForFiberID: [ElementAndRendererID],\n clearNativeElementHighlight: [],\n clearWarningsForFiberID: [ElementAndRendererID],\n copyElementPath: [CopyElementPathParams],\n deletePath: [DeletePath],\n getBridgeProtocol: [],\n getOwnersList: [ElementAndRendererID],\n getProfilingData: [{|rendererID: RendererID|}],\n getProfilingStatus: [],\n highlightNativeElement: [HighlightElementInDOM],\n inspectElement: [InspectElementParams],\n logElementToConsole: [ElementAndRendererID],\n overrideError: [OverrideError],\n overrideSuspense: [OverrideSuspense],\n overrideValueAtPath: [OverrideValueAtPath],\n profilingData: [ProfilingDataBackend],\n reloadAndProfile: [boolean],\n renamePath: [RenamePath],\n selectFiber: [number],\n setTraceUpdatesEnabled: [boolean],\n shutdown: [],\n startInspectingNative: [],\n startProfiling: [boolean],\n stopInspectingNative: [boolean],\n stopProfiling: [],\n storeAsGlobal: [StoreAsGlobalParams],\n updateComponentFilters: [Array<ComponentFilter>],\n updateConsolePatchSettings: [UpdateConsolePatchSettingsParams],\n viewAttributeSource: [ViewAttributeSourceParams],\n viewElementSource: [ElementAndRendererID],\n\n // React Native style editor plug-in.\n NativeStyleEditor_measure: [ElementAndRendererID],\n NativeStyleEditor_renameAttribute: [NativeStyleEditor_RenameAttributeParams],\n NativeStyleEditor_setValue: [NativeStyleEditor_SetValueParams],\n\n // Temporarily support newer standalone front-ends sending commands to older embedded backends.\n // We do this because React Native embeds the React DevTools backend,\n // but cannot control which version of the frontend users use.\n //\n // Note that nothing in the newer backend actually listens to these events,\n // but the new frontend still dispatches them (in case older backends are listening to them instead).\n //\n // Note that this approach does no support the combination of a newer backend with an older frontend.\n // It would be more work to support both approaches (and not run handlers twice)\n // so I chose to support the more likely/common scenario (and the one more difficult for an end user to \"fix\").\n overrideContext: [OverrideValue],\n overrideHookState: [OverrideHookState],\n overrideProps: [OverrideValue],\n overrideState: [OverrideValue],\n|};\n\nclass Bridge<\n OutgoingEvents: Object,\n IncomingEvents: Object,\n> extends EventEmitter<{|\n ...IncomingEvents,\n ...OutgoingEvents,\n|}> {\n _isShutdown: boolean = false;\n _messageQueue: Array<any> = [];\n _timeoutID: TimeoutID | null = null;\n _wall: Wall;\n _wallUnlisten: Function | null = null;\n\n constructor(wall: Wall) {\n   super();\n\n   this._wall = wall;\n\n   this._wallUnlisten =\n   wall.listen((message: Message) => {\n   (this: any).emit(message.event, message.payload);\n   }) || null;\n\n   // Temporarily support older standalone front-ends sending commands to newer embedded backends.\n   // We do this because React Native embeds the React DevTools backend,\n   // but cannot control which version of the frontend users use.\n   this.addListener('overrideValueAtPath', this.overrideValueAtPath);\n }\n\n // Listening directly to the wall isn't advised.\n // It can be used to listen for legacy (v3) messages (since they use a different

format).\n get wall(): Wall {\n   return this._wall;\n }\n\n send<EventName: $Keys<OutgoingEvents>>(\n event: EventName,\n   ...payload: $ElementType<OutgoingEvents, EventName>\n) {\n   if (this._isShutdown) {\n   console.warn(\n   `Cannot send message \"${event}\" through a Bridge that has been shutdown.`,\n   );\n return;\n   }\n\n   // When we receive a message:\n   // - we add it to our queue of messages to be sent\n   // - if there hasn't been a message recently, we set a timer for 0 ms in\n   //   the future, allowing all messages created in the same tick to be sent\n   //   together\n   // - if there *has* been a message flushed in the last BATCH_DURATION ms\n   //   (or we're waiting for our setTimeout-0 to fire), then _timeoutID will\n   //   be set, and we'll simply add to the queue and wait for that\n   this._messageQueue.push(event, payload);\n   if (!this._timeoutID) {\n   this._timeoutID = setTimeout(this._flush, 0);\n   }\n }\n\n shutdown() {\n   if (this._isShutdown) {\n   console.warn('Bridge was already shutdown.');\n   return;\n   }\n\n   // Queue the shutdown outgoing message for subscribers.\n   this.send('shutdown');\n\n   // Mark this bridge as destroyed, i.e. disable its public API.\n   this._isShutdown = true;\n\n   // Disable the API inherited from EventEmitter that can add more listeners and send more messages.\n   // $FlowFixMe This property is not writable.\n   this.addListener = function() {};\n   // $FlowFixMe This property is not writable.\n   this.emit = function() {};\n   // NOTE: There's also EventEmitter API like `on` and `prependListener` that we didn't add to our Flow type of EventEmitter.\n\n   // Unsubscribe this bridge incoming message listeners to be sure, and so they don't have to do that.\n   this.removeAllListeners();\n\n   // Stop accepting and emitting incoming messages from the wall.\n   const wallUnlisten = this._wallUnlisten;\n   if (wallUnlisten) {\n   wallUnlisten();\n   }\n\n   // Synchronously flush all queued outgoing messages.\n   // At this step the subscribers' code may run in this call stack.\n   do {\n   this._flush();\n   } while (this._messageQueue.length);\n\n   // Make sure once again that there is no dangling timer.\n   if (this._timeoutID !== null) {\n   clearTimeout(this._timeoutID);\n   this._timeoutID = null;\n   }\n }\n\n _flush = () => {\n   // This method is used after the bridge is marked as destroyed in shutdown sequence,\n   // so we do not bail out if the bridge marked as destroyed.\n   // It is a private method that the bridge ensures is only called at the right times.\n\n   if (this._timeoutID !== null) {\n   clearTimeout(this._timeoutID);\n   this._timeoutID = null;\n   }\n\n   if (this._messageQueue.length) {\n   for (let i = 0; i < this._messageQueue.length; i += 2) {\n   this._wall.send(this._messageQueue[i], ...this._messageQueue[i + 1]);\n   }\n   this._messageQueue.length = 0;\n\n   // Check again for queued messages in BATCH_DURATION ms. This will keep\n   // flushing in a loop as long as messages continue to be added. Once no\n   // more are, the timer expires.\n   this._timeoutID = setTimeout(this._flush, BATCH_DURATION);\n   }\n };\n\n // Temporarily support older standalone backends by forwarding \"overrideValueAtPath\" commands\n // to the older message types they may be listening to.\n overrideValueAtPath = ({\n   id,\n   path,\n   rendererID,\n   type,\n   value,\n }: OverrideValueAtPath) => {\n   switch (type) {\n   case 'context':\n   this.send('overrideContext', {\n   id,\n   path,\n   rendererID,\n   wasForwarded: true,\n   value,\n   });\n   break;\n   case 'hooks':\n   this.send('overrideHookState', {\n   id,\n   path,\n   rendererID,\n   wasForwarded: true,\n   value,\n   });\n   break;\n   case 'props':\n   this.send('overrideProps', {\n   id,\n   path,\n   rendererID,\n   wasForwarded: true,\n   value,\n   });\n   break;\n   case 'state':\n   this.send('overrideState', {\n   id,\n   path,\n   rendererID,\n   wasForwarded: true,\n   value,\n   });\n   break;\n   }\n };\n}\n\nexport type BackendBridge = Bridge<BackendEvents, FrontendEvents>;\nexport type FrontendBridge = Bridge<FrontendEvents, BackendEvents>;\n\nexport default Bridge;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// Flip this flag to true to enable verbose console debug logging.\nexport const __DEBUG__ = false;\n\nexport const TREE_OPERATION_ADD = 1;\nexport const TREE_OPERATION_REMOVE = 2;\nexport const TREE_OPERATION_REORDER_CHILDREN = 3;\nexport const TREE_OPERATION_UPDATE_TREE_BASE_DURATION = 4;\nexport const TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS = 5;\nexport const TREE_OPERATION_REMOVE_ROOT = 6;\n\nexport const LOCAL_STORAGE_FILTER_PREFERENCES_KEY =\n 'React::DevTools::componentFilters';\n\nexport const

SESSION_STORAGE_LAST_SELECTION_KEY =\n 'React::DevTools::lastSelection';\n\nexport const LOCAL_STORAGE_PARSE_HOOK_NAMES_KEY =\n 'React::DevTools::parseHookNames';\n\nexport const SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY =\n 'React::DevTools::recordChangeDescriptions';\n\nexport const SESSION_STORAGE_RELOAD_AND_PROFILE_KEY =\n 'React::DevTools::reloadAndProfile';\n\nexport const LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS =\n 'React::DevTools::breakOnConsoleErrors';\n\nexport const LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY =\n 'React::DevTools::appendComponentStack';\n\nexport const LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY =\n 'React::DevTools::showInlineWarningsAndErrors';\n\nexport const LOCAL_STORAGE_TRACE_UPDATES_ENABLED_KEY =\n 'React::DevTools::traceUpdatesEnabled';\n\nexport const PROFILER_EXPORT_VERSION = 5;\n\nexport const CHANGE_LOG_URL =\n 'https://github.com/facebook/react/blob/main/packages/react-devtools/CHANGELOG.md';\n\nexport const UNSUPPORTED_VERSION_URL =\n 'https://reactjs.org/blog/2019/08/15/new-react-devtools.html#how-do-i-get-the-old-version-back';\n\nexport const REACT_DEVTOOLS_WORKPLACE_URL =\n 'https://fburl.com/react-devtools-workplace-group';\n\n// HACK\n//\n// Extracting during build time avoids a temporarily invalid state for the inline target.\n// Sometimes the inline target is rendered before root styles are applied,\n// which would result in e.g. NaN itemSize being passed to react-window list.\n//\nlet COMFORTABLE_LINE_HEIGHT;\nlet COMPACT_LINE_HEIGHT;\n\ntry {\n // $FlowFixMe\n const rawStyleString = require('!!raw-loader!react-devtools-shared/src/devtools/views/root.css')\n .default;\n\n const extractVar = varName => {\n   const regExp = new RegExp(`${varName}: ([0-9]+)`);\n   const match = rawStyleString.match(regExp);\n   return parseInt(match[1], 10);\n };\n\n COMFORTABLE_LINE_HEIGHT = extractVar('comfortable-line-height-data');\n COMPACT_LINE_HEIGHT = extractVar('compact-line-height-data');\n} catch (error) {\n // We can't use the Webpack loader syntax in the context of Jest,\n // so tests need some reasonably meaningful fallback value.\n COMFORTABLE_LINE_HEIGHT = 15;\n COMPACT_LINE_HEIGHT = 10;\n}\n\nexport {COMFORTABLE_LINE_HEIGHT, COMPACT_LINE_HEIGHT};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// ATTENTION\n// When adding new symbols to this file,\n// Please consider also adding to 'react-devtools-shared/src/backend/ReactSymbols'\n\n// The Symbol used to tag the ReactElement-like types. If there is no native Symbol\n// nor polyfill, then a plain number is used for performance.\nexport let REACT_ELEMENT_TYPE = 0xeac7;\nexport let REACT_PORTAL_TYPE = 0xeaca;\nexport let REACT_FRAGMENT_TYPE = 0xeacb;\nexport let REACT_STRICT_MODE_TYPE = 0xeacc;\nexport let REACT_PROFILER_TYPE = 0xead2;\nexport let REACT_PROVIDER_TYPE = 0xeacd;\nexport let REACT_CONTEXT_TYPE = 0xeace;\nexport let REACT_FORWARD_REF_TYPE = 0xead0;\nexport let REACT_SUSPENSE_TYPE = 0xead1;\nexport let REACT_SUSPENSE_LIST_TYPE = 0xead8;\nexport let REACT_MEMO_TYPE = 0xead3;\nexport let REACT_LAZY_TYPE = 0xead4;\nexport let REACT_SCOPE_TYPE = 0xead7;\nexport let REACT_OPAQUE_ID_TYPE = 0xeae0;\nexport let REACT_DEBUG_TRACING_MODE_TYPE = 0xeae1;\nexport let REACT_OFFSCREEN_TYPE = 0xeae2;\nexport let REACT_LEGACY_HIDDEN_TYPE = 0xeae3;\nexport let REACT_CACHE_TYPE = 0xeae4;\n\nif (typeof Symbol === 'function' && Symbol.for) {\n const symbolFor = Symbol.for;\n REACT_ELEMENT_TYPE = symbolFor('react.element');\n REACT_PORTAL_TYPE = symbolFor('react.portal');\n REACT_FRAGMENT_TYPE = symbolFor('react.fragment');\n REACT_STRICT_MODE_TYPE = symbolFor('react.strict_mode');\n REACT_PROFILER_TYPE = symbolFor('react.profiler');\n REACT_PROVIDER_TYPE = symbolFor('react.provider');\n REACT_CONTEXT_TYPE = symbolFor('react.context');\n REACT_FORWARD_REF_TYPE = symbolFor('react.forward_ref');\n REACT_SUSPENSE_TYPE = symbolFor('react.suspense');\n REACT_SUSPENSE_LIST_TYPE = symbolFor('react.suspense_list');\n

REACT_MEMO_TYPE = symbolFor('react.memo');\n REACT_LAZY_TYPE = symbolFor('react.lazy');\n
REACT_SCOPE_TYPE = symbolFor('react.scope');\n REACT_OPAQUE_ID_TYPE =
symbolFor('react.opaque.id');\n REACT_DEBUG_TRACING_MODE_TYPE =
symbolFor('react.debug_trace_mode');\n REACT_OFFSCREEN_TYPE = symbolFor('react.offscreen');\n
REACT_LEGACY_HIDDEN_TYPE = symbolFor('react.legacy_hidden');\n REACT_CACHE_TYPE =
symbolFor('react.cache');\n}\n\nconst MAYBE_ITERATOR_SYMBOL = typeof Symbol === 'function' &&
Symbol.iterator;\nconst FAUX_ITERATOR_SYMBOL = '@@iterator';\n\nexport function
getIteratorFn(maybeIterable: ?any): ?() => ?Iterator<*> {\n if (maybeIterable === null || typeof maybeIterable !==
'object') {\n   return null;\n }\n const maybeIterator =\n   (MAYBE_ITERATOR_SYMBOL &&
maybeIterable[MAYBE_ITERATOR_SYMBOL]) ||\n   maybeIterable[FAUX_ITERATOR_SYMBOL];\n if
(typeof maybeIterator === 'function') {\n   return maybeIterator;\n }\n return null;\n}\n","/**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport function
localStorageGetItem(key: string): any {\n try {\n   return localStorage.getItem(key);\n } catch (error) {\n   return
null;\n }\n}\n\nexport function localStorageRemoveItem(key: string): void {\n try {\n
localStorage.removeItem(key);\n } catch (error) {}\n}\n\nexport function localStorageSetItem(key: string, value:
any): void {\n try {\n   return localStorage.setItem(key, value);\n } catch (error) {}\n}\n\nexport function
sessionStorageGetItem(key: string): any {\n try {\n   return sessionStorage.getItem(key);\n } catch (error) {\n
return null;\n }\n}\n\nexport function sessionStorageRemoveItem(key: string): void {\n try {\n
sessionStorage.removeItem(key);\n } catch (error) {}\n}\n\nexport function sessionStorageSetItem(key: string,
value: any): void {\n try {\n   return sessionStorage.setItem(key, value);\n } catch (error) {}\n}\n","/**\n *
Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {\n getDataType,\n
getDisplayNameForReactElement,\n getAllEnumerableKeys,\n getInObject,\n formatDataForPreview,\n
setInObject,\n} from './utils';\n\nimport type {DehydratedData} from 'react-devtools-
shared/src/devtools/views/Components/types';\n\nexport const meta = {\n inspectable: Symbol('inspectable'),\n
inspected: Symbol('inspected'),\n name: Symbol('name'),\n preview_long: Symbol('preview_long'),\n
preview_short: Symbol('preview_short'),\n readonly: Symbol('readonly'),\n size: Symbol('size'),\n type:
Symbol('type'),\n unserializable: Symbol('unserializable'),\n};\n\nexport type Dehydrated = {|\n inspectable:
boolean,\n name: string | null,\n preview_long: string | null,\n preview_short: string | null,\n readonly?: boolean,\n
size?: number,\n type: string,\n|};\n\n// Typed arrays and other complex iteratable objects (e.g. Map, Set,
ImmutableJS) need special handling.\n// These objects can't be serialized without losing type information,\n// so a
\"Unserializable\" type wrapper is used (with meta-data keys) to send nested values-\n// while preserving the original
type and name.\nexport type Unserializable = {\n name: string | null,\n preview_long: string | null,\n
preview_short: string | null,\n readonly?: boolean,\n size?: number,\n type: string,\n unserializable: boolean,\n
...\n};\n\n// This threshold determines the depth at which the bridge \"dehydrates\" nested data.\n// Dehydration
means that we don't serialize the data for e.g. postMessage or stringify,\n// unless the frontend explicitly requests it
(e.g. a user clicks to expand a props object).\n//\n// Reducing this threshold will improve the speed of initial
component inspection,\n// but may decrease the responsiveness of expanding objects/arrays to inspect
further.\nconst LEVEL_THRESHOLD = 2;\n\n/**\n * Generate the dehydrated metadata for complex object
instances\n */\nfunction createDehydrated(\n type: string,\n inspectable: boolean,\n data: Object,\n cleaned:
Array<Array<string | number>>,\n path: Array<string | number>,\n): Dehydrated {\n cleaned.push(path);\n\n
const dehydrated: Dehydrated = {\n   inspectable,\n   type,\n   preview_long: formatDataForPreview(data, true),\n
preview_short: formatDataForPreview(data, false),\n   name:\n   !data.constructor || data.constructor.name ===
'Object'\n   ? ''\n   : data.constructor.name,\n };\n\n if (type === 'array' || type === 'typed_array') {\n
dehydrated.size = data.length;\n } else if (type === 'object') {\n   dehydrated.size = Object.keys(data).length;\n
}\n\n if (type === 'iterator' || type === 'typed_array') {\n   dehydrated.readonly = true;\n }\n\n return
dehydrated;\n}\n\n/**\n * Strip out complex data (instances, functions, and data nested > LEVEL_THRESHOLD

levels deep).\n * The paths of the stripped out objects are appended to the `cleaned` list.\n * On the other side of the barrier, the cleaned list is used to \"re-hydrate\" the cleaned representation into\n * an object with symbols as attributes, so that a sanitized object can be distinguished from a normal object.\n *\n * Input: {\"some\": {\"attr\": fn()}, \"other\": AnInstance}\n * Output: {\n * \"some\": {\n * \"attr\": {\"name\": the fn.name, type: \"function\"}\n * },\n * \"other\": {\n * \"name\": \"AnInstance\",\n * \"type\": \"object\",\n * },\n * }\n * and cleaned = [[\"some\", \"attr\"], [\"other\"]]\n */\nexport function dehydrate(\n data: Object,\n cleaned: Array<Array<string | number>>,\n unserializable: Array<Array<string | number>>,\n path: Array<string | number>,\n isPathAllowed: (path: Array<string | number>) => boolean,\n level?: number = 0,\n):\n | string\n | Dehydrated\n | Unserializable\n | Array<Dehydrated>\n | Array<Unserializable>\n | {[key: string]: string | Dehydrated | Unserializable, ...} {\n const type = getDataType(data);\n\n let isPathAllowedCheck;\n\n switch (type) {\n case 'html_element':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.tagName,\n type,\n };\n\n case 'function':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name:\n typeof data.name === 'function' || !data.name\n ? 'function'\n : data.name,\n type,\n };\n\n case 'string':\n isPathAllowedCheck = isPathAllowed(path);\n if (isPathAllowedCheck) {\n return data;\n } else {\n return data.length <= 500 ? data : data.slice(0, 500) + '...';\n }\n\n case 'bigint':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n case 'symbol':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n // React Elements aren't very inspector-friendly,\n // and often contain private fields or circular references.\n case 'react_element':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: getDisplayNameForReactElement(data) || 'Unknown',\n type,\n };\n\n // ArrayBuffers error if you try to inspect them.\n case 'array_buffer':\n case 'data_view':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: type === 'data_view' ? 'DataView' : 'ArrayBuffer',\n size: data.byteLength,\n type,\n };\n\n case 'array':\n isPathAllowedCheck = isPathAllowed(path);\n if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck) {\n return createDehydrated(type, true, data, cleaned, path);\n }\n return data.map((item, i) =>\n dehydrate(\n item,\n cleaned,\n unserializable,\n path.concat([i]),\n isPathAllowed,\n isPathAllowedCheck ? 1 : level + 1,\n),\n);\n\n case 'html_all_collection':\n case 'typed_array':\n case 'iterator':\n isPathAllowedCheck = isPathAllowed(path);\n if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck) {\n return createDehydrated(type, true, data, cleaned, path);\n } else {\n const unserializableValue: Unserializable = {\n unserializable: true,\n type: type,\n readonly: true,\n size: type === 'typed_array' ? data.length : undefined,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name:\n !data.constructor || data.constructor.name === 'Object'\n ? ''\n : data.constructor.name,\n };\n\n // TRICKY\n // Don't use [...spread] syntax for this purpose.\n // This project uses @babel/plugin-transform-spread in \"loose\" mode which only works with Array values.\n // Other types (e.g. typed arrays, Sets) will not spread correctly.\n Array.from(data).forEach(\n (item, i) =>\n (unserializableValue[i] = dehydrate(\n item,\n cleaned,\n unserializable,\n path.concat([i]),\n isPathAllowed,\n isPathAllowedCheck ? 1 : level + 1,\n)),\n);\n\n unserializable.push(path);\n\n return unserializableValue;\n }\n\n case 'opaque_iterator':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data[Symbol.toStringTag],\n type,\n };\n\n case 'date':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short:

formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n case 'regexp':\n cleaned.push(path);\n return {\n inspectable: false,\n preview_short: formatDataForPreview(data, false),\n preview_long: formatDataForPreview(data, true),\n name: data.toString(),\n type,\n };\n\n case 'object':\n isPathAllowedCheck = isPathAllowed(path);\n if (level >= LEVEL_THRESHOLD && !isPathAllowedCheck) {\n return createDehydrated(type, true, data, cleaned, path);\n } else {\n const object = {};\n getAllEnumerableKeys(data).forEach(key => {\n const name = key.toString();\n object[name] = dehydrate(\n data[key],\n cleaned,\n unserializable,\n path.concat([name]),\n isPathAllowed,\n isPathAllowedCheck ? 1 : level + 1,\n);\n });\n return object;\n }\n\n case 'infinity':\n case 'nan':\n case 'undefined':\n // Some values are lossy when sent through a WebSocket.\n // We dehydrate+rehydrate them to preserve their type.\n cleaned.push(path);\n return {\n type,\n };\n\n default:\n return data;\n }\n}\n\nexport function fillInPath(\n object: Object,\n data: DehydratedData,\n path: Array<string | number>,\n value: any,\n) {\n const target = getInObject(object, path);\n if (target != null) {\n if (!target[meta.unserializable]) {\n delete target[meta.inspectable];\n delete target[meta.inspected];\n delete target[meta.name];\n delete target[meta.preview_long];\n delete target[meta.preview_short];\n delete target[meta.readonly];\n delete target[meta.size];\n delete target[meta.type];\n }\n }\n\n if (value !== null && data.unserializable.length > 0) {\n const unserializablePath = data.unserializable[0];\n let isMatch = unserializablePath.length === path.length;\n for (let i = 0; i < path.length; i++) {\n if (path[i] !== unserializablePath[i]) {\n isMatch = false;\n break;\n }\n }\n if (isMatch) {\n upgradeUnserializable(value, value);\n }\n }\n\n setInObject(object, path, value);\n}\n\nexport function hydrate(\n object: any,\n cleaned: Array<Array<string | number>>,\n unserializable: Array<Array<string | number>>,\n): Object {\n cleaned.forEach((path: Array<string | number>) => {\n const length = path.length;\n const last = path[length - 1];\n const parent = getInObject(object, path.slice(0, length - 1));\n if (!parent || !parent.hasOwnProperty(last)) {\n return;\n }\n\n const value = parent[last];\n\n if (!value) {\n return;\n } else if (value.type === 'infinity') {\n parent[last] = Infinity;\n } else if (value.type === 'nan') {\n parent[last] = NaN;\n } else if (value.type === 'undefined') {\n parent[last] = undefined;\n } else {\n // Replace the string keys with Symbols so they're non-enumerable.\n const replaced: {[key: Symbol]: boolean | string, ...} = {};\n replaced[meta.inspectable] = !!value.inspectable;\n replaced[meta.inspected] = false;\n replaced[meta.name] = value.name;\n replaced[meta.preview_long] = value.preview_long;\n replaced[meta.preview_short] = value.preview_short;\n replaced[meta.size] = value.size;\n replaced[meta.readonly] = !!value.readonly;\n replaced[meta.type] = value.type;\n\n parent[last] = replaced;\n }\n });\n unserializable.forEach((path: Array<string | number>) => {\n const length = path.length;\n const last = path[length - 1];\n const parent = getInObject(object, path.slice(0, length - 1));\n if (!parent || !parent.hasOwnProperty(last)) {\n return;\n }\n\n const node = parent[last];\n\n const replacement = {\n ...node,\n };\n\n upgradeUnserializable(replacement, node);\n\n parent[last] = replacement;\n });\n return object;\n}\n\nfunction upgradeUnserializable(destination: Object, source: Object) {\n Object.defineProperties(destination, {\n [meta.inspected]: {\n configurable: true,\n enumerable: false,\n value: !!source.inspected,\n },\n [meta.name]: {\n configurable: true,\n enumerable: false,\n value: source.name,\n },\n [meta.preview_long]: {\n configurable: true,\n enumerable: false,\n value: source.preview_long,\n },\n [meta.preview_short]: {\n configurable: true,\n enumerable: false,\n value: source.preview_short,\n },\n [meta.size]: {\n configurable: true,\n enumerable: false,\n value: source.size,\n },\n [meta.readonly]: {\n configurable: true,\n enumerable: false,\n value: !!source.readonly,\n },\n [meta.type]: {\n configurable: true,\n enumerable: false,\n value: source.type,\n },\n [meta.unserializable]: {\n configurable: true,\n enumerable: false,\n value: !!source.unserializable,\n },\n });\n\n delete destination.inspected;\n delete destination.name;\n delete destination.preview_long;\n delete destination.preview_short;\n delete destination.size;\n delete destination.readonly;\n delete destination.type;\n delete destination.unserializable;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *

LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport LRU from 'lru-cache';\nimport {\n isElement,\n typeOf,\n ContextConsumer,\n ContextProvider,\n ForwardRef,\n Fragment,\n Lazy,\n Memo,\n Portal,\n Profiler,\n StrictMode,\n Suspense,\n} from 'react-is';\nimport {REACT_SUSPENSE_LIST_TYPE as SuspenseList} from 'shared/ReactSymbols';\nimport {\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n TREE_OPERATION_REORDER_CHILDREN,\n TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n} from './constants';\nimport {ElementTypeRoot} from 'react-devtools-shared/src/types';\nimport {\n LOCAL_STORAGE_FILTER_PREFERENCES_KEY,\n LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY,\n LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n} from './constants';\nimport {ComponentFilterElementType, ElementTypeHostComponent} from './types';\nimport {\n ElementTypeClass,\n ElementTypeForwardRef,\n ElementTypeFunction,\n ElementTypeMemo,\n} from 'react-devtools-shared/src/types';\nimport {localStorageGetItem, localStorageSetItem} from './storage';\nimport {meta} from './hydration';\n\nimport type {ComponentFilter, ElementType} from './types';\nimport type {LRUCache} from 'react-devtools-shared/src/types';\n\nconst cachedDisplayNames: WeakMap<Function, string> = new WeakMap();\n\n// On large trees, encoding takes significant time.\n// Try to reuse the already encoded strings.\nconst encodedStringCache: LRUCache<string, Array<number>> = new LRU({\n max: 1000,\n});\n\nexport function alphaSortKeys(\n a: string | number | Symbol,\n b: string | number | Symbol,\n): number {\n if (a.toString() > b.toString()) {\n return 1;\n } else if (b.toString() > a.toString()) {\n return -1;\n } else {\n return 0;\n }\n}\n\nexport function getAllEnumerableKeys(\n obj: Object,\n): Set<string | number | Symbol> {\n const keys = new Set();\n let current = obj;\n while (current != null) {\n const currentKeys = [\n ...Object.keys(current),\n ...Object.getOwnPropertySymbols(current),\n];\n const descriptors = Object.getOwnPropertyDescriptors(current);\n currentKeys.forEach(key => {\n // $FlowFixMe: key can be a Symbol https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/getOwnPropertyDescriptor\n if (descriptors[key].enumerable) {\n keys.add(key);\n }\n });\n current = Object.getPrototypeOf(current);\n }\n return keys;\n}\n\nexport function getDisplayName(\n type: Function,\n fallbackName: string = 'Anonymous',\n): string {\n const nameFromCache = cachedDisplayNames.get(type);\n if (nameFromCache != null) {\n return nameFromCache;\n }\n\n let displayName = fallbackName;\n\n // The displayName property is not guaranteed to be a string.\n // It's only safe to use for our purposes if it's a string.\n // github.com/facebook/react-devtools/issues/803\n if (typeof type.displayName === 'string') {\n displayName = type.displayName;\n } else if (typeof type.name === 'string' && type.name !== '') {\n displayName = type.name;\n }\n\n cachedDisplayNames.set(type, displayName);\n return displayName;\n}\n\nlet uidCounter: number = 0;\n\nexport function getUID(): number {\n return ++uidCounter;\n}\n\nexport function utfDecodeString(array: Array<number>): string {\n return String.fromCodePoint(...array);\n}\n\nexport function utfEncodeString(string: string): Array<number> {\n const cached = encodedStringCache.get(string);\n if (cached !== undefined) {\n return cached;\n }\n\n const encoded = new Array(string.length);\n for (let i = 0; i < string.length; i++) {\n encoded[i] = string.codePointAt(i);\n }\n encodedStringCache.set(string, encoded);\n return encoded;\n}\n\nexport function printOperationsArray(operations: Array<number>) {\n // The first two values are always rendererID and rootID\n const rendererID = operations[0];\n const rootID = operations[1];\n\n const logs = [`operations for renderer:${rendererID} and root:${rootID}`];\n\n let i = 2;\n\n // Reassemble the string table.\n const stringTable = [\n null, // ID = 0 corresponds to the null string.\n];\n const stringTableSize = operations[i++];\n const stringTableEnd = i + stringTableSize;\n while (i < stringTableEnd) {\n const nextLength = operations[i++];\n const nextString = utfDecodeString(\n (operations.slice(i, i + nextLength): any),\n);\n stringTable.push(nextString);\n i += nextLength;\n }\n\n while (i < operations.length) {\n const operation = operations[i];\n\n switch (operation) {\n case TREE_OPERATION_ADD: {\n const id = ((operations[i +

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1]: any): number);\n        const type = ((operations[i + 2]: any): ElementType);\n\n        i += 3;\n\n        if (type ===
ElementTypeRoot) {\n          logs.push(`Add new root node ${id}`);\n\n          i++; // supportsProfiling\n          i++; //
hasOwnerMetadata\n        } else {\n          const parentID = ((operations[i]: any): number);\n          i++;\n\n
i++; // ownerID\n\n          const displayNameStringID = operations[i];\n          const displayName =
stringTable[displayNameStringID];\n          i++;\n\n          i++; // key\n\n          logs.push(\n            `Add node ${id}
(${displayName || 'null'}) as child of ${parentID}`,\n          );\n        }\n        break;\n      }\n      case
TREE_OPERATION_REMOVE: {\n        const removeLength = ((operations[i + 1]: any): number);\n        i +=
2;\n\n        for (let removeIndex = 0; removeIndex < removeLength; removeIndex++) {\n          const id =
((operations[i]: any): number);\n          i += 1;\n\n          logs.push(`Remove node ${id}`);\n        }\n        break;\n
}\n      case TREE_OPERATION_REMOVE_ROOT: {\n        i += 1;\n\n        logs.push(`Remove root
${rootID}`);\n        break;\n      }\n      case TREE_OPERATION_REORDER_CHILDREN: {\n        const id =
((operations[i + 1]: any): number);\n        const numChildren = ((operations[i + 2]: any): number);\n        i += 3;\n
 const children = operations.slice(i, i + numChildren);\n        i += numChildren;\n\n        logs.push(`Re-order node
${id} children ${children.join(',')}`);\n        break;\n      }\n      case
TREE_OPERATION_UPDATE_TREE_BASE_DURATION:\n        // Base duration updates are only sent while
profiling is in progress.\n        // We can ignore them at this point.\n        // The profiler UI uses them lazily in order
to generate the tree.\n        i += 3;\n        break;\n      case
TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS:\n        const id = operations[i + 1];\n        const
numErrors = operations[i + 2];\n        const numWarnings = operations[i + 3];\n\n        i += 4;\n\n        logs.push(\n
    `Node ${id} has ${numErrors} errors and ${numWarnings} warnings`,\n        );\n        break;\n      default:\n
throw Error(`Unsupported Bridge operation \"${operation}\"`);\n    }\n  }\n\n  console.log(logs.join('\\n
'));\n}\n\nexport function getDefaultComponentFilters(): Array<ComponentFilter> {\n  return [\n    {\n      type:
ComponentFilterElementType,\n      value: ElementTypeHostComponent,\n      isEnabled: true,\n    },\n
];\n}\n\nexport function getSavedComponentFilters(): Array<ComponentFilter> {\n  try {\n    const raw =
localStorageGetItem(LOCAL_STORAGE_FILTER_PREFERENCES_KEY);\n    if (raw != null) {\n      return
JSON.parse(raw);\n    }\n  } catch (error) {}\n  return getDefaultComponentFilters();\n}\n\nexport function
saveComponentFilters(\n  componentFilters: Array<ComponentFilter>,\n): void {\n  localStorageSetItem(\n
LOCAL_STORAGE_FILTER_PREFERENCES_KEY,\n    JSON.stringify(componentFilters),\n  );\n}\n\nexport
function getAppendComponentStack(): boolean {\n  try {\n    const raw =
localStorageGetItem(LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY);\n    if (raw != null) {\n
return JSON.parse(raw);\n    }\n  } catch (error) {}\n  return true;\n}\n\nexport function
setAppendComponentStack(value: boolean): void {\n  localStorageSetItem(\n
LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY,\n    JSON.stringify(value),\n  );\n}\n\nexport function
getBreakOnConsoleErrors(): boolean {\n  try {\n    const raw = localStorageGetItem(\n
LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n    );\n    if (raw != null) {\n      return
JSON.parse(raw);\n    }\n  } catch (error) {}\n  return false;\n}\n\nexport function setBreakOnConsoleErrors(value:
boolean): void {\n  localStorageSetItem(\n
LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n    JSON.stringify(value),\n  );\n}\n\nexport
function getShowInlineWarningsAndErrors(): boolean {\n  try {\n    const raw = localStorageGetItem(\n
LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n    );\n    if (raw != null) {\n
return JSON.parse(raw);\n    }\n  } catch (error) {}\n  return true;\n}\n\nexport function
setShowInlineWarningsAndErrors(value: boolean): void {\n  localStorageSetItem(\n
LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n    JSON.stringify(value),\n
);\n}\n\nexport function separateDisplayNameAndHOCs(\n  displayName: string | null,\n  type: ElementType,\n):
[string | null, Array<string> | null] {\n  if (displayName === null) {\n    return [null, null];\n  }\n\n  let
hocDisplayNames = null;\n\n  switch (type) {\n    case ElementTypeClass:\n    case ElementTypeForwardRef:\n
case ElementTypeFunction:\n    case ElementTypeMemo:\n      if (displayName.indexOf('(') >= 0) {\n        const
matches = displayName.match(/[^()]+/g);\n        if (matches != null) {\n          displayName = matches.pop();\n
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hocDisplayNames = matches;\n }\n }\n break;\n default:\n break;\n }\n\n if (type === ElementTypeMemo) {\n if (hocDisplayNames === null) {\n hocDisplayNames = ['Memo'];\n } else {\n hocDisplayNames.unshift('Memo');\n }\n } else if (type === ElementTypeForwardRef) {\n if (hocDisplayNames === null) {\n hocDisplayNames = ['ForwardRef'];\n } else {\n hocDisplayNames.unshift('ForwardRef');\n }\n }\n\n return [displayName, hocDisplayNames];\n}\n\n// Pulled from react-compat\n// https://github.com/developit/preact-compat/blob/7c5de00e7c85e2ffd011bf3af02899b63f699d3a/src/index.js#L349\nexport function shallowDiffers(prev: Object, next: Object): boolean {\n for (const attribute in prev) {\n if (!(attribute in next)) {\n return true;\n }\n }\n for (const attribute in next) {\n if (prev[attribute] !== next[attribute]) {\n return true;\n }\n }\n return false;\n}\n\nexport function getInObject(object: Object, path: Array<string | number>): any {\n return path.reduce((reduced: Object, attr: any): any => {\n if (reduced) {\n if (hasOwnProperty.call(reduced, attr)) {\n return reduced[attr];\n }\n if (typeof reduced[Symbol.iterator] === 'function') {\n // Convert iterable to array and return array[index]\n //\n // TRICKY\n // Don't use [...spread] syntax for this purpose.\n // This project uses @babel/plugin-transform-spread in \"loose\" mode which only works with Array values.\n // Other types (e.g. typed arrays, Sets) will not spread correctly.\n return Array.from(reduced)[attr];\n }\n }\n\n return null;\n }, object);\n}\n\nexport function deletePathInObject(\n object: Object,\n path: Array<string | number>,\n) {\n const length = path.length;\n const last = path[length - 1];\n if (object != null) {\n const parent = getInObject(object, path.slice(0, length - 1));\n if (parent) {\n if (Array.isArray(parent)) {\n parent.splice(((last: any): number), 1);\n } else {\n delete parent[last];\n }\n }\n }\n}\n\nexport function renamePathInObject(\n object: Object,\n oldPath: Array<string | number>,\n newPath: Array<string | number>,\n) {\n const length = oldPath.length;\n if (object != null) {\n const parent = getInObject(object, oldPath.slice(0, length - 1));\n if (parent) {\n const lastOld = oldPath[length - 1];\n const lastNew = newPath[length - 1];\n parent[lastNew] = parent[lastOld];\n if (Array.isArray(parent)) {\n parent.splice(((lastOld: any): number), 1);\n } else {\n delete parent[lastOld];\n }\n }\n }\n}\n\nexport function setInObject(\n object: Object,\n path: Array<string | number>,\n value: any,\n) {\n const length = path.length;\n const last = path[length - 1];\n if (object != null) {\n const parent = getInObject(object, path.slice(0, length - 1));\n if (parent) {\n parent[last] = value;\n }\n }\n}\n\nexport type DataType =\n | 'array'\n | 'array_buffer'\n | 'bigint'\n | 'boolean'\n | 'data_view'\n | 'date'\n | 'function'\n | 'html_all_collection'\n | 'html_element'\n | 'infinity'\n | 'iterator'\n | 'opaque_iterator'\n | 'nan'\n | 'null'\n | 'number'\n | 'object'\n | 'react_element'\n | 'regexp'\n | 'string'\n | 'symbol'\n | 'typed_array'\n | 'undefined'\n | 'unknown';\n\n/**\n * Get a enhanced/artificial type string based on the object instance\n */\nexport function getDataType(data: Object): DataType {\n if (data === null) {\n return 'null';\n } else if (data === undefined) {\n return 'undefined';\n }\n\n if (isElement(data)) {\n return 'react_element';\n }\n\n if (typeof HTMLElement !== 'undefined' && data instanceof HTMLElement) {\n return 'html_element';\n }\n\n const type = typeof data;\n switch (type) {\n case 'bigint':\n return 'bigint';\n case 'boolean':\n return 'boolean';\n case 'function':\n return 'function';\n case 'number':\n if (Number.isNaN(data)) {\n return 'nan';\n } else if (!Number.isFinite(data)) {\n return 'infinity';\n } else {\n return 'number';\n }\n case 'object':\n if (Array.isArray(data)) {\n return 'array';\n } else if (ArrayBuffer.isView(data)) {\n return hasOwnProperty.call(data.constructor, 'BYTES_PER_ELEMENT')\n ? 'typed_array'\n : 'data_view';\n } else if (data.constructor && data.constructor.name === 'ArrayBuffer') {\n // HACK This ArrayBuffer check is gross; is there a better way?\n // We could try to create a new DataView with the value.\n // If it doesn't error, we know it's an ArrayBuffer,\n // but this seems kind of awkward and expensive.\n return 'array_buffer';\n } else if (typeof data[Symbol.iterator] === 'function') {\n const iterator = data[Symbol.iterator]();\n if (!iterator) {\n // Proxies might break assumptoins about iterators.\n // See github.com/facebook/react/issues/21654\n } else {\n return iterator === data ? 'opaque_iterator' : 'iterator';\n }\n } else if (data.constructor && data.constructor.name === 'RegExp') {\n return 'regexp';\n } else {\n const toStringValue = Object.prototype.toString.call(data);\n if (toStringValue === '[object Date]') {\n return 'date';\n } else if (toStringValue === '[object HTMLAllCollection]') {\n return

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'html_all_collection';\n      }\n    }\n    return 'object';\n  case 'string':\n    return 'string';\n  case 'symbol':\n
return 'symbol';\n  case 'undefined':\n    if (\n      Object.prototype.toString.call(data) === '[object
HTMLAllCollection]'\n    ) {\n      return 'html_all_collection';\n    }\n    return 'undefined';\n  default:\n
return 'unknown';\n  }\n}\n\nexport function getDisplayNameForReactElement(\n  element:
React$Element<any>,\n): string | null {\n  const elementType = typeOf(element);\n  switch (elementType) {\n
case ContextConsumer:\n    return 'ContextConsumer';\n  case ContextProvider:\n    return 'ContextProvider';\n
case ForwardRef:\n    return 'ForwardRef';\n  case Fragment:\n    return 'Fragment';\n  case Lazy:\n    return
'Lazy';\n  case Memo:\n    return 'Memo';\n  case Portal:\n    return 'Portal';\n  case Profiler:\n    return
'Profiler';\n  case StrictMode:\n    return 'StrictMode';\n  case Suspense:\n    return 'Suspense';\n  case
SuspenseList:\n    return 'SuspenseList';\n  default:\n    const {type} = element;\n    if (typeof type === 'string')
{\n      return type;\n    } else if (typeof type === 'function') {\n      return getDisplayName(type, 'Anonymous');\n
  } else if (type != null) {\n      return 'NotImplementedInDevtools';\n    } else {\n      return 'Element';\n    }\n
}\n}\n\nconst MAX_PREVIEW_STRING_LENGTH = 50;\n\nfunction truncateForDisplay(\n  string: string,\n
length: number = MAX_PREVIEW_STRING_LENGTH,\n) {\n  if (string.length > length) {\n    return
string.substr(0, length) + '…';\n  } else {\n    return string;\n  }\n}\n\n// Attempts to mimic Chrome's inline preview
for values.\n// For example, the following value...\n//   {\n//     foo: 123,\n//     bar: \"abc\",\n//     baz: [true,
false],\n//     qux: { ab: 1, cd: 2 }\n//   };\n//\n// Would show a preview of...\n//   {foo: 123, bar: \"abc\", baz:
Array(2), qux: {…}}\n//\n// And the following value...\n//   [\n//     123,\n//     \"abc\",\n//     [true, false],\n//     { foo:
123, bar: \"abc\" }\n//   ];\n//\n// Would show a preview of...\n//   [123, \"abc\", Array(2), {…}]\nexport function
formatDataForPreview(\n  data: any,\n  showFormattedValue: boolean,\n): string {\n  if (data != null &&
hasOwnProperty.call(data, meta.type)) {\n    return showFormattedValue\n      ? data[meta.preview_long]\n      :
data[meta.preview_short];\n  }\n\n  const type = getDataType(data);\n\n  switch (type) {\n    case 'html_element':\n
  return `<${truncateForDisplay(data.tagName.toLowerCase())} />`;\n    case 'function':\n      return
truncateForDisplay(\n        `ƒ ${typeof data.name === 'function' ? '' : data.name}() {}`,\n      );\n    case 'string':\n
return `\"${data}\"`;\n    case 'bigint':\n      return truncateForDisplay(data.toString() + 'n');\n    case 'regexp':\n
return truncateForDisplay(data.toString());\n    case 'symbol':\n      return truncateForDisplay(data.toString());\n
case 'react_element':\n      return `<${truncateForDisplay(\n        getDisplayNameForReactElement(data) ||
'Unknown',\n      )} />`;\n    case 'array_buffer':\n      return `ArrayBuffer(${data.byteLength})`;\n    case
'data_view':\n      return `DataView(${data.buffer.byteLength})`;\n    case 'array':\n      if (showFormattedValue) {\n
    let formatted = '';\n        for (let i = 0; i < data.length; i++) {\n          if (i > 0) {\n            formatted += ', ';\n
}\n          formatted += formatDataForPreview(data[i], false);\n          if (formatted.length >
MAX_PREVIEW_STRING_LENGTH) {\n            // Prevent doing a lot of unnecessary iteration...\n            break;\n
        }\n        }\n        return `[${truncateForDisplay(formatted)}]`;\n      } else {\n        const length =
hasOwnProperty.call(data, meta.size)\n          ? data[meta.size]\n          : data.length;\n        return
`Array(${length})`;\n      }\n    case 'typed_array':\n      const shortName =
`${data.constructor.name}(${data.length})`;\n      if (showFormattedValue) {\n        let formatted = '';\n        for (let i
= 0; i < data.length; i++) {\n          if (i > 0) {\n            formatted += ', ';\n          }\n          formatted += data[i];\n
if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {\n            // Prevent doing a lot of unnecessary
iteration...\n            break;\n          }\n        }\n        return `${shortName} [${truncateForDisplay(formatted)}]`;\n
} else {\n        return shortName;\n      }\n    case 'iterator':\n      const name = data.constructor.name;\n\n      if
(showFormattedValue) {\n        // TRICKY\n        // Don't use [...spread] syntax for this purpose.\n        // This
project uses @babel/plugin-transform-spread in \"loose\" mode which only works with Array values.\n        // Other
types (e.g. typed arrays, Sets) will not spread correctly.\n        const array = Array.from(data);\n\n        let formatted
= '';\n        for (let i = 0; i < array.length; i++) {\n          const entryOrEntries = array[i];\n\n          if (i > 0) {\n
formatted += ', ';\n          }\n\n          // TRICKY\n          // Browsers display Maps and Sets differently.\n          // To
mimic their behavior, detect if we've been given an entries tuple.\n          //   Map(2) {\"abc\" => 123, \"def\" =>
123}\n          //   Set(2) {\"abc\", 123}\n          if (Array.isArray(entryOrEntries)) {\n            const key =
formatDataForPreview(entryOrEntries[0], true);\n            const value = formatDataForPreview(entryOrEntries[1],
```

false);\n formatted += `${key} => ${value}`;\n } else {\n formatted += formatDataForPreview(entryOrEntries, false);\n }\n\n if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {\n // Prevent doing a lot of unnecessary iteration...\n break;\n }\n }\n\n return `${name}(${data.size}) {${truncateForDisplay(formatted)}}`;\n } else {\n return `${name}(${data.size})`;\n }\n case 'opaque_iterator': {\n return data[Symbol.toStringTag];\n }\n case 'date':\n return data.toString();\n case 'object':\n if (showFormattedValue) {\n const keys = Array.from(getAllEnumerableKeys(data)).sort(alphaSortKeys);\n\n let formatted = '';\n for (let i = 0; i < keys.length; i++) {\n const key = keys[i];\n if (i > 0) {\n formatted += ', ';\n }\n formatted += `${key.toString()}: ${formatDataForPreview(\n data[key],\n false,\n )}`;\n if (formatted.length > MAX_PREVIEW_STRING_LENGTH) {\n // Prevent doing a lot of unnecessary iteration...\n break;\n }\n }\n return `{${truncateForDisplay(formatted)}}`;\n } else {\n return '{…}';\n }\n case 'boolean':\n case 'number':\n case 'infinity':\n case 'nan':\n case 'null':\n case 'undefined':\n return data;\n default:\n try {\n return truncateForDisplay(" + data);\n } catch (error) {\n return 'unserializable';\n }\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport type Wall = {|\n // `listen` returns the \"unlisten\" function.\n listen: (fn: Function) => Function,\n send: (event: string, payload: any, transferable?: Array<any>) => void,\n|};\n\n// WARNING\n// The values below are referenced by ComponentFilters (which are saved via localStorage).\n// Do not change them or it will break previously saved user customizations.\n// If new element types are added, use new numbers rather than re-ordering existing ones.\n//\n// Changing these types is also a backwards breaking change for the standalone shell,\n// since the frontend and backend must share the same values-\n// and the backend is embedded in certain environments (like React Native).\nexport const ElementTypeClass = 1;\nexport const ElementTypeContext = 2;\nexport const ElementTypeFunction = 5;\nexport const ElementTypeForwardRef = 6;\nexport const ElementTypeHostComponent = 7;\nexport const ElementTypeMemo = 8;\nexport const ElementTypeOtherOrUnknown = 9;\nexport const ElementTypeProfiler = 10;\nexport const ElementTypeRoot = 11;\nexport const ElementTypeSuspense = 12;\nexport const ElementTypeSuspenseList = 13;\n\n// Different types of elements displayed in the Elements tree.\n// These types may be used to visually distinguish types,\n// or to enable/disable certain functionality.\nexport type ElementType = 1 | 2 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13;\n\n// WARNING\n// The values below are referenced by ComponentFilters (which are saved via localStorage).\n// Do not change them or it will break previously saved user customizations.\n// If new filter types are added, use new numbers rather than re-ordering existing ones.\nexport const ComponentFilterElementType = 1;\nexport const ComponentFilterDisplayName = 2;\nexport const ComponentFilterLocation = 3;\nexport const ComponentFilterHOC = 4;\n\nexport type ComponentFilterType = 1 | 2 | 3 | 4;\n\n// Hide all elements of types in this Set.\n// We hide host components only by default.\nexport type ElementTypeComponentFilter = {|\n isEnabled: boolean,\n type: 1,\n value: ElementType,\n|};\n\n// Hide all elements with displayNames or paths matching one or more of the RegExps in this Set.\n// Path filters are only used when elements include debug source location.\nexport type RegExpComponentFilter = {|\n isEnabled: boolean,\n isValid: boolean,\n type: 2 | 3,\n value: string,\n|};\n\nexport type BooleanComponentFilter = {|\n isEnabled: boolean,\n isValid: boolean,\n type: 4,\n|};\n\nexport type ComponentFilter =\n | BooleanComponentFilter\n | ElementTypeComponentFilter\n | RegExpComponentFilter;\n\nexport type HookName = string | null;\n// Map of hook source (\"<filename>:<line-number>:<column-number>\") to name.\n// Hook source is used instead of the hook itself becuase the latter is not stable between element inspections.\n// We use a Map rather than an Array because of nested hooks and traversal ordering.\nexport type HookSourceLocationKey = string;\nexport type HookNames = Map<HookSourceLocationKey, HookName>;\n\nexport type LRUCache<K, V> = {|\n get: (key: K) => V,\n has: (key: K) => boolean,\n reset: () => void,\n set: (key: K, value: V) => void,\n|};\n","// This is a generated file. Do not edit.\nvar Space_Separator = /[\\u1680\\u2000-\\u200A\\u202F\\u205F\\u3000]/;\nvar ID_Start = /[\\xAA\\xB5\\xBA\\xC0-\\xD6\\xD8-\\xF6\\xF8-\\u02C1\\u02C6-\\u02D1\\u02E0-\\u02E4\\u02EC\\u02EE\\u0370-\\u0374\\u0376\\u0377\\u037A-\\u037D\\u037F\\u0386\\u0388-\\u038A\\u038C\\u038E-\\u03A1\\u03A3-

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\\uDD30\\uDD46]|\\uD808[\\uDC00-\\uDF99]|\\uD809[\\uDC00-\\uDC6E\\uDC80-\\uDD43]|[\\uD80C\\uD81C-
\\uD820\\uD840-\\uD868\\uD86A-\\uD86C\\uD86F-\\uD872\\uD874-\\uD879][\\uDC00-
\\uDFFF]|\\uD80D[\\uDC00-\\uDC2E]|\\uD811[\\uDC00-\\uDE46]|\\uD81A[\\uDC00-\\uDE38\\uDE40-
\\uDE5E\\uDED0-\\uDEED\\uDF00-\\uDF2F\\uDF40-\\uDF43\\uDF63-\\uDF77\\uDF7D-
\\uDF8F]|\\uD81B[\\uDF00-\\uDF44\\uDF50\\uDF93-\\uDF9F\\uDFE0\\uDFE1]|\\uD821[\\uDC00-
\\uDFEC]|\\uD822[\\uDC00-\\uDEF2]|\\uD82C[\\uDC00-\\uDD1E\\uDD70-\\uDEFB]|\\uD82F[\\uDC00-
\\uDC6A\\uDC70-\\uDC7C\\uDC80-\\uDC88\\uDC90-\\uDC99]|\\uD835[\\uDC00-\\uDC54\\uDC56-
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\\uDE6A\\uDE6C-\\uDE72\\uDE74-\\uDE77\\uDE79-\\uDE7C\\uDE7E\\uDE80-\\uDE89\\uDE8B-
\\uDE9B\\uDEA1-\\uDEA3\\uDEA5-\\uDEA9\\uDEAB-\\uDEBB]|\\uD869[\\uDC00-\\uDED6\\uDF00-
\\uDFFF]|\\uD86D[\\uDC00-\\uDF34\\uDF40-\\uDFFF]|\\uD86E[\\uDC00-\\uDC1D\\uDC20-
\\uDFFF]|\\uD873[\\uDC00-\\uDEA1\\uDEB0-\\uDFFF]|\\uD87A[\\uDC00-\\uDFE0]|\\uD87E[\\uDC00-
\\uDE1D]/;\nvar ID_Continue = /[\\xAA\\xB5\\xBA\\xC0-\\xD6\\xD8-\\xF6\\xF8-\\u02C1\\u02C6-\\u02D1\\u02E0-
\\u02E4\\u02EC\\u02EE\\u0300-\\u0374\\u0376\\u0377\\u037A-\\u037D\\u037F\\u0386\\u0388-
\\u038A\\u038C\\u038E-\\u03A1\\u03A3-\\u03F5\\u03F7-\\u0481\\u0483-\\u0487\\u048A-\\u052F\\u0531-
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\\u05EA\\u05F0-\\u05F2\\u0610-\\u061A\\u0620-\\u0669\\u066E-\\u06D3\\u06D5-\\u06DC\\u06DF-

\\u06E8\\u06EA-\\u06FC\\u06FF\\u0710-\\u074A\\u074D-\\u07B1\\u07C0-\\u07F5\\u07FA\\u0800-
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\\u0963\\u0966-\\u096F\\u0971-\\u0983\\u0985-\\u098C\\u098F\\u0990\\u0993-\\u09A8\\u09AA-
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\\uDCC4\\uDCD0-\\uDCD6\\uDD00-\\uDD4A\\uDD50-\\uDD59]|\\uD83B[\\uDE00-\\uDE03\\uDE05-
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\\uDE9B\\uDEA1-\\uDEA3\\uDEA5-\\uDEA9\\uDEAB-\\uDEBB]|\\uD869[\\uDC00-\\uDED6\\uDF00-
\\uDFFF]|\\uD86D[\\uDC00-\\uDF34\\uDF40-\\uDFFF]|\\uD86E[\\uDC00-\\uDC1D\\uDC20-
\\uDFFF]|\\uD873[\\uDC00-\\uDEA1\\uDEB0-\\uDFFF]|\\uD87A[\\uDC00-\\uDFE0]|\\uD87E[\\uDC00-
\\uDE1D]|\\uDB40[\\uDD00-\\uDDEF]/;\n\nvar unicode = {\n\tSpace_Separator: Space_Separator,\n\tID_Start:
ID_Start,\n\tID_Continue: ID_Continue\n};\n\nvar util = {\n    isSpaceSeparator (c) {\n        return typeof c ===
'string' && unicode.Space_Separator.test(c)\n    },\n\n    isIdStartChar (c) {\n        return typeof c === 'string' && (\n
        (c >= 'a' && c <= 'z') ||\n        (c >= 'A' && c <= 'Z') ||\n        (c === '$') || (c === '_') ||\n
unicode.ID_Start.test(c)\n        )\n    },\n\n    isIdContinueChar (c) {\n        return typeof c === 'string' && (\n
(c >= 'a' && c <= 'z') ||\n        (c >= 'A' && c <= 'Z') ||\n        (c >= '0' && c <= '9') ||\n        (c === '$') || (c === '_')
||\n        (c === '\\u200C') || (c === '\\u200D') ||\n        unicode.ID_Continue.test(c)\n        )\n    },\n\n    isDigit (c) {\n
    return typeof c === 'string' && /[0-9]/.test(c)\n    },\n\n    isHexDigit (c) {\n        return typeof c === 'string' &&
/[0-9A-Fa-f]/.test(c)\n    },\n};\n\nlet source;\nlet parseState;\nlet stack;\nlet pos;\nlet line;\nlet column;\nlet
token;\nlet key;\nlet root;\n\nvar parse = function parse (text, reviver) {\n    source = String(text);\n    parseState =
'start';\n    stack = [];\n    pos = 0;\n    line = 1;\n    column = 0;\n    token = undefined;\n    key = undefined;\n    root
= undefined;\n\n    do {\n        token = lex();\n\n        // This code is unreachable.\n        // if
(!parseStates[parseState]) {\n        //     throw invalidParseState()\n        // }\n\n        parseStates[parseState]();\n    }
while (token.type !== 'eof')\n\n    if (typeof reviver === 'function') {\n        return internalize({'': root}, '', reviver)\n
}\n\n    return root\n};\n\nfunction internalize (holder, name, reviver) {\n    const value = holder[name];\n    if (value
!= null && typeof value === 'object') {\n        for (const key in value) {\n            const replacement =
internalize(value, key, reviver);\n            if (replacement === undefined) {\n                delete value[key];\n            }
else {\n                value[key] = replacement;\n            }\n        }\n    }\n\n    return reviver.call(holder, name,
value)\n}\n\nlet lexState;\nlet buffer;\nlet doubleQuote;\nlet sign;\nlet c;\n\nfunction lex () {\n    lexState =
'default';\n    buffer = '';\n    doubleQuote = false;\n    sign = 1;\n\n    for (;;) {\n        c = peek();\n\n        // This code
is unreachable.\n        // if (!lexStates[lexState]) {\n        //     throw invalidLexState(lexState)\n        // }\n\n        const
token = lexStates[lexState]();\n        if (token) {\n            return token\n        }\n    }\n}\n\nfunction peek () {\n    if
(source[pos]) {\n        return String.fromCodePoint(source.codePointAt(pos))\n    }\n}\n\nfunction read () {\n
const c = peek();\n\n    if (c === '\\n') {\n        line++;\n        column = 0;\n    } else if (c) {\n        column +=
c.length;\n    } else {\n        column++;\n    }\n\n    if (c) {\n        pos += c.length;\n    }\n\n    return c\n}\n\nconst
lexStates = {\n    default () {\n        switch (c) {\n        case '\\t':\n        case '\\v':\n        case '\\f':\n        case ' ':\n
case '\\u00A0':\n        case '\\uFEFF':\n        case '\\n':\n        case '\\r':\n        case '\\u2028':\n        case '\\u2029':\n
    read();\n            return\n\n        case '/':\n            read();\n            lexState = 'comment';\n            return\n\n        case
undefined:\n            read();\n            return newToken('eof')\n        }\n\n        if (util.isSpaceSeparator(c)) {\n
read();\n            return\n        }\n\n        // This code is unreachable.\n        // if (!lexStates[parseState]) {\n        //
throw invalidLexState(parseState)\n        // }\n\n        return lexStates[parseState]()\n    },\n\n    comment () {\n
switch (c) {\n        case '*':\n            read();\n            lexState = 'multiLineComment';\n            return\n\n        case
'/':\n            read();\n            lexState = 'singleLineComment';\n            return\n        }\n\n        throw
invalidChar(read())\n    },\n\n    multiLineComment () {\n        switch (c) {\n        case '*':\n            read();\n
lexState = 'multiLineCommentAsterisk';\n            return\n\n        case undefined:\n            throw
invalidChar(read())\n        }\n\n        read();\n    },\n\n    multiLineCommentAsterisk () {\n        switch (c) {\n
case '*':\n            read();\n            return\n\n        case '/':\n            read();\n            lexState = 'default';\n
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return\n\n        case undefined:\n            throw invalidChar(read())\n        }\n\n        read();\n        lexState =
'multiLineComment';\n    },\n\n    singleLineComment () {\n        switch (c) {\n        case '\\n':\n        case '\\r':\n
case '\\u2028':\n        case '\\u2029':\n            read();\n            lexState = 'default';\n            return\n\n        case
undefined:\n            read();\n            return newToken('eof')\n        }\n\n        read();\n    },\n\n    value () {\n
switch (c) {\n        case '{':\n        case '[':\n            return newToken('punctuator', read())\n\n        case 'n':\n
read();\n            literal('ull');\n            return newToken('null', null)\n\n        case 't':\n            read();\n
literal('rue');\n            return newToken('boolean', true)\n\n        case 'f':\n            read();\n            literal('alse');\n
 return newToken('boolean', false)\n\n        case '-':\n        case '+':\n            if (read() === '-') {\n                sign = -
1;\n            }\n\n            lexState = 'sign';\n            return\n\n        case '.':\n            buffer = read();\n            lexState =
'decimalPointLeading';\n            return\n\n        case '0':\n            buffer = read();\n            lexState = 'zero';\n
return\n\n        case '1':\n        case '2':\n        case '3':\n        case '4':\n        case '5':\n        case '6':\n        case '7':\n
case '8':\n        case '9':\n            buffer = read();\n            lexState = 'decimalInteger';\n            return\n\n        case
'I':\n            read();\n            literal('nfinity');\n            return newToken('numeric', Infinity)\n\n        case 'N':\n
read();\n            literal('aN');\n            return newToken('numeric', NaN)\n\n        case '\"':\n        case \'"\':\n
doubleQuote = (read() === '\"');\n            buffer = '';\n            lexState = 'string';\n            return\n        }\n\n
throw invalidChar(read())\n    },\n\n    identifierNameStartEscape () {\n        if (c !== 'u') {\n            throw
invalidChar(read())\n        }\n\n        read();\n        const u = unicodeEscape();\n        switch (u) {\n        case '$':\n
case '_':\n            break\n\n        default:\n            if (!util.isIdStartChar(u)) {\n                throw invalidIdentifier()\n
    }\n\n            break\n        }\n\n        buffer += u;\n        lexState = 'identifierName';\n    },\n\n    identifierName ()
{\n        switch (c) {\n        case '$':\n        case '_':\n        case '\\u200C':\n        case '\\u200D':\n            buffer +=
read();\n            return\n\n        case '\\\\':\n            read();\n            lexState = 'identifierNameEscape';\n
return\n        }\n\n        if (util.isIdContinueChar(c)) {\n            buffer += read();\n            return\n        }\n\n
return newToken('identifier', buffer)\n    },\n\n    identifierNameEscape () {\n        if (c !== 'u') {\n            throw
invalidChar(read())\n        }\n\n        read();\n        const u = unicodeEscape();\n        switch (u) {\n        case '$':\n
case '_':\n        case '\\u200C':\n        case '\\u200D':\n            break\n\n        default:\n            if
(!util.isIdContinueChar(u)) {\n                throw invalidIdentifier()\n            }\n\n            break\n        }\n\n        buffer
+= u;\n        lexState = 'identifierName';\n    },\n\n    sign () {\n        switch (c) {\n        case '.':\n            buffer =
read();\n            lexState = 'decimalPointLeading';\n            return\n\n        case '0':\n            buffer = read();\n
lexState = 'zero';\n            return\n\n        case '1':\n        case '2':\n        case '3':\n        case '4':\n        case '5':\n
case '6':\n        case '7':\n        case '8':\n        case '9':\n            buffer = read();\n            lexState = 'decimalInteger';\n
        return\n\n        case 'I':\n            read();\n            literal('nfinity');\n            return newToken('numeric', sign *
Infinity)\n\n        case 'N':\n            read();\n            literal('aN');\n            return newToken('numeric', NaN)\n
}\n\n        throw invalidChar(read())\n    },\n\n    zero () {\n        switch (c) {\n        case '.':\n            buffer +=
read();\n            lexState = 'decimalPoint';\n            return\n\n        case 'e':\n        case 'E':\n            buffer += read();\n
            lexState = 'decimalExponent';\n            return\n\n        case 'x':\n        case 'X':\n            buffer += read();\n
  lexState = 'hexadecimal';\n            return\n        }\n\n        return newToken('numeric', sign * 0)\n    },\n\n
decimalInteger () {\n        switch (c) {\n        case '.':\n            buffer += read();\n            lexState = 'decimalPoint';\n
      return\n\n        case 'e':\n        case 'E':\n            buffer += read();\n            lexState = 'decimalExponent';\n
return\n        }\n\n        if (util.isDigit(c)) {\n            buffer += read();\n            return\n        }\n\n        return
newToken('numeric', sign * Number(buffer))\n    },\n\n    decimalPointLeading () {\n        if (util.isDigit(c)) {\n
  buffer += read();\n            lexState = 'decimalFraction';\n            return\n        }\n\n        throw invalidChar(read())\n
  },\n\n    decimalPoint () {\n        switch (c) {\n        case 'e':\n        case 'E':\n            buffer += read();\n
lexState = 'decimalExponent';\n            return\n        }\n\n        if (util.isDigit(c)) {\n            buffer += read();\n
lexState = 'decimalFraction';\n            return\n        }\n\n        return newToken('numeric', sign * Number(buffer))\n
},\n\n    decimalFraction () {\n        switch (c) {\n        case 'e':\n        case 'E':\n            buffer += read();\n
lexState = 'decimalExponent';\n            return\n        }\n\n        if (util.isDigit(c)) {\n            buffer += read();\n
return\n        }\n\n        return newToken('numeric', sign * Number(buffer))\n    },\n\n    decimalExponent () {\n
switch (c) {\n        case '+':\n        case '-':\n            buffer += read();\n            lexState = 'decimalExponentSign';\n
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    return\n        }\n\n        if (util.isDigit(c)) {\n            buffer += read();\n            lexState =
'decimalExponentInteger';\n            return\n        }\n\n        throw invalidChar(read())\n    },\n\n
decimalExponentSign () {\n        if (util.isDigit(c)) {\n            buffer += read();\n            lexState =
'decimalExponentInteger';\n            return\n        }\n\n        throw invalidChar(read())\n    },\n\n
decimalExponentInteger () {\n        if (util.isDigit(c)) {\n            buffer += read();\n            return\n        }\n\n
return newToken('numeric', sign * Number(buffer))\n    },\n\n    hexadecimal () {\n        if (util.isHexDigit(c)) {\n
    buffer += read();\n            lexState = 'hexadecimalInteger';\n            return\n        }\n\n        throw
invalidChar(read())\n    },\n\n    hexadecimalInteger () {\n        if (util.isHexDigit(c)) {\n            buffer += read();\n
    return\n        }\n\n        return newToken('numeric', sign * Number(buffer))\n    },\n\n    string () {\n        switch
(c) {\n        case '\\\\':\n            read();\n            buffer += escape();\n            return\n\n        case \'":\n            if
(doubleQuote) {\n                read();\n                return newToken('string', buffer)\n            }\n\n            buffer +=
read();\n            return\n\n        case \'"\":\n            if (!doubleQuote) {\n                read();\n                return
newToken('string', buffer)\n            }\n\n            buffer += read();\n            return\n\n        case '\\n':\n        case '\\r':\n
        throw invalidChar(read())\n\n        case '\\u2028':\n        case '\\u2029':\n            separatorChar(c);\n
break\n\n        case undefined:\n            throw invalidChar(read())\n        }\n\n        buffer += read();\n    },\n\n    start
() {\n        switch (c) {\n        case '{':\n        case '[':\n            return newToken('punctuator', read())\n\n        // This
code is unreachable since the default lexState handles eof.\n        // case undefined:\n        //     return
newToken('eof')\n        }\n\n        lexState = 'value';\n    },\n\n    beforePropertyName () {\n        switch (c) {\n
case '$':\n        case '_':\n            buffer = read();\n            lexState = 'identifierName';\n            return\n\n        case
'\\\\':\n            read();\n            lexState = 'identifierNameStartEscape';\n            return\n\n        case '}':\n            return
newToken('punctuator', read())\n\n        case \'":\n        case \'"\":\n            doubleQuote = (read() === \'");\n
lexState = 'string';\n            return\n        }\n\n        if (util.isIdStartChar(c)) {\n            buffer += read();\n
lexState = 'identifierName';\n            return\n        }\n\n        throw invalidChar(read())\n    },\n\n
afterPropertyName () {\n        if (c === ':') {\n            return newToken('punctuator', read())\n        }\n\n        throw
invalidChar(read())\n    },\n\n    beforePropertyValue () {\n        lexState = 'value';\n    },\n\n    afterPropertyValue ()
{\n        switch (c) {\n        case ',':\n        case '}':\n            return newToken('punctuator', read())\n        }\n\n
throw invalidChar(read())\n    },\n\n    beforeArrayValue () {\n        if (c === ']') {\n            return
newToken('punctuator', read())\n        }\n\n        lexState = 'value';\n    },\n\n    afterArrayValue () {\n        switch (c)
{\n        case ',':\n        case ']':\n            return newToken('punctuator', read())\n        }\n\n        throw
invalidChar(read())\n    },\n\n    end () {\n        // This code is unreachable since it's handled by the default lexState.\n
    // if (c === undefined) {\n        //     read()\n        //     return newToken('eof')\n        // }\n\n        throw
invalidChar(read())\n    },\n};\n\nfunction newToken (type, value) {\n    return {\n        type,\n        value,\n
line,\n        column,\n    }\n}\n\nfunction literal (s) {\n    for (const c of s) {\n        const p = peek();\n\n        if (p !==
c) {\n            throw invalidChar(read())\n        }\n\n        read();\n    }\n}\n\nfunction escape () {\n    const c =
peek();\n    switch (c) {\n    case 'b':\n        read();\n        return '\\b'\n\n    case 'f':\n        read();\n        return '\\f'\n\n
case 'n':\n        read();\n        return '\\n'\n\n    case 'r':\n        read();\n        return '\\r'\n\n    case 't':\n        read();\n
return '\\t'\n\n    case 'v':\n        read();\n        return '\\v'\n\n    case '0':\n        read();\n        if (util.isDigit(peek())) {\n
        throw invalidChar(read())\n        }\n\n        return '\\0'\n\n    case 'x':\n        read();\n        return hexEscape()\n\n
case 'u':\n        read();\n        return unicodeEscape()\n\n    case '\\n':\n    case '\\u2028':\n    case '\\u2029':\n
read();\n        return ''\n\n    case '\\r':\n        read();\n        if (peek() === '\\n') {\n            read();\n        }\n\n        return
''\n\n    case '1':\n    case '2':\n    case '3':\n    case '4':\n    case '5':\n    case '6':\n    case '7':\n    case '8':\n    case '9':\n
    throw invalidChar(read())\n\n    case undefined:\n        throw invalidChar(read())\n    }\n\n    return
read()\n}\n\nfunction hexEscape () {\n    let buffer = '';\n    let c = peek();\n\n    if (!util.isHexDigit(c)) {\n        throw
invalidChar(read())\n    }\n\n    buffer += read();\n\n    c = peek();\n    if (!util.isHexDigit(c)) {\n        throw
invalidChar(read())\n    }\n\n    buffer += read();\n\n    return String.fromCodePoint(parseInt(buffer,
16))\n}\n\nfunction unicodeEscape () {\n    let buffer = '';\n    let count = 4;\n\n    while (count-- > 0) {\n        const c
= peek();\n        if (!util.isHexDigit(c)) {\n            throw invalidChar(read())\n        }\n\n        buffer += read();\n
}\n\n    return String.fromCodePoint(parseInt(buffer, 16))\n}\n\nconst parseStates = {\n    start () {\n        if
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(token.type === 'eof') {\n            throw invalidEOF()\n        }\n\n        push();\n    },\n\n    beforePropertyName () {\n
      switch (token.type) {\n        case 'identifier':\n        case 'string':\n            key = token.value;\n            parseState =
'afterPropertyName';\n            return\n\n        case 'punctuator':\n            // This code is unreachable since it's handled
by the lexState.\n            // if (token.value !== '}') {\n            //     throw invalidToken()\n            // }\n\n
pop();\n            return\n\n        case 'eof':\n            throw invalidEOF()\n        }\n\n        // This code is unreachable
since it's handled by the lexState.\n        // throw invalidToken()\n    },\n\n    afterPropertyName () {\n        // This
code is unreachable since it's handled by the lexState.\n        // if (token.type !== 'punctuator' || token.value !== ':')
{\n        //     throw invalidToken()\n        // }\n\n        if (token.type === 'eof') {\n            throw invalidEOF()\n
}\n\n        parseState = 'beforePropertyValue';\n    },\n\n    beforePropertyValue () {\n        if (token.type === 'eof')
{\n            throw invalidEOF()\n        }\n\n        push();\n    },\n\n    beforeArrayValue () {\n        if (token.type ===
'eof') {\n            throw invalidEOF()\n        }\n\n        if (token.type === 'punctuator' && token.value === ']') {\n
   pop();\n            return\n        }\n\n        push();\n    },\n\n    afterPropertyValue () {\n        // This code is
unreachable since it's handled by the lexState.\n        // if (token.type !== 'punctuator') {\n        //     throw
invalidToken()\n        // }\n\n        if (token.type === 'eof') {\n            throw invalidEOF()\n        }\n\n        switch
(token.value) {\n        case ',':\n            parseState = 'beforePropertyName';\n            return\n\n        case '}':\n
pop();\n        }\n\n        // This code is unreachable since it's handled by the lexState.\n        // throw invalidToken()\n
    },\n\n    afterArrayValue () {\n        // This code is unreachable since it's handled by the lexState.\n        // if
(token.type !== 'punctuator') {\n        //     throw invalidToken()\n        // }\n\n        if (token.type === 'eof') {\n
throw invalidEOF()\n        }\n\n        switch (token.value) {\n        case ',':\n            parseState =
'beforeArrayValue';\n            return\n\n        case ']':\n            pop();\n        }\n\n        // This code is unreachable since
it's handled by the lexState.\n        // throw invalidToken()\n    },\n\n    end () {\n        // This code is unreachable
since it's handled by the lexState.\n        // if (token.type !== 'eof') {\n        //     throw invalidToken()\n        // }\n
},\n};\n\nfunction push () {\n    let value;\n\n    switch (token.type) {\n    case 'punctuator':\n        switch
(token.value) {\n        case '{':\n            value = {};\n            break\n\n        case '[':\n            value = [];\n
break\n        }\n\n        break\n\n    case 'null':\n    case 'boolean':\n    case 'numeric':\n    case 'string':\n        value =
token.value;\n        break\n\n    // This code is unreachable.\n    // default:\n    //     throw invalidToken()\n    }\n\n    if
(root === undefined) {\n        root = value;\n    } else {\n        const parent = stack[stack.length - 1];\n        if
(Array.isArray(parent)) {\n            parent.push(value);\n        } else {\n            parent[key] = value;\n        }\n    }\n\n
 if (value !== null && typeof value === 'object') {\n        stack.push(value);\n\n        if (Array.isArray(value)) {\n
    parseState = 'beforeArrayValue';\n        } else {\n            parseState = 'beforePropertyName';\n        }\n    } else {\n
      const current = stack[stack.length - 1];\n        if (current == null) {\n            parseState = 'end';\n        } else if
(Array.isArray(current)) {\n            parseState = 'afterArrayValue';\n        } else {\n            parseState =
'afterPropertyValue';\n        }\n    }\n}\n\nfunction pop () {\n    stack.pop();\n\n    const current = stack[stack.length -
1];\n    if (current == null) {\n        parseState = 'end';\n    } else if (Array.isArray(current)) {\n        parseState =
'afterArrayValue';\n    } else {\n        parseState = 'afterPropertyValue';\n    }\n}\n\n// This code is unreachable.\n//
function invalidParseState () {\n//     return new Error(`JSON5: invalid parse state '${parseState}'`)\n// }\n\n// This
code is unreachable.\n// function invalidLexState (state) {\n//     return new Error(`JSON5: invalid lex state
'${state}'`)\n// }\n\nfunction invalidChar (c) {\n    if (c === undefined) {\n        return syntaxError(`JSON5: invalid
end of input at ${line}:${column}`)\n    }\n\n    return syntaxError(`JSON5: invalid character '${formatChar(c)}' at
${line}:${column}`)\n}\n\nfunction invalidEOF () {\n    return syntaxError(`JSON5: invalid end of input at
${line}:${column}`)\n}\n\n// This code is unreachable.\n// function invalidToken () {\n//     if (token.type === 'eof')
{\n//         return syntaxError(`JSON5: invalid end of input at ${line}:${column}`)\n//     }\n\n//     const c =
String.fromCodePoint(token.value.codePointAt(0))\n//     return syntaxError(`JSON5: invalid character
'${formatChar(c)}' at ${line}:${column}`)\n// }\n\nfunction invalidIdentifier () {\n    column -= 5;\n    return
syntaxError(`JSON5: invalid identifier character at ${line}:${column}`)\n}\n\nfunction separatorChar (c) {\n
console.warn(`JSON5: '${formatChar(c)}' in strings is not valid ECMAScript; consider escaping`);\n}\n\nfunction
formatChar (c) {\n    const replacements = {\n        \"\": \"\\\\\",\n        '"': '\\\\"',\n        '\\\\': '\\\\\\\\',\n        '\\b':
'\\\\b',\n        '\\f': '\\\\f',\n        '\\n': '\\\\n',\n        '\\r': '\\\\r',\n        '\\t': '\\\\t',\n        '\\v': '\\\\v',\n        '\\0': '\\\\0',\n
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'\\u2028': '\\\\u2028',\n        '\\u2029': '\\\\u2029',\n    };\n\n    if (replacements[c]) {\n        return replacements[c]\n
}\n\n    if (c < ' ') {\n        const hexString = c.charCodeAt(0).toString(16);\n        return '\\\\x' + ('00' +
hexString).substring(hexString.length)\n    }\n\n    return c\n}\n\nfunction syntaxError (message) {\n    const err =
new SyntaxError(message);\n    err.lineNumber = line;\n    err.columnNumber = column;\n    return err\n}\n\nvar
stringify = function stringify (value, replacer, space) {\n    const stack = [];\n    let indent = '';\n    let propertyList;\n
let replacerFunc;\n    let gap = '';\n    let quote;\n\n    if (\n        replacer != null &&\n        typeof replacer === 'object'
&&\n        !Array.isArray(replacer)\n    ) {\n        space = replacer.space;\n        quote = replacer.quote;\n
replacer = replacer.replacer;\n    }\n\n    if (typeof replacer === 'function') {\n        replacerFunc = replacer;\n    }
else if (Array.isArray(replacer)) {\n        propertyList = [];\n        for (const v of replacer) {\n            let item;\n\n
    if (typeof v === 'string') {\n                item = v;\n            } else if (\n                typeof v === 'number' ||\n                v
instanceof String ||\n                v instanceof Number\n            ) {\n                item = String(v);\n            }\n\n            if
(item !== undefined && propertyList.indexOf(item) < 0) {\n                propertyList.push(item);\n            }\n        }\n
    }\n\n    if (space instanceof Number) {\n        space = Number(space);\n    } else if (space instanceof String) {\n
space = String(space);\n    }\n\n    if (typeof space === 'number') {\n        if (space > 0) {\n            space =
Math.min(10, Math.floor(space));\n            gap = '          '.substr(0, space);\n        }\n    } else if (typeof space ===
'string') {\n        gap = space.substr(0, 10);\n    }\n\n    return serializeProperty('', {'': value})\n\n    function
serializeProperty (key, holder) {\n        let value = holder[key];\n        if (value != null) {\n            if (typeof
value.toJSON5 === 'function') {\n                value = value.toJSON5(key);\n            } else if (typeof value.toJSON
=== 'function') {\n                value = value.toJSON(key);\n            }\n        }\n\n        if (replacerFunc) {\n
value = replacerFunc.call(holder, key, value);\n        }\n\n        if (value instanceof Number) {\n            value =
Number(value);\n        } else if (value instanceof String) {\n            value = String(value);\n        } else if (value
instanceof Boolean) {\n            value = value.valueOf();\n        }\n\n        switch (value) {\n        case null: return
'null'\n        case true: return 'true'\n        case false: return 'false'\n        }\n\n        if (typeof value === 'string') {\n
    return quoteString(value, false)\n        }\n\n        if (typeof value === 'number') {\n            return String(value)\n
    }\n\n        if (typeof value === 'object') {\n            return Array.isArray(value) ? serializeArray(value) :
serializeObject(value)\n        }\n\n        return undefined\n    }\n\n    function quoteString (value) {\n        const
quotes = {\n            \'"\': 0.1,\n            '\"': 0.2,\n        };\n\n        const replacements = {\n            \'"\': \'"\\\\'\',\n
'\"': '\\\\'"',\n            '\\\\': '\\\\\\\\',\n            '\\b': '\\\\b',\n            '\\f': '\\\\f',\n            '\\n': '\\\\n',\n            '\\r': '\\\\r',\n
    '\\t': '\\\\t',\n            '\\v': '\\\\v',\n            '\\0': '\\\\0',\n            '\\u2028': '\\\\u2028',\n            '\\u2029': '\\\\u2029',\n
};\n\n        let product = '';\n\n        for (let i = 0; i < value.length; i++) {\n            const c = value[i];\n            switch
(c) {\n            case \'"\':\n            case '\"':\n                quotes[c]++;\n                product += c;\n                continue\n\n
        case '\\0':\n                if (util.isDigit(value[i + 1])) {\n                    product += '\\\\x00';\n                    continue\n
            }\n            }\n\n            if (replacements[c]) {\n                product += replacements[c];\n                continue\n
        }\n\n            if (c < ' ') {\n                let hexString = c.charCodeAt(0).toString(16);\n                product += '\\\\x'
+ ('00' + hexString).substring(hexString.length);\n                continue\n            }\n\n            product += c;\n        }\n\n
    const quoteChar = quote || Object.keys(quotes).reduce((a, b) => (quotes[a] < quotes[b]) ? a : b);\n\n        product
= product.replace(new RegExp(quoteChar, 'g'), replacements[quoteChar]);\n\n        return quoteChar + product +
quoteChar\n    }\n\n    function serializeObject (value) {\n        if (stack.indexOf(value) >= 0) {\n            throw
TypeError('Converting circular structure to JSON5')\n        }\n\n        stack.push(value);\n\n        let stepback =
indent;\n        indent = indent + gap;\n\n        let keys = propertyList || Object.keys(value);\n        let partial = [];\n
for (const key of keys) {\n            const propertyString = serializeProperty(key, value);\n            if (propertyString
!== undefined) {\n                let member = serializeKey(key) + ':';\n                if (gap !== '') {\n                    member
+= ' ';\n                }\n                member += propertyString;\n                partial.push(member);\n            }\n        }\n\n
    let final;\n        if (partial.length === 0) {\n            final = '{}';\n        } else {\n            let properties;\n            if
(gap === '') {\n                properties = partial.join(',');\n                final = '{' + properties + '}';\n            } else {\n
    let separator = ',\\n' + indent;\n                properties = partial.join(separator);\n                final = '{\\n' + indent +
properties + ',\\n' + stepback + '}';\n            }\n        }\n\n        stack.pop();\n        indent = stepback;\n        return
final\n    }\n\n    function serializeKey (key) {\n        if (key.length === 0) {\n            return quoteString(key, true)\n
```

```
    }\n\n        const firstChar = String.fromCodePoint(key.codePointAt(0));\n        if (!util.isIdStartChar(firstChar)) {\n            return quoteString(key, true)\n        }\n\n        for (let i = firstChar.length; i < key.length; i++) {\n            if (!util.isIdContinueChar(String.fromCodePoint(key.codePointAt(i)))) {\n                return quoteString(key, true)\n    }\n        }\n\n        return key\n    }\n\n    function serializeArray (value) {\n        if (stack.indexOf(value) >= 0) {\n            throw TypeError('Converting circular structure to JSON5')\n        }\n\n        stack.push(value);\n\n        let stepback = indent;\n        indent = indent + gap;\n\n        let partial = [];\n        for (let i = 0; i < value.length; i++) {\n            const propertyString = serializeProperty(String(i), value);\n            partial.push((propertyString !== undefined) ? propertyString : 'null');\n        }\n\n        let final;\n        if (partial.length === 0) {\n            final = '[]';\n        } else {\n            if (gap === '') {\n                let properties = partial.join(',');\n                final = '[' + properties + ']';\n            } else {\n                let separator = ',\\n' + indent;\n                let properties = partial.join(separator);\n                final = '[\\n' + indent + properties + ',\\n' + stepback + ']';\n            }\n        }\n\n        stack.pop();\n        indent = stepback;\n        return final\n    }\n};\n\nconst JSON5 = {\n    parse,\n    stringify,\n};\n\nvar lib = JSON5;\n\nexport default lib;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport JSON5 from 'json5';\n\nimport type {Element} from './views/Components/types';\nimport type {StateContext} from './views/Components/TreeContext';\nimport type Store from './store';\n\nexport function printElement(element: Element, includeWeight: boolean = false) {\n  let prefix = ' ';\n  if (element.children.length > 0) {\n    prefix = element.isCollapsed ? '' : '';\n  }\n\n  let key = '';\n  if (element.key !== null) {\n    key = ` key=\"${element.key}\"`;\n  }\n\n  let hocDisplayNames = null;\n  if (element.hocDisplayNames !== null) {\n    hocDisplayNames = [...element.hocDisplayNames];\n  }\n\n  const hocs =\n    hocDisplayNames === null ? '' : ` [${hocDisplayNames.join(']\[')}]`;\n\n  let suffix = '';\n  if (includeWeight) {\n    suffix = ` (${element.isCollapsed ? 1 : element.weight})`;\n  }\n\n  return `${'  '.repeat(element.depth + 1)}${prefix} <${element.displayName ||\n 'null'}${key}>${hocs}${suffix}`;\n}\n\nexport function printOwnersList(\n  elements: Array<Element>,\n  includeWeight: boolean = false,\n) {\n  return elements\n    .map(element => printElement(element, includeWeight))\n    .join('\\n');\n}\n\nexport function printStore(\n  store: Store,\n  includeWeight: boolean = false,\n  state: StateContext | null = null,\n) {\n  const snapshotLines = [];\n\n  let rootWeight = 0;\n\n  function printSelectedMarker(index: number): string {\n    if (state === null) {\n      return '';\n    }\n    return state.selectedElementIndex === index ? `` : ' ';\n  }\n\n  function printErrorsAndWarnings(element: Element): string {\n    const {\n      errorCount,\n      warningCount,\n    } = store.getErrorAndWarningCountForElementID(element.id);\n    if (errorCount === 0 && warningCount === 0) {\n      return '';\n    }\n    return ` ${errorCount > 0 ? '' : ''}${warningCount > 0 ? '' : ''}`;\n  }\n\n  const ownerFlatTree = state !== null ? state.ownerFlatTree : null;\n  if (ownerFlatTree !== null) {\n    snapshotLines.push(\n      '[owners]' + (includeWeight ? ` (${ownerFlatTree.length})` : ''),\n    );\n    ownerFlatTree.forEach((element, index) => {\n      const printedSelectedMarker = printSelectedMarker(index);\n      const printedElement = printElement(element, false);\n      const printedErrorsAndWarnings = printErrorsAndWarnings(element);\n      snapshotLines.push(\n        `${printedSelectedMarker}${printedElement}${printedErrorsAndWarnings}`,\n      );\n    });\n  } else {\n    const errorsAndWarnings = store._errorsAndWarnings;\n    if (errorsAndWarnings.size > 0) {\n      let errorCount = 0;\n      let warningCount = 0;\n      errorsAndWarnings.forEach(entry => {\n        errorCount += entry.errorCount;\n        warningCount += entry.warningCount;\n      });\n\n      snapshotLines.push(` ${errorCount},  ${warningCount}`);\n    }\n\n    store.roots.forEach(rootID => {\n      const {weight} = ((store.getElementByID(rootID): any): Element);\n      const maybeWeightLabel = includeWeight ? ` (${weight})` : '';\n\n      // Store does not (yet) expose a way to get errors/warnings per root.\n      snapshotLines.push(`[root]${maybeWeightLabel}`);\n\n      for (let i = rootWeight; i < rootWeight + weight; i++) {\n        const element = store.getElementAtIndex(i);\n\n        if (element == null) {\n          throw Error(`Could not find element at index \"${i}\"`);\n        }\n\n        const printedSelectedMarker = printSelectedMarker(i);\n        const printedElement = printElement(element, includeWeight);\n        const printedErrorsAndWarnings = printErrorsAndWarnings(element);\n        snapshotLines.push(\n          `${printedSelectedMarker}${printedElement}${printedErrorsAndWarnings}`,\n        );\n      }\n\n      rootWeight += weight;\n    });\n\n    // Make sure the pretty-printed test align with the Store's reported number of total rows.\n    if
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(rootWeight !== store.numElements) {\n throw Error(\n `Inconsistent Store state. Individual root weights (\"${rootWeight}\") do not match total weight (\"${store.numElements}\")`,\n);\n }\n\n // If roots have been unmounted, verify that they've been removed from maps.\n // This helps ensure the Store doesn't leak memory.\n store.assertExpectedRootMapSizes();\n }\n\n return snapshotLines.join('\\n');\n}\n\n// We use JSON.parse to parse string values\n// e.g. 'foo' is not valid JSON but it is a valid string\n// so this method replaces e.g. 'foo' with \"foo\"\nexport function sanitizeForParse(value: any) {\n if (typeof value === 'string') {\n if (\n value.length >= 2 &&\n value.charAt(0) === \"'\" &&\n value.charAt(value.length - 1) === \"'\"\n) {\n return '\"' + value.substr(1, value.length - 2) + '\"';\n }\n }\n return value;\n}\n\nexport function smartParse(value: any) {\n switch (value) {\n case 'Infinity':\n return Infinity;\n case 'NaN':\n return NaN;\n case 'undefined':\n return undefined;\n default:\n return JSON5.parse(sanitizeForParse(value));\n }\n}\n\nexport function smartStringify(value: any) {\n if (typeof value === 'number') {\n if (Number.isNaN(value)) {\n return 'NaN';\n } else if (!Number.isFinite(value)) {\n return 'Infinity';\n }\n } else if (value === undefined) {\n return 'undefined';\n }\n\n return JSON.stringify(value);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {PROFILER_EXPORT_VERSION} from 'react-devtools-shared/src/constants';\nimport {separateDisplayNameAndHOCs} from 'react-devtools-shared/src/utils';\n\nimport type {ProfilingDataBackend} from 'react-devtools-shared/src/backend/types';\nimport type {\n ProfilingDataExport,\n ProfilingDataForRootExport,\n ProfilingDataForRootFrontend,\n ProfilingDataFrontend,\n SnapshotNode,\n} from './types';\n\nconst commitGradient = [\n 'var(--color-commit-gradient-0)',\n 'var(--color-commit-gradient-1)',\n 'var(--color-commit-gradient-2)',\n 'var(--color-commit-gradient-3)',\n 'var(--color-commit-gradient-4)',\n 'var(--color-commit-gradient-5)',\n 'var(--color-commit-gradient-6)',\n 'var(--color-commit-gradient-7)',\n 'var(--color-commit-gradient-8)',\n 'var(--color-commit-gradient-9)',\n];\n\n// Combines info from the Store (frontend) and renderer interfaces (backend) into the format required by the Profiler UI.\n// This format can then be quickly exported (and re-imported).\nexport function prepareProfilingDataFrontendFromBackendAndStore(\n dataBackends: Array<ProfilingDataBackend>,\n operationsByRootID: Map<number, Array<Array<number>>>,\n snapshotsByRootID: Map<number, Map<number, SnapshotNode>>,\n): ProfilingDataFrontend {\n const dataForRoots: Map<number, ProfilingDataForRootFrontend> = new Map();\n\n dataBackends.forEach(dataBackend => {\n dataBackend.dataForRoots.forEach(\n ({commitData, displayName, initialTreeBaseDurations, rootID}) => {\n const operations = operationsByRootID.get(rootID);\n if (operations == null) {\n throw Error(\n `Could not find profiling operations for root \"${rootID}\"`,\n);\n }\n\n const snapshots = snapshotsByRootID.get(rootID);\n if (snapshots == null) {\n throw Error(\n `Could not find profiling snapshots for root \"${rootID}\"`,\n);\n }\n\n // Do not filter empty commits from the profiler data!\n // Hiding \"empty\" commits might cause confusion too.\n // A commit *did happen* even if none of the components the Profiler is showing were involved.\n const convertedCommitData = commitData.map(\n (commitDataBackend, commitIndex) => ({\n changeDescriptions:\n commitDataBackend.changeDescriptions != null\n ? new Map(commitDataBackend.changeDescriptions)\n : null,\n duration: commitDataBackend.duration,\n effectDuration: commitDataBackend.effectDuration,\n fiberActualDurations: new Map(\n commitDataBackend.fiberActualDurations,\n),\n fiberSelfDurations: new Map(commitDataBackend.fiberSelfDurations),\n passiveEffectDuration: commitDataBackend.passiveEffectDuration,\n priorityLevel: commitDataBackend.priorityLevel,\n timestamp: commitDataBackend.timestamp,\n updaters:\n commitDataBackend.updaters !== null\n ? commitDataBackend.updaters.map(serializedElement => {\n const [\n serializedElementDisplayName,\n serializedElementHocDisplayNames,\n] = separateDisplayNameAndHOCs(\n serializedElement.displayName,\n serializedElement.type,\n);\n return {\n ...serializedElement,\n displayName: serializedElementDisplayName,\n hocDisplayNames: serializedElementHocDisplayNames,\n };\n })\n : null,\n }),\n);\n\n

dataForRoots.set(rootID, {\n commitData: convertedCommitData,\n displayName,\n initialTreeBaseDurations: new Map(initialTreeBaseDurations),\n operations,\n rootID,\n snapshots,\n });\n },\n);\n });\n\n return {dataForRoots, imported: false};\n}\n\n// Converts a Profiling data export into the format required by the Store.\nexport function prepareProfilingDataFrontendFromExport(\n profilingDataExport: ProfilingDataExport,\n): ProfilingDataFrontend {\n const {version} = profilingDataExport;\n\n if (version !== PROFILER_EXPORT_VERSION) {\n throw Error(\n `Unsupported profile export version \"${version}\". Supported version is \"${PROFILER_EXPORT_VERSION}\".`,\n);\n }\n\n const dataForRoots: Map<number, ProfilingDataForRootFrontend> = new Map();\n profilingDataExport.dataForRoots.forEach(\n ({\n commitData,\n displayName,\n initialTreeBaseDurations,\n operations,\n rootID,\n snapshots,\n }) => {\n dataForRoots.set(rootID, {\n commitData: commitData.map(\n ({\n changeDescriptions,\n duration,\n effectDuration,\n fiberActualDurations,\n fiberSelfDurations,\n passiveEffectDuration,\n priorityLevel,\n timestamp,\n updaters,\n }) => ({\n changeDescriptions:\n changeDescriptions != null ? new Map(changeDescriptions) : null,\n duration,\n effectDuration,\n fiberActualDurations: new Map(fiberActualDurations),\n fiberSelfDurations: new Map(fiberSelfDurations),\n passiveEffectDuration,\n priorityLevel,\n timestamp,\n updaters,\n }),\n),\n displayName,\n initialTreeBaseDurations: new Map(initialTreeBaseDurations),\n operations,\n rootID,\n snapshots: new Map(snapshots),\n });\n },\n);\n\n return {dataForRoots, imported: true};\n}\n\n// Converts a Store Profiling data into a format that can be safely (JSON) serialized for export.\nexport function prepareProfilingDataExport(\n profilingDataFrontend: ProfilingDataFrontend,\n): ProfilingDataExport {\n const dataForRoots: Array<ProfilingDataForRootExport> = [];\n profilingDataFrontend.dataForRoots.forEach(\n ({\n commitData,\n displayName,\n initialTreeBaseDurations,\n operations,\n rootID,\n snapshots,\n }) => {\n dataForRoots.push({\n commitData: commitData.map(\n ({\n changeDescriptions,\n duration,\n effectDuration,\n fiberActualDurations,\n fiberSelfDurations,\n passiveEffectDuration,\n priorityLevel,\n timestamp,\n updaters,\n }) => ({\n changeDescriptions:\n changeDescriptions != null\n ? Array.from(changeDescriptions.entries())\n : null,\n duration,\n effectDuration,\n fiberActualDurations: Array.from(fiberActualDurations.entries()),\n fiberSelfDurations: Array.from(fiberSelfDurations.entries()),\n passiveEffectDuration,\n priorityLevel,\n timestamp,\n updaters,\n }),\n),\n displayName,\n initialTreeBaseDurations: Array.from(\n initialTreeBaseDurations.entries(),\n),\n operations,\n rootID,\n snapshots: Array.from(snapshots.entries()),\n });\n },\n);\n\n return {\n version: PROFILER_EXPORT_VERSION,\n dataForRoots,\n };\n}\n\nexport const getGradientColor = (value: number) => {\n const maxIndex = commitGradient.length - 1;\n let index;\n if (Number.isNaN(value)) {\n index = 0;\n } else if (!Number.isFinite(value)) {\n index = maxIndex;\n } else {\n index = Math.max(0, Math.min(maxIndex, value)) * maxIndex;\n }\n return commitGradient[Math.round(index)];\n};\n\nexport const formatDuration = (duration: number) =>\n Math.round(duration * 10) / 10 || '<0.1';\nexport const formatPercentage = (percentage: number) =>\n Math.round(percentage * 100);\nexport const formatTime = (timestamp: number) =>\n Math.round(Math.round(timestamp) / 100) / 10;\n\nexport const scale = (\n minValue: number,\n maxValue: number,\n minRange: number,\n maxRange: number,\n) => (value: number, fallbackValue: number) =>\n maxValue - minValue === 0\n ? fallbackValue\n : ((value - minValue) / (maxValue - minValue)) * (maxRange - minRange);\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {\n __DEBUG__,\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n TREE_OPERATION_REORDER_CHILDREN,\n TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n} from 'react-devtools-shared/src/constants';\nimport {utfDecodeString} from 'react-devtools-shared/src/utils';\nimport

{ElementTypeRoot} from 'react-devtools-shared/src/types';\nimport ProfilerStore from 'react-devtools-shared/src/devtools/ProfilerStore';\n\nimport type {ElementType} from 'react-devtools-shared/src/types';\nimport type {\n CommitTree,\n CommitTreeNode,\n ProfilingDataForRootFrontend,\n} from 'react-devtools-shared/src/devtools/views/Profiler/types';\n\nconst debug = (methodName, ...args) => {\n if (__DEBUG__) {\n console.log(\n   `%cCommitTreeBuilder %c${methodName}`,\n   'color: pink; font-weight: bold;',\n   'font-weight: bold;',\n   ...args,\n);\n }\n};\n\nconst rootToCommitTreeMap: Map<number, Array<CommitTree>> = new Map();\n\nexport function getCommitTree({\n commitIndex,\n profilerStore,\n rootID,\n}: {|\n commitIndex: number,\n profilerStore: ProfilerStore,\n rootID: number,\n|}): CommitTree {\n if (!rootToCommitTreeMap.has(rootID)) {\n   rootToCommitTreeMap.set(rootID, []);\n }\n\n const commitTrees = ((rootToCommitTreeMap.get(\n   rootID,\n): any): Array<CommitTree>);\n if (commitIndex < commitTrees.length) {\n   return commitTrees[commitIndex];\n }\n\n const {profilingData} = profilerStore;\n if (profilingData === null) {\n   throw Error(`No profiling data available`);\n }\n\n const dataForRoot = profilingData.dataForRoots.get(rootID);\n if (dataForRoot == null) {\n   throw Error(`Could not find profiling data for root \"${rootID}\"`);\n }\n\n const {operations} = dataForRoot;\n if (operations.length <= commitIndex) {\n throw Error(\n   `getCommitTree(): Invalid commit \"${commitIndex}\" for root \"${rootID}\". There are only \"${operations.length}\" commits.`,\n   );\n }\n\n let commitTree: CommitTree = ((null: any): CommitTree);\n for (let index = commitTrees.length; index <= commitIndex; index++) {\n   // Commits are generated sequentially and cached.\n   // If this is the very first commit, start with the cached snapshot and apply the first mutation.\n   // Otherwise load (or generate) the previous commit and append a mutation to it.\n   if (index === 0) {\n   const nodes = new Map();\n\n   // Construct the initial tree.\n   recursivelyInitializeTree(rootID, 0, nodes, dataForRoot);\n\n   // Mutate the tree\n   if (operations != null && index < operations.length) {\n commitTree = updateTree({nodes, rootID}, operations[index]);\n\n   if (__DEBUG__) {\n __printTree(commitTree);\n   }\n\n   commitTrees.push(commitTree);\n   }\n   } else {\n   const previousCommitTree = commitTrees[index - 1];\n   commitTree = updateTree(previousCommitTree, operations[index]);\n\n   if (__DEBUG__) {\n   __printTree(commitTree);\n   }\n\n commitTrees.push(commitTree);\n   }\n }\n\n return commitTree;\n}\n\nfunction recursivelyInitializeTree(\n id: number,\n parentID: number,\n nodes: Map<number, CommitTreeNode>,\n dataForRoot: ProfilingDataForRootFrontend,\n): void {\n const node = dataForRoot.snapshots.get(id);\n if (node != null) {\n nodes.set(id, {\n   id,\n   children: node.children,\n   displayName: node.displayName,\n   hocDisplayNames: node.hocDisplayNames,\n   key: node.key,\n   parentID,\n   treeBaseDuration: ((dataForRoot.initialTreeBaseDurations.get(\n   id,\n   ): any): number),\n   type: node.type,\n   });\n\n node.children.forEach(childID =>\n   recursivelyInitializeTree(childID, id, nodes, dataForRoot),\n   );\n }\n}\n\nfunction updateTree(\n commitTree: CommitTree,\n operations: Array<number>,\n): CommitTree {\n // Clone the original tree so edits don't affect it.\n const nodes = new Map(commitTree.nodes);\n\n // Clone nodes before mutating them so edits don't affect them.\n const getClonedNode = (id: number): CommitTreeNode => {\n const clonedNode = ((Object.assign(\n   {},\n   nodes.get(id),\n   ): any): CommitTreeNode);\n   nodes.set(id, clonedNode);\n   return clonedNode;\n };\n\n let i = 2;\n let id: number = ((null: any): number);\n\n // Reassemble the string table.\n const stringTable = [\n   null, // ID = 0 corresponds to the null string.\n];\n const stringTableSize = operations[i++];\n const stringTableEnd = i + stringTableSize;\n while (i < stringTableEnd) {\n const nextLength = operations[i++];\n   const nextString = utfDecodeString(\n   (operations.slice(i, i + nextLength): any),\n   );\n   stringTable.push(nextString);\n   i += nextLength;\n }\n\n while (i < operations.length) {\n   const operation = operations[i];\n\n   switch (operation) {\n   case TREE_OPERATION_ADD:\n   id = ((operations[i + 1]: any): number);\n   const type = ((operations[i + 2]: any): ElementType);\n\n   i += 3;\n\n   if (nodes.has(id)) {\n   throw new Error(\n   `Commit tree already contains fiber \"${id}\". This is a bug in React DevTools.`,\n   );\n   }\n\n   if (type === ElementTypeRoot) {\n   i++; // supportsProfiling flag\n   i++; // hasOwnerMetadata flag\n\n   if (__DEBUG__) {\n   debug('Add', `new root fiber ${id}`);\n   }\n\n   const node: CommitTreeNode = {\n   children: [],\n   displayName: null,\n   hocDisplayNames: null,\n   id,\n   key:

null,\n parentID: 0,\n treeBaseDuration: 0, // This will be updated by a subsequent operation\n type,\n };\n\n nodes.set(id, node);\n } else {\n const parentID = ((operations[i]: any): number);\n i++;\n\n i++; // ownerID\n\n const displayNameStringID = operations[i];\n const displayName = stringTable[displayNameStringID];\n i++;\n\n const keyStringID = operations[i];\n const key = stringTable[keyStringID];\n i++;\n\n if (__DEBUG__) {\n debug(\n 'Add',\n `fiber ${id} (${displayName || 'null'}) as child of ${parentID}`,\n);\n }\n\n const parentNode = getClonedNode(parentID);\n parentNode.children = parentNode.children.concat(id);\n\n const node: CommitTreeNode = {\n children: [],\n displayName,\n hocDisplayNames: null,\n id,\n key,\n parentID,\n treeBaseDuration: 0, // This will be updated by a subsequent operation\n type,\n };\n\n nodes.set(id, node);\n }\n\n break;\n case TREE_OPERATION_REMOVE: {\n const removeLength = ((operations[i + 1]: any): number);\n i += 2;\n\n for (let removeIndex = 0; removeIndex < removeLength; removeIndex++) {\n id = ((operations[i]: any): number);\n i++;\n\n if (!nodes.has(id)) {\n throw new Error(\n `Commit tree does not contain fiber \"${id}\". This is a bug in React DevTools.`,\n);\n }\n\n const node = getClonedNode(id);\n const parentID = node.parentID;\n\n nodes.delete(id);\n\n if (!nodes.has(parentID)) {\n // No-op\n } else {\n const parentNode = getClonedNode(parentID);\n\n if (__DEBUG__) {\n debug('Remove', `fiber ${id} from parent ${parentID}`);\n }\n\n parentNode.children = parentNode.children.filter(\n childID => childID !== id,\n);\n }\n }\n break;\n }\n case TREE_OPERATION_REMOVE_ROOT: {\n throw Error('Operation REMOVE_ROOT is not supported while profiling.');\n }\n case TREE_OPERATION_REORDER_CHILDREN: {\n id = ((operations[i + 1]: any): number);\n const numChildren = ((operations[i + 2]: any): number);\n const children = ((operations.slice(\n i + 3,\n i + 3 + numChildren,\n): any): Array<number>);\n\n i = i + 3 + numChildren;\n\n if (__DEBUG__) {\n debug('Re-order', `fiber ${id} children ${children.join(',')}`);\n }\n\n const node = getClonedNode(id);\n node.children = Array.from(children);\n\n break;\n }\n case TREE_OPERATION_UPDATE_TREE_BASE_DURATION: {\n id = operations[i + 1];\n\n const node = getClonedNode(id);\n node.treeBaseDuration = operations[i + 2] / 1000; // Convert microseconds back to milliseconds;\n\n if (__DEBUG__) {\n debug(\n 'Update',\n `fiber ${id} treeBaseDuration to ${node.treeBaseDuration}`,\n);\n }\n\n i += 3;\n break;\n }\n case TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS:\n id = operations[i + 1];\n const numErrors = operations[i + 2];\n const numWarnings = operations[i + 3];\n\n i += 4;\n\n if (__DEBUG__) {\n debug(\n 'Warnings and Errors update',\n `fiber ${id} has ${numErrors} errors and ${numWarnings} warnings`,\n);\n }\n break;\n\n default:\n throw Error(`Unsupported Bridge operation \"${operation}\"`);\n }\n }\n\n return {\n nodes,\n rootID: commitTree.rootID,\n };\n}\n\nexport function invalidateCommitTrees(): void {\n rootToCommitTreeMap.clear();\n}\n\n// DEBUG\nconst __printTree = (commitTree: CommitTree) => {\n if (__DEBUG__) {\n const {nodes, rootID} = commitTree;\n console.group('__printTree()');\n const queue = [rootID, 0];\n while (queue.length > 0) {\n const id = queue.shift();\n const depth = queue.shift();\n\n const node = nodes.get(id);\n if (node == null) {\n throw Error(`Could not find node with id \"${id}\" in commit tree`);\n }\n\n console.log(\n `${'•'.repeat(depth)}${node.id}:${node.displayName || ''} ${\n node.key ? `key:\"${node.key}\"` : ''\n } (${node.treeBaseDuration})`,\n);\n\n node.children.forEach(childID => {\n queue.push(childID, depth + 1);\n });\n }\n console.groupEnd();\n }\n};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {formatDuration} from './utils';\nimport ProfilerStore from 'react-devtools-shared/src/devtools/ProfilerStore';\n\nimport type {CommitTree} from './types';\n\nexport type ChartNode = {|\n actualDuration: number,\n didRender: boolean,\n id: number,\n label: string,\n name: string,\n offset: number,\n selfDuration: number,\n treeBaseDuration: number,\n|};\n\nexport type ChartData = {|\n baseDuration: number,\n depth: number,\n idToDepthMap: Map<number, number>,\n maxSelfDuration: number,\n renderPathNodes:

Set<number>,\n rows: Array<Array<ChartNode>>,\n|};\n\nconst cachedChartData: Map<string, ChartData> = new Map();\n\nexport function getChartData({\n commitIndex,\n commitTree,\n profilerStore,\n rootID,\n}: {|\n commitIndex: number,\n commitTree: CommitTree,\n profilerStore: ProfilerStore,\n rootID: number,\n|}): ChartData {\n const commitDatum = profilerStore.getCommitData(rootID, commitIndex);\n\n const {fiberActualDurations, fiberSelfDurations} = commitDatum;\n const {nodes} = commitTree;\n\n const chartDataKey = `${rootID}-${commitIndex}`;\n if (cachedChartData.has(chartDataKey)) {\n   return ((cachedChartData.get(chartDataKey): any): ChartData);\n }\n\n const idToDepthMap: Map<number, number> = new Map();\n const renderPathNodes: Set<number> = new Set();\n const rows: Array<Array<ChartNode>> = [];\n\n let maxDepth = 0;\n let maxSelfDuration = 0;\n\n // Generate flame graph structure using tree base durations.\n const walkTree = (id: number, rightOffset: number, currentDepth: number) => {\n   idToDepthMap.set(id, currentDepth);\n\n   const node = nodes.get(id);\n   if (node == null) {\n   throw Error(`Could not find node with id \"${id}\" in commit tree`);\n   }\n\n   const {\n   children,\n   displayName,\n   hocDisplayNames,\n   key,\n   treeBaseDuration,\n   } = node;\n\n   const actualDuration = fiberActualDurations.get(id) || 0;\n   const selfDuration = fiberSelfDurations.get(id) || 0;\n   const didRender = fiberActualDurations.has(id);\n\n   const name = displayName || 'Anonymous';\n   const maybeKey = key !== null ? ` key=\"${key}\"` : '';\n\n   let maybeBadge = '';\n   if (hocDisplayNames !== null && hocDisplayNames.length > 0) {\n   maybeBadge = ` (${hocDisplayNames[0]})`;\n   }\n\n   let label = `${name}${maybeBadge}${maybeKey}`;\n   if (didRender) {\n   label += ` (${formatDuration(selfDuration)}ms of ${formatDuration(\n        actualDuration,\n      )}ms)`;\n   }\n\n   maxDepth = Math.max(maxDepth, currentDepth);\n   maxSelfDuration = Math.max(maxSelfDuration, selfDuration);\n\n   const chartNode: ChartNode = {\n   actualDuration,\n   didRender,\n   id,\n   label,\n   name,\n   offset: rightOffset - treeBaseDuration,\n   selfDuration,\n   treeBaseDuration,\n   };\n\n   if (currentDepth > rows.length) {\n   rows.push([chartNode]);\n   } else {\n   rows[currentDepth - 1].push(chartNode);\n   }\n\n   for (let i = children.length - 1; i >= 0; i--) {\n   const childID = children[i];\n   const childChartNode = walkTree(childID, rightOffset, currentDepth + 1);\n   rightOffset -= childChartNode.treeBaseDuration;\n   }\n\n   return chartNode;\n };\n\n let baseDuration = 0;\n\n // Special case to handle unmounted roots.\n if (nodes.size > 0) {\n   // Skip over the root; we don't want to show it in the flamegraph.\n   const root = nodes.get(rootID);\n   if (root == null) {\n   throw Error(\n   `Could not find root node with id \"${rootID}\" in commit tree`,\n   );\n   }\n\n   // Don't assume a single root.\n   // Component filters or Fragments might lead to multiple \"roots\" in a flame graph.\n   for (let i = root.children.length - 1; i >= 0; i--) {\n   const id = root.children[i];\n   const node = nodes.get(id);\n   if (node == null) {\n   throw Error(`Could not find node with id \"${id}\" in commit tree`);\n   }\n   baseDuration += node.treeBaseDuration;\n   walkTree(id, baseDuration, 1);\n   }\n\n   fiberActualDurations.forEach((duration, id) => {\n   let node = nodes.get(id);\n   if (node != null) {\n   let currentID = node.parentID;\n   while (currentID !== 0) {\n   if (renderPathNodes.has(currentID)) {\n   // We've already walked this path; we can skip it.\n   break;\n   } else {\n   renderPathNodes.add(currentID);\n   }\n\n   node = nodes.get(currentID);\n   currentID = node != null ? node.parentID : 0;\n   }\n   }\n   });\n }\n\n const chartData = {\n   baseDuration,\n   depth: maxDepth,\n   idToDepthMap,\n   maxSelfDuration,\n   renderPathNodes,\n   rows,\n };\n\n cachedChartData.set(chartDataKey, chartData);\n\n return chartData;\n}\n\nexport function invalidateChartData(): void {\n cachedChartData.clear();\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {\n ElementTypeForwardRef,\n ElementTypeMemo,\n} from 'react-devtools-shared/src/types';\nimport {formatDuration} from './utils';\nimport ProfilerStore from 'react-devtools-shared/src/devtools/ProfilerStore';\n\nimport type {CommitTree} from './types';\n\nexport type ChartNode = {|\n id: number,\n label: string,\n name: string,\n value: number,\n|};\n\nexport type ChartData = {|\n maxValue: number,\n nodes: Array<ChartNode>,\n|};\n\nconst cachedChartData: Map<string, ChartData> = new Map();\n\nexport function getChartData({\n commitIndex,\n commitTree,\n profilerStore,\n rootID,\n}: {|\n commitIndex: number,\n commitTree: CommitTree,\n profilerStore: ProfilerStore,\n rootID: number,\n|}):

ChartData {\n const commitDatum = profilerStore.getCommitData(rootID, commitIndex);\n\n const {fiberActualDurations, fiberSelfDurations} = commitDatum;\n const {nodes} = commitTree;\n\n const chartDataKey = `${rootID}-${commitIndex}`;\n if (cachedChartData.has(chartDataKey)) {\n   return ((cachedChartData.get(chartDataKey): any): ChartData);\n }\n\n let maxSelfDuration = 0;\n\n const chartNodes: Array<ChartNode> = [];\n fiberActualDurations.forEach((actualDuration, id) => {\n   const node = nodes.get(id);\n\n   if (node == null) {\n   throw Error(`Could not find node with id \"${id}\" in commit tree`);\n   }\n\n   const {displayName, key, parentID, type} = node;\n\n   // Don't show the root node in this chart.\n   if (parentID === 0) {\n   return;\n   }\n   const selfDuration = fiberSelfDurations.get(id) || 0;\n   maxSelfDuration = Math.max(maxSelfDuration, selfDuration);\n\n   const name = displayName || 'Anonymous';\n   const maybeKey = key !== null ? ` key=\"${key}\"` : '';\n\n   let maybeBadge = '';\n   if (type === ElementTypeForwardRef) {\n   maybeBadge = ' (ForwardRef)';\n   } else if (type === ElementTypeMemo) {\n   maybeBadge = ' (Memo)';\n   }\n\n   const label = `${name}${maybeBadge}${maybeKey} (${formatDuration(\n      selfDuration,\n    )}ms)`;\n   chartNodes.push({\n   id,\n   label,\n   name,\n   value: selfDuration,\n   });\n });\n\n const chartData = {\n   maxValue: maxSelfDuration,\n   nodes: chartNodes.sort((a, b) => b.value - a.value),\n };\n\n cachedChartData.set(chartDataKey, chartData);\n\n return chartData;\n}\n\nexport function invalidateChartData(): void {\n cachedChartData.clear();\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport ProfilerStore from './ProfilerStore';\nimport {\n getCommitTree,\n invalidateCommitTrees,\n} from 'react-devtools-shared/src/devtools/views/Profiler/CommitTreeBuilder';\nimport {\n getChartData as getFlamegraphChartData,\n invalidateChartData as invalidateFlamegraphChartData,\n} from 'react-devtools-shared/src/devtools/views/Profiler/FlamegraphChartBuilder';\nimport {\n getChartData as getRankedChartData,\n invalidateChartData as invalidateRankedChartData,\n} from 'react-devtools-shared/src/devtools/views/Profiler/RankedChartBuilder';\n\nimport type {CommitTree} from 'react-devtools-shared/src/devtools/views/Profiler/types';\nimport type {ChartData as FlamegraphChartData} from 'react-devtools-shared/src/devtools/views/Profiler/FlamegraphChartBuilder';\nimport type {ChartData as RankedChartData} from 'react-devtools-shared/src/devtools/views/Profiler/RankedChartBuilder';\n\nexport default class ProfilingCache {\n _fiberCommits: Map<number, Array<number>> = new Map();\n _profilerStore: ProfilerStore;\n\n constructor(profilerStore: ProfilerStore) {\n   this._profilerStore = profilerStore;\n }\n\n getCommitTree = ({\n   commitIndex,\n   rootID,\n }: {|\n   commitIndex: number,\n   rootID: number,\n |}) =>\n   getCommitTree({\n   commitIndex,\n   profilerStore: this._profilerStore,\n   rootID,\n   });\n\n getFiberCommits = ({\n   fiberID,\n   rootID,\n }: {|\n   fiberID: number,\n   rootID: number,\n |}): Array<number> => {\n   const cachedFiberCommits = this._fiberCommits.get(fiberID);\n   if (cachedFiberCommits != null) {\n   return cachedFiberCommits;\n   }\n\n   const fiberCommits = [];\n   const dataForRoot = this._profilerStore.getDataForRoot(rootID);\n   dataForRoot.commitData.forEach((commitDatum, commitIndex) => {\n   if (commitDatum.fiberActualDurations.has(fiberID)) {\n   fiberCommits.push(commitIndex);\n   }\n   });\n\n   this._fiberCommits.set(fiberID, fiberCommits);\n\n   return fiberCommits;\n };\n\n getFlamegraphChartData = ({\n   commitIndex,\n   commitTree,\n   rootID,\n }: {|\n   commitIndex: number,\n   commitTree: CommitTree,\n   rootID: number,\n |}): FlamegraphChartData =>\n   getFlamegraphChartData({\n   commitIndex,\n   commitTree,\n   profilerStore: this._profilerStore,\n   rootID,\n   });\n\n getRankedChartData = ({\n   commitIndex,\n   commitTree,\n   rootID,\n }: {|\n   commitIndex: number,\n   commitTree: CommitTree,\n   rootID: number,\n |}): RankedChartData =>\n   getRankedChartData({\n   commitIndex,\n   commitTree,\n   profilerStore: this._profilerStore,\n   rootID,\n   });\n\n invalidate() {\n   this._fiberCommits.clear();\n\n   invalidateCommitTrees();\n   invalidateFlamegraphChartData();\n   invalidateRankedChartData();\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport EventEmitter from '../events';\nimport {prepareProfilingDataFrontendFromBackendAndStore} from './views/Profiler/utils';\nimport ProfilingCache from './ProfilingCache';\nimport Store from './store';\n\nimport type {FrontendBridge} from 'react-devtools-

shared/src/bridge';\nimport type {ProfilingDataBackend} from 'react-devtools-shared/src/backend/types';\nimport type {\n CommitDataFrontend,\n ProfilingDataForRootFrontend,\n ProfilingDataFrontend,\n SnapshotNode,\n} from './views/Profiler/types';\n\nexport default class ProfilerStore extends EventEmitter<{|\n isProcessingData: [],\n isProfiling: [],\n profilingData: [],\n|}> {\n _bridge: FrontendBridge;\n\n // Suspense cache for lazily calculating derived profiling data.\n _cache: ProfilingCache;\n\n // Temporary store of profiling data from the backend renderer(s).\n // This data will be converted to the ProfilingDataFrontend format after being collected from all renderers.\n _dataBackends: Array<ProfilingDataBackend> = [];\n\n // Data from the most recently completed profiling session,\n // or data that has been imported from a previously exported session.\n // This object contains all necessary data to drive the Profiler UI interface,\n // even though some of it is lazily parsed/derived via the ProfilingCache.\n _dataFrontend: ProfilingDataFrontend | null = null;\n\n // Snapshot of all attached renderer IDs.\n // Once profiling is finished, this snapshot will be used to query renderers for profiling data.\n //\n // This map is initialized when profiling starts and updated when a new root is added while profiling;\n // Upon completion, it is converted into the exportable ProfilingDataFrontend format.\n _initialRendererIDs: Set<number> = new Set();\n\n // Snapshot of the state of the main Store (including all roots) when profiling started.\n // Once profiling is finished, this snapshot can be used along with \"operations\" messages emitted during profiling,\n // to reconstruct the state of each root for each commit.\n // It's okay to use a single root to store this information because node IDs are unique across all roots.\n //\n // This map is initialized when profiling starts and updated when a new root is added while profiling;\n // Upon completion, it is converted into the exportable ProfilingDataFrontend format.\n _initialSnapshotsByRootID: Map<number, Map<number, SnapshotNode>> = new Map();\n\n // Map of root (id) to a list of tree mutation that occur during profiling.\n // Once profiling is finished, these mutations can be used, along with the initial tree snapshots,\n // to reconstruct the state of each root for each commit.\n //\n // This map is only updated while profiling is in progress;\n // Upon completion, it is converted into the exportable ProfilingDataFrontend format.\n _inProgressOperationsByRootID: Map<number, Array<Array<number>>> = new Map();\n\n // The backend is currently profiling.\n // When profiling is in progress, operations are stored so that we can later reconstruct past commit trees.\n _isProfiling: boolean = false;\n\n // Tracks whether a specific renderer logged any profiling data during the most recent session.\n _rendererIDsThatReportedProfilingData: Set<number> = new Set();\n\n // After profiling, data is requested from each attached renderer using this queue.\n // So long as this queue is not empty, the store is retrieving and processing profiling data from the backend.\n _rendererQueue: Set<number> = new Set();\n\n _store: Store;\n\n constructor(\n   bridge: FrontendBridge,\n   store: Store,\n defaultIsProfiling: boolean,\n) {\n   super();\n\n   this._bridge = bridge;\n   this._isProfiling = defaultIsProfiling;\n   this._store = store;\n\n   bridge.addListener('operations', this.onBridgeOperations);\n   bridge.addListener('profilingData', this.onBridgeProfilingData);\n   bridge.addListener('profilingStatus', this.onProfilingStatus);\n   bridge.addListener('shutdown', this.onBridgeShutdown);\n\n   // It's possible that profiling has already started (e.g. \"reload and start profiling\")\n   // so the frontend needs to ask the backend for its status after mounting.\n   bridge.send('getProfilingStatus');\n\n   this._cache = new ProfilingCache(this);\n }\n\n getCommitData(rootID: number, commitIndex: number): CommitDataFrontend {\n   if (this._dataFrontend !== null) {\n   const dataForRoot = this._dataFrontend.dataForRoots.get(rootID);\n   if (dataForRoot != null) {\n   const commitDatum = dataForRoot.commitData[commitIndex];\n   if (commitDatum != null) {\n   return commitDatum;\n   }\n   }\n   }\n\n   throw Error(\n   `Could not find commit data for root \"${rootID}\" and commit \"${commitIndex}\"`,\n   );\n }\n\n getDataForRoot(rootID: number): ProfilingDataForRootFrontend {\n   if (this._dataFrontend !== null) {\n   const dataForRoot = this._dataFrontend.dataForRoots.get(rootID);\n   if (dataForRoot != null) {\n   return dataForRoot;\n   }\n   }\n\n   throw Error(`Could not find commit data for root \"${rootID}\"`);\n }\n\n // Profiling data has been recorded for at least one root.\n get didRecordCommits(): boolean {\n   return (\n   this._dataFrontend !== null && this._dataFrontend.dataForRoots.size > 0\n   );\n }\n\n get isProcessingData(): boolean {\n   return this._rendererQueue.size > 0 || this._dataBackends.length > 0;\n }\n\n get isProfiling(): boolean {\n   return this._isProfiling;\n }\n\n get profilingCache(): ProfilingCache {\n   return this._cache;\n }\n\n get profilingData(): ProfilingDataFrontend | null {\n   return this._dataFrontend;\n }\n set profilingData(value: ProfilingDataFrontend | null): void {\n   if (this._isProfiling) {\n   console.warn(\n

'Profiling data cannot be updated while profiling is in progress.',\n);\n return;\n }\n\n
this._dataBackends.splice(0);\n this._dataFrontend = value;\n this._initialRendererIDs.clear();\n
this._initialSnapshotsByRootID.clear();\n this._inProgressOperationsByRootID.clear();\n
this._cache.invalidate();\n\n this.emit('profilingData');\n }\n\n clear(): void {\n this._dataBackends.splice(0);\n
this._dataFrontend = null;\n this._initialRendererIDs.clear();\n this._initialSnapshotsByRootID.clear();\n
this._inProgressOperationsByRootID.clear();\n this._rendererQueue.clear();\n\n // Invalidate suspense cache if
profiling data is being (re-)recorded.\n // Note that we clear now because any existing data is \"stale\".\n
this._cache.invalidate();\n\n this.emit('profilingData');\n }\n\n startProfiling(): void {\n
this._bridge.send('startProfiling', this._store.recordChangeDescriptions);\n\n // Don't actually update the local
profiling boolean yet!\n // Wait for onProfilingStatus() to confirm the status has changed.\n // This ensures the
frontend and backend are in sync wrt which commits were profiled.\n // We do this to avoid mismatches on e.g.
CommitTreeBuilder that would cause errors.\n }\n\n stopProfiling(): void {\n
this._bridge.send('stopProfiling');\n\n // Don't actually update the local profiling boolean yet!\n // Wait for
onProfilingStatus() to confirm the status has changed.\n // This ensures the frontend and backend are in sync wrt
which commits were profiled.\n // We do this to avoid mismatches on e.g. CommitTreeBuilder that would cause
errors.\n }\n\n _takeProfilingSnapshotRecursive = (\n elementID: number,\n profilingSnapshots: Map<number,
SnapshotNode>,\n) => {\n const element = this._store.getElementByID(elementID);\n if (element !== null) {\n
  const snapshotNode: SnapshotNode = {\n id: elementID,\n children: element.children.slice(0),\n
displayName: element.displayName,\n hocDisplayNames: element.hocDisplayNames,\n key:
element.key,\n type: element.type,\n };\n profilingSnapshots.set(elementID, snapshotNode);\n\n
element.children.forEach(childID =>\n this._takeProfilingSnapshotRecursive(childID, profilingSnapshots),\n
);\n }\n };\n\n onBridgeOperations = (operations: Array<number>) => {\n // The first two values are always
rendererID and rootID\n const rendererID = operations[0];\n const rootID = operations[1];\n\n if
(this._isProfiling) {\n let profilingOperations = this._inProgressOperationsByRootID.get(rootID);\n if
(profilingOperations == null) {\n profilingOperations = [operations];\n
this._inProgressOperationsByRootID.set(rootID, profilingOperations);\n } else {\n
profilingOperations.push(operations);\n }\n\n if (!this._initialRendererIDs.has(rendererID)) {\n
this._initialRendererIDs.add(rendererID);\n }\n\n if (!this._initialSnapshotsByRootID.has(rootID)) {\n
this._initialSnapshotsByRootID.set(rootID, new Map());\n }\n\n
this._rendererIDsThatReportedProfilingData.add(rendererID);\n }\n };\n\n onBridgeProfilingData =
(dataBackend: ProfilingDataBackend) => {\n if (this._isProfiling) {\n // This should never happen, but if it
does- ignore previous profiling data.\n return;\n }\n\n const {rendererID} = dataBackend;\n\n if
(!this._rendererQueue.has(rendererID)) {\n throw Error(\n `Unexpected profiling data update from renderer
\"${rendererID}\"`,\n);\n }\n\n this._dataBackends.push(dataBackend);\n
this._rendererQueue.delete(rendererID);\n\n if (this._rendererQueue.size === 0) {\n this._dataFrontend =
prepareProfilingDataFrontendFromBackendAndStore(\n this._dataBackends,\n
this._inProgressOperationsByRootID,\n this._initialSnapshotsByRootID,\n);\n\n
this._dataBackends.splice(0);\n\n this.emit('isProcessingData');\n }\n };\n\n onBridgeShutdown = () => {\n
this._bridge.removeListener('operations', this.onBridgeOperations);\n this._bridge.removeListener('profilingData',
this.onBridgeProfilingData);\n this._bridge.removeListener('profilingStatus', this.onProfilingStatus);\n
this._bridge.removeListener('shutdown', this.onBridgeShutdown);\n };\n\n onProfilingStatus = (isProfiling:
boolean) => {\n if (isProfiling) {\n this._dataBackends.splice(0);\n this._dataFrontend = null;\n
this._initialRendererIDs.clear();\n this._initialSnapshotsByRootID.clear();\n
this._inProgressOperationsByRootID.clear();\n this._rendererIDsThatReportedProfilingData.clear();\n
this._rendererQueue.clear();\n\n // Record all renderer IDs initially too (in case of unmount)\n // eslint-disable-
next-line no-for-of-loops/no-for-of-loops\n for (const rendererID of this._store.rootIDToRendererID.values()) {\n
  if (!this._initialRendererIDs.has(rendererID)) {\n this._initialRendererIDs.add(rendererID);\n }\n
}\n\n // Record snapshot of tree at the time profiling is started.\n // This info is required to handle cases of e.g.

nodes being removed during profiling.\n this._store.roots.forEach(rootID => {\n const profilingSnapshots = new Map();\n this._initialSnapshotsByRootID.set(rootID, profilingSnapshots);\n this._takeProfilingSnapshotRecursive(rootID, profilingSnapshots);\n });\n }\n\n if (this._isProfiling !== isProfiling) {\n this._isProfiling = isProfiling;\n\n // Invalidate suspense cache if profiling data is being (re-)recorded.\n // Note that we clear again, in case any views read from the cache while profiling.\n // (That would have resolved a now-stale value without any profiling data.)\n this._cache.invalidate();\n\n this.emit('isProfiling');\n\n // If we've just finished a profiling session, we need to fetch data stored in each renderer interface\n // and re-assemble it on the front-end into a format (ProfilingDataFrontend) that can power the Profiler UI.\n // During this time, DevTools UI should probably not be interactive.\n if (!isProfiling) {\n this._dataBackends.splice(0);\n this._rendererQueue.clear();\n\n // Only request data from renderers that actually logged it.\n // This avoids unnecessary bridge requests and also avoids edge case mixed renderer bugs.\n // (e.g. when v15 and v16 are both present)\n this._rendererIDsThatReportedProfilingData.forEach(rendererID => {\n if (!this._rendererQueue.has(rendererID)) {\n this._rendererQueue.add(rendererID);\n\n this._bridge.send('getProfilingData', {rendererID});\n }\n });\n\n this.emit('isProcessingData');\n }\n }\n };\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport EventEmitter from '../events';\nimport {inspect} from 'util';\nimport {\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n TREE_OPERATION_REORDER_CHILDREN,\n TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n} from '../constants';\nimport {ElementTypeRoot} from '../types';\nimport {\n getSavedComponentFilters,\n saveComponentFilters,\n separateDisplayNameAndHOCs,\n shallowDiffers,\n utfDecodeString,\n} from '../utils';\nimport {localStorageGetItem, localStorageSetItem} from '../storage';\nimport {__DEBUG__} from '../constants';\nimport {printStore} from './utils';\nimport ProfilerStore from './ProfilerStore';\nimport {\n BRIDGE_PROTOCOL,\n currentBridgeProtocol,\n} from 'react-devtools-shared/src/bridge';\n\nimport type {Element} from './views/Components/types';\nimport type {ComponentFilter, ElementType} from '../types';\nimport type {\n FrontendBridge,\n BridgeProtocol,\n} from 'react-devtools-shared/src/bridge';\n\nconst debug = (methodName, ...args) => {\n if (__DEBUG__) {\n console.log(\n `%cStore %c${methodName}`,\n 'color: green; font-weight: bold;',\n 'font-weight: bold;',\n ...args,\n);\n }\n};\n\nconst LOCAL_STORAGE_COLLAPSE_ROOTS_BY_DEFAULT_KEY =\n 'React::DevTools::collapseNodesByDefault';\nconst LOCAL_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY =\n 'React::DevTools::recordChangeDescriptions';\n\ntype Config = {|\n checkBridgeProtocolCompatibility?: boolean,\n isProfiling?: boolean,\n supportsNativeInspection?: boolean,\n supportsReloadAndProfile?: boolean,\n supportsProfiling?: boolean,\n supportsTraceUpdates?: boolean,\n|};\n\nexport type Capabilities = {|\n hasOwnerMetadata: boolean,\n supportsProfiling: boolean,\n|};\n\n/**\n * The store is the single source of truth for updates from the backend.\n * ContextProviders can subscribe to the Store for specific things they want to provide.\n */\nexport default class Store extends EventEmitter<{|\n collapseNodesByDefault: [],\n componentFilters: [],\n error: [Error],\n mutated: [[Array<number>, Map<number, number>]],\n recordChangeDescriptions: [],\n roots: [],\n supportsNativeStyleEditor: [],\n supportsProfiling: [],\n supportsReloadAndProfile: [],\n unsupportedBridgeProtocolDetected: [],\n unsupportedRendererVersionDetected: [],\n|}> {\n _bridge: FrontendBridge;\n\n // Computed whenever _errorsAndWarnings Map changes.\n _cachedErrorCount: number = 0;\n _cachedWarningCount: number = 0;\n _cachedErrorAndWarningTuples: Array<{|id: number, index: number|}> = [];\n\n // Should new nodes be collapsed by default when added to the tree?\n _collapseNodesByDefault: boolean = true;\n\n _componentFilters: Array<ComponentFilter>;\n\n // Map of ID to number of recorded error and warning message IDs.\n _errorsAndWarnings: Map<\n number,\n

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{|errorCount: number, warningCount: number|},\n  > = new Map();\n\n  // At least one of the injected renderers
contains (DEV only) owner metadata.\n  _hasOwnerMetadata: boolean = false;\n\n  // Map of ID to (mutable)
Element.\n  // Elements are mutated to avoid excessive cloning during tree updates.\n  // The InspectedElement
Suspense cache also relies on this mutability for its WeakMap usage.\n  _idToElement: Map<number, Element> =
new Map();\n\n  // Should the React Native style editor panel be shown?\n  _isNativeStyleEditorSupported: boolean
= false;\n\n  // Can the backend use the Storage API (e.g. localStorage)?\n  // If not, features like reload-and-profile
will not work correctly and must be disabled.\n  _isBackendStorageAPISupported: boolean = false;\n\n  // Can
DevTools use sync XHR requests?\n  // If not, features like reload-and-profile will not work correctly and must be
disabled.\n  // This current limitation applies only to web extension builds\n  // and will need to be reconsidered in
the future if we add support for reload to React Native.\n  _isSynchronousXHRSupported: boolean = false;\n\n
_nativeStyleEditorValidAttributes: $ReadOnlyArray<string> | null = null;\n\n  // Older backends don't support an
explicit bridge protocol,\n  // so we should timeout eventually and show a downgrade message.\n
_onBridgeProtocolTimeoutID: TimeoutID | null = null;\n\n  // Map of element (id) to the set of elements (ids) it
owns.\n  // This map enables getOwnersListForElement() to avoid traversing the entire tree.\n  _ownersMap:
Map<number, Set<number>> = new Map();\n\n  _profilerStore: ProfilerStore;\n\n  _recordChangeDescriptions:
boolean = false;\n\n  // Incremented each time the store is mutated.\n  // This enables a passive effect to detect a
mutation between render and commit phase.\n  _revision: number = 0;\n\n  // This Array must be treated as
immutable!\n  // Passive effects will check it for changes between render and mount.\n  _roots:
$ReadOnlyArray<number> = [];\n\n  _rootIDToCapabilities: Map<number, Capabilities> = new Map();\n\n  //
Renderer ID is needed to support inspection fiber props, state, and hooks.\n  _rootIDToRendererID: Map<number,
number> = new Map();\n\n  // These options may be initially set by a confiugraiton option when constructing the
Store.\n  // In the case of \"supportsProfiling\", the option may be updated based on the injected renderers.\n
_supportsNativeInspection: boolean = true;\n  _supportsProfiling: boolean = false;\n  _supportsReloadAndProfile:
boolean = false;\n  _supportsTraceUpdates: boolean = false;\n\n  _unsupportedBridgeProtocol: BridgeProtocol | null
= null;\n  _unsupportedRendererVersionDetected: boolean = false;\n\n  // Total number of visible elements (within
all roots).\n  // Used for windowing purposes.\n  _weightAcrossRoots: number = 0;\n\n  constructor(bridge:
FrontendBridge, config?: Config) {\n    super();\n\n    if (__DEBUG__) {\n      debug('constructor', 'subscribing to
Bridge');\n    }\n\n    this._collapseNodesByDefault =\n
localStorageGetItem(LOCAL_STORAGE_COLLAPSE_ROOTS_BY_DEFAULT_KEY) ===\n      'true';\n\n
this._recordChangeDescriptions =\n
localStorageGetItem(LOCAL_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY) ===\n      'true';\n\n
this._componentFilters = getSavedComponentFilters();\n\n    let isProfiling = false;\n    if (config != null) {\n
isProfiling = config.isProfiling === true;\n\n      const {\n        supportsNativeInspection,\n        supportsProfiling,\n
    supportsReloadAndProfile,\n        supportsTraceUpdates,\n      } = config;\n      this._supportsNativeInspection =
supportsNativeInspection !== false;\n      if (supportsProfiling) {\n        this._supportsProfiling = true;\n      }\n      if
(supportsReloadAndProfile) {\n        this._supportsReloadAndProfile = true;\n      }\n      if (supportsTraceUpdates)
{\n        this._supportsTraceUpdates = true;\n      }\n    }\n\n    this._bridge = bridge;\n
bridge.addListener('operations', this.onBridgeOperations);\n    bridge.addListener(\n
'overrideComponentFilters',\n      this.onBridgeOverrideComponentFilters,\n    );\n    bridge.addListener('shutdown',
this.onBridgeShutdown);\n    bridge.addListener(\n      'isBackendStorageAPISupported',\n
this.onBackendStorageAPISupported,\n    );\n    bridge.addListener(\n      'isNativeStyleEditorSupported',\n
this.onBridgeNativeStyleEditorSupported,\n    );\n    bridge.addListener(\n      'isSynchronousXHRSupported',\n
this.onBridgeSynchronousXHRSupported,\n    );\n    bridge.addListener(\n      'unsupportedRendererVersion',\n
this.onBridgeUnsupportedRendererVersion,\n    );\n\n    this._profilerStore = new ProfilerStore(bridge, this,
isProfiling);\n\n    // Verify that the frontend version is compatible with the connected backend.\n    // See
github.com/facebook/react/issues/21326\n    if (config != null && config.checkBridgeProtocolCompatibility) {\n
// Older backends don't support an explicit bridge protocol,\n      // so we should timeout eventually and show a
downgrade message.\n      this._onBridgeProtocolTimeoutID = setTimeout(\n        this.onBridgeProtocolTimeout,\n
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    10000,\n      );\n\n      bridge.addListener('bridgeProtocol', this.onBridgeProtocol);\n
bridge.send('getBridgeProtocol');\n    }\n  }\n\n  // This is only used in tests to avoid memory leaks.\n
assertExpectedRootMapSizes() {\n    if (this.roots.length === 0) {\n      // The only safe time to assert these maps are
empty is when the store is empty.\n      this.assertMapSizeMatchesRootCount(this._idToElement, '_idToElement');\n
    this.assertMapSizeMatchesRootCount(this._ownersMap, '_ownersMap');\n    }\n\n    // These maps should always
be the same size as the number of roots\n    this.assertMapSizeMatchesRootCount(\n
this._rootIDToCapabilities,\n      '_rootIDToCapabilities',\n    );\n    this.assertMapSizeMatchesRootCount(\n
this._rootIDToRendererID,\n      '_rootIDToRendererID',\n    );\n  }\n\n  // This is only used in tests to avoid memory
leaks.\n  assertMapSizeMatchesRootCount(map: Map<any, any>, mapName: string) {\n    const expectedSize =
this.roots.length;\n    if (map.size !== expectedSize) {\n      this._throwAndEmitError(\n        Error(\n
`Expected ${mapName} to contain ${expectedSize} items, but it contains ${\n            map.size\n          }
items\\n\\n${inspect(map, {\n            depth: 20,\n          })}`,\n        ),\n      );\n    }\n  }\n\n  get
collapseNodesByDefault(): boolean {\n    return this._collapseNodesByDefault;\n  }\n  set
collapseNodesByDefault(value: boolean): void {\n    this._collapseNodesByDefault = value;\n\n
localStorageSetItem(\n      LOCAL_STORAGE_COLLAPSE_ROOTS_BY_DEFAULT_KEY,\n      value ? 'true' :
'false',\n    );\n\n    this.emit('collapseNodesByDefault');\n  }\n\n  get componentFilters(): Array<ComponentFilter>
{\n    return this._componentFilters;\n  }\n  set componentFilters(value: Array<ComponentFilter>): void {\n    if
(this._profilerStore.isProfiling) {\n      // Re-mounting a tree while profiling is in progress might break a lot of
assumptions.\n      // If necessary, we could support this- but it doesn't seem like a necessary use case.\n
this._throwAndEmitError(\n        Error('Cannot modify filter preferences while profiling'),\n      );\n    }\n\n    // Filter
updates are expensive to apply (since they impact the entire tree).\n    // Let's determine if they've changed and avoid
doing this work if they haven't.\n    const prevEnabledComponentFilters = this._componentFilters.filter(\n      filter
=> filter.isEnabled,\n    );\n    const nextEnabledComponentFilters = value.filter(\n      filter => filter.isEnabled,\n
);\n    let haveEnabledFiltersChanged =\n      prevEnabledComponentFilters.length !==
nextEnabledComponentFilters.length;\n    if (!haveEnabledFiltersChanged) {\n      for (let i = 0; i <
nextEnabledComponentFilters.length; i++) {\n        const prevFilter = prevEnabledComponentFilters[i];\n        const
nextFilter = nextEnabledComponentFilters[i];\n        if (shallowDiffers(prevFilter, nextFilter)) {\n
haveEnabledFiltersChanged = true;\n          break;\n        }\n      }\n    }\n\n    this._componentFilters = value;\n\n    //
Update persisted filter preferences stored in localStorage.\n    saveComponentFilters(value);\n\n    // Notify the
renderer that filter preferences have changed.\n    // This is an expensive operation; it unmounts and remounts the
entire tree,\n    // so only do it if the set of enabled component filters has changed.\n    if
(haveEnabledFiltersChanged) {\n      this._bridge.send('updateComponentFilters', value);\n    }\n\n
this.emit('componentFilters');\n  }\n\n  get errorCount(): number {\n    return this._cachedErrorCount;\n  }\n\n  get
hasOwnerMetadata(): boolean {\n    return this._hasOwnerMetadata;\n  }\n\n  get
nativeStyleEditorValidAttributes(): $ReadOnlyArray<string> | null {\n    return
this._nativeStyleEditorValidAttributes;\n  }\n\n  get numElements(): number {\n    return
this._weightAcrossRoots;\n  }\n\n  get profilerStore(): ProfilerStore {\n    return this._profilerStore;\n  }\n\n  get
recordChangeDescriptions(): boolean {\n    return this._recordChangeDescriptions;\n  }\n  set
recordChangeDescriptions(value: boolean): void {\n    this._recordChangeDescriptions = value;\n\n
localStorageSetItem(\n      LOCAL_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n      value ? 'true' :
'false',\n    );\n\n    this.emit('recordChangeDescriptions');\n  }\n\n  get revision(): number {\n    return
this._revision;\n  }\n\n  get rootIDToRendererID(): Map<number, number> {\n    return
this._rootIDToRendererID;\n  }\n\n  get roots(): $ReadOnlyArray<number> {\n    return this._roots;\n  }\n\n  get
supportsNativeInspection(): boolean {\n    return this._supportsNativeInspection;\n  }\n\n  get
supportsNativeStyleEditor(): boolean {\n    return this._isNativeStyleEditorSupported;\n  }\n\n  get
supportsProfiling(): boolean {\n    return this._supportsProfiling;\n  }\n\n  get supportsReloadAndProfile(): boolean
{\n    // Does the DevTools shell support reloading and eagerly injecting the renderer interface?\n    // And if so, can
the backend use the localStorage API and sync XHR?\n    // All of these are currently required for the reload-and-
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profile feature to work.\n return (\n this._supportsReloadAndProfile &&\n this._isBackendStorageAPISupported &&\n this._isSynchronousXHRSupported\n);\n }\n\n get supportsTraceUpdates(): boolean {\n return this._supportsTraceUpdates;\n }\n\n get unsupportedBridgeProtocol(): BridgeProtocol | null {\n return this._unsupportedBridgeProtocol;\n }\n\n get unsupportedRendererVersionDetected(): boolean {\n return this._unsupportedRendererVersionDetected;\n }\n\n get warningCount(): number {\n return this._cachedWarningCount;\n }\n\n containsElement(id: number): boolean {\n return this._idToElement.get(id) != null;\n }\n\n getElementAtIndex(index: number): Element | null {\n if (index < 0 || index >= this.numElements) {\n console.warn(\n `Invalid index ${index} specified; store contains ${this.numElements} items.`,\n);\n\n return null;\n }\n\n // Find which root this element is in...\n let rootID;\n let root;\n let rootWeight = 0;\n for (let i = 0; i < this._roots.length; i++) {\n rootID = this._roots[i];\n root = ((this._idToElement.get(rootID): any): Element);\n if (root.children.length === 0) {\n continue;\n } else if (rootWeight + root.weight > index) {\n break;\n } else {\n rootWeight += root.weight;\n }\n }\n\n // Find the element in the tree using the weight of each node...\n // Skip over the root itself, because roots aren't visible in the Elements tree.\n let currentElement = ((root: any): Element);\n let currentWeight = rootWeight - 1;\n while (index !== currentWeight) {\n const numChildren = currentElement.children.length;\n for (let i = 0; i < numChildren; i++) {\n const childID = currentElement.children[i];\n const child = ((this._idToElement.get(childID): any): Element);\n const childWeight = child.isCollapsed ? 1 : child.weight;\n\n if (index <= currentWeight + childWeight) {\n currentWeight++;\n currentElement = child;\n break;\n } else {\n currentWeight += childWeight;\n }\n }\n }\n\n return ((currentElement: any): Element) || null;\n }\n\n getElementIDAtIndex(index: number): number | null {\n const element: Element | null = this.getElementAtIndex(index);\n return element === null ? null : element.id;\n }\n\n getElementByID(id: number): Element | null {\n const element = this._idToElement.get(id);\n if (element == null) {\n console.warn(`No element found with id \"${id}\"`);\n return null;\n }\n\n return element;\n }\n\n // Returns a tuple of [id, index]\n getElementsWithErrorsAndWarnings(): Array<{|id: number, index: number|}> {\n return this._cachedErrorAndWarningTuples;\n }\n\n getErrorAndWarningCountForElementID(\n id: number,\n): {|errorCount: number, warningCount: number|} {\n return this._errorsAndWarnings.get(id) || {errorCount: 0, warningCount: 0};\n }\n\n getIndexOfElementID(id: number): number | null {\n const element = this.getElementByID(id);\n\n if (element === null || element.parentID === 0) {\n return null;\n }\n\n // Walk up the tree to the root.\n // Increment the index by one for each node we encounter,\n // and by the weight of all nodes to the left of the current one.\n // This should be a relatively fast way of determining the index of a node within the tree.\n let previousID = id;\n let currentID = element.parentID;\n let index = 0;\n while (true) {\n const current = ((this._idToElement.get(currentID): any): Element);\n\n const {children} = current;\n for (let i = 0; i < children.length; i++) {\n const childID = children[i];\n if (childID === previousID) {\n break;\n }\n const child = ((this._idToElement.get(childID): any): Element);\n index += child.isCollapsed ? 1 : child.weight;\n }\n\n if (current.parentID === 0) {\n // We found the root; stop crawling.\n break;\n }\n\n index++;\n\n previousID = current.id;\n currentID = current.parentID;\n }\n\n // At this point, the current ID is a root (from the previous loop).\n // We also need to offset the index by previous root weights.\n for (let i = 0; i < this._roots.length; i++) {\n const rootID = this._roots[i];\n if (rootID === currentID) {\n break;\n }\n const root = ((this._idToElement.get(rootID): any): Element);\n index += root.weight;\n }\n\n return index;\n }\n\n getOwnersListForElement(ownerID: number): Array<Element> {\n const list = [];\n const element = this._idToElement.get(ownerID);\n if (element != null) {\n list.push({\n ...element,\n depth: 0,\n });\n\n const unsortedIDs = this._ownersMap.get(ownerID);\n if (unsortedIDs !== undefined) {\n const depthMap: Map<number, number> = new Map([[ownerID, 0]]);\n\n // Items in a set are ordered based on insertion.\n // This does not correlate with their order in the tree.\n // So first we need to order them.\n // I wish we could avoid this sorting operation; we could sort at insertion time,\n // but then we'd have to pay sorting costs even if the owners list was never used.\n // Seems better to defer the cost, since the set of ids is probably pretty small.\n const

sortedIDs = Array.from(unsortedIDs).sort(\n (idA, idB) =>\n ((this.getIndexOfElementID(idA): any): number) -\n ((this.getIndexOfElementID(idB): any): number),\n);\n\n // Next we need to determine the appropriate depth for each element in the list.\n // The depth in the list may not correspond to the depth in the tree,\n // because the list has been filtered to remove intermediate components.\n // Perhaps the easiest way to do this is to walk up the tree until we reach either:\n // (1) another node that's already in the tree, or (2) the root (owner)\n // at which point, our depth is just the depth of that node plus one.\n sortedIDs.forEach(id => {\n const innerElement = this._idToElement.get(id);\n if (innerElement != null) {\n let parentID = innerElement.parentID;\n\n let depth = 0;\n while (parentID > 0) {\n if (parentID === ownerID || unsortedIDs.has(parentID)) {\n depth = depthMap.get(parentID) + 1;\n depthMap.set(id, depth);\n break;\n }\n const parent = this._idToElement.get(parentID);\n if (parent == null) {\n break;\n }\n parentID = parent.parentID;\n }\n\n if (depth === 0) {\n this._throwAndEmitError(Error('Invalid owners list'));\n }\n\n list.push({...innerElement, depth});\n }\n });\n }\n }\n\n return list;\n }\n\n getRendererIDForElement(id: number): number | null {\n let current = this._idToElement.get(id);\n while (current != null) {\n if (current.parentID === 0) {\n const rendererID = this._rootIDToRendererID.get(current.id);\n return rendererID == null ? null : rendererID;\n } else {\n current = this._idToElement.get(current.parentID);\n }\n }\n return null;\n }\n\n getRootIDForElement(id: number): number | null {\n let current = this._idToElement.get(id);\n while (current != null) {\n if (current.parentID === 0) {\n return current.id;\n } else {\n current = this._idToElement.get(current.parentID);\n }\n }\n return null;\n }\n\n isInsideCollapsedSubTree(id: number): boolean {\n let current = this._idToElement.get(id);\n while (current != null) {\n if (current.parentID === 0) {\n return false;\n } else {\n current = this._idToElement.get(current.parentID);\n if (current != null && current.isCollapsed) {\n return true;\n }\n }\n }\n return false;\n }\n\n // TODO Maybe split this into two methods: expand() and collapse()\n toggleIsCollapsed(id: number, isCollapsed: boolean): void {\n let didMutate = false;\n\n const element = this.getElementByID(id);\n if (element !== null) {\n if (isCollapsed) {\n if (element.type === ElementTypeRoot) {\n this._throwAndEmitError(Error('Root nodes cannot be collapsed'));\n }\n\n if (!element.isCollapsed) {\n didMutate = true;\n element.isCollapsed = true;\n\n const weightDelta = 1 - element.weight;\n\n let parentElement = ((this._idToElement.get(\n element.parentID,\n): any): Element);\n while (parentElement != null) {\n // We don't need to break on a collapsed parent in the same way as the expand case below.\n // That's because collapsing a node doesn't \"bubble\" and affect its parents.\n parentElement.weight += weightDelta;\n parentElement = this._idToElement.get(parentElement.parentID);\n }\n }\n } else {\n let currentElement = element;\n while (currentElement != null) {\n const oldWeight = currentElement.isCollapsed\n ? 1\n : currentElement.weight;\n\n if (currentElement.isCollapsed) {\n didMutate = true;\n currentElement.isCollapsed = false;\n\n const newWeight = currentElement.isCollapsed\n ? 1\n : currentElement.weight;\n const weightDelta = newWeight - oldWeight;\n\n let parentElement = ((this._idToElement.get(\n currentElement.parentID,\n): any): Element);\n while (parentElement != null) {\n parentElement.weight += weightDelta;\n if (parentElement.isCollapsed) {\n // It's important to break on a collapsed parent when expanding nodes.\n // That's because expanding a node \"bubbles\" up and expands all parents as well.\n // Breaking in this case prevents us from over-incrementing the expanded weights.\n break;\n }\n parentElement = this._idToElement.get(parentElement.parentID);\n }\n }\n\n currentElement =\n currentElement.parentID !== 0\n ? this.getElementByID(currentElement.parentID)\n : null;\n }\n }\n\n // Only re-calculate weights and emit an \"update\" event if the store was mutated.\n if (didMutate) {\n let weightAcrossRoots = 0;\n this._roots.forEach(rootID => {\n const {weight} = ((this.getElementByID(rootID): any): Element);\n weightAcrossRoots += weight;\n });\n this._weightAcrossRoots = weightAcrossRoots;\n\n // The Tree context's search reducer expects an explicit list

of ids for nodes that were added or removed.\n // In this case, we can pass it empty arrays since nodes in a collapsed tree are still there (just hidden).\n // Updating the selected search index later may require auto-expanding a collapsed subtree though.\n this.emit('mutated', [[], new Map()]);\n }\n }\n }\n\n _adjustParentTreeWeight = (\n parentElement: Element | null,\n weightDelta: number,\n) => {\n let isInsideCollapsedSubTree = false;\n\n while (parentElement != null) {\n parentElement.weight += weightDelta;\n\n // Additions and deletions within a collapsed subtree should not bubble beyond the collapsed parent.\n // Their weight will bubble up when the parent is expanded.\n if (parentElement.isCollapsed) {\n isInsideCollapsedSubTree = true;\n break;\n }\n\n parentElement = ((this._idToElement.get(\n parentElement.parentID,\n): any): Element);\n }\n\n // Additions and deletions within a collapsed subtree should not affect the overall number of elements.\n if (!isInsideCollapsedSubTree) {\n this._weightAcrossRoots += weightDelta;\n }\n };\n\n onBridgeNativeStyleEditorSupported = ({\n isSupported,\n validAttributes,\n }: {|\n isSupported: boolean,\n validAttributes: ?$ReadOnlyArray<string>,\n |}) => {\n this._isNativeStyleEditorSupported = isSupported;\n this._nativeStyleEditorValidAttributes = validAttributes || null;\n\n this.emit('supportsNativeStyleEditor');\n };\n\n onBridgeOperations = (operations: Array<number>) => {\n if (__DEBUG__) {\n console.groupCollapsed('onBridgeOperations');\n debug('onBridgeOperations', operations.join(','));\n }\n\n let haveRootsChanged = false;\n let haveErrorsOrWarningsChanged = false;\n\n // The first two values are always rendererID and rootID\n const rendererID = operations[0];\n\n const addedElementIDs: Array<number> = [];\n // This is a mapping of removed ID -> parent ID:\n const removedElementIDs: Map<number, number> = new Map();\n // We'll use the parent ID to adjust selection if it gets deleted.\n\n let i = 2;\n\n // Reassemble the string table.\n const stringTable = [\n null, // ID = 0 corresponds to the null string.\n];\n const stringTableSize = operations[i++];\n const stringTableEnd = i + stringTableSize;\n while (i < stringTableEnd) {\n const nextLength = operations[i++];\n const nextString = utfDecodeString(\n (operations.slice(i, i + nextLength): any),\n);\n stringTable.push(nextString);\n i += nextLength;\n }\n\n while (i < operations.length) {\n const operation = operations[i];\n switch (operation) {\n case TREE_OPERATION_ADD: {\n const id = ((operations[i + 1]: any): number);\n const type = ((operations[i + 2]: any): ElementType);\n\n i += 3;\n\n if (this._idToElement.has(id)) {\n this._throwAndEmitError(\n Error(\n `Cannot add node \"${id}\" because a node with that id is already in the Store.`,\n),\n);\n }\n\n let ownerID: number = 0;\n let parentID: number = ((null: any): number);\n if (type === ElementTypeRoot) {\n if (__DEBUG__) {\n debug('Add', `new root node ${id}`);\n }\n\n const supportsProfiling = operations[i] > 0;\n i++;\n\n const hasOwnerMetadata = operations[i] > 0;\n i++;\n\n this._roots = this._roots.concat(id);\n this._rootIDToRendererID.set(id, rendererID);\n this._rootIDToCapabilities.set(id, {\n hasOwnerMetadata,\n supportsProfiling,\n });\n\n this._idToElement.set(id, {\n children: [],\n depth: -1,\n displayName: null,\n hocDisplayNames: null,\n id,\n isCollapsed: false, // Never collapse roots; it would hide the entire tree.\n key: null,\n ownerID: 0,\n parentID: 0,\n type,\n weight: 0,\n });\n\n haveRootsChanged = true;\n } else {\n parentID = ((operations[i]: any): number);\n i++;\n\n ownerID = ((operations[i]: any): number);\n i++;\n\n const displayNameStringID = operations[i];\n const displayName = stringTable[displayNameStringID];\n i++;\n\n const keyStringID = operations[i];\n const key = stringTable[keyStringID];\n i++;\n\n if (__DEBUG__) {\n debug(\n 'Add',\n `node ${id} (${displayName || 'null'}) as child of ${parentID}`,\n);\n }\n\n if (!this._idToElement.has(parentID)) {\n this._throwAndEmitError(\n Error(\n `Cannot add child \"${id}\" to parent \"${parentID}\" because parent node was not found in the Store.`,\n),\n);\n }\n\n const parentElement = ((this._idToElement.get(\n parentID,\n): any): Element);\n parentElement.children.push(id);\n\n const [\n displayNameWithoutHOCs,\n hocDisplayNames,\n] = separateDisplayNameAndHOCs(displayName, type);\n\n const element: Element = {\n children: [],\n depth: parentElement.depth + 1,\n displayName:

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displayNameWithoutHOCs,\n            hocDisplayNames,\n            id,\n            isCollapsed:
this._collapseNodesByDefault,\n            key,\n            ownerID,\n            parentID: parentElement.id,\n
type,\n            weight: 1,\n            };\n\n            this._idToElement.set(id, element);\n
addedElementIDs.push(id);\n            this._adjustParentTreeWeight(parentElement, 1);\n\n            if (ownerID > 0)
{\n            let set = this._ownersMap.get(ownerID);\n            if (set === undefined) {\n            set = new Set();\n
            this._ownersMap.set(ownerID, set);\n            }\n            set.add(id);\n            }\n            }\n            break;\n
    }\n        case TREE_OPERATION_REMOVE: {\n            const removeLength = ((operations[i + 1]: any):
number);\n            i += 2;\n\n            for (let removeIndex = 0; removeIndex < removeLength; removeIndex++) {\n
    const id = ((operations[i]: any): number);\n\n            if (!this._idToElement.has(id)) {\n
this._throwAndEmitError(\n            Error(\n            `Cannot remove node \"${id}\" because no matching node
was found in the Store.`,\n            ),\n            );\n            }\n\n            i += 1;\n\n            const element =
((this._idToElement.get(id): any): Element);\n            const {children, ownerID, parentID, weight} = element;\n
    if (children.length > 0) {\n            this._throwAndEmitError(\n            Error(`Node \"${id}\" was removed
before its children.`),\n            );\n            }\n\n            this._idToElement.delete(id);\n\n            let parentElement =
null;\n            if (parentID === 0) {\n            if (__DEBUG__) {\n            debug('Remove', `node ${id} root`);\n
            }\n\n            this._roots = this._roots.filter(rootID => rootID !== id);\n
this._rootIDToRendererID.delete(id);\n            this._rootIDToCapabilities.delete(id);\n\n
haveRootsChanged = true;\n            } else {\n            if (__DEBUG__) {\n            debug('Remove', `node ${id}
from parent ${parentID}`);\n            }\n            parentElement = ((this._idToElement.get(parentID): any):
Element);\n            if (parentElement === undefined) {\n            this._throwAndEmitError(\n            Error(\n
            `Cannot remove node \"${id}\" from parent \"${parentID}\" because no matching node was found in the
Store.`,\n            ),\n            );\n            }\n            const index = parentElement.children.indexOf(id);\n
    parentElement.children.splice(index, 1);\n            }\n\n            this._adjustParentTreeWeight(parentElement, -
weight);\n            removedElementIDs.set(id, parentID);\n\n            this._ownersMap.delete(id);\n            if
(ownerID > 0) {\n            const set = this._ownersMap.get(ownerID);\n            if (set !== undefined) {\n
set.delete(id);\n            }\n            }\n\n            if (this._errorsAndWarnings.has(id)) {\n
this._errorsAndWarnings.delete(id);\n            haveErrorsOrWarningsChanged = true;\n            }\n            }\n
break;\n        }\n        case TREE_OPERATION_REMOVE_ROOT: {\n            i += 1;\n\n            const id =
operations[1];\n\n            if (__DEBUG__) {\n            debug(`Remove root ${id}`);\n            }\n\n            const
recursivelyDeleteElements = elementID => {\n            const element = this._idToElement.get(elementID);\n
this._idToElement.delete(elementID);\n            if (element) {\n            // Mostly for Flow's sake\n            for (let
index = 0; index < element.children.length; index++) {\n
recursivelyDeleteElements(element.children[index]);\n            }\n            }\n            };\n\n            const root =
((this._idToElement.get(id): any): Element);\n            recursivelyDeleteElements(id);\n\n
this._rootIDToCapabilities.delete(id);\n            this._rootIDToRendererID.delete(id);\n            this._roots =
this._roots.filter(rootID => rootID !== id);\n            this._weightAcrossRoots -= root.weight;\n            break;\n        }\n
    case TREE_OPERATION_REORDER_CHILDREN: {\n            const id = ((operations[i + 1]: any): number);\n
    const numChildren = ((operations[i + 2]: any): number);\n            i += 3;\n\n            if (!this._idToElement.has(id))
{\n            this._throwAndEmitError(\n            Error(\n            `Cannot reorder children for node \"${id}\"
because no matching node was found in the Store.`,\n            ),\n            );\n            }\n\n            const element =
((this._idToElement.get(id): any): Element);\n            const children = element.children;\n            if (children.length
!== numChildren) {\n            this._throwAndEmitError(\n            Error(\n            `Children cannot be added or
removed during a reorder operation.`,\n            ),\n            );\n            }\n\n            for (let j = 0; j < numChildren; j++)
{\n            const childID = operations[i + j];\n            children[j] = childID;\n            if (__DEV__) {\n            //
This check is more expensive so it's gated by __DEV__.\n            const childElement =
this._idToElement.get(childID);\n            if (childElement == null || childElement.parentID !== id) {\n
console.error(\n            `Children cannot be added or removed during a reorder operation.`,\n            );\n
    }\n            }\n            }\n            i += numChildren;\n\n            if (__DEBUG__) {\n            debug('Re-order', `Node
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${id} children ${children.join(',')}`);\n          }\n          break;\n        }\n        case
TREE_OPERATION_UPDATE_TREE_BASE_DURATION:\n          // Base duration updates are only sent while
profiling is in progress.\n          // We can ignore them at this point.\n          // The profiler UI uses them lazily in
order to generate the tree.\n          i += 3;\n          break;\n        case
TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS:\n          const id = operations[i + 1];\n          const
errorCount = operations[i + 2];\n          const warningCount = operations[i + 3];\n\n          i += 4;\n\n          if
(errorCount > 0 || warningCount > 0) {\n            this._errorsAndWarnings.set(id, {errorCount, warningCount});\n
  } else if (this._errorsAndWarnings.has(id)) {\n            this._errorsAndWarnings.delete(id);\n          }\n
haveErrorsOrWarningsChanged = true;\n          break;\n        default:\n          this._throwAndEmitError(\n
Error(`Unsupported Bridge operation \"${operation}\"`),\n          );\n      }\n    }\n\n    this._revision++;\n\n    if
(haveErrorsOrWarningsChanged) {\n      let errorCount = 0;\n      let warningCount = 0;\n\n
this._errorsAndWarnings.forEach(entry => {\n        errorCount += entry.errorCount;\n        warningCount +=
entry.warningCount;\n      });\n\n      this._cachedErrorCount = errorCount;\n      this._cachedWarningCount =
warningCount;\n\n      const errorAndWarningTuples: Array<{|id: number, index: number|}> = [];\n\n
this._errorsAndWarnings.forEach((_, id) => {\n        const index = this.getIndexOfElementID(id);\n        if (index
!== null) {\n          let low = 0;\n          let high = errorAndWarningTuples.length;\n          while (low < high) {\n
  const mid = (low + high) >> 1;\n            if (errorAndWarningTuples[mid].index > index) {\n              high = mid;\n
        } else {\n              low = mid + 1;\n            }\n          }\n\n          errorAndWarningTuples.splice(low, 0, {id,
index});\n        }\n      });\n\n      this._cachedErrorAndWarningTuples = errorAndWarningTuples;\n    }\n\n    if
(haveRootsChanged) {\n      const prevSupportsProfiling = this._supportsProfiling;\n\n      this._hasOwnerMetadata
= false;\n      this._supportsProfiling = false;\n      this._rootIDToCapabilities.forEach(\n        ({hasOwnerMetadata,
supportsProfiling}) => {\n          if (hasOwnerMetadata) {\n            this._hasOwnerMetadata = true;\n          }\n
if (supportsProfiling) {\n            this._supportsProfiling = true;\n          }\n        },\n      );\n\n      this.emit('roots');\n\n
    if (this._supportsProfiling !== prevSupportsProfiling) {\n        this.emit('supportsProfiling');\n      }\n    }\n\n    if
(__DEBUG__) {\n      console.log(printStore(this, true));\n      console.groupEnd();\n    }\n\n    this.emit('mutated',
[addedElementIDs, removedElementIDs]);\n  };\n\n  // Certain backends save filters on a per-domain basis.\n  // In
order to prevent filter preferences and applied filters from being out of sync,\n  // this message enables the backend
to override the frontend's current (\"saved\") filters.\n  // This action should also override the saved filters too,\n  //
else reloading the frontend without reloading the backend would leave things out of sync.\n
onBridgeOverrideComponentFilters = (\n    componentFilters: Array<ComponentFilter>,\n  ) => {\n
this._componentFilters = componentFilters;\n\n    saveComponentFilters(componentFilters);\n  };\n\n
onBridgeShutdown = () => {\n    if (__DEBUG__) {\n      debug('onBridgeShutdown', 'unsubscribing from
Bridge');\n    }\n\n    const bridge = this._bridge;\n    bridge.removeListener('operations', this.onBridgeOperations);\n
  bridge.removeListener(\n      'overrideComponentFilters',\n      this.onBridgeOverrideComponentFilters,\n    );\n
bridge.removeListener('shutdown', this.onBridgeShutdown);\n    bridge.removeListener(\n
'isBackendStorageAPISupported',\n      this.onBackendStorageAPISupported,\n    );\n    bridge.removeListener(\n
'isNativeStyleEditorSupported',\n      this.onBridgeNativeStyleEditorSupported,\n    );\n    bridge.removeListener(\n
  'isSynchronousXHRSupported',\n      this.onBridgeSynchronousXHRSupported,\n    );\n
bridge.removeListener(\n      'unsupportedRendererVersion',\n      this.onBridgeUnsupportedRendererVersion,\n
);\n    bridge.removeListener('bridgeProtocol', this.onBridgeProtocol);\n\n    if (this._onBridgeProtocolTimeoutID
!== null) {\n      clearTimeout(this._onBridgeProtocolTimeoutID);\n      this._onBridgeProtocolTimeoutID = null;\n
  }\n  };\n\n  onBackendStorageAPISupported = (isBackendStorageAPISupported: boolean) => {\n
this._isBackendStorageAPISupported = isBackendStorageAPISupported;\n\n
this.emit('supportsReloadAndProfile');\n  };\n\n  onBridgeSynchronousXHRSupported =
(isSynchronousXHRSupported: boolean) => {\n    this._isSynchronousXHRSupported =
isSynchronousXHRSupported;\n\n    this.emit('supportsReloadAndProfile');\n  };\n\n
onBridgeUnsupportedRendererVersion = () => {\n    this._unsupportedRendererVersionDetected = true;\n\n
this.emit('unsupportedRendererVersionDetected');\n  };\n\n  onBridgeProtocol = (bridgeProtocol: BridgeProtocol)
```

=> {\n if (this._onBridgeProtocolTimeoutID !== null) {\n   clearTimeout(this._onBridgeProtocolTimeoutID);\n this._onBridgeProtocolTimeoutID = null;\n }\n\n if (bridgeProtocol.version !== currentBridgeProtocol.version) {\n   this._unsupportedBridgeProtocol = bridgeProtocol;\n } else {\n   // If we should happen to get a response after timing out...\n   this._unsupportedBridgeProtocol = null;\n }\n\n this.emit('unsupportedBridgeProtocolDetected');\n };\n\n onBridgeProtocolTimeout = () => {\n this._onBridgeProtocolTimeoutID = null;\n\n // If we timed out, that indicates the backend predates the bridge protocol,\n // so we can set a fake version (0) to trigger the downgrade message.\n this._unsupportedBridgeProtocol = BRIDGE_PROTOCOL[0];\n\n this.emit('unsupportedBridgeProtocolDetected');\n };\n\n // The Store should never throw an Error without also emitting an event.\n // Otherwise Store errors will be invisible to users,\n // but the downstream errors they cause will be reported as bugs.\n // For example, https://github.com/facebook/react/issues/21402\n // Emitting an error event allows the ErrorBoundary to show the original error.\n _throwAndEmitError(error: Error) {\n this.emit('error', error);\n\n // Throwing is still valuable for local development\n // and for unit testing the Store itself.\n throw error;\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\ndeclare function isArray(a: mixed): boolean %checks(Array.isArray(a));\n\nconst isArrayImpl = Array.isArray;\n\n// eslint-disable-next-line no-redeclare\nfunction isArray(a: mixed): boolean {\n return isArrayImpl(a);\n}\n\nexport default isArray;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n/**\n * inlined Object.is polyfill to avoid requiring consumers ship their own\n * https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global_Objects/Object/is\n */\nfunction is(x: any, y: any) {\n return (\n   (x === y && (x !== 0 || 1 / x === 1 / y)) || (x !== x && y !== y) // eslint-disable-line no-self-compare\n);\n}\n\nconst objectIs: (x: any, y: any) => boolean =\n typeof Object.is === 'function' ? Object.is : is;\n\nexport default objectIs;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {gt, gte} from 'semver';\nimport {\n ComponentFilterDisplayName,\n ComponentFilterElementType,\n ComponentFilterHOC,\n ComponentFilterLocation,\n ElementTypeClass,\n ElementTypeContext,\n ElementTypeFunction,\n ElementTypeForwardRef,\n ElementTypeHostComponent,\n ElementTypeMemo,\n ElementTypeOtherOrUnknown,\n ElementTypeProfiler,\n ElementTypeRoot,\n ElementTypeSuspense,\n ElementTypeSuspenseList,\n} from 'react-devtools-shared/src/types';\nimport {\n deletePathInObject,\n getDisplayName,\n getDefaultComponentFilters,\n getInObject,\n getUID,\n renamePathInObject,\n setInObject,\n utfEncodeString,\n} from 'react-devtools-shared/src/utils';\nimport {sessionStorageGetItem} from 'react-devtools-shared/src/storage';\nimport {\n cleanForBridge,\n copyToClipboard,\n copyWithDelete,\n copyWithRename,\n copyWithSet,\n getEffectDurations,\n} from './utils';\nimport {\n __DEBUG__,\n SESSION_STORAGE_RELOAD_AND_PROFILE_KEY,\n SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY,\n TREE_OPERATION_ADD,\n TREE_OPERATION_REMOVE,\n TREE_OPERATION_REMOVE_ROOT,\n TREE_OPERATION_REORDER_CHILDREN,\n TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS,\n TREE_OPERATION_UPDATE_TREE_BASE_DURATION,\n} from '../constants';\nimport {inspectHooksOfFiber} from 'react-debug-tools';\nimport {\n patch as patchConsole,\n registerRenderer as registerRendererWithConsole,\n} from './console';\nimport {\n CONCURRENT_MODE_NUMBER,\n CONCURRENT_MODE_SYMBOL_STRING,\n DEPRECATED_ASYNC_MODE_SYMBOL_STRING,\n PROVIDER_NUMBER,\n PROVIDER_SYMBOL_STRING,\n CONTEXT_NUMBER,\n CONTEXT_SYMBOL_STRING,\n STRICT_MODE_NUMBER,\n STRICT_MODE_SYMBOL_STRING,\n PROFILER_NUMBER,\n PROFILER_SYMBOL_STRING,\n SCOPE_NUMBER,\n SCOPE_SYMBOL_STRING,\n FORWARD_REF_NUMBER,\n FORWARD_REF_SYMBOL_STRING,\n MEMO_NUMBER,\n MEMO_SYMBOL_STRING,\n} from './ReactSymbols';\nimport {format} from

'./utils';\nimport {enableProfilerChangedHookIndices} from 'react-devtools-feature-flags';\nimport is from 'shared/objectIs';\nimport isArray from 'shared/isArray';\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type {\n ChangeDescription,\n CommitDataBackend,\n DevToolsHook,\n InspectedElement,\n InspectedElementPayload,\n InstanceAndStyle,\n NativeType,\n PathFrame,\n PathMatch,\n ProfilingDataBackend,\n ProfilingDataForRootBackend,\n ReactRenderer,\n RendererInterface,\n SerializedElement,\n WorkTagMap,\n} from './types';\nimport type {\n ComponentFilter,\n ElementType,\n} from 'react-devtools-shared/src/types';\n\ntype getDisplayNameForFiberType = (fiber: Fiber) => string | null;\ntype getTypeSymbolType = (type: any) => Symbol | number;\n\ntype ReactPriorityLevelsType = {|\n ImmediatePriority: number,\n UserBlockingPriority: number,\n NormalPriority: number,\n LowPriority: number,\n IdlePriority: number,\n NoPriority: number,\n|};\n\ntype ReactTypeOfSideEffectType = {|\n DidCapture: number,\n NoFlags: number,\n PerformedWork: number,\n Placement: number,\n Incomplete: number,\n|};\n\nfunction getFiberFlags(fiber: Fiber): number {\n // The name of this field changed from \"effectTag\" to \"flags\"\n return fiber.flags !== undefined ? fiber.flags : (fiber: any).effectTag;\n}\n\n// Some environments (e.g. React Native / Hermes) don't support the performance API yet.\nconst getCurrentTime =\n typeof performance === 'object' && typeof performance.now === 'function'\n   ? () => performance.now()\n   : () => Date.now();\n\nexport function getInternalReactConstants(\n version: string,\n): {|\n getDisplayNameForFiber: getDisplayNameForFiberType,\n getTypeSymbol: getTypeSymbolType,\n ReactPriorityLevels: ReactPriorityLevelsType,\n ReactTypeOfSideEffect: ReactTypeOfSideEffectType,\n ReactTypeOfWork: WorkTagMap,\n|} {\n const ReactTypeOfSideEffect: ReactTypeOfSideEffectType = {\n   DidCapture: 0b10000000,\n   NoFlags: 0b00,\n   PerformedWork: 0b01,\n   Placement: 0b10,\n   Incomplete: 0b10000000000000,\n };\n\n // **\n // The section below is copied from files in React repo.\n // Keep it in sync, and add version guards if it changes.\n //\n // Technically these priority levels are invalid for versions before 16.9,\n // but 16.9 is the first version to report priority level to DevTools,\n // so we can avoid checking for earlier versions and support pre-16.9 canary releases in the process.\n let ReactPriorityLevels: ReactPriorityLevelsType = {\n   ImmediatePriority: 99,\n   UserBlockingPriority: 98,\n   NormalPriority: 97,\n   LowPriority: 96,\n   IdlePriority: 95,\n   NoPriority: 90,\n };\n\n if (gt(version, '17.0.2')) {\n   ReactPriorityLevels = {\n   ImmediatePriority: 1,\n   UserBlockingPriority: 2,\n   NormalPriority: 3,\n   LowPriority: 4,\n   IdlePriority: 5,\n   NoPriority: 0,\n   };\n }\n\n let ReactTypeOfWork: WorkTagMap = ((null: any): WorkTagMap);\n\n // **\n // The section below is copied from files in React repo.\n // Keep it in sync, and add version guards if it changes.\n //\n // TODO Update the gt() check below to be gte() whichever the next version number is.\n // Currently the version in Git is 17.0.2 (but that version has not been/may not end up being released).\n if (gt(version, '17.0.1')) {\n   ReactTypeOfWork = {\n   CacheComponent: 24, // Experimental\n   ClassComponent: 1,\n   ContextConsumer: 9,\n   ContextProvider: 10,\n   CoroutineComponent: -1, // Removed\n   CoroutineHandlerPhase: -1, // Removed\n   DehydratedSuspenseComponent: 18, // Behind a flag\n   ForwardRef: 11,\n   Fragment: 7,\n   FunctionComponent: 0,\n   HostComponent: 5,\n   HostPortal: 4,\n   HostRoot: 3,\n   HostText: 6,\n   IncompleteClassComponent: 17,\n   IndeterminateComponent: 2,\n   LazyComponent: 16,\n   LegacyHiddenComponent: 23,\n   MemoComponent: 14,\n   Mode: 8,\n   OffscreenComponent: 22, // Experimental\n   Profiler: 12,\n   ScopeComponent: 21, // Experimental\n   SimpleMemoComponent: 15,\n   SuspenseComponent: 13,\n   SuspenseListComponent: 19, // Experimental\n   YieldComponent: -1, // Removed\n   };\n } else if (gte(version, '17.0.0-alpha')) {\n   ReactTypeOfWork = {\n   CacheComponent: -1, // Doesn't exist yet\n   ClassComponent: 1,\n   ContextConsumer: 9,\n   ContextProvider: 10,\n   CoroutineComponent: -1, // Removed\n   CoroutineHandlerPhase: -1, // Removed\n   DehydratedSuspenseComponent: 18, // Behind a flag\n   ForwardRef: 11,\n   Fragment: 7,\n   FunctionComponent: 0,\n   HostComponent: 5,\n   HostPortal: 4,\n   HostRoot: 3,\n   HostText: 6,\n   IncompleteClassComponent: 17,\n   IndeterminateComponent: 2,\n   LazyComponent: 16,\n   LegacyHiddenComponent: 24,\n   MemoComponent: 14,\n   Mode: 8,\n   OffscreenComponent: 23, //

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Experimental\n      Profiler: 12,\n      ScopeComponent: 21, // Experimental\n      SimpleMemoComponent: 15,\n
SuspenseComponent: 13,\n      SuspenseListComponent: 19, // Experimental\n      YieldComponent: -1, //
Removed\n    };\n  } else if (gte(version, '16.6.0-beta.0')) {\n    ReactTypeOfWork = {\n      CacheComponent: -1, //
Doesn't exist yet\n      ClassComponent: 1,\n      ContextConsumer: 9,\n      ContextProvider: 10,\n
CoroutineComponent: -1, // Removed\n      CoroutineHandlerPhase: -1, // Removed\n
DehydratedSuspenseComponent: 18, // Behind a flag\n      ForwardRef: 11,\n      Fragment: 7,\n
FunctionComponent: 0,\n      HostComponent: 5,\n      HostPortal: 4,\n      HostRoot: 3,\n      HostText: 6,\n
IncompleteClassComponent: 17,\n      IndeterminateComponent: 2,\n      LazyComponent: 16,\n
LegacyHiddenComponent: -1,\n      MemoComponent: 14,\n      Mode: 8,\n      OffscreenComponent: -1, //
Experimental\n      Profiler: 12,\n      ScopeComponent: -1, // Experimental\n      SimpleMemoComponent: 15,\n
SuspenseComponent: 13,\n      SuspenseListComponent: 19, // Experimental\n      YieldComponent: -1, //
Removed\n    };\n  } else if (gte(version, '16.4.3-alpha')) {\n    ReactTypeOfWork = {\n      CacheComponent: -1, //
Doesn't exist yet\n      ClassComponent: 2,\n      ContextConsumer: 11,\n      ContextProvider: 12,\n
CoroutineComponent: -1, // Removed\n      CoroutineHandlerPhase: -1, // Removed\n
DehydratedSuspenseComponent: -1, // Doesn't exist yet\n      ForwardRef: 13,\n      Fragment: 9,\n
FunctionComponent: 0,\n      HostComponent: 7,\n      HostPortal: 6,\n      HostRoot: 5,\n      HostText: 8,\n
IncompleteClassComponent: -1, // Doesn't exist yet\n      IndeterminateComponent: 4,\n      LazyComponent: -1, //
Doesn't exist yet\n      LegacyHiddenComponent: -1,\n      MemoComponent: -1, // Doesn't exist yet\n      Mode:
10,\n      OffscreenComponent: -1, // Experimental\n      Profiler: 15,\n      ScopeComponent: -1, // Experimental\n
SimpleMemoComponent: -1, // Doesn't exist yet\n      SuspenseComponent: 16,\n      SuspenseListComponent: -1, //
Doesn't exist yet\n      YieldComponent: -1, // Removed\n    };\n  } else {\n    ReactTypeOfWork = {\n
CacheComponent: -1, // Doesn't exist yet\n      ClassComponent: 2,\n      ContextConsumer: 12,\n
ContextProvider: 13,\n      CoroutineComponent: 7,\n      CoroutineHandlerPhase: 8,\n
DehydratedSuspenseComponent: -1, // Doesn't exist yet\n      ForwardRef: 14,\n      Fragment: 10,\n
FunctionComponent: 1,\n      HostComponent: 5,\n      HostPortal: 4,\n      HostRoot: 3,\n      HostText: 6,\n
IncompleteClassComponent: -1, // Doesn't exist yet\n      IndeterminateComponent: 0,\n      LazyComponent: -1, //
Doesn't exist yet\n      LegacyHiddenComponent: -1,\n      MemoComponent: -1, // Doesn't exist yet\n      Mode:
11,\n      OffscreenComponent: -1, // Experimental\n      Profiler: 15,\n      ScopeComponent: -1, // Experimental\n
SimpleMemoComponent: -1, // Doesn't exist yet\n      SuspenseComponent: 16,\n      SuspenseListComponent: -1, //
Doesn't exist yet\n      YieldComponent: 9,\n    };\n  }\n  //
************************************************************\n  // End of copied code.\n  //
************************************************************\n\n  function getTypeSymbol(type: any):
Symbol | number {\n    const symbolOrNumber =\n      typeof type === 'object' && type !== null ? type.$$typeof :
type;\n\n    // $FlowFixMe Flow doesn't know about typeof \"symbol\"\n    return typeof symbolOrNumber ===
'symbol'\n      ? symbolOrNumber.toString()\n      : symbolOrNumber;\n  }\n\n  const {\n    CacheComponent,\n
ClassComponent,\n    IncompleteClassComponent,\n    FunctionComponent,\n    IndeterminateComponent,\n
ForwardRef,\n    HostRoot,\n    HostComponent,\n    HostPortal,\n    HostText,\n    Fragment,\n
LazyComponent,\n    LegacyHiddenComponent,\n    MemoComponent,\n    OffscreenComponent,\n    Profiler,\n
ScopeComponent,\n    SimpleMemoComponent,\n    SuspenseComponent,\n    SuspenseListComponent,\n  } =
ReactTypeOfWork;\n\n  function resolveFiberType(type: any) {\n    const typeSymbol = getTypeSymbol(type);\n
switch (typeSymbol) {\n      case MEMO_NUMBER:\n      case MEMO_SYMBOL_STRING:\n        // recursively
resolving memo type in case of memo(forwardRef(Component))\n        return resolveFiberType(type.type);\n
case FORWARD_REF_NUMBER:\n      case FORWARD_REF_SYMBOL_STRING:\n        return type.render;\n
  default:\n        return type;\n    }\n  }\n\n  // NOTICE Keep in sync with shouldFilterFiber() and other get*ForFiber
methods\n  function getDisplayNameForFiber(fiber: Fiber): string | null {\n    const {elementType, type, tag} =
fiber;\n\n    let resolvedType = type;\n    if (typeof type === 'object' && type !== null) {\n      resolvedType =
resolveFiberType(type);\n    }\n\n    let resolvedContext: any = null;\n\n    switch (tag) {\n      case
CacheComponent:\n        return 'Cache';\n      case ClassComponent:\n      case IncompleteClassComponent:\n
```

return getDisplayName(resolvedType);\n case FunctionComponent:\n case IndeterminateComponent:\n return getDisplayName(resolvedType);\n case ForwardRef:\n // Mirror https://github.com/facebook/react/blob/7c21bf72ace77094fd1910cc350a548287ef8350/packages/shared/getComponentName.js#L27-L37\n return (\n (type && type.displayName) ||\n getDisplayName(resolvedType, 'Anonymous')\n);\n case HostRoot:\n return null;\n case HostComponent:\n return type;\n case HostPortal:\n case HostText:\n case Fragment:\n return null;\n case LazyComponent:\n // This display name will not be user visible.\n // Once a Lazy component loads its inner component, React replaces the tag and type.\n // This display name will only show up in console logs when DevTools DEBUG mode is on.\n return 'Lazy';\n case MemoComponent:\n case SimpleMemoComponent:\n return (\n (elementType && elementType.displayName) ||\n (type && type.displayName) ||\n getDisplayName(resolvedType, 'Anonymous')\n);\n case SuspenseComponent:\n return 'Suspense';\n case LegacyHiddenComponent:\n return 'LegacyHidden';\n case OffscreenComponent:\n return 'Offscreen';\n case ScopeComponent:\n return 'Scope';\n case SuspenseListComponent:\n return 'SuspenseList';\n case Profiler:\n return 'Profiler';\n default:\n const typeSymbol = getTypeSymbol(type);\n\n switch (typeSymbol) {\n case CONCURRENT_MODE_NUMBER:\n case CONCURRENT_MODE_SYMBOL_STRING:\n case DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n return null;\n case PROVIDER_NUMBER:\n case PROVIDER_SYMBOL_STRING:\n // 16.3.0 exposed the context object as \"context\"\n // PR #12501 changed it to \"_context\" for 16.3.1+\n // NOTE Keep in sync with inspectElementRaw()\n resolvedContext = fiber.type._context || fiber.type.context;\n return `${resolvedContext.displayName || 'Context'}.Provider`;\n case CONTEXT_NUMBER:\n case CONTEXT_SYMBOL_STRING:\n // 16.3-16.5 read from \"type\" because the Consumer is the actual context object.\n // 16.6+ should read from \"type._context\" because Consumer can be different (in DEV).\n // NOTE Keep in sync with inspectElementRaw()\n resolvedContext = fiber.type._context || fiber.type;\n\n // NOTE: TraceUpdatesBackendManager depends on the name ending in '.Consumer'\n // If you change the name, figure out a more resilient way to detect it.\n return `${resolvedContext.displayName || 'Context'}.Consumer`;\n case STRICT_MODE_NUMBER:\n case STRICT_MODE_SYMBOL_STRING:\n return null;\n case PROFILER_NUMBER:\n case PROFILER_SYMBOL_STRING:\n return `Profiler(${fiber.memoizedProps.id})`;\n case SCOPE_NUMBER:\n case SCOPE_SYMBOL_STRING:\n return 'Scope';\n default:\n // Unknown element type.\n // This may mean a new element type that has not yet been added to DevTools.\n return null;\n }\n }\n }\n\n return {\n getDisplayNameForFiber,\n getTypeSymbol,\n ReactPriorityLevels,\n ReactTypeOfWork,\n ReactTypeOfSideEffect,\n };\n}\n\nexport function attach(\n hook: DevToolsHook,\n rendererID: number,\n renderer: ReactRenderer,\n global: Object,\n): RendererInterface {\n // Newer versions of the reconciler package also specific reconciler version.\n // If that version number is present, use it.\n // Third party renderer versions may not match the reconciler version,\n // and the latter is what's important in terms of tags and symbols.\n const version = renderer.reconcilerVersion || renderer.version;\n\n const {\n getDisplayNameForFiber,\n getTypeSymbol,\n ReactPriorityLevels,\n ReactTypeOfWork,\n ReactTypeOfSideEffect,\n } = getInternalReactConstants(version);\n const {\n DidCapture,\n Incomplete,\n NoFlags,\n PerformedWork,\n Placement,\n } = ReactTypeOfSideEffect;\n const {\n CacheComponent,\n ClassComponent,\n ContextConsumer,\n DehydratedSuspenseComponent,\n ForwardRef,\n Fragment,\n FunctionComponent,\n HostRoot,\n HostPortal,\n HostComponent,\n HostText,\n IncompleteClassComponent,\n IndeterminateComponent,\n LegacyHiddenComponent,\n MemoComponent,\n OffscreenComponent,\n SimpleMemoComponent,\n SuspenseComponent,\n SuspenseListComponent,\n } = ReactTypeOfWork;\n const {\n ImmediatePriority,\n UserBlockingPriority,\n NormalPriority,\n LowPriority,\n IdlePriority,\n NoPriority,\n } = ReactPriorityLevels;\n\n const {\n overrideHookState,\n overrideHookStateDeletePath,\n overrideHookStateRenamePath,\n overrideProps,\n overridePropsDeletePath,\n overridePropsRenamePath,\n scheduleRefresh,\n setErrorHandler,\n

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setSuspenseHandler,\n    scheduleUpdate,\n  } = renderer;\n  const supportsTogglingError =\n    typeof
setErrorHandler === 'function' &&\n    typeof scheduleUpdate === 'function';\n  const supportsTogglingSuspense
=\n    typeof setSuspenseHandler === 'function' &&\n    typeof scheduleUpdate === 'function';\n\n  if (typeof
scheduleRefresh === 'function') {\n    // When Fast Refresh updates a component, the frontend may need to purge
cached information.\n    // For example, ASTs cached for the component (for named hooks) may no longer be
valid.\n    // Send a signal to the frontend to purge this cached information.\n    // The \"fastRefreshScheduled\"
dispatched is global (not Fiber or even Renderer specific).\n    // This is less effecient since it means the front-end
will need to purge the entire cache,\n    // but this is probably an okay trade off in order to reduce coupling between
the DevTools and Fast Refresh.\n    renderer.scheduleRefresh = (...args) => {\n      try {\n
hook.emit('fastRefreshScheduled');\n      } finally {\n        return scheduleRefresh(...args);\n      }\n    };\n  }\n\n  //
Tracks Fibers with recently changed number of error/warning messages.\n  // These collections store the Fiber rather
than the ID,\n  // in order to avoid generating an ID for Fibers that never get mounted\n  // (due to e.g. Suspense or
error boundaries).\n  // onErrorOrWarning() adds Fibers and recordPendingErrorsAndWarnings() later clears
them.\n  const fibersWithChangedErrorOrWarningCounts: Set<Fiber> = new Set();\n  const
pendingFiberToErrorsMap: Map<Fiber, Map<string, number>> = new Map();\n  const
pendingFiberToWarningsMap: Map<Fiber, Map<string, number>> = new Map();\n\n  // Mapping of fiber IDs to
error/warning messages and counts.\n  const fiberIDToErrorsMap: Map<number, Map<string, number>> = new
Map();\n  const fiberIDToWarningsMap: Map<number, Map<string, number>> = new Map();\n\n  function
clearErrorsAndWarnings() {\n    // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n    for (const id of
fiberIDToErrorsMap.keys()) {\n      const fiber = idToArbitraryFiberMap.get(id);\n      if (fiber != null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n
updateMostRecentlyInspectedElementIfNecessary(id);\n      }\n    }\n\n    // eslint-disable-next-line no-for-of-
loops/no-for-of-loops\n    for (const id of fiberIDToWarningsMap.keys()) {\n      const fiber =
idToArbitraryFiberMap.get(id);\n      if (fiber != null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n
updateMostRecentlyInspectedElementIfNecessary(id);\n      }\n    }\n\n    fiberIDToErrorsMap.clear();\n
fiberIDToWarningsMap.clear();\n\n    flushPendingEvents();\n  }\n\n  function clearMessageCountHelper(\n
fiberID: number,\n    pendingFiberToMessageCountMap: Map<Fiber, Map<string, number>>,\n
fiberIDToMessageCountMap: Map<number, Map<string, number>>,\n  ) {\n    const fiber =
idToArbitraryFiberMap.get(fiberID);\n    if (fiber != null) {\n      // Throw out any pending changes.\n
pendingFiberToErrorsMap.delete(fiber);\n\n      if (fiberIDToMessageCountMap.has(fiberID)) {\n
fiberIDToMessageCountMap.delete(fiberID);\n\n        // If previous flushed counts have changed, schedule an
update too.\n        fibersWithChangedErrorOrWarningCounts.add(fiber);\n        flushPendingEvents();\n\n
updateMostRecentlyInspectedElementIfNecessary(fiberID);\n      } else {\n
fibersWithChangedErrorOrWarningCounts.delete(fiber);\n      }\n    }\n  }\n\n  function
clearErrorsForFiberID(fiberID: number) {\n    clearMessageCountHelper(\n      fiberID,\n
pendingFiberToErrorsMap,\n      fiberIDToErrorsMap,\n    );\n  }\n\n  function clearWarningsForFiberID(fiberID:
number) {\n    clearMessageCountHelper(\n      fiberID,\n      pendingFiberToWarningsMap,\n
fiberIDToWarningsMap,\n    );\n  }\n\n  function updateMostRecentlyInspectedElementIfNecessary(\n    fiberID:
number,\n  ): void {\n    if (\n      mostRecentlyInspectedElement !== null &&\n
mostRecentlyInspectedElement.id === fiberID\n    ) {\n      hasElementUpdatedSinceLastInspected = true;\n    }\n
}\n\n  // Called when an error or warning is logged during render, commit, or passive (including unmount
functions).\n  function onErrorOrWarning(\n    fiber: Fiber,\n    type: 'error' | 'warn',\n    args:
$ReadOnlyArray<any>,\n  ): void {\n    if (type === 'error') {\n      const maybeID = getFiberIDUnsafe(fiber);\n
// if this is an error simulated by us to trigger error boundary, ignore\n      if (maybeID != null &&
forceErrorForFiberIDs.get(maybeID) === true) {\n        return;\n      }\n    }\n    const message = format(...args);\n
if (__DEBUG__) {\n      debug('onErrorOrWarning', fiber, null, `${type}: \"${message}\"`);\n    }\n\n    // Mark this
Fiber as needed its warning/error count updated during the next flush.\n
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fibersWithChangedErrorOrWarningCounts.add(fiber);\n\n    // Track the warning/error for later.\n    const fiberMap
=\n      type === 'error' ? pendingFiberToErrorsMap : pendingFiberToWarningsMap;\n    const messageMap =
fiberMap.get(fiber);\n    if (messageMap != null) {\n      const count = messageMap.get(message) || 0;\n
messageMap.set(message, count + 1);\n    } else {\n      fiberMap.set(fiber, new Map([[message, 1]]));\n    }\n\n    //
Passive effects may trigger errors or warnings too;\n    // In this case, we should wait until the rest of the passive
effects have run,\n    // but we shouldn't wait until the next commit because that might be a long time.\n    // This
would also cause \"tearing\" between an inspected Component and the tree view.\n    // Then again we don't want to
flush too soon because this could be an error during async rendering.\n    // Use a debounce technique to ensure that
we'll eventually flush.\n    flushPendingErrorsAndWarningsAfterDelay();\n  }\n\n  // Patching the console enables
DevTools to do a few useful things:\n  // * Append component stacks to warnings and error messages\n  // * Disable
logging during re-renders to inspect hooks (see inspectHooksOfFiber)\n  //\n  // Don't patch in test environments
because we don't want to interfere with Jest's own console overrides.\n  if (process.env.NODE_ENV !== 'test') {\n
registerRendererWithConsole(renderer, onErrorOrWarning);\n\n    // The renderer interface can't read these
preferences directly,\n    // because it is stored in localStorage within the context of the extension.\n    // It relies on
the extension to pass the preference through via the global.\n    const appendComponentStack =\n
window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ !== false;\n    const
breakOnConsoleErrors =\n      window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ ===
true;\n    const showInlineWarningsAndErrors =\n
window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ !== false;\n    if (\n
appendComponentStack ||\n      breakOnConsoleErrors ||\n      showInlineWarningsAndErrors\n    ) {\n
patchConsole({\n        appendComponentStack,\n        breakOnConsoleErrors,\n
showInlineWarningsAndErrors,\n      });\n    }\n  }\n\n  const debug = (\n    name: string,\n    fiber: Fiber,\n
parentFiber: ?Fiber,\n    extraString?: string = '',\n  ): void => {\n    if (__DEBUG__) {\n      const displayName =\n
    fiber.tag + ':' + (getDisplayNameForFiber(fiber) || 'null');\n\n      const maybeID = getFiberIDUnsafe(fiber) || '<no
id>';\n      const parentDisplayName = parentFiber\n        ? parentFiber.tag +\n          ':' +\n
(getDisplayNameForFiber(parentFiber) || 'null')\n        : '';\n      const maybeParentID = parentFiber\n        ?
getFiberIDUnsafe(parentFiber) || '<no-id>'\n        : '';\n\n      console.groupCollapsed(\n        `[renderer] %c${name}
%c${displayName} (${maybeID}) %c${\n          parentFiber ? `${parentDisplayName} (${maybeParentID})` : ''\n
    } %c${extraString}`,\n        'color: red; font-weight: bold;',\n        'color: blue;',\n        'color: purple;',\n        'color:
black;',\n      );\n      console.log(\n        new Error().stack\n          .split('\\n')\n          .slice(1)\n          .join('\\n'),\n
);\n      console.groupEnd();\n    }\n  };\n\n  // Configurable Components tree filters.\n  const
hideElementsWithDisplayNames: Set<RegExp> = new Set();\n  const hideElementsWithPaths: Set<RegExp> =
new Set();\n  const hideElementsWithTypes: Set<ElementType> = new Set();\n\n  // Highlight updates\n  let
traceUpdatesEnabled: boolean = false;\n  const traceUpdatesForNodes: Set<NativeType> = new Set();\n\n  function
applyComponentFilters(componentFilters: Array<ComponentFilter>) {\n    hideElementsWithTypes.clear();\n
hideElementsWithDisplayNames.clear();\n    hideElementsWithPaths.clear();\n\n
componentFilters.forEach(componentFilter => {\n      if (!componentFilter.isEnabled) {\n        return;\n      }\n\n
switch (componentFilter.type) {\n        case ComponentFilterDisplayName:\n          if (componentFilter.isValid &&
componentFilter.value !== '') {\n            hideElementsWithDisplayNames.add(\n              new
RegExp(componentFilter.value, 'i'),\n            );\n          }\n          break;\n        case ComponentFilterElementType:\n
      hideElementsWithTypes.add(componentFilter.value);\n          break;\n        case ComponentFilterLocation:\n
 if (componentFilter.isValid && componentFilter.value !== '') {\n            hideElementsWithPaths.add(new
RegExp(componentFilter.value, 'i'));\n          }\n          break;\n        case ComponentFilterHOC:\n
hideElementsWithDisplayNames.add(new RegExp('\\\\('));\n          break;\n        default:\n          console.warn(\n
   `Invalid component filter type \"${componentFilter.type}\"`,\n          );\n          break;\n      }\n    });\n  }\n\n  // The
renderer interface can't read saved component filters directly,\n  // because they are stored in localStorage within the
context of the extension.\n  // Instead it relies on the extension to pass filters through.\n  if
(window.__REACT_DEVTOOLS_COMPONENT_FILTERS__ != null) {\n
```

applyComponentFilters(window.__REACT_DEVTOOLS_COMPONENT_FILTERS__);\n } else {\n   // Unfortunately this feature is not expected to work for React Native for now.\n   // It would be annoying for us to spam YellowBox warnings with unactionable stuff,\n   // so for now just skip this message...\n   //console.warn(' DevTools: Could not locate saved component filters');\n\n   // Fallback to assuming the default filters in this case.\n applyComponentFilters(getDefaultComponentFilters());\n }\n\n // If necessary, we can revisit optimizing this operation.\n // For example, we could add a new recursive unmount tree operation.\n // The unmount operations are already significantly smaller than mount operations though.\n // This is something to keep in mind for later.\n function updateComponentFilters(componentFilters: Array<ComponentFilter>) {\n   if (isProfiling) {\n   // Re-mounting a tree while profiling is in progress might break a lot of assumptions.\n   // If necessary, we could support this- but it doesn't seem like a necessary use case.\n   throw Error('Cannot modify filter preferences while profiling');\n   }\n\n   // Recursively unmount all roots.\n   hook.getFiberRoots(rendererID).forEach(root => {\n   currentRootID = getOrGenerateFiberID(root.current);\n   // The TREE_OPERATION_REMOVE_ROOT operation serves two purposes:\n   // 1. It avoids sending unnecessary bridge traffic to clear a root.\n   // 2. It preserves Fiber IDs when remounting (below) which in turn ID to error/warning mapping.\n   pushOperation(TREE_OPERATION_REMOVE_ROOT);\n   flushPendingEvents(root);\n   currentRootID = -1;\n   });\n\n   applyComponentFilters(componentFilters);\n\n   // Reset pseudo counters so that new path selections will be persisted.\n   rootDisplayNameCounter.clear();\n\n   // Recursively re-mount all roots with new filter criteria applied.\n   hook.getFiberRoots(rendererID).forEach(root => {\n   currentRootID = getOrGenerateFiberID(root.current);\n   setRootPseudoKey(currentRootID, root.current);\n   mountFiberRecursively(root.current, null, false, false);\n   flushPendingEvents(root);\n   currentRootID = -1;\n   });\n\n   // Also re-evaluate all error and warning counts given the new filters.\n   reevaluateErrorsAndWarnings();\n   flushPendingEvents();\n }\n\n // NOTICE Keep in sync with get*ForFiber methods\n function shouldFilterFiber(fiber: Fiber): boolean {\n   const {_debugSource, tag, type} = fiber;\n\n   switch (tag) {\n   case DehydratedSuspenseComponent:\n   // TODO: ideally we would show dehydrated Suspense immediately.\n   // However, it has some special behavior (like disconnecting\n   // an alternate and turning into real Suspense) which breaks DevTools.\n   // For now, ignore it, and only show it once it gets hydrated.\n   // https://github.com/bvaughn/react-devtools-experimental/issues/197\n   return true;\n   case HostPortal:\n   case HostText:\n   case Fragment:\n   case LegacyHiddenComponent:\n   case OffscreenComponent:\n   return true;\n   case HostRoot:\n   // It is never valid to filter the root element.\n return false;\n   default:\n   const typeSymbol = getTypeSymbol(type);\n\n   switch (typeSymbol) {\n   case CONCURRENT_MODE_NUMBER:\n   case CONCURRENT_MODE_SYMBOL_STRING:\n   case DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n   case STRICT_MODE_NUMBER:\n   case STRICT_MODE_SYMBOL_STRING:\n   return true;\n   default:\n   break;\n   }\n   }\n\n   const elementType = getElementTypeForFiber(fiber);\n   if (hideElementsWithTypes.has(elementType)) {\n   return true;\n   }\n\n   if (hideElementsWithDisplayNames.size > 0) {\n   const displayName = getDisplayNameForFiber(fiber);\n   if (displayName != null) {\n   // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n   for (const displayNameRegExp of hideElementsWithDisplayNames) {\n   if (displayNameRegExp.test(displayName)) {\n   return true;\n   }\n   }\n   }\n   }\n\n   if (_debugSource != null && hideElementsWithPaths.size > 0) {\n   const {fileName} = _debugSource;\n   // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n   for (const pathRegExp of hideElementsWithPaths) {\n if (pathRegExp.test(fileName)) {\n   return true;\n   }\n   }\n   }\n\n   return false;\n }\n // NOTICE Keep in sync with shouldFilterFiber() and other get*ForFiber methods\n function getElementTypeForFiber(fiber: Fiber): ElementType {\n   const {type, tag} = fiber;\n\n   switch (tag) {\n   case ClassComponent:\n   case IncompleteClassComponent:\n   return ElementTypeClass;\n   case FunctionComponent:\n   case IndeterminateComponent:\n   return ElementTypeFunction;\n   case ForwardRef:\n   return ElementTypeForwardRef;\n   case HostRoot:\n   return ElementTypeRoot;\n   case HostComponent:\n   return ElementTypeHostComponent;\n   case HostPortal:\n   case HostText:\n   case Fragment:\n   return ElementTypeOtherOrUnknown;\n   case MemoComponent:\n   case SimpleMemoComponent:\n   return

ElementTypeMemo;\n case SuspenseComponent:\n return ElementTypeSuspense;\n case SuspenseListComponent:\n return ElementTypeSuspenseList;\n default:\n const typeSymbol = getTypeSymbol(type);\n\n switch (typeSymbol) {\n case CONCURRENT_MODE_NUMBER:\n case CONCURRENT_MODE_SYMBOL_STRING:\n case DEPRECATED_ASYNC_MODE_SYMBOL_STRING:\n return ElementTypeOtherOrUnknown;\n case PROVIDER_NUMBER:\n case PROVIDER_SYMBOL_STRING:\n return ElementTypeContext;\n case CONTEXT_NUMBER:\n case CONTEXT_SYMBOL_STRING:\n return ElementTypeContext;\n case STRICT_MODE_NUMBER:\n case STRICT_MODE_SYMBOL_STRING:\n return ElementTypeOtherOrUnknown;\n case PROFILER_NUMBER:\n case PROFILER_SYMBOL_STRING:\n return ElementTypeProfiler;\n default:\n return ElementTypeOtherOrUnknown;\n }\n }\n }\n\n // Map of one or more Fibers in a pair to their unique id number.\n // We track both Fibers to support Fast Refresh,\n // which may forcefully replace one of the pair as part of hot reloading.\n // In that case it's still important to be able to locate the previous ID during subsequent renders.\n const fiberToIDMap: Map<Fiber, number> = new Map();\n\n // Map of id to one (arbitrary) Fiber in a pair.\n // This Map is used to e.g. get the display name for a Fiber or schedule an update,\n // operations that should be the same whether the current and work-in-progress Fiber is used.\n const idToArbitraryFiberMap: Map<number, Fiber> = new Map();\n\n // When profiling is supported, we store the latest tree base durations for each Fiber.\n // This is so that we can quickly capture a snapshot of those values if profiling starts.\n // If we didn't store these values, we'd have to crawl the tree when profiling started,\n // and use a slow path to find each of the current Fibers.\n const idToTreeBaseDurationMap: Map<number, number> = new Map();\n\n // When profiling is supported, we store the latest tree base durations for each Fiber.\n // This map enables us to filter these times by root when sending them to the frontend.\n const idToRootMap: Map<number, number> = new Map();\n\n // When a mount or update is in progress, this value tracks the root that is being operated on.\n let currentRootID: number = -1;\n\n // Returns the unique ID for a Fiber or generates and caches a new one if the Fiber hasn't been seen before.\n // Once this method has been called for a Fiber, untrackFiberID() should always be called later to avoid leaking.\n function getOrGenerateFiberID(fiber: Fiber): number {\n let id = null;\n if (fiberToIDMap.has(fiber)) {\n id = fiberToIDMap.get(fiber);\n } else {\n const {alternate} = fiber;\n if (alternate !== null && fiberToIDMap.has(alternate)) {\n id = fiberToIDMap.get(alternate);\n }\n }\n\n let didGenerateID = false;\n if (id === null) {\n didGenerateID = true;\n id = getUID();\n }\n\n // This refinement is for Flow purposes only.\n const refinedID = ((id: any): number);\n\n // Make sure we're tracking this Fiber\n // e.g. if it just mounted or an error was logged during initial render.\n if (!fiberToIDMap.has(fiber)) {\n fiberToIDMap.set(fiber, refinedID);\n idToArbitraryFiberMap.set(refinedID, fiber);\n }\n\n // Also make sure we're tracking its alternate,\n // e.g. in case this is the first update after mount.\n const {alternate} = fiber;\n if (alternate !== null) {\n if (!fiberToIDMap.has(alternate)) {\n fiberToIDMap.set(alternate, refinedID);\n }\n }\n\n if (__DEBUG__) {\n if (didGenerateID) {\n debug(\n 'getOrGenerateFiberID()',\n fiber,\n fiber.return,\n 'Generated a new UID',\n);\n }\n }\n\n return refinedID;\n }\n\n // Returns an ID if one has already been generated for the Fiber or throws.\n function getFiberIDThrows(fiber: Fiber): number {\n const maybeID = getFiberIDUnsafe(fiber);\n if (maybeID !== null) {\n return maybeID;\n }\n throw Error(\n `Could not find ID for Fiber \"${getDisplayNameForFiber(fiber) || ""}\"`,\n);\n }\n\n // Returns an ID if one has already been generated for the Fiber or null if one has not been generated.\n // Use this method while e.g. logging to avoid over-retaining Fibers.\n function getFiberIDUnsafe(fiber: Fiber): number | null {\n if (fiberToIDMap.has(fiber)) {\n return ((fiberToIDMap.get(fiber): any): number);\n } else {\n const {alternate} = fiber;\n if (alternate !== null && fiberToIDMap.has(alternate)) {\n return ((fiberToIDMap.get(alternate): any): number);\n }\n }\n return null;\n }\n\n // Removes a Fiber (and its alternate) from the Maps used to track their id.\n // This method should always be called when a Fiber is unmounting.\n function untrackFiberID(fiber: Fiber) {\n if (__DEBUG__) {\n debug('untrackFiberID()', fiber, fiber.return, 'schedule after delay');\n }\n\n // Untrack Fibers after a slight delay in order to support a Fast Refresh edge case:\n // 1. Component type is updated and Fast Refresh schedules an update+remount.\n // 2.

flushPendingErrorsAndWarningsAfterDelay() runs, sees the old Fiber is no longer mounted\n // (it's been disconnected by Fast Refresh), and calls untrackFiberID() to clear it from the Map.\n // 3. React flushes pending passive effects before it runs the next render,\n // which logs an error or warning, which causes a new ID to be generated for this Fiber.\n // 4. DevTools now tries to unmount the old Component with the new ID.\n //\n // The underlying problem here is the premature clearing of the Fiber ID,\n // but DevTools has no way to detect that a given Fiber has been scheduled for Fast Refresh.\n // (The \"_debugNeedsRemount\" flag won't necessarily be set.)\n //\n // The best we can do is to delay untracking by a small amount,\n // and give React time to process the Fast Refresh delay.\n\n untrackFibersSet.add(fiber);\n\n if (untrackFibersTimeoutID === null) {\n untrackFibersTimeoutID = setTimeout(untrackFibers, 1000);\n }\n }\n\n const untrackFibersSet: Set<Fiber> = new Set();\n let untrackFibersTimeoutID: TimeoutID | null = null;\n\n function untrackFibers() {\n if (untrackFibersTimeoutID !== null) {\n clearTimeout(untrackFibersTimeoutID);\n untrackFibersTimeoutID = null;\n }\n\n untrackFibersSet.forEach(fiber => {\n const fiberID = getFiberIDUnsafe(fiber);\n if (fiberID !== null) {\n idToArbitraryFiberMap.delete(fiberID);\n\n // Also clear any errors/warnings associated with this fiber.\n clearErrorsForFiberID(fiberID);\n clearWarningsForFiberID(fiberID);\n }\n\n fiberToIDMap.delete(fiber);\n\n const {alternate} = fiber;\n if (alternate !== null) {\n fiberToIDMap.delete(alternate);\n }\n\n if (forceErrorForFiberIDs.has(fiberID)) {\n forceErrorForFiberIDs.delete(fiberID);\n if (forceErrorForFiberIDs.size === 0 && setErrorHandler != null) {\n setErrorHandler(shouldErrorFiberAlwaysNull);\n }\n }\n });\n untrackFibersSet.clear();\n }\n\n function getChangeDescription(\n prevFiber: Fiber | null,\n nextFiber: Fiber,\n): ChangeDescription | null {\n switch (getElementTypeForFiber(nextFiber)) {\n case ElementTypeClass:\n case ElementTypeFunction:\n case ElementTypeMemo:\n case ElementTypeForwardRef:\n if (prevFiber === null) {\n return {\n context: null,\n didHooksChange: false,\n isFirstMount: true,\n props: null,\n state: null,\n };\n } else {\n const data: ChangeDescription = {\n context: getContextChangedKeys(nextFiber),\n didHooksChange: false,\n isFirstMount: false,\n props: getChangedKeys(\n prevFiber.memoizedProps,\n nextFiber.memoizedProps,\n),\n state: getChangedKeys(\n prevFiber.memoizedState,\n nextFiber.memoizedState,\n),\n };\n\n // Only traverse the hooks list once, depending on what info we're returning.\n if (enableProfilerChangedHookIndices) {\n const indices = getChangedHooksIndices(\n prevFiber.memoizedState,\n nextFiber.memoizedState,\n);\n data.hooks = indices;\n data.didHooksChange = indices !== null && indices.length > 0;\n } else {\n data.didHooksChange = didHooksChange(\n prevFiber.memoizedState,\n nextFiber.memoizedState,\n);\n }\n\n return data;\n }\n default:\n return null;\n }\n }\n\n function updateContextsForFiber(fiber: Fiber) {\n switch (getElementTypeForFiber(fiber)) {\n case ElementTypeClass:\n if (idToContextsMap !== null) {\n const id = getFiberIDThrows(fiber);\n const contexts = getContextsForFiber(fiber);\n if (contexts !== null) {\n idToContextsMap.set(id, contexts);\n }\n }\n break;\n default:\n break;\n }\n }\n\n // Differentiates between a null context value and no context.\n const NO_CONTEXT = {};\n\n function getContextsForFiber(fiber: Fiber): [Object, any] | null {\n switch (getElementTypeForFiber(fiber)) {\n case ElementTypeClass:\n const instance = fiber.stateNode;\n let legacyContext = NO_CONTEXT;\n let modernContext = NO_CONTEXT;\n if (instance != null) {\n if (\n instance.constructor &&\n instance.constructor.contextType != null\n) {\n modernContext = instance.context;\n } else {\n legacyContext = instance.context;\n if (legacyContext && Object.keys(legacyContext).length === 0) {\n legacyContext = NO_CONTEXT;\n }\n }\n }\n return [legacyContext, modernContext];\n default:\n return null;\n }\n }\n\n // Record all contexts at the time profiling is started.\n // Fibers only store the current context value,\n // so we need to track them separately in order to determine changed keys.\n function crawlToInitializeContextsMap(fiber: Fiber) {\n updateContextsForFiber(fiber);\n let current = fiber.child;\n while (current !== null) {\n crawlToInitializeContextsMap(current);\n current = current.sibling;\n }\n }\n\n function getContextChangedKeys(fiber: Fiber): null | boolean | Array<string> {\n switch (getElementTypeForFiber(fiber))

{\n case ElementTypeClass:\n   if (idToContextsMap !== null) {\n   const id = getFiberIDThrows(fiber);\n   const prevContexts = idToContextsMap.has(id)\n   ? idToContextsMap.get(id)\n   : null;\n   const nextContexts = getContextsForFiber(fiber);\n\n   if (prevContexts == null || nextContexts == null) {\n   return null;\n   }\n\n   const [prevLegacyContext, prevModernContext] = prevContexts;\n   const [nextLegacyContext, nextModernContext] = nextContexts;\n\n
    if (nextLegacyContext !== NO_CONTEXT) {\n   return getChangedKeys(prevLegacyContext, nextLegacyContext);\n   } else if (nextModernContext !== NO_CONTEXT) {\n   return prevModernContext !== nextModernContext;\n   }\n   }\n   break;\n default:\n   break;\n }\n return null;\n }\n\n function areHookInputsEqual(\n nextDeps: Array<mixed>,\n prevDeps: Array<mixed> | null,\n) {\n if (prevDeps === null) {\n   return false;\n }\n\n for (let i = 0; i < prevDeps.length && i < nextDeps.length; i++) {\n   if (is(nextDeps[i], prevDeps[i])) {\n   continue;\n   }\n   return false;\n }\n return true;\n }\n\n function isEffect(memoizedState) {\n if (memoizedState === null || typeof memoizedState !== 'object') {\n   return false;\n }\n const {deps} = memoizedState;\n const hasOwnProperty = Object.prototype.hasOwnProperty.bind(memoizedState);\n return (\n   hasOwnProperty('create') &&\n   hasOwnProperty('destroy') &&\n   hasOwnProperty('deps') &&\n   hasOwnProperty('next') &&\n   hasOwnProperty('tag') &&\n   (deps === null || isArray(deps))\n);\n }\n\n function didHookChange(prev: any, next: any): boolean {\n const prevMemoizedState = prev.memoizedState;\n const nextMemoizedState = next.memoizedState;\n\n if (isEffect(prevMemoizedState) && isEffect(nextMemoizedState)) {\n   return (\n   prevMemoizedState !== nextMemoizedState &&\n   !areHookInputsEqual(nextMemoizedState.deps, prevMemoizedState.deps)\n   );\n }\n return nextMemoizedState !== prevMemoizedState;\n }\n\n function didHooksChange(prev: any, next: any): boolean {\n if (prev == null || next == null) {\n   return false;\n }\n\n // We can't report anything meaningful for hooks changes.\n if (\n   next.hasOwnProperty('baseState') &&\n   next.hasOwnProperty('memoizedState') &&\n   next.hasOwnProperty('next') &&\n   next.hasOwnProperty('queue')\n) {\n   while (next !== null) {\n   if (didHookChange(prev, next)) {\n   return true;\n   } else {\n   next = next.next;\n   prev = prev.next;\n   }\n   }\n }\n\n return false;\n }\n\n function getChangedHooksIndices(prev: any, next: any): null | Array<number> {\n if (enableProfilerChangedHookIndices) {\n   if (prev == null || next == null) {\n   return null;\n   }\n\n   const indices = [];\n   let index = 0;\n   if (\n   next.hasOwnProperty('baseState') &&\n   next.hasOwnProperty('memoizedState') &&\n   next.hasOwnProperty('next') &&\n   next.hasOwnProperty('queue')\n   ) {\n   while (next !== null) {\n   if (didHookChange(prev, next)) {\n   indices.push(index);\n   }\n   next = next.next;\n   prev = prev.next;\n   index++;\n   }\n   }\n\n   return indices;\n }\n\n return null;\n }\n\n function getChangedKeys(prev: any, next: any): null | Array<string> {\n if (prev == null || next == null) {\n   return null;\n }\n\n // We can't report anything meaningful for hooks changes.\n if (\n   next.hasOwnProperty('baseState') &&\n   next.hasOwnProperty('memoizedState') &&\n   next.hasOwnProperty('next') &&\n   next.hasOwnProperty('queue')\n) {\n   return null;\n }\n\n const keys = new Set([...Object.keys(prev), ...Object.keys(next)]);\n const changedKeys = [];\n // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n for (const key of keys) {\n   if (prev[key] !== next[key]) {\n   changedKeys.push(key);\n   }\n }\n\n return changedKeys;\n }\n\n // eslint-disable-next-line no-unused-vars\n function didFiberRender(prevFiber: Fiber, nextFiber: Fiber): boolean {\n switch (nextFiber.tag) {\n   case ClassComponent:\n   case FunctionComponent:\n   case ContextConsumer:\n   case MemoComponent:\n   case SimpleMemoComponent:\n   // For types that execute user code, we check PerformedWork effect.\n   // We don't reflect bailouts (either referential or sCU) in DevTools.\n   // eslint-disable-next-line no-bitwise\n   return (getFiberFlags(nextFiber) & PerformedWork) === PerformedWork;\n   // Note: ContextConsumer only gets PerformedWork effect in 16.3.3+\n   // so it won't get highlighted with React 16.3.0 to 16.3.2.\n   default:\n   // For host components and other types, we compare inputs\n   // to determine whether something is an update.\n   return (\n   prevFiber.memoizedProps !== nextFiber.memoizedProps ||\n   prevFiber.memoizedState !== nextFiber.memoizedState ||\n   prevFiber.ref !== nextFiber.ref\n   );\n }\n }\n\n type OperationsArray =

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Array<number>;\n\n  const pendingOperations: OperationsArray = [];\n  const pendingRealUnmountedIDs:
Array<number> = [];\n  const pendingSimulatedUnmountedIDs: Array<number> = [];\n  let
pendingOperationsQueue: Array<OperationsArray> | null = [];\n  const pendingStringTable: Map<string, number>
= new Map();\n  let pendingStringTableLength: number = 0;\n  let pendingUnmountedRootID: number | null =
null;\n\n  function pushOperation(op: number): void {\n    if (__DEV__) {\n      if (!Number.isInteger(op)) {\n
console.error(\n          'pushOperation() was called but the value is not an integer.',\n          op,\n        );\n      }\n    }\n
  pendingOperations.push(op);\n  }\n\n  function flushOrQueueOperations(operations: OperationsArray): void {\n
if (pendingOperationsQueue !== null) {\n      pendingOperationsQueue.push(operations);\n    } else {\n
hook.emit('operations', operations);\n    }\n  }\n\n  let flushPendingErrorsAndWarningsAfterDelayTimeoutID =
null;\n\n  function clearPendingErrorsAndWarningsAfterDelay() {\n    if
(flushPendingErrorsAndWarningsAfterDelayTimeoutID !== null) {\n
clearTimeout(flushPendingErrorsAndWarningsAfterDelayTimeoutID);\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = null;\n    }\n  }\n\n  function
flushPendingErrorsAndWarningsAfterDelay() {\n    clearPendingErrorsAndWarningsAfterDelay();\n\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = setTimeout(() => {\n
flushPendingErrorsAndWarningsAfterDelayTimeoutID = null;\n\n      if (pendingOperations.length > 0) {\n        //
On the off chance that something else has pushed pending operations,\n        // we should bail on warnings; it's
probably not safe to push midway.\n        return;\n      }\n\n      recordPendingErrorsAndWarnings();\n\n      if
(pendingOperations.length === 0) {\n        // No warnings or errors to flush; we can bail out early here too.\n
return;\n      }\n\n      // We can create a smaller operations array than flushPendingEvents()\n      // because we only
need to flush warning and error counts.\n      // Only a few pieces of fixed information are required up front.\n
const operations: OperationsArray = new Array(\n        3 + pendingOperations.length,\n      );\n      operations[0] =
rendererID;\n      operations[1] = currentRootID;\n      operations[2] = 0; // String table size\n      for (let j = 0; j <
pendingOperations.length; j++) {\n        operations[3 + j] = pendingOperations[j];\n      }\n\n
flushOrQueueOperations(operations);\n\n      pendingOperations.length = 0;\n    }, 1000);\n  }\n\n  function
reevaluateErrorsAndWarnings() {\n    fibersWithChangedErrorOrWarningCounts.clear();\n
fiberIDToErrorsMap.forEach((countMap, fiberID) => {\n      const fiber = idToArbitraryFiberMap.get(fiberID);\n
if (fiber != null) {\n        fibersWithChangedErrorOrWarningCounts.add(fiber);\n      }\n    });\n
fiberIDToWarningsMap.forEach((countMap, fiberID) => {\n      const fiber =
idToArbitraryFiberMap.get(fiberID);\n      if (fiber != null) {\n
fibersWithChangedErrorOrWarningCounts.add(fiber);\n      }\n    });\n    recordPendingErrorsAndWarnings();\n
}\n\n  function mergeMapsAndGetCountHelper(\n    fiber: Fiber,\n    fiberID: number,\n
pendingFiberToMessageCountMap: Map<Fiber, Map<string, number>>,\n    fiberIDToMessageCountMap:
Map<number, Map<string, number>>,\n  ): number {\n    let newCount = 0;\n\n    let messageCountMap =
fiberIDToMessageCountMap.get(fiberID);\n\n    const pendingMessageCountMap =
pendingFiberToMessageCountMap.get(fiber);\n    if (pendingMessageCountMap != null) {\n      if
(messageCountMap == null) {\n        messageCountMap = pendingMessageCountMap;\n\n
fiberIDToMessageCountMap.set(fiberID, pendingMessageCountMap);\n      } else {\n        // This Flow refinement
should not be necessary and yet...\n        const refinedMessageCountMap = ((messageCountMap: any): Map<\n
string,\n          number,\n        >);\n\n        pendingMessageCountMap.forEach((pendingCount, message) => {\n
const previousCount = refinedMessageCountMap.get(message) || 0;\n          refinedMessageCountMap.set(message,
previousCount + pendingCount);\n        });\n      }\n    }\n\n    if (!shouldFilterFiber(fiber)) {\n      if
(messageCountMap != null) {\n        messageCountMap.forEach(count => {\n          newCount += count;\n        });\n
    }\n    }\n\n    pendingFiberToMessageCountMap.delete(fiber);\n\n    return newCount;\n  }\n\n  function
recordPendingErrorsAndWarnings() {\n    clearPendingErrorsAndWarningsAfterDelay();\n\n
fibersWithChangedErrorOrWarningCounts.forEach(fiber => {\n      const fiberID = getFiberIDUnsafe(fiber);\n      if
(fiberID === null) {\n        // Don't send updates for Fibers that didn't mount due to e.g. Suspense or an error
boundary.\n      } else {\n        const errorCount = mergeMapsAndGetCountHelper(\n          fiber,\n          fiberID,\n
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    pendingFiberToErrorsMap,\n        fiberIDToErrorsMap,\n      );\n      const warningCount =
mergeMapsAndGetCountHelper(\n        fiber,\n        fiberID,\n        pendingFiberToWarningsMap,\n
fiberIDToWarningsMap,\n      );\n\n
pushOperation(TREE_OPERATION_UPDATE_ERRORS_OR_WARNINGS);\n      pushOperation(fiberID);\n
  pushOperation(errorCount);\n      pushOperation(warningCount);\n    }\n\n    // Always clean up so that we don't
leak.\n    pendingFiberToErrorsMap.delete(fiber);\n    pendingFiberToWarningsMap.delete(fiber);\n  });\n
fibersWithChangedErrorOrWarningCounts.clear();\n  }\n\n  function flushPendingEvents(root: Object): void {\n  //
Add any pending errors and warnings to the operations array.\n  // We do this just before flushing, so we can ignore
errors for no-longer-mounted Fibers.\n  recordPendingErrorsAndWarnings();\n\n  if (\n
pendingOperations.length === 0 &&\n    pendingRealUnmountedIDs.length === 0 &&\n
pendingSimulatedUnmountedIDs.length === 0 &&\n    pendingUnmountedRootID === null\n  ) {\n    // If we
aren't profiling, we can just bail out here.\n    // No use sending an empty update over the bridge.\n    //\n    // The
Profiler stores metadata for each commit and reconstructs the app tree per commit using:\n    // (1) an initial tree
snapshot and\n    // (2) the operations array for each commit\n    // Because of this, it's important that the
operations and metadata arrays align,\n    // So it's important not to omit even empty operations while profiling is
active.\n    if (!isProfiling) {\n      return;\n    }\n  }\n\n  const numUnmountIDs =\n
pendingRealUnmountedIDs.length +\n    pendingSimulatedUnmountedIDs.length +\n
(pendingUnmountedRootID === null ? 0 : 1);\n\n  const operations = new Array(\n    // Identify which renderer
this update is coming from.\n    2 + // [rendererID, rootFiberID]\n    // How big is the string table?\n    1 +
[stringTableLength]\n      // Then goes the actual string table.\n      pendingStringTableLength +\n      // All
unmounts are batched in a single message.\n      // [TREE_OPERATION_REMOVE, removedIDLength, ...ids]\n
  (numUnmountIDs > 0 ? 2 + numUnmountIDs : 0) +\n      // Regular operations\n      pendingOperations.length,\n
  );\n\n  // Identify which renderer this update is coming from.\n  // This enables roots to be mapped to renderers,\n
  // Which in turn enables fiber props, states, and hooks to be inspected.\n  let i = 0;\n  operations[i++] =
rendererID;\n  operations[i++] = currentRootID;\n\n  // Now fill in the string table.\n  // [stringTableLength,
str1Length, ...str1, str2Length, ...str2, ...]\n  operations[i++] = pendingStringTableLength;\n
pendingStringTable.forEach((value, key) => {\n    operations[i++] = key.length;\n    const encodedKey =
utfEncodeString(key);\n    for (let j = 0; j < encodedKey.length; j++) {\n      operations[i + j] = encodedKey[j];\n
  }\n    i += key.length;\n  });\n\n  if (numUnmountIDs > 0) {\n    // All unmounts except roots are batched in a
single message.\n    operations[i++] = TREE_OPERATION_REMOVE;\n    // The first number is how many
unmounted IDs we're gonna send.\n    operations[i++] = numUnmountIDs;\n    // Fill in the real unmounts in the
reverse order.\n    // They were inserted parents-first by React, but we want children-first.\n    // So we traverse our
array backwards.\n    for (let j = pendingRealUnmountedIDs.length - 1; j >= 0; j--) {\n      operations[i++] =
pendingRealUnmountedIDs[j];\n    }\n    // Fill in the simulated unmounts (hidden Suspense subtrees) in their
order.\n    // (We want children to go before parents.)\n    // They go *after* the real unmounts because we know
for sure they won't be\n    // children of already pushed \"real\" IDs. If they were, we wouldn't be able\n    // to
discover them during the traversal, as they would have been deleted.\n    for (let j = 0; j <
pendingSimulatedUnmountedIDs.length; j++) {\n      operations[i + j] = pendingSimulatedUnmountedIDs[j];\n
}\n    i += pendingSimulatedUnmountedIDs.length;\n    // The root ID should always be unmounted last.\n    if
(pendingUnmountedRootID !== null) {\n      operations[i] = pendingUnmountedRootID;\n      i++;\n    }\n  }\n
// Fill in the rest of the operations.\n  for (let j = 0; j < pendingOperations.length; j++) {\n    operations[i + j] =
pendingOperations[j];\n  }\n  i += pendingOperations.length;\n\n  // Let the frontend know about tree
operations.\n  flushOrQueueOperations(operations);\n\n  // Reset all of the pending state now that we've told the
frontend about it.\n  pendingOperations.length = 0;\n  pendingRealUnmountedIDs.length = 0;\n
pendingSimulatedUnmountedIDs.length = 0;\n  pendingUnmountedRootID = null;\n
pendingStringTable.clear();\n  pendingStringTableLength = 0;\n  }\n\n  function getStringID(str: string | null):
number {\n  if (str === null) {\n    return 0;\n  }\n  const existingID = pendingStringTable.get(str);\n  if
(existingID !== undefined) {\n    return existingID;\n  }\n  const stringID = pendingStringTable.size + 1;\n
```

pendingStringTable.set(str, stringID);\n // The string table total length needs to account\n // both for the string length, and for the array item\n // that contains the length itself. Hence + 1.\n pendingStringTableLength += str.length + 1;\n return stringID;\n }\n\n function recordMount(fiber: Fiber, parentFiber: Fiber | null) {\n const isRoot = fiber.tag === HostRoot;\n const id = getOrGenerateFiberID(fiber);\n\n if (__DEBUG__) {\n debug('recordMount()', fiber, parentFiber);\n }\n\n const hasOwnerMetadata = fiber.hasOwnProperty('_debugOwner');\n const isProfilingSupported = fiber.hasOwnProperty('treeBaseDuration');\n\n if (isRoot) {\n pushOperation(TREE_OPERATION_ADD);\n pushOperation(id);\n pushOperation(ElementTypeRoot);\n pushOperation(isProfilingSupported ? 1 : 0);\n pushOperation(hasOwnerMetadata ? 1 : 0);\n\n if (isProfiling) {\n if (displayNamesByRootID !== null) {\n displayNamesByRootID.set(id, getDisplayNameForRoot(fiber));\n }\n }\n } else {\n const {key} = fiber;\n const displayName = getDisplayNameForFiber(fiber);\n const elementType = getElementTypeForFiber(fiber);\n const {_debugOwner} = fiber;\n\n // Ideally we should call getFiberIDThrows() for _debugOwner,\n // since owners are almost always higher in the tree (and so have already been processed),\n // but in some (rare) instances reported in open source, a descendant mounts before an owner.\n // Since this is a DEV only field it's probably okay to also just lazily generate and ID here if needed.\n // See https://github.com/facebook/react/issues/21445\n const ownerID =\n _debugOwner != null ? getOrGenerateFiberID(_debugOwner) : 0;\n const parentID = parentFiber ? getFiberIDThrows(parentFiber) : 0;\n\n const displayNameStringID = getStringID(displayName);\n\n // This check is a guard to handle a React element that has been modified\n // in such a way as to bypass the default stringification of the \"key\" property.\n const keyString = key === null ? null : '' + key;\n const keyStringID = getStringID(keyString);\n\n pushOperation(TREE_OPERATION_ADD);\n pushOperation(id);\n pushOperation(elementType);\n pushOperation(parentID);\n pushOperation(ownerID);\n pushOperation(displayNameStringID);\n pushOperation(keyStringID);\n }\n\n if (isProfilingSupported) {\n idToRootMap.set(id, currentRootID);\n\n recordProfilingDurations(fiber);\n }\n }\n\n function recordUnmount(fiber: Fiber, isSimulated: boolean) {\n if (__DEBUG__) {\n debug(\n 'recordUnmount()',\n fiber,\n null,\n isSimulated ? 'unmount is simulated' : '',\n);\n }\n\n if (trackedPathMatchFiber !== null) {\n // We're in the process of trying to restore previous selection.\n // If this fiber matched but is being unmounted, there's no use trying.\n // Reset the state so we don't keep holding onto it.\n if (\n fiber === trackedPathMatchFiber ||\n fiber === trackedPathMatchFiber.alternate\n) {\n setTrackedPath(null);\n }\n }\n\n const unsafeID = getFiberIDUnsafe(fiber);\n if (unsafeID === null) {\n // If we've never seen this Fiber, it might be inside of a legacy render Suspense fragment (so the store is not even aware of it).\n // In that case we can just ignore it or it will cause errors later on.\n // One example of this is a Lazy component that never resolves before being unmounted.\n //\n // This also might indicate a Fast Refresh force-remount scenario.\n //\n // TODO: This is fragile and can obscure actual bugs.\n return;\n }\n\n // Flow refinement.\n const id = ((unsafeID: any): number);\n const isRoot = fiber.tag === HostRoot;\n if (isRoot) {\n // Roots must be removed only after all children (pending and simulated) have been removed.\n // So we track it separately.\n pendingUnmountedRootID = id;\n } else if (!shouldFilterFiber(fiber)) {\n // To maintain child-first ordering,\n // we'll push it into one of these queues,\n // and later arrange them in the correct order.\n if (isSimulated) {\n pendingSimulatedUnmountedIDs.push(id);\n } else {\n pendingRealUnmountedIDs.push(id);\n }\n }\n\n if (!fiber._debugNeedsRemount) {\n untrackFiberID(fiber);\n\n const isProfilingSupported = fiber.hasOwnProperty('treeBaseDuration');\n if (isProfilingSupported) {\n idToRootMap.delete(id);\n idToTreeBaseDurationMap.delete(id);\n }\n }\n }\n\n function mountFiberRecursively(\n firstChild: Fiber,\n parentFiber: Fiber | null,\n traverseSiblings: boolean,\n traceNearestHostComponentUpdate: boolean,\n) {\n // Iterate over siblings rather than recursing.\n // This reduces the chance of stack overflow for wide trees (e.g. lists with many items).\n let fiber: Fiber | null = firstChild;\n while (fiber !== null) {\n // Generate an ID even for filtered Fibers, in case it's needed later (e.g. for Profiling).\n getOrGenerateFiberID(fiber);\n\n if (__DEBUG__) {\n debug('mountFiberRecursively()', fiber, parentFiber);\n }\n\n // If we have the tree selection from previous reload, try to match this Fiber.\n // Also

remember whether to do the same for siblings.\n const mightSiblingsBeOnTrackedPath = updateTrackedPathStateBeforeMount(\n fiber,\n);\n\n const shouldIncludeInTree = !shouldFilterFiber(fiber);\n if (shouldIncludeInTree) {\n recordMount(fiber, parentFiber);\n }\n\n if (traceUpdatesEnabled) {\n if (traceNearestHostComponentUpdate) {\n const elementType = getElementTypeForFiber(fiber);\n // If an ancestor updated, we should mark the nearest host nodes for highlighting.\n if (elementType === ElementTypeHostComponent) {\n traceUpdatesForNodes.add(fiber.stateNode);\n traceNearestHostComponentUpdate = false;\n }\n }\n\n // We intentionally do not re-enable the traceNearestHostComponentUpdate flag in this branch,\n // because we don't want to highlight every host node inside of a newly mounted subtree.\n }\n\n const isSuspense = fiber.tag === ReactTypeOfWork.SuspenseComponent;\n if (isSuspense) {\n const isTimedOut = fiber.memoizedState !== null;\n if (isTimedOut) {\n // Special case: if Suspense mounts in a timed-out state,\n // get the fallback child from the inner fragment and mount\n // it as if it was our own child. Updates handle this too.\n const primaryChildFragment = fiber.child;\n const fallbackChildFragment = primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n const fallbackChild = fallbackChildFragment\n ? fallbackChildFragment.child\n : null;\n if (fallbackChild !== null) {\n mountFiberRecursively(\n fallbackChild,\n shouldIncludeInTree ? fiber : parentFiber,\n true,\n traceNearestHostComponentUpdate,\n);\n }\n } else {\n let primaryChild: Fiber | null = null;\n const areSuspenseChildrenConditionallyWrapped =\n OffscreenComponent === -1;\n if (areSuspenseChildrenConditionallyWrapped) {\n primaryChild = fiber.child;\n } else if (fiber.child !== null) {\n primaryChild = fiber.child.child;\n }\n if (primaryChild !== null) {\n mountFiberRecursively(\n primaryChild,\n shouldIncludeInTree ? fiber : parentFiber,\n true,\n traceNearestHostComponentUpdate,\n);\n }\n }\n } else {\n if (fiber.child !== null) {\n mountFiberRecursively(\n fiber.child,\n shouldIncludeInTree ? fiber : parentFiber,\n true,\n traceNearestHostComponentUpdate,\n);\n }\n }\n\n // We're exiting this Fiber now, and entering its siblings.\n // If we have selection to restore, we might need to re-activate tracking.\n updateTrackedPathStateAfterMount(mightSiblingsBeOnTrackedPath);\n\n fiber = traverseSiblings ? fiber.sibling : null;\n }\n }\n\n // We use this to simulate unmounting for Suspense trees\n // when we switch from primary to fallback.\n function unmountFiberChildrenRecursively(fiber: Fiber) {\n if (__DEBUG__) {\n debug('unmountFiberChildrenRecursively()', fiber);\n }\n\n // We might meet a nested Suspense on our way.\n const isTimedOutSuspense =\n fiber.tag === ReactTypeOfWork.SuspenseComponent &&\n fiber.memoizedState !== null;\n\n let child = fiber.child;\n if (isTimedOutSuspense) {\n // If it's showing fallback tree, let's traverse it instead.\n const primaryChildFragment = fiber.child;\n const fallbackChildFragment = primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n // Skip over to the real Fiber child.\n child = fallbackChildFragment ? fallbackChildFragment.child : null;\n }\n\n while (child !== null) {\n // Record simulated unmounts children-first.\n // We skip nodes without return because those are real unmounts.\n if (child.return !== null) {\n unmountFiberChildrenRecursively(child);\n recordUnmount(child, true);\n }\n child = child.sibling;\n }\n }\n\n function recordProfilingDurations(fiber: Fiber) {\n const id = getFiberIDThrows(fiber);\n const {actualDuration, treeBaseDuration} = fiber;\n\n idToTreeBaseDurationMap.set(id, treeBaseDuration || 0);\n\n if (isProfiling) {\n const {alternate} = fiber;\n\n // It's important to update treeBaseDuration even if the current Fiber did not render,\n // because it's possible that one of its descendants did.\n if (\n alternate == null ||\n treeBaseDuration !== alternate.treeBaseDuration\n) {\n // Tree base duration updates are included in the operations typed array.\n // So we have to convert them from milliseconds to microseconds so we can send them as ints.\n const convertedTreeBaseDuration = Math.floor(\n (treeBaseDuration || 0) * 1000,\n);\n pushOperation(TREE_OPERATION_UPDATE_TREE_BASE_DURATION);\n pushOperation(id);\n pushOperation(convertedTreeBaseDuration);\n }\n\n if (alternate == null || didFiberRender(alternate, fiber)) {\n if (actualDuration != null) {\n // The actual duration reported by React includes time spent working on children.\n // This is useful information, but it's also useful to be able to exclude child durations.\n // The

frontend can't compute this, since the immediate children may have been filtered out.\n // So we need to do this on the backend.\n // Note that this calculated self duration is not the same thing as the base duration.\n // The two are calculated differently (tree duration does not accumulate).\n let selfDuration = actualDuration;\n let child = fiber.child;\n while (child !== null) {\n selfDuration -= child.actualDuration || 0;\n child = child.sibling;\n }\n\n // If profiling is active, store durations for elements that were rendered during the commit.\n // Note that we should do this for any fiber we performed work on, regardless of its actualDuration value.\n // In some cases actualDuration might be 0 for fibers we worked on (particularly if we're using Date.now)\n // In other cases (e.g. Memo) actualDuration might be greater than 0 even if we \"bailed out\".\n const metadata = ((currentCommitProfilingMetadata: any): CommitProfilingData);\n metadata.durations.push(id, actualDuration, selfDuration);\n metadata.maxActualDuration = Math.max(\n metadata.maxActualDuration,\n actualDuration,\n);\n\n if (recordChangeDescriptions) {\n const changeDescription = getChangeDescription(alternate, fiber);\n if (changeDescription !== null) {\n if (metadata.changeDescriptions !== null) {\n metadata.changeDescriptions.set(id, changeDescription);\n }\n }\n\n updateContextsForFiber(fiber);\n }\n }\n }\n }\n }\n\n function recordResetChildren(fiber: Fiber, childSet: Fiber) {\n if (__DEBUG__) {\n debug('recordResetChildren()', childSet, fiber);\n }\n // The frontend only really cares about the displayName, key, and children.\n // The first two don't really change, so we are only concerned with the order of children here.\n // This is trickier than a simple comparison though, since certain types of fibers are filtered.\n const nextChildren: Array<number> = [];\n\n // This is a naive implementation that shallowly recourses children.\n // We might want to revisit this if it proves to be too inefficient.\n let child = childSet;\n while (child !== null) {\n findReorderedChildrenRecursively(child, nextChildren);\n child = child.sibling;\n }\n\n const numChildren = nextChildren.length;\n if (numChildren < 2) {\n // No need to reorder.\n return;\n }\n pushOperation(TREE_OPERATION_REORDER_CHILDREN);\n pushOperation(getFiberIDThrows(fiber));\n pushOperation(numChildren);\n for (let i = 0; i < nextChildren.length; i++) {\n pushOperation(nextChildren[i]);\n }\n }\n\n function findReorderedChildrenRecursively(\n fiber: Fiber,\n nextChildren: Array<number>,\n) {\n if (!shouldFilterFiber(fiber)) {\n nextChildren.push(getFiberIDThrows(fiber));\n } else {\n let child = fiber.child;\n const isTimedOutSuspense =\n fiber.tag === SuspenseComponent && fiber.memoizedState !== null;\n if (isTimedOutSuspense) {\n // Special case: if Suspense mounts in a timed-out state,\n // get the fallback child from the inner fragment,\n // and skip over the primary child.\n const primaryChildFragment = fiber.child;\n const fallbackChildFragment = primaryChildFragment\n ? primaryChildFragment.sibling\n : null;\n const fallbackChild = fallbackChildFragment\n ? fallbackChildFragment.child\n : null;\n if (fallbackChild !== null) {\n child = fallbackChild;\n }\n }\n while (child !== null) {\n findReorderedChildrenRecursively(child, nextChildren);\n child = child.sibling;\n }\n }\n }\n\n // Returns whether closest unfiltered fiber parent needs to reset its child list.\n function updateFiberRecursively(\n nextFiber: Fiber,\n prevFiber: Fiber,\n parentFiber: Fiber | null,\n traceNearestHostComponentUpdate: boolean,\n): boolean {\n const id = getOrGenerateFiberID(nextFiber);\n\n if (__DEBUG__) {\n debug('updateFiberRecursively()', nextFiber, parentFiber);\n }\n\n if (traceUpdatesEnabled) {\n const elementType = getElementTypeForFiber(nextFiber);\n if (traceNearestHostComponentUpdate) {\n // If an ancestor updated, we should mark the nearest host nodes for highlighting.\n if (elementType === ElementTypeHostComponent) {\n traceUpdatesForNodes.add(nextFiber.stateNode);\n traceNearestHostComponentUpdate = false;\n }\n } else {\n if (\n elementType === ElementTypeFunction ||\n elementType === ElementTypeClass ||\n elementType === ElementTypeContext\n) {\n // Otherwise if this is a traced ancestor, flag for the nearest host descendant(s).\n traceNearestHostComponentUpdate = didFiberRender(\n prevFiber,\n nextFiber,\n);\n }\n }\n }\n\n if (\n mostRecentlyInspectedElement !== null &&\n mostRecentlyInspectedElement.id === id &&\n didFiberRender(prevFiber, nextFiber)\n) {\n // If this Fiber has updated, clear cached inspected data.\n // If it is inspected again, it may need to be re-run to obtain updated

hooks values.\n hasElementUpdatedSinceLastInspected = true;\n }\n\n const shouldIncludeInTree = !shouldFilterFiber(nextFiber);\n const isSuspense = nextFiber.tag === SuspenseComponent;\n let shouldResetChildren = false;\n // The behavior of timed-out Suspense trees is unique.\n // Rather than unmount the timed out content (and possibly lose important state),\n // React re-parents this content within a hidden Fragment while the fallback is showing.\n // This behavior doesn't need to be observable in the DevTools though.\n // It might even result in a bad user experience for e.g. node selection in the Elements panel.\n // The easiest fix is to strip out the intermediate Fragment fibers,\n // so the Elements panel and Profiler don't need to special case them.\n // Suspense components only have a non-null memoizedState if they're timed-out.\n const prevDidTimeout = isSuspense && prevFiber.memoizedState !== null;\n const nextDidTimeOut = isSuspense && nextFiber.memoizedState !== null;\n // The logic below is inspired by the code paths in updateSuspenseComponent()\n // inside ReactFiberBeginWork in the React source code.\n if (prevDidTimeout && nextDidTimeOut) {\n // Fallback -> Fallback:\n // 1. Reconcile fallback set.\n const nextFiberChild = nextFiber.child;\n const nextFallbackChildSet = nextFiberChild\n ? nextFiberChild.sibling\n : null;\n // Note: We can't use nextFiber.child.sibling.alternate\n // because the set is special and alternate may not exist.\n const prevFiberChild = prevFiber.child;\n const prevFallbackChildSet = prevFiberChild\n ? prevFiberChild.sibling\n : null;\n if (\n nextFallbackChildSet != null &&\n prevFallbackChildSet != null &&\n updateFiberRecursively(\n nextFallbackChildSet,\n prevFallbackChildSet,\n nextFiber,\n traceNearestHostComponentUpdate,\n)\n) {\n shouldResetChildren = true;\n }\n } else if (prevDidTimeout && !nextDidTimeOut) {\n // Fallback -> Primary:\n // 1. Unmount fallback set\n // Note: don't emulate fallback unmount because React actually did it.\n // 2. Mount primary set\n const nextPrimaryChildSet = nextFiber.child;\n if (nextPrimaryChildSet !== null) {\n mountFiberRecursively(\n nextPrimaryChildSet,\n shouldIncludeInTree ? nextFiber : parentFiber,\n true,\n traceNearestHostComponentUpdate,\n);\n }\n shouldResetChildren = true;\n } else if (!prevDidTimeout && nextDidTimeOut) {\n // Primary -> Fallback:\n // 1. Hide primary set\n // This is not a real unmount, so it won't get reported by React.\n // We need to manually walk the previous tree and record unmounts.\n unmountFiberChildrenRecursively(prevFiber);\n // 2. Mount fallback set\n const nextFiberChild = nextFiber.child;\n const nextFallbackChildSet = nextFiberChild\n ? nextFiberChild.sibling\n : null;\n if (nextFallbackChildSet != null) {\n mountFiberRecursively(\n nextFallbackChildSet,\n shouldIncludeInTree ? nextFiber : parentFiber,\n true,\n traceNearestHostComponentUpdate,\n);\n shouldResetChildren = true;\n }\n } else {\n // Common case: Primary -> Primary.\n // This is the same code path as for non-Suspense fibers.\n if (nextFiber.child !== prevFiber.child) {\n // If the first child is different, we need to traverse them.\n // Each next child will be either a new child (mount) or an alternate (update).\n let nextChild = nextFiber.child;\n let prevChildAtSameIndex = prevFiber.child;\n while (nextChild) {\n // We already know children will be referentially different because\n // they are either new mounts or alternates of previous children.\n // Schedule updates and mounts depending on whether alternates exist.\n // We don't track deletions here because they are reported separately.\n if (nextChild.alternate) {\n const prevChild = nextChild.alternate;\n if (\n updateFiberRecursively(\n nextChild,\n prevChild,\n shouldIncludeInTree ? nextFiber : parentFiber,\n traceNearestHostComponentUpdate,\n)\n) {\n // If a nested tree child order changed but it can't handle its own\n // child order invalidation (e.g. because it's filtered out like host nodes),\n // propagate the need to reset child order upwards to this Fiber.\n shouldResetChildren = true;\n }\n // However we also keep track if the order of the children matches\n // the previous order. They are always different referentially, but\n // if the instances line up conceptually we'll want to know that.\n if (prevChild !== prevChildAtSameIndex) {\n shouldResetChildren = true;\n }\n } else {\n mountFiberRecursively(\n nextChild,\n shouldIncludeInTree ? nextFiber : parentFiber,\n false,\n traceNearestHostComponentUpdate,\n);\n shouldResetChildren = true;\n }\n // Try the next child.\n nextChild = nextChild.sibling;\n // Advance the pointer in the previous list so that we can\n // keep comparing if they

line up.\n if (!shouldResetChildren && prevChildAtSameIndex !== null) {\n prevChildAtSameIndex = prevChildAtSameIndex.sibling;\n }\n }\n // If we have no more children, but used to, they don't line up.\n if (prevChildAtSameIndex !== null) {\n shouldResetChildren = true;\n }\n } else {\n if (traceUpdatesEnabled) {\n // If we're tracing updates and we've bailed out before reaching a host node,\n // we should fall back to recursively marking the nearest host descendants for highlight.\n if (traceNearestHostComponentUpdate) {\n const hostFibers = findAllCurrentHostFibers(\n getFiberIDThrows(nextFiber),\n);\n hostFibers.forEach(hostFiber => {\n traceUpdatesForNodes.add(hostFiber.stateNode);\n });\n }\n }\n }\n }\n\n if (shouldIncludeInTree) {\n const isProfilingSupported = nextFiber.hasOwnProperty('treeBaseDuration');\n if (isProfilingSupported) {\n recordProfilingDurations(nextFiber);\n }\n }\n if (shouldResetChildren) {\n // We need to crawl the subtree for closest non-filtered Fibers\n // so that we can display them in a flat children set.\n if (shouldIncludeInTree) {\n // Normally, search for children from the rendered child.\n let nextChildSet = nextFiber.child;\n if (nextDidTimeOut) {\n // Special case: timed-out Suspense renders the fallback set.\n const nextFiberChild = nextFiber.child;\n nextChildSet = nextFiberChild ? nextFiberChild.sibling : null;\n }\n if (nextChildSet != null) {\n recordResetChildren(nextFiber, nextChildSet);\n }\n // We've handled the child order change for this Fiber.\n // Since it's included, there's no need to invalidate parent child order.\n return false;\n } else {\n // Let the closest unfiltered parent Fiber reset its child order instead.\n return true;\n }\n } else {\n return false;\n }\n }\n\n function cleanup() {\n // We don't patch any methods so there is no cleanup.\n }\n\n function rootSupportsProfiling(root) {\n if (root.memoizedInteractions != null) {\n // v16 builds include this field for the scheduler/tracing API.\n return true;\n } else if (\n root.current != null &&\n root.current.hasOwnProperty('treeBaseDuration')\n) {\n // The scheduler/tracing API was removed in v17 though\n // so we need to check a non-root Fiber.\n return true;\n } else {\n return false;\n }\n }\n\n function flushInitialOperations() {\n const localPendingOperationsQueue = pendingOperationsQueue;\n\n pendingOperationsQueue = null;\n\n if (\n localPendingOperationsQueue !== null &&\n localPendingOperationsQueue.length > 0\n) {\n // We may have already queued up some operations before the frontend connected\n // If so, let the frontend know about them.\n localPendingOperationsQueue.forEach(operations => {\n hook.emit('operations', operations);\n });\n } else {\n // Before the traversals, remember to start tracking\n // our path in case we have selection to restore.\n if (trackedPath !== null) {\n mightBeOnTrackedPath = true;\n }\n // If we have not been profiling, then we can just walk the tree and build up its current state as-is.\n hook.getFiberRoots(rendererID).forEach(root => {\n currentRootID = getOrGenerateFiberID(root.current);\n setRootPseudoKey(currentRootID, root.current);\n\n // Handle multi-renderer edge-case where only some v16 renderers support profiling.\n if (isProfiling && rootSupportsProfiling(root)) {\n // If profiling is active, store commit time and duration.\n // The frontend may request this information after profiling has stopped.\n currentCommitProfilingMetadata = {\n changeDescriptions: recordChangeDescriptions ? new Map() : null,\n durations: [],\n commitTime: getCurrentTime() - profilingStartTime,\n maxActualDuration: 0,\n priorityLevel: null,\n updaters: getUpdatersList(root),\n effectDuration: null,\n passiveEffectDuration: null,\n };\n }\n\n mountFiberRecursively(root.current, null, false, false);\n flushPendingEvents(root);\n currentRootID = -1;\n });\n }\n }\n\n function getUpdatersList(root): Array<SerializedElement> | null {\n return root.memoizedUpdaters != null\n ? Array.from(root.memoizedUpdaters).map(fiberToSerializedElement)\n : null;\n }\n\n function handleCommitFiberUnmount(fiber) {\n // This is not recursive.\n // We can't traverse fibers after unmounting so instead\n // we rely on React telling us about each unmount.\n recordUnmount(fiber, false);\n }\n\n function handlePostCommitFiberRoot(root) {\n if (isProfiling && rootSupportsProfiling(root)) {\n if (currentCommitProfilingMetadata !== null) {\n const {effectDuration, passiveEffectDuration} = getEffectDurations(\n root,\n);\n currentCommitProfilingMetadata.effectDuration = effectDuration;\n currentCommitProfilingMetadata.passiveEffectDuration = passiveEffectDuration;\n }\n }\n }\n\n function handleCommitFiberRoot(root, priorityLevel) {\n const current = root.current;\n const alternate =

current.alternate;\n\n // Flush any pending Fibers that we are untracking before processing the new commit.\n // If we don't do this, we might end up double-deleting Fibers in some cases (like Legacy Suspense).\n untrackFibers();\n\n currentRootID = getOrGenerateFiberID(current);\n\n // Before the traversals, remember to start tracking\n // our path in case we have selection to restore.\n if (trackedPath !== null) {\n mightBeOnTrackedPath = true;\n }\n\n if (traceUpdatesEnabled) {\n   traceUpdatesForNodes.clear();\n }\n\n // Handle multi-renderer edge-case where only some v16 renderers support profiling.\n const isProfilingSupported = rootSupportsProfiling(root);\n\n if (isProfiling && isProfilingSupported) {\n   // If profiling is active, store commit time and duration.\n   // The frontend may request this information after profiling has stopped.\n   currentCommitProfilingMetadata = {\n   changeDescriptions: recordChangeDescriptions ? new Map() : null,\n   durations: [],\n   commitTime: getCurrentTime() - profilingStartTime,\n maxActualDuration: 0,\n   priorityLevel:\n   priorityLevel == null ? null : formatPriorityLevel(priorityLevel),\n\n   updaters: getUpdatersList(root),\n\n   // Initialize to null; if new enough React version is running,\n   // these values will be read during separate handlePostCommitFiberRoot() call.\n   effectDuration: null,\n   passiveEffectDuration: null,\n   };\n }\n\n if (alternate) {\n   // TODO: relying on this seems a bit fishy.\n   const wasMounted =\n   alternate.memoizedState != null &&\n alternate.memoizedState.element != null;\n   const isMounted =\n   current.memoizedState != null && current.memoizedState.element != null;\n   if (!wasMounted && isMounted) {\n   // Mount a new root.\n setRootPseudoKey(currentRootID, current);\n   mountFiberRecursively(current, null, false, false);\n   } else if (wasMounted && isMounted) {\n   // Update an existing root.\n   updateFiberRecursively(current, alternate, null, false);\n   } else if (wasMounted && !isMounted) {\n   // Unmount an existing root.\n removeRootPseudoKey(currentRootID);\n   recordUnmount(current, false);\n   }\n } else {\n   // Mount a new root.\n   setRootPseudoKey(currentRootID, current);\n   mountFiberRecursively(current, null, false, false);\n }\n\n if (isProfiling && isProfilingSupported) {\n   const commitProfilingMetadata = ((rootToCommitProfilingMetadataMap: any): CommitProfilingMetadataMap).get(\n   currentRootID,\n   );\n if (commitProfilingMetadata != null) {\n   commitProfilingMetadata.push(\n ((currentCommitProfilingMetadata: any): CommitProfilingData),\n   );\n   } else {\n ((rootToCommitProfilingMetadataMap: any): CommitProfilingMetadataMap).set(\n   currentRootID,\n [((currentCommitProfilingMetadata: any): CommitProfilingData)],\n   );\n   }\n }\n\n // We're done here.\n flushPendingEvents(root);\n\n if (traceUpdatesEnabled) {\n   hook.emit('traceUpdates', traceUpdatesForNodes);\n }\n\n currentRootID = -1;\n }\n\n function findAllCurrentHostFibers(id: number): $ReadOnlyArray<Fiber> {\n const fibers = [];\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (!fiber) {\n   return fibers;\n }\n\n // Next we'll drill down this component to find all HostComponent/Text.\n let node: Fiber = fiber;\n while (true) {\n   if (node.tag === HostComponent || node.tag === HostText) {\n fibers.push(node);\n   } else if (node.child) {\n   node.child.return = node;\n   node = node.child;\n continue;\n   }\n   if (node === fiber) {\n   return fibers;\n   }\n   while (!node.sibling) {\n   if (!node.return || node.return === fiber) {\n   return fibers;\n   }\n   node = node.return;\n   }\n node.sibling.return = node.return;\n   node = node.sibling;\n }\n // Flow needs the return here, but ESLint complains about it.\n // eslint-disable-next-line no-unreachable\n return fibers;\n }\n\n function findNativeNodesForFiberID(id: number) {\n try {\n   let fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber === null) {\n   return null;\n   }\n   // Special case for a timed-out Suspense.\n   const isTimedOutSuspense =\n   fiber.tag === SuspenseComponent && fiber.memoizedState !== null;\n   if (isTimedOutSuspense) {\n   // A timed-out Suspense's findDOMNode is useless.\n   // Try our best to find the fallback directly.\n   const maybeFallbackFiber = fiber.child && fiber.child.sibling;\n   if (maybeFallbackFiber != null) {\n   fiber = maybeFallbackFiber;\n   }\n   }\n   const hostFibers = findAllCurrentHostFibers(id);\n   return hostFibers.map(hostFiber => hostFiber.stateNode).filter(Boolean);\n } catch (err) {\n   // The fiber might have unmounted by now.\n   return null;\n }\n }\n\n function getDisplayNameForFiberID(id) {\n const fiber = idToArbitraryFiberMap.get(id);\n return fiber != null ? getDisplayNameForFiber(((fiber: any): Fiber)) : null;\n }\n\n function getFiberIDForNative(\n hostInstance,\n

findNearestUnfilteredAncestor = false,\n) {\n   let fiber = renderer.findFiberByHostInstance(hostInstance);\n   if (fiber != null) {\n   if (findNearestUnfilteredAncestor) {\n   while (fiber !== null && shouldFilterFiber(fiber)) {\n   fiber = fiber.return;\n   }\n   }\n   return getFiberIDThrows(((fiber: any): Fiber));\n   }\n   return null;\n }\n\n const MOUNTING = 1;\n const MOUNTED = 2;\n const UNMOUNTED = 3;\n\n // This function is copied from React and should be kept in sync:\n // https://github.com/facebook/react/blob/main/packages/react-reconciler/src/ReactFiberTreeReflection.js\n function isFiberMountedImpl(fiber: Fiber): number {\n   let node = fiber;\n   let prevNode = null;\n   if (!fiber.alternate) {\n   // If there is no alternate, this might be a new tree that isn't inserted\n   // yet. If it is, then it will have a pending insertion effect on it.\n   if ((getFiberFlags(node) & Placement) !== NoFlags) {\n   return MOUNTING;\n   }\n   // This indicates an error during render.\n   if ((getFiberFlags(node) & Incomplete) !== NoFlags) {\n   return UNMOUNTED;\n   }\n   while (node.return) {\n   prevNode = node;\n   node = node.return;\n\n   if ((getFiberFlags(node) & Placement) !== NoFlags) {\n   return MOUNTING;\n   }\n   // This indicates an error during render.\n   if ((getFiberFlags(node) & Incomplete) !== NoFlags) {\n   return UNMOUNTED;\n   }\n\n   // If this node is inside of a timed out suspense subtree, we should also ignore errors/warnings.\n   const isTimedOutSuspense =\n   node.tag === SuspenseComponent && node.memoizedState !== null;\n   if (isTimedOutSuspense) {\n   // Note that this does not include errors/warnings in the Fallback tree though!\n   const primaryChildFragment = node.child;\n   const fallbackChildFragment = primaryChildFragment\n   ? primaryChildFragment.sibling\n   : null;\n   if (prevNode !== fallbackChildFragment) {\n   return UNMOUNTED;\n   }\n   }\n   }\n   } else {\n   while (node.return) {\n   node = node.return;\n   }\n   }\n   if (node.tag === HostRoot) {\n   // TODO: Check if this was a nested HostRoot when used with\n   // renderContainerIntoSubtree.\n   return MOUNTED;\n   }\n   // If we didn't hit the root, that means that we're in an disconnected tree\n   // that has been unmounted.\n   return UNMOUNTED;\n }\n\n // This function is copied from React and should be kept in sync:\n // https://github.com/facebook/react/blob/main/packages/react-reconciler/src/ReactFiberTreeReflection.js\n // It would be nice if we updated React to inject this function directly (vs just indirectly via findDOMNode).\n // BEGIN copied code\n function findCurrentFiberUsingSlowPathById(id: number): Fiber | null {\n   const fiber = idToArbitraryFiberMap.get(id);\n   if (fiber == null) {\n   console.warn(`Could not find Fiber with id \"${id}\"`);\n   return null;\n   }\n\n   const alternate = fiber.alternate;\n   if (!alternate) {\n   // If there is no alternate, then we only need to check if it is mounted.\n   const state = isFiberMountedImpl(fiber);\n   if (state === UNMOUNTED) {\n   throw Error('Unable to find node on an unmounted component.');\n   }\n   if (state === MOUNTING) {\n   return null;\n   }\n   return fiber;\n   }\n   // If we have two possible branches, we'll walk backwards up to the root\n   // to see what path the root points to. On the way we may hit one of the\n   // special cases and we'll deal with them.\n   let a: Fiber = fiber;\n   let b: Fiber = alternate;\n   while (true) {\n   const parentA = a.return;\n   if (parentA === null) {\n   // We're at the root.\n   break;\n   }\n   const parentB = parentA.alternate;\n   if (parentB === null) {\n   // There is no alternate. This is an unusual case. Currently, it only\n   // happens when a Suspense component is hidden. An extra fragment fiber\n   // is inserted in between the Suspense fiber and its children. Skip\n   // over this extra fragment fiber and proceed to the next parent.\n   const nextParent = parentA.return;\n   if (nextParent !== null) {\n   a = b = nextParent;\n   continue;\n   }\n   // If there's no parent, we're at the root.\n   break;\n   }\n\n   // If both copies of the parent fiber point to the same child, we can\n   // assume that the child is current. This happens when we bailout on low\n   // priority: the bailed out fiber's child reuses the current child.\n   if (parentA.child === parentB.child) {\n   let child = parentA.child;\n   while (child) {\n   if (child === a) {\n   // We've determined that A is the current branch.\n   if (isFiberMountedImpl(parentA) !== MOUNTED) {\n   throw Error('Unable to find node on an unmounted component.');\n   }\n   return fiber;\n   }\n   if (child === b) {\n   // We've determined that B is the current branch.\n   if (isFiberMountedImpl(parentA) !== MOUNTED) {\n   throw Error('Unable to find node on an unmounted component.');\n   }\n   return alternate;\n   }\n   child = child.sibling;\n   }\n   // We should never have an alternate for any mounting node. So the only\n   // way this could possibly happen is if this was unmounted, if at all.\n   throw Error('Unable to find node on an unmounted component.');\n   }\n\n   if

(a.return !== b.return) {\n // The return pointer of A and the return pointer of B point to different\n // fibers. We assume that return pointers never criss-cross, so A must\n // belong to the child set of A.return, and B must belong to the child\n // set of B.return.\n a = parentA;\n b = parentB;\n } else {\n // The return pointers point to the same fiber. We'll have to use the\n // default, slow path: scan the child sets of each parent alternate to see\n // which child belongs to which set.\n //\n // Search parent A's child set\n let didFindChild = false;\n let child = parentA.child;\n while (child) {\n if (child === a) {\n didFindChild = true;\n a = parentA;\n b = parentB;\n break;\n }\n if (child === b) {\n didFindChild = true;\n b = parentA;\n a = parentB;\n break;\n }\n child = child.sibling;\n }\n if (!didFindChild) {\n // Search parent B's child set\n child = parentB.child;\n while (child) {\n if (child === a) {\n didFindChild = true;\n a = parentB;\n b = parentA;\n break;\n }\n if (child === b) {\n didFindChild = true;\n b = parentB;\n a = parentA;\n break;\n }\n child = child.sibling;\n }\n if (!didFindChild) {\n throw Error(\n 'Child was not found in either parent set. This indicates a bug ' +\n 'in React related to the return pointer. Please file an issue.',\n);\n }\n }\n }\n\n if (a.alternate !== b) {\n throw Error(\n \"Return fibers should always be each others' alternates. \" +\n 'This error is likely caused by a bug in React. Please file an issue.',\n);\n }\n }\n // If the root is not a host container, we're in a disconnected tree. I.e.\n // unmounted.\n if (a.tag !== HostRoot) {\n throw Error('Unable to find node on an unmounted component.');\n }\n if (a.stateNode.current === a) {\n // We've determined that A is the current branch.\n return fiber;\n }\n // Otherwise B has to be current branch.\n return alternate;\n }\n // END copied code\n\n function prepareViewAttributeSource(\n id: number,\n path: Array<string | number>,\n): void {\n if (isMostRecentlyInspectedElement(id)) {\n window.$attribute = getInObject(\n ((mostRecentlyInspectedElement: any): InspectedElement),\n path,\n);\n }\n }\n\n function prepareViewElementSource(id: number): void {\n const fiber = idToArbitraryFiberMap.get(id);\n if (fiber == null) {\n console.warn(`Could not find Fiber with id \"${id}\"`);\n return;\n }\n\n const {elementType, tag, type} = fiber;\n\n switch (tag) {\n case ClassComponent:\n case IncompleteClassComponent:\n case IndeterminateComponent:\n case FunctionComponent:\n global.$type = type;\n break;\n case ForwardRef:\n global.$type = type.render;\n break;\n case MemoComponent:\n case SimpleMemoComponent:\n global.$type =\n elementType != null && elementType.type != null\n ? elementType.type\n : type;\n break;\n default:\n global.$type = null;\n break;\n }\n }\n\n function fiberToSerializedElement(fiber: Fiber): SerializedElement {\n return {\n displayName: getDisplayNameForFiber(fiber) || 'Anonymous',\n id: getFiberIDThrows(fiber),\n key: fiber.key,\n type: getElementTypeForFiber(fiber),\n };\n }\n\n function getOwnersList(id: number): Array<SerializedElement> | null {\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber == null) {\n return null;\n }\n\n const {_debugOwner} = fiber;\n\n const owners: Array<SerializedElement> = [fiberToSerializedElement(fiber)];\n\n if (_debugOwner) {\n let owner = _debugOwner;\n while (owner !== null) {\n owners.unshift(fiberToSerializedElement(owner));\n owner = owner._debugOwner || null;\n }\n }\n\n return owners;\n }\n\n // Fast path props lookup for React Native style editor.\n // Could use inspectElementRaw() but that would require shallow rendering hooks components,\n // and could also mess with memoization.\n function getInstanceAndStyle(id: number): InstanceAndStyle {\n let instance = null;\n let style = null;\n\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n instance = fiber.stateNode;\n\n if (fiber.memoizedProps !== null) {\n style = fiber.memoizedProps.style;\n }\n }\n\n return {instance, style};\n }\n\n function isErrorBoundary(fiber: Fiber): boolean {\n const {tag, type} = fiber;\n\n switch (tag) {\n case ClassComponent:\n case IncompleteClassComponent:\n const instance = fiber.stateNode;\n return (\n typeof type.getDerivedStateFromError === 'function' ||\n (instance !== null &&\n typeof instance.componentDidCatch === 'function')\n);\n default:\n return false;\n }\n }\n\n function getNearestErrorBoundaryID(fiber: Fiber): number | null {\n let parent = fiber.return;\n while (parent !== null) {\n if (isErrorBoundary(parent)) {\n return getFiberIDUnsafe(parent);\n }\n parent = parent.return;\n }\n return null;\n }\n\n function inspectElementRaw(id: number): InspectedElement | null {\n

```
const fiber = findCurrentFiberUsingSlowPathById(id);\n    if (fiber == null) {\n      return null;\n    }\n\n    const {\n
  _debugOwner,\n      _debugSource,\n      stateNode,\n      key,\n      memoizedProps,\n      memoizedState,\n
dependencies,\n      tag,\n      type,\n    } = fiber;\n\n    const elementType = getElementTypeForFiber(fiber);\n\n
const usesHooks =\n      (tag === FunctionComponent ||\n        tag === SimpleMemoComponent ||\n        tag ===
ForwardRef) &&\n      (!!memoizedState || !!dependencies);\n\n    // TODO Show custom UI for Cache like we do
for Suspense\n    // For now, just hide state data entirely since it's not meant to be inspected.\n    const showState =
!usesHooks && tag !== CacheComponent;\n\n    const typeSymbol = getTypeSymbol(type);\n\n    let
canViewSource = false;\n    let context = null;\n    if (\n      tag === ClassComponent ||\n      tag ===
FunctionComponent ||\n      tag === IncompleteClassComponent ||\n      tag === IndeterminateComponent ||\n      tag
=== MemoComponent ||\n      tag === ForwardRef ||\n      tag === SimpleMemoComponent\n    ) {\n
canViewSource = true;\n      if (stateNode && stateNode.context != null) {\n        // Don't show an empty context
object for class components that don't use the context API.\n        const shouldHideContext =\n          elementType
=== ElementTypeClass &&\n          !(type.contextTypes || type.contextType);\n\n        if (!shouldHideContext) {\n
    context = stateNode.context;\n        }\n      }\n    } else if (\n      typeSymbol === CONTEXT_NUMBER ||\n
typeSymbol === CONTEXT_SYMBOL_STRING\n    ) {\n      // 16.3-16.5 read from \"type\" because the
Consumer is the actual context object.\n      // 16.6+ should read from \"type._context\" because Consumer can be
different (in DEV).\n      // NOTE Keep in sync with getDisplayNameForFiber()\n      const
consumerResolvedContext = type._context || type;\n\n      // Global context value.\n      context =
consumerResolvedContext._currentValue || null;\n\n      // Look for overridden value.\n      let current = ((fiber: any):
Fiber).return;\n      while (current !== null) {\n        const currentType = current.type;\n        const
currentTypeSymbol = getTypeSymbol(currentType);\n        if (\n          currentTypeSymbol ===
PROVIDER_NUMBER ||\n          currentTypeSymbol === PROVIDER_SYMBOL_STRING\n        ) {\n          //
16.3.0 exposed the context object as \"context\"\n          // PR #12501 changed it to \"_context\" for 16.3.1+\n          //
NOTE Keep in sync with getDisplayNameForFiber()\n          const providerResolvedContext =\n
currentType._context || currentType.context;\n          if (providerResolvedContext === consumerResolvedContext)
{\n            context = current.memoizedProps.value;\n            break;\n          }\n        }\n\n        current =
current.return;\n      }\n    }\n\n    let hasLegacyContext = false;\n    if (context !== null) {\n      hasLegacyContext =
!!type.contextTypes;\n\n      // To simplify hydration and display logic for context, wrap in a value object.\n      //
Otherwise simple values (e.g. strings, booleans) become harder to handle.\n      context = {value: context};\n    }\n\n
 let owners = null;\n    if (_debugOwner) {\n      owners = [];\n      let owner = _debugOwner;\n      while (owner !==
null) {\n        owners.push(fiberToSerializedElement(owner));\n        owner = owner._debugOwner || null;\n      }\n
}\n\n    const isTimedOutSuspense =\n      tag === SuspenseComponent && memoizedState !== null;\n\n    let
hooks = null;\n    if (usesHooks) {\n      const originalConsoleMethods = {};\n\n      // Temporarily disable all
console logging before re-running the hook.\n      for (const method in console) {\n        try {\n
originalConsoleMethods[method] = console[method];\n          // $FlowFixMe property error|warn is not writable.\n
    console[method] = () => {};\n        } catch (error) {}\n      }\n\n      try {\n        hooks = inspectHooksOfFiber(\n
    fiber,\n          (renderer.currentDispatcherRef: any),\n          true, // Include source location info for hooks\n
);\n      } finally {\n        // Restore original console functionality.\n        for (const method in
originalConsoleMethods) {\n          try {\n            // $FlowFixMe property error|warn is not writable.\n
console[method] = originalConsoleMethods[method];\n          } catch (error) {}\n        }\n      }\n    }\n\n    let
rootType = null;\n    let current = fiber;\n    while (current.return !== null) {\n      current = current.return;\n    }\n
const fiberRoot = current.stateNode;\n    if (fiberRoot != null && fiberRoot._debugRootType !== null) {\n
rootType = fiberRoot._debugRootType;\n    }\n\n    const errors = fiberIDToErrorsMap.get(id) || new Map();\n
const warnings = fiberIDToWarningsMap.get(id) || new Map();\n\n    const isErrored =\n      (fiber.flags &
DidCapture) !== NoFlags ||\n      forceErrorForFiberIDs.get(id) === true;\n\n    let targetErrorBoundaryID;\n    if
(isErrorBoundary(fiber)) {\n      // if the current inspected element is an error boundary,\n      // either that we want to
use it to toggle off error state\n      // or that we allow to force error state on it if it's within another\n      // error
boundary\n      targetErrorBoundaryID = isErrored ? id : getNearestErrorBoundaryID(fiber);\n    } else {\n
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targetErrorBoundaryID = getNearestErrorBoundaryID(fiber);\n    }\n\n    return {\n      id,\n\n      // Does the current
renderer support editable hooks and function props?\n      canEditHooks: typeof overrideHookState === 'function',\n
    canEditFunctionProps: typeof overrideProps === 'function',\n\n      // Does the current renderer support advanced
editing interface?\n      canEditHooksAndDeletePaths:\n        typeof overrideHookStateDeletePath === 'function',\n
  canEditHooksAndRenamePaths:\n        typeof overrideHookStateRenamePath === 'function',\n
canEditFunctionPropsDeletePaths:\n        typeof overridePropsDeletePath === 'function',\n
canEditFunctionPropsRenamePaths:\n        typeof overridePropsRenamePath === 'function',\n\n      canToggleError:
supportsTogglingError && targetErrorBoundaryID != null,\n      // Is this error boundary in error state.\n
isErrored,\n      targetErrorBoundaryID,\n\n      canToggleSuspense:\n        supportsTogglingSuspense &&\n        // If
it's showing the real content, we can always flip fallback.\n        (!isTimedOutSuspense ||\n          // If it's showing
fallback because we previously forced it to,\n          // allow toggling it back to remove the fallback override.\n
forceFallbackForSuspenseIDs.has(id)),\n\n      // Can view component source location.\n      canViewSource,\n\n
// Does the component have legacy context attached to it.\n      hasLegacyContext,\n\n      key: key != null ? key :
null,\n\n      displayName: getDisplayNameForFiber(fiber),\n      type: elementType,\n\n      // Inspectable
properties.\n      // TODO Review sanitization approach for the below inspectable values.\n      context,\n      hooks,\n
    props: memoizedProps,\n      state: showState ? memoizedState : null,\n      errors: Array.from(errors.entries()),\n
  warnings: Array.from(warnings.entries()),\n\n      // List of owners\n      owners,\n\n      // Location of component in
source code.\n      source: _debugSource || null,\n\n      rootType,\n      rendererPackageName:
renderer.rendererPackageName,\n      rendererVersion: renderer.version,\n    };\n  }\n\n  let
mostRecentlyInspectedElement: InspectedElement | null = null;\n  let hasElementUpdatedSinceLastInspected:
boolean = false;\n  let currentlyInspectedPaths: Object = {};\n\n  function isMostRecentlyInspectedElement(id:
number): boolean {\n    return (\n      mostRecentlyInspectedElement !== null &&\n
mostRecentlyInspectedElement.id === id\n    );\n  }\n\n  function isMostRecentlyInspectedElementCurrent(id:
number): boolean {\n    return (\n      isMostRecentlyInspectedElement(id) &&
!hasElementUpdatedSinceLastInspected\n    );\n  }\n\n  // Track the intersection of currently inspected paths,\n  // so
that we can send their data along if the element is re-rendered.\n  function mergeInspectedPaths(path: Array<string |
number>) {\n    let current = currentlyInspectedPaths;\n    path.forEach(key => {\n      if (!current[key]) {\n
current[key] = {};\n      }\n      current = current[key];\n    });\n  }\n\n  function createIsPathAllowed(\n    key: string
| null,\n    secondaryCategory: 'hooks' | null,\n  ) {\n    // This function helps prevent previously-inspected paths from
being dehydrated in updates.\n    // This is important to avoid a bad user experience where expanded toggles collapse
on update.\n    return function isPathAllowed(path: Array<string | number>): boolean {\n      switch
(secondaryCategory) {\n        case 'hooks':\n          if (path.length === 1) {\n            // Never dehydrate the \"hooks\"
object at the top levels.\n            return true;\n          }\n\n          if (\n            path[path.length - 2] === 'hookSource'
&&\n            path[path.length - 1] === 'fileName'\n          ) {\n            // It's important to preserve the full file name
(URL) for hook sources\n            // in case the user has enabled the named hooks feature.\n            // Otherwise the
frontend may end up with a partial URL which it can't load.\n            return true;\n          }\n\n          if (\n
path[path.length - 1] === 'subHooks' ||\n            path[path.length - 2] === 'subHooks'\n          ) {\n            //
Dehydrating the 'subHooks' property makes the HooksTree UI a lot more complicated,\n            // so it's easiest for
now if we just don't break on this boundary.\n            // We can always dehydrate a level deeper (in the value
object).\n            return true;\n          }\n          break;\n        default:\n          break;\n      }\n\n      let current =\n
key === null ? currentlyInspectedPaths : currentlyInspectedPaths[key];\n      if (!current) {\n        return false;\n
}\n      for (let i = 0; i < path.length; i++) {\n        current = current[path[i]];\n        if (!current) {\n          return
false;\n        }\n      }\n      return true;\n    };\n  }\n\n  function updateSelectedElement(inspectedElement:
InspectedElement): void {\n    const {hooks, id, props} = inspectedElement;\n\n    const fiber =
idToArbitraryFiberMap.get(id);\n    if (fiber == null) {\n      console.warn(`Could not find Fiber with id
\"${id}\"`);\n      return;\n    }\n\n    const {elementType, stateNode, tag, type} = fiber;\n\n    switch (tag) {\n      case
ClassComponent:\n      case IncompleteClassComponent:\n      case IndeterminateComponent:\n        global.$r =
stateNode;\n        break;\n      case FunctionComponent:\n        global.$r = {\n          hooks,\n          props,\n
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type,\n      };\n      break;\n    case ForwardRef:\n      global.$r = {\n        hooks,\n        props,\n        type:
type.render,\n      };\n      break;\n    case MemoComponent:\n    case SimpleMemoComponent:\n      global.$r
= {\n        hooks,\n        props,\n        type:\n          elementType != null && elementType.type != null\n
? elementType.type\n          : type,\n      };\n      break;\n    default:\n      global.$r = null;\n      break;\n  }\n
}\n\n function storeAsGlobal(\n  id: number,\n  path: Array<string | number>,\n  count: number,\n ): void {\n
if (isMostRecentlyInspectedElement(id)) {\n    const value = getInObject(\n      ((mostRecentlyInspectedElement:
any): InspectedElement),\n      path,\n    );\n    const key = `$reactTemp${count}`;\n\n    window[key] =
value;\n\n    console.log(key);\n    console.log(value);\n  }\n }\n\n function copyElementPath(id: number, path:
Array<string | number>): void {\n  if (isMostRecentlyInspectedElement(id)) {\n    copyToClipboard(\n
getInObject(\n      ((mostRecentlyInspectedElement: any): InspectedElement),\n      path,\n      ),\n    );\n  }\n
}\n\n function inspectElement(\n  requestID: number,\n  id: number,\n  path: Array<string | number> | null,\n ):
InspectedElementPayload {\n  if (path !== null) {\n    mergeInspectedPaths(path);\n  }\n\n  if
(isMostRecentlyInspectedElement(id)) {\n    if (!hasElementUpdatedSinceLastInspected) {\n      if (path !== null)
{\n        let secondaryCategory = null;\n        if (path[0] === 'hooks') {\n          secondaryCategory = 'hooks';\n
  }\n\n        // If this element has not been updated since it was last inspected,\n        // we can just return the
subset of data in the newly-inspected path.\n        return {\n          id,\n          responseID: requestID,\n
type: 'hydrated-path',\n          path,\n          value: cleanForBridge(\n            getInObject(\n
((mostRecentlyInspectedElement: any): InspectedElement),\n              path,\n            ),\n
createIsPathAllowed(null, secondaryCategory),\n            path,\n          ),\n        };\n      } else {\n        // If this
element has not been updated since it was last inspected, we don't need to return it.\n        // Instead we can just
return the ID to indicate that it has not changed.\n        return {\n          id,\n          responseID: requestID,\n
type: 'no-change',\n        };\n      }\n    }\n  } else {\n    currentlyInspectedPaths = {};\n  }\n\n
hasElementUpdatedSinceLastInspected = false;\n\n  mostRecentlyInspectedElement = inspectElementRaw(id);\n
if (mostRecentlyInspectedElement === null) {\n    return {\n      id,\n      responseID: requestID,\n      type: 'not-
found',\n    };\n  }\n\n  // Any time an inspected element has an update,\n  // we should update the selected $r
value as wel.\n  // Do this before dehydration (cleanForBridge).\n
updateSelectedElement(mostRecentlyInspectedElement);\n\n  // Clone before cleaning so that we preserve the full
data.\n  // This will enable us to send patches without re-inspecting if hydrated paths are requested.\n  // (Reducing
how often we shallow-render is a better DX for function components that use hooks.)\n  const
cleanedInspectedElement = {...mostRecentlyInspectedElement};\n  cleanedInspectedElement.context =
cleanForBridge(\n    cleanedInspectedElement.context,\n    createIsPathAllowed('context', null),\n  );\n
cleanedInspectedElement.hooks = cleanForBridge(\n    cleanedInspectedElement.hooks,\n
createIsPathAllowed('hooks', 'hooks'),\n  );\n  cleanedInspectedElement.props = cleanForBridge(\n
cleanedInspectedElement.props,\n    createIsPathAllowed('props', null),\n  );\n  cleanedInspectedElement.state =
cleanForBridge(\n    cleanedInspectedElement.state,\n    createIsPathAllowed('state', null),\n  );\n\n  return {\n
 id,\n    responseID: requestID,\n    type: 'full-data',\n    value: cleanedInspectedElement,\n  };\n }\n\n function
logElementToConsole(id) {\n  const result = isMostRecentlyInspectedElementCurrent(id)\n    ?
mostRecentlyInspectedElement\n    : inspectElementRaw(id);\n  if (result === null) {\n    console.warn(`Could
not find Fiber with id \"${id}\"`);\n    return;\n  }\n\n  const supportsGroup = typeof console.groupCollapsed
=== 'function';\n  if (supportsGroup) {\n    console.groupCollapsed(\n      `[Click to expand]
%c<${result.displayName || 'Component'} />`,\n      // --dom-tag-name-color is the CSS variable Chrome styles
HTML elements with in the console.\n      'color: var(--dom-tag-name-color); font-weight: normal;',\n    );\n  }\n
if (result.props !== null) {\n    console.log('Props:', result.props);\n  }\n  if (result.state !== null) {\n
console.log('State:', result.state);\n  }\n  if (result.hooks !== null) {\n    console.log('Hooks:', result.hooks);\n
}\n  const nativeNodes = findNativeNodesForFiberID(id);\n  if (nativeNodes !== null) {\n
console.log('Nodes:', nativeNodes);\n  }\n  if (result.source !== null) {\n    console.log('Location:',
result.source);\n  }\n  if (window.chrome || /firefox/i.test(navigator.userAgent)) {\n    console.log(\n      'Right-
click any value to save it as a global variable for further inspection.',\n    );\n  }\n  if (supportsGroup) {\n
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console.groupEnd();\n }\n }\n\n function deletePath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID: ?number,\n path: Array<string | number>,\n): void {\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n const instance = fiber.stateNode;\n\n switch (type) {\n case 'context':\n // To simplify hydration and display of primitive context values (e.g. number, string)\n // the inspectElement() method wraps context in a {value: ...} object.\n // We need to remove the first part of the path (the \"value\") before continuing.\n path = path.slice(1);\n\n switch (fiber.tag) {\n case ClassComponent:\n if (path.length === 0) {\n // Simple context value (noop)\n } else {\n deletePathInObject(instance.context, path);\n }\n instance.forceUpdate();\n break;\n case FunctionComponent:\n // Function components using legacy context are not editable\n // because there's no instance on which to create a cloned, mutated context.\n break;\n }\n break;\n case 'hooks':\n if (typeof overrideHookStateDeletePath === 'function') {\n overrideHookStateDeletePath(fiber, ((hookID: any): number), path);\n }\n break;\n case 'props':\n if (instance === null) {\n if (typeof overridePropsDeletePath === 'function') {\n overridePropsDeletePath(fiber, path);\n }\n } else {\n fiber.pendingProps = copyWithDelete(instance.props, path);\n instance.forceUpdate();\n }\n break;\n case 'state':\n deletePathInObject(instance.state, path);\n instance.forceUpdate();\n break;\n }\n }\n }\n\n function renamePath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID: ?number,\n oldPath: Array<string | number>,\n newPath: Array<string | number>,\n): void {\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n const instance = fiber.stateNode;\n\n switch (type) {\n case 'context':\n // To simplify hydration and display of primitive context values (e.g. number, string)\n // the inspectElement() method wraps context in a {value: ...} object.\n // We need to remove the first part of the path (the \"value\") before continuing.\n oldPath = oldPath.slice(1);\n newPath = newPath.slice(1);\n\n switch (fiber.tag) {\n case ClassComponent:\n if (oldPath.length === 0) {\n // Simple context value (noop)\n } else {\n renamePathInObject(instance.context, oldPath, newPath);\n }\n instance.forceUpdate();\n break;\n case FunctionComponent:\n // Function components using legacy context are not editable\n // because there's no instance on which to create a cloned, mutated context.\n break;\n }\n break;\n case 'hooks':\n if (typeof overrideHookStateRenamePath === 'function') {\n overrideHookStateRenamePath(\n fiber,\n ((hookID: any): number),\n oldPath,\n newPath,\n);\n }\n break;\n case 'props':\n if (instance === null) {\n if (typeof overridePropsRenamePath === 'function') {\n overridePropsRenamePath(fiber, oldPath, newPath);\n }\n } else {\n fiber.pendingProps = copyWithRename(\n instance.props,\n oldPath,\n newPath,\n);\n instance.forceUpdate();\n }\n break;\n case 'state':\n renamePathInObject(instance.state, oldPath, newPath);\n instance.forceUpdate();\n break;\n }\n }\n }\n\n function overrideValueAtPath(\n type: 'context' | 'hooks' | 'props' | 'state',\n id: number,\n hookID: ?number,\n path: Array<string | number>,\n value: any,\n): void {\n const fiber = findCurrentFiberUsingSlowPathById(id);\n if (fiber !== null) {\n const instance = fiber.stateNode;\n\n switch (type) {\n case 'context':\n // To simplify hydration and display of primitive context values (e.g. number, string)\n // the inspectElement() method wraps context in a {value: ...} object.\n // We need to remove the first part of the path (the \"value\") before continuing.\n path = path.slice(1);\n\n switch (fiber.tag) {\n case ClassComponent:\n if (path.length === 0) {\n // Simple context value\n instance.context = value;\n } else {\n setInObject(instance.context, path, value);\n }\n instance.forceUpdate();\n break;\n case FunctionComponent:\n // Function components using legacy context are not editable\n // because there's no instance on which to create a cloned, mutated context.\n break;\n }\n break;\n case 'hooks':\n if (typeof overrideHookState === 'function') {\n overrideHookState(fiber, ((hookID: any): number), path, value);\n }\n break;\n case 'props':\n switch (fiber.tag) {\n case ClassComponent:\n fiber.pendingProps = copyWithSet(instance.props, path, value);\n instance.forceUpdate();\n break;\n

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        default:\n            if (typeof overrideProps === 'function') {\n              overrideProps(fiber, path, value);\n
      }\n            break;\n          }\n          break;\n        case 'state':\n          switch (fiber.tag) {\n            case
ClassComponent:\n              setInObject(instance.state, path, value);\n              instance.forceUpdate();\n
break;\n          }\n          break;\n      }\n    }\n  }\n\n  type CommitProfilingData = {|\n    changeDescriptions:
Map<number, ChangeDescription> | null,\n    commitTime: number,\n    durations: Array<number>,\n
effectDuration: number | null,\n    maxActualDuration: number,\n    passiveEffectDuration: number | null,\n
priorityLevel: string | null,\n    updaters: Array<SerializedElement> | null,\n  |};\n\n  type
CommitProfilingMetadataMap = Map<number, Array<CommitProfilingData>>;\n  type DisplayNamesByRootID =
Map<number, string>;\n\n  let currentCommitProfilingMetadata: CommitProfilingData | null = null;\n  let
displayNamesByRootID: DisplayNamesByRootID | null = null;\n  let idToContextsMap: Map<number, any> | null
= null;\n  let initialTreeBaseDurationsMap: Map<number, number> | null = null;\n  let initialIDToRootMap:
Map<number, number> | null = null;\n  let isProfiling: boolean = false;\n  let profilingStartTime: number = 0;\n  let
recordChangeDescriptions: boolean = false;\n  let rootToCommitProfilingMetadataMap:
CommitProfilingMetadataMap | null = null;\n\n  function getProfilingData(): ProfilingDataBackend {\n    const
dataForRoots: Array<ProfilingDataForRootBackend> = [];\n\n    if (rootToCommitProfilingMetadataMap === null)
{\n      throw Error(\n        'getProfilingData() called before any profiling data was recorded',\n      );\n    }\n\n
rootToCommitProfilingMetadataMap.forEach(\n      (commitProfilingMetadata, rootID) => {\n        const
commitData: Array<CommitDataBackend> = [];\n        const initialTreeBaseDurations: Array<[number, number]>
= [];\n\n        const displayName =\n          (displayNamesByRootID !== null &&
displayNamesByRootID.get(rootID)) ||\n          'Unknown';\n\n        if (initialTreeBaseDurationsMap != null) {\n
 initialTreeBaseDurationsMap.forEach((treeBaseDuration, id) => {\n            if (\n              initialIDToRootMap !=
null &&\n              initialIDToRootMap.get(id) === rootID\n            ) {\n              // We don't need to convert
milliseconds to microseconds in this case,\n              // because the profiling summary is JSON serialized.\n
initialTreeBaseDurations.push([id, treeBaseDuration]);\n            }\n          });\n        }\n\n
commitProfilingMetadata.forEach((commitProfilingData, commitIndex) => {\n          const {\n
changeDescriptions,\n            durations,\n            effectDuration,\n            maxActualDuration,\n
passiveEffectDuration,\n            priorityLevel,\n            commitTime,\n            updaters,\n          } =
commitProfilingData;\n\n          const fiberActualDurations: Array<[number, number]> = [];\n          const
fiberSelfDurations: Array<[number, number]> = [];\n          for (let i = 0; i < durations.length; i += 3) {\n
const fiberID = durations[i];\n            fiberActualDurations.push([fiberID, durations[i + 1]]);\n
fiberSelfDurations.push([fiberID, durations[i + 2]]);\n          }\n\n          commitData.push({\n
changeDescriptions:\n              changeDescriptions !== null\n              ? Array.from(changeDescriptions.entries())\n
            : null,\n            duration: maxActualDuration,\n            effectDuration,\n            fiberActualDurations,\n
   fiberSelfDurations,\n            passiveEffectDuration,\n            priorityLevel,\n            timestamp: commitTime,\n
     updaters,\n          });\n        });\n\n        dataForRoots.push({\n          commitData,\n          displayName,\n
initialTreeBaseDurations,\n          rootID,\n        });\n      },\n    );\n\n    return {\n      dataForRoots,\n
rendererID,\n    };\n  }\n\n  function startProfiling(shouldRecordChangeDescriptions: boolean) {\n    if (isProfiling)
{\n      return;\n    }\n\n    recordChangeDescriptions = shouldRecordChangeDescriptions;\n\n    // Capture initial
values as of the time profiling starts.\n    // It's important we snapshot both the durations and the id-to-root map,\n
// since either of these may change during the profiling session\n    // (e.g. when a fiber is re-rendered or when a fiber
gets removed).\n    displayNamesByRootID = new Map();\n    initialTreeBaseDurationsMap = new
Map(idToTreeBaseDurationMap);\n    initialIDToRootMap = new Map(idToRootMap);\n    idToContextsMap =
new Map();\n\n    hook.getFiberRoots(rendererID).forEach(root => {\n      const rootID =
getFiberIDThrows(root.current);\n      ((displayNamesByRootID: any): DisplayNamesByRootID).set(\n
rootID,\n        getDisplayNameForRoot(root.current),\n      );\n\n      if (shouldRecordChangeDescriptions) {\n        //
Record all contexts at the time profiling is started.\n        // Fibers only store the current context value,\n        // so we
need to track them separately in order to determine changed keys.\n
crawlToInitializeContextsMap(root.current);\n      }\n    });\n\n    isProfiling = true;\n    profilingStartTime =
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getCurrentTime();\n    rootToCommitProfilingMetadataMap = new Map();\n  }\n\n  function stopProfiling() {\n
isProfiling = false;\n    recordChangeDescriptions = false;\n  }\n\n  // Automatically start profiling so that we don't
miss timing info from initial \"mount\".\n  if (\n
sessionStorageGetItem(SESSION_STORAGE_RELOAD_AND_PROFILE_KEY) === 'true'\n  ) {\n
startProfiling(\n      sessionStorageGetItem(SESSION_STORAGE_RECORD_CHANGE_DESCRIPTIONS_KEY)
===\n        'true',\n    );\n  }\n\n  // React will switch between these implementations depending on whether\n  // we
have any manually suspended/errored-out Fibers or not.\n  function shouldErrorFiberAlwaysNull() {\n    return
null;\n  }\n\n  // Map of id and its force error status: true (error), false (toggled off),\n  // null (do nothing)\n  const
forceErrorForFiberIDs = new Map();\n  function shouldErrorFiberAccordingToMap(fiber) {\n    if (typeof
setErrorHandler !== 'function') {\n      throw new Error(\n        'Expected overrideError() to not get called for earlier
React versions.',\n      );\n    }\n\n    const id = getFiberIDUnsafe(fiber);\n    if (id === null) {\n      return null;\n
}\n\n    let status = null;\n    if (forceErrorForFiberIDs.has(id)) {\n      status = forceErrorForFiberIDs.get(id);\n      if
(status === false) {\n        // TRICKY overrideError adds entries to this Map,\n        // so ideally it would be the
method that clears them too,\n        // but that would break the functionality of the feature,\n        // since DevTools
needs to tell React to act differently than it normally would\n        // (don't just re-render the failed boundary, but
reset its errored state too).\n        // So we can only clear it after telling React to reset the state.\n        // Technically
this is premature and we should schedule it for later,\n        // since the render could always fail without committing
the updated error boundary,\n        // but since this is a DEV-only feature, the simplicity is worth the trade off.\n
forceErrorForFiberIDs.delete(id);\n\n        if (forceErrorForFiberIDs.size === 0) {\n          // Last override is gone.
Switch React back to fast path.\n          setErrorHandler(shouldErrorFiberAlwaysNull);\n        }\n      }\n    }\n
return status;\n  }\n\n  function overrideError(id, forceError) {\n    if (\n      typeof setErrorHandler !== 'function' ||\n
   typeof scheduleUpdate !== 'function'\n    ) {\n      throw new Error(\n        'Expected overrideError() to not get
called for earlier React versions.',\n      );\n    }\n\n    forceErrorForFiberIDs.set(id, forceError);\n\n    if
(forceErrorForFiberIDs.size === 1) {\n      // First override is added. Switch React to slower path.\n
setErrorHandler(shouldErrorFiberAccordingToMap);\n    }\n\n    const fiber = idToArbitraryFiberMap.get(id);\n    if
(fiber != null) {\n      scheduleUpdate(fiber);\n    }\n  }\n\n  function shouldSuspendFiberAlwaysFalse() {\n    return
false;\n  }\n\n  const forceFallbackForSuspenseIDs = new Set();\n  function
shouldSuspendFiberAccordingToSet(fiber) {\n    const maybeID = getFiberIDUnsafe(((fiber: any): Fiber));\n
return maybeID !== null && forceFallbackForSuspenseIDs.has(maybeID);\n  }\n\n  function overrideSuspense(id,
forceFallback) {\n    if (\n      typeof setSuspenseHandler !== 'function' ||\n      typeof scheduleUpdate !==
'function'\n    ) {\n      throw new Error(\n        'Expected overrideSuspense() to not get called for earlier React
versions.',\n      );\n    }\n    if (forceFallback) {\n      forceFallbackForSuspenseIDs.add(id);\n      if
(forceFallbackForSuspenseIDs.size === 1) {\n        // First override is added. Switch React to slower path.\n
setSuspenseHandler(shouldSuspendFiberAccordingToSet);\n      }\n    } else {\n
forceFallbackForSuspenseIDs.delete(id);\n      if (forceFallbackForSuspenseIDs.size === 0) {\n        // Last override
is gone. Switch React back to fast path.\n        setSuspenseHandler(shouldSuspendFiberAlwaysFalse);\n      }\n    }\n
  const fiber = idToArbitraryFiberMap.get(id);\n    if (fiber != null) {\n      scheduleUpdate(fiber);\n    }\n  }\n\n  //
Remember if we're trying to restore the selection after reload.\n  // In that case, we'll do some extra checks for
matching mounts.\n  let trackedPath: Array<PathFrame> | null = null;\n  let trackedPathMatchFiber: Fiber | null =
null;\n  let trackedPathMatchDepth = -1;\n  let mightBeOnTrackedPath = false;\n\n  function setTrackedPath(path:
Array<PathFrame> | null) {\n    if (path === null) {\n      trackedPathMatchFiber = null;\n
trackedPathMatchDepth = -1;\n      mightBeOnTrackedPath = false;\n    }\n    trackedPath = path;\n  }\n\n  // We call
this before traversing a new mount.\n  // It remembers whether this Fiber is the next best match for tracked path.\n  //
The return value signals whether we should keep matching siblings or not.\n  function
updateTrackedPathStateBeforeMount(fiber: Fiber): boolean {\n    if (trackedPath === null ||
!mightBeOnTrackedPath) {\n      // Fast path: there's nothing to track so do nothing and ignore siblings.\n      return
false;\n    }\n    const returnFiber = fiber.return;\n    const returnAlternate = returnFiber !== null ?
returnFiber.alternate : null;\n    // By now we know there's some selection to restore, and this is a new Fiber.\n    // Is
```

this newly mounted Fiber a direct child of the current best match?\n // (This will also be true for new roots if we haven't matched anything yet.)\n if (\n   trackedPathMatchFiber === returnFiber ||\n   (trackedPathMatchFiber === returnAlternate && returnAlternate !== null)\n) {\n   // Is this the next Fiber we should select? Let's compare the frames.\n   const actualFrame = getPathFrame(fiber);\n   const expectedFrame = trackedPath[trackedPathMatchDepth + 1];\n   if (expectedFrame === undefined) {\n   throw new Error('Expected to see a frame at the next depth.');\n   }\n   if (\n   actualFrame.index === expectedFrame.index &&\n   actualFrame.key === expectedFrame.key &&\n   actualFrame.displayName === expectedFrame.displayName\n   ) {\n   // We have our next match.\n   trackedPathMatchFiber = fiber;\n   trackedPathMatchDepth++;\n   // Are we out of frames to match?\n   if (trackedPathMatchDepth === trackedPath.length - 1) {\n   // There's nothing that can possibly match afterwards.\n   // Don't check the children.\n   mightBeOnTrackedPath = false;\n   } else {\n   // Check the children, as they might reveal the next match.\n   mightBeOnTrackedPath = true;\n   }\n   // In either case, since we have a match, we don't need\n   // to check the siblings. They'll never match.\n   return false;\n   }\n }\n // This Fiber's parent is on the path, but this Fiber itself isn't.\n // There's no need to check its children--they won't be on the path either.\n mightBeOnTrackedPath = false;\n // However, one of its siblings may be on the path so keep searching.\n return true;\n }\n\n function updateTrackedPathStateAfterMount(mightSiblingsBeOnTrackedPath) {\n // updateTrackedPathStateBeforeMount() told us whether to match siblings.\n // Now that we're entering siblings, let's use that information.\n mightBeOnTrackedPath = mightSiblingsBeOnTrackedPath;\n }\n\n // Roots don't have a real persistent identity.\n // A root's \"pseudo key\" is \"childDisplayName:indexWithThatName\".\n // For example, \"App:0\" or, in case of similar roots, \"Story:0\", \"Story:1\", etc.\n // We will use this to try to disambiguate roots when restoring selection between reloads.\n const rootPseudoKeys: Map<number, string> = new Map();\n const rootDisplayNameCounter: Map<string, number> = new Map();\n\n function setRootPseudoKey(id: number, fiber: Fiber) {\n const name = getDisplayNameForRoot(fiber);\n const counter = rootDisplayNameCounter.get(name) || 0;\n rootDisplayNameCounter.set(name, counter + 1);\n const pseudoKey = `${name}:${counter}`;\n rootPseudoKeys.set(id, pseudoKey);\n }\n\n function removeRootPseudoKey(id: number) {\n const pseudoKey = rootPseudoKeys.get(id);\n if (pseudoKey === undefined) {\n   throw new Error('Expected root pseudo key to be known.');\n }\n const name = pseudoKey.substring(0, pseudoKey.lastIndexOf(':'));\n const counter = rootDisplayNameCounter.get(name);\n if (counter === undefined) {\n   throw new Error('Expected counter to be known.');\n }\n if (counter > 1) {\n   rootDisplayNameCounter.set(name, counter - 1);\n } else {\n   rootDisplayNameCounter.delete(name);\n }\n rootPseudoKeys.delete(id);\n }\n\n function getDisplayNameForRoot(fiber: Fiber): string {\n let preferredDisplayName = null;\n let fallbackDisplayName = null;\n let child = fiber.child;\n // Go at most three levels deep into direct children\n // while searching for a child that has a displayName.\n for (let i = 0; i < 3; i++) {\n   if (child === null) {\n   break;\n   }\n   const displayName = getDisplayNameForFiber(child);\n   if (displayName !== null) {\n   // Prefer display names that we get from user-defined components.\n   // We want to avoid using e.g. 'Suspense' unless we find nothing else.\n   if (typeof child.type === 'function') {\n   // There's a few user-defined tags, but we'll prefer the ones\n   // that are usually explicitly named (function or class components).\n   preferredDisplayName = displayName;\n   } else if (fallbackDisplayName === null) {\n   fallbackDisplayName = displayName;\n   }\n   }\n   if (preferredDisplayName !== null) {\n   break;\n   }\n   child = child.child;\n }\n return preferredDisplayName || fallbackDisplayName || 'Anonymous';\n }\n\n function getPathFrame(fiber: Fiber): PathFrame {\n const {key} = fiber;\n let displayName = getDisplayNameForFiber(fiber);\n const index = fiber.index;\n switch (fiber.tag) {\n   case HostRoot:\n   // Roots don't have a real displayName, index, or key.\n   // Instead, we'll use the pseudo key (childDisplayName:indexWithThatName).\n   const id = getFiberIDThrows(fiber);\n   const pseudoKey = rootPseudoKeys.get(id);\n   if (pseudoKey === undefined) {\n   throw new Error('Expected mounted root to have known pseudo key.');\n   }\n   displayName = pseudoKey;\n   break;\n   case HostComponent:\n   displayName = fiber.type;\n   break;\n   default:\n   break;\n }\n return {\n   displayName,\n   key,\n   index,\n };\n }\n\n // Produces a serializable representation that does a best effort\n // of identifying a particular

Fiber between page reloads.\n // The return path will contain Fibers that are \"invisible\" to the store\n // because their keys and indexes are important to restoring the selection.\n function getPathForElement(id: number): Array<PathFrame> | null {\n   let fiber = idToArbitraryFiberMap.get(id);\n   if (fiber == null) {\n   return null;\n   }\n   const keyPath = [];\n   while (fiber !== null) {\n   keyPath.push(getPathFrame(fiber));\n   fiber = fiber.return;\n   }\n   keyPath.reverse();\n   return keyPath;\n }\n\n function getBestMatchForTrackedPath(): PathMatch | null {\n   if (trackedPath === null) {\n   // Nothing to match.\n   return null;\n   }\n   if (trackedPathMatchFiber === null) {\n   // We didn't find anything.\n   return null;\n   }\n   // Find the closest Fiber store is aware of.\n   let fiber = trackedPathMatchFiber;\n   while (fiber !== null && shouldFilterFiber(fiber)) {\n   fiber = fiber.return;\n   }\n   if (fiber === null) {\n   return null;\n   }\n   return {\n   id: getFiberIDThrows(fiber),\n   isFullMatch: trackedPathMatchDepth === trackedPath.length - 1,\n   };\n }\n\n const formatPriorityLevel = (priorityLevel: ?number) => {\n   if (priorityLevel == null) {\n   return 'Unknown';\n   }\n\n   switch (priorityLevel) {\n   case ImmediatePriority:\n   return 'Immediate';\n   case UserBlockingPriority:\n   return 'User-Blocking';\n   case NormalPriority:\n   return 'Normal';\n   case LowPriority:\n   return 'Low';\n   case IdlePriority:\n   return 'Idle';\n   case NoPriority:\n   default:\n   return 'Unknown';\n   }\n };\n\n function setTraceUpdatesEnabled(isEnabled: boolean): void {\n   traceUpdatesEnabled = isEnabled;\n }\n\n return {\n   cleanup,\n   clearErrorsAndWarnings,\n   clearErrorsForFiberID,\n   clearWarningsForFiberID,\n   copyElementPath,\n   deletePath,\n   findNativeNodesForFiberID,\n   flushInitialOperations,\n   getBestMatchForTrackedPath,\n   getDisplayNameForFiberID,\n   getFiberIDForNative,\n   getInstanceAndStyle,\n   getOwnersList,\n   getPathForElement,\n   getProfilingData,\n   handleCommitFiberRoot,\n   handleCommitFiberUnmount,\n   handlePostCommitFiberRoot,\n   inspectElement,\n   logElementToConsole,\n   prepareViewAttributeSource,\n   prepareViewElementSource,\n   overrideError,\n   overrideSuspense,\n   overrideValueAtPath,\n   renamePath,\n   renderer,\n   setTraceUpdatesEnabled,\n   setTrackedPath,\n   startProfiling,\n   stopProfiling,\n   storeAsGlobal,\n   updateComponentFilters,\n };\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This list should be kept updated to reflect additions to 'shared/ReactSymbols'.\n// DevTools can't import symbols from 'shared/ReactSymbols' directly for two reasons:\n// 1. DevTools requires symbols which may have been deleted in more recent versions (e.g. concurrent mode)\n// 2. DevTools must support both Symbol and numeric forms of each symbol;\n//   Since e.g. standalone DevTools runs in a separate process, it can't rely on its own ES capabilities.\n\nexport const CONCURRENT_MODE_NUMBER = 0xeacf;\nexport const CONCURRENT_MODE_SYMBOL_STRING = 'Symbol(react.concurrent_mode)';\n\nexport const CONTEXT_NUMBER = 0xeace;\nexport const CONTEXT_SYMBOL_STRING = 'Symbol(react.context)';\n\nexport const DEPRECATED_ASYNC_MODE_SYMBOL_STRING = 'Symbol(react.async_mode)';\n\nexport const ELEMENT_NUMBER = 0xeac7;\nexport const ELEMENT_SYMBOL_STRING = 'Symbol(react.element)';\n\nexport const DEBUG_TRACING_MODE_NUMBER = 0xeae1;\nexport const DEBUG_TRACING_MODE_SYMBOL_STRING =\n 'Symbol(react.debug_trace_mode)';\n\nexport const FORWARD_REF_NUMBER = 0xead0;\nexport const FORWARD_REF_SYMBOL_STRING = 'Symbol(react.forward_ref)';\n\nexport const FRAGMENT_NUMBER = 0xeacb;\nexport const FRAGMENT_SYMBOL_STRING = 'Symbol(react.fragment)';\n\nexport const LAZY_NUMBER = 0xead4;\nexport const LAZY_SYMBOL_STRING = 'Symbol(react.lazy)';\n\nexport const MEMO_NUMBER = 0xead3;\nexport const MEMO_SYMBOL_STRING = 'Symbol(react.memo)';\n\nexport const OPAQUE_ID_NUMBER = 0xeae0;\nexport const OPAQUE_ID_SYMBOL_STRING = 'Symbol(react.opaque.id)';\n\nexport const PORTAL_NUMBER = 0xeaca;\nexport const PORTAL_SYMBOL_STRING = 'Symbol(react.portal)';\n\nexport const PROFILER_NUMBER = 0xead2;\nexport const PROFILER_SYMBOL_STRING = 'Symbol(react.profiler)';\n\nexport const PROVIDER_NUMBER = 0xeacd;\nexport const PROVIDER_SYMBOL_STRING = 'Symbol(react.provider)';\n\nexport const SCOPE_NUMBER = 0xead7;\nexport const SCOPE_SYMBOL_STRING = 'Symbol(react.scope)';\n\nexport const

STRICT_MODE_NUMBER = 0xeacc;\nexport const STRICT_MODE_SYMBOL_STRING = 'Symbol(react.strict_mode)';\n\nexport const SUSPENSE_NUMBER = 0xead1;\nexport const SUSPENSE_SYMBOL_STRING = 'Symbol(react.suspense)';\n\nexport const SUSPENSE_LIST_NUMBER = 0xead8;\nexport const SUSPENSE_LIST_SYMBOL_STRING = 'Symbol(react.suspense_list)';\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This is a DevTools fork of shared/ConsolePatchingDev.\n// The shared console patching code is DEV-only.\n// We can't use it since DevTools only ships production builds.\n\n// Helpers to patch console.logs to avoid logging during side-effect free\n// replaying on render function. This currently only patches the object\n// lazily which won't cover if the log function was extracted eagerly.\n// We could also eagerly patch the method.\n\nlet disabledDepth = 0;\nlet prevLog;\nlet prevInfo;\nlet prevWarn;\nlet prevError;\nlet prevGroup;\nlet prevGroupCollapsed;\nlet prevGroupEnd;\n\nfunction disabledLog() {}\ndisabledLog.__reactDisabledLog = true;\n\nexport function disableLogs(): void {\n if (disabledDepth === 0) {\n   /* eslint-disable react-internal/no-production-logging */\n   prevLog = console.log;\n   prevInfo = console.info;\n   prevWarn = console.warn;\n   prevError = console.error;\n   prevGroup = console.group;\n   prevGroupCollapsed = console.groupCollapsed;\n   prevGroupEnd = console.groupEnd;\n   // https://github.com/facebook/react/issues/19099\n   const props = {\n   configurable: true,\n   enumerable: true,\n   value: disabledLog,\n   writable: true,\n   };\n   // $FlowFixMe Flow thinks console is immutable.\n   Object.defineProperties(console, {\n   info: props,\n   log: props,\n   warn: props,\n   error: props,\n   group: props,\n   groupCollapsed: props,\n   groupEnd: props,\n   });\n   /* eslint-enable react-internal/no-production-logging */\n }\n disabledDepth++;\n}\n\nexport function reenableLogs(): void {\n disabledDepth--;\n if (disabledDepth === 0) {\n   /* eslint-disable react-internal/no-production-logging */\n   const props = {\n   configurable: true,\n   enumerable: true,\n   writable: true,\n   };\n   // $FlowFixMe Flow thinks console is immutable.\n   Object.defineProperties(console, {\n   log: {...props, value: prevLog},\n   info: {...props, value: prevInfo},\n   warn: {...props, value: prevWarn},\n   error: {...props, value: prevError},\n   group: {...props, value: prevGroup},\n   groupCollapsed: {...props, value: prevGroupCollapsed},\n   groupEnd: {...props, value: prevGroupEnd},\n   });\n   /* eslint-enable react-internal/no-production-logging */\n }\n if (disabledDepth < 0) {\n   console.error(\n   'disabledDepth fell below zero. ' +\n   'This is a bug in React. Please file an issue.',\n   );\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This is a DevTools fork of ReactComponentStackFrame.\n// This fork enables DevTools to use the same \"native\" component stack format,\n// while still maintaining support for multiple renderer versions\n// (which use different values for ReactTypeOfWork).\n\nimport type {Source} from 'shared/ReactElementType';\nimport type {LazyComponent} from 'react/src/ReactLazy';\nimport type {CurrentDispatcherRef} from './types';\n\nimport {\n FORWARD_REF_NUMBER,\n FORWARD_REF_SYMBOL_STRING,\n LAZY_NUMBER,\n LAZY_SYMBOL_STRING,\n MEMO_NUMBER,\n MEMO_SYMBOL_STRING,\n SUSPENSE_NUMBER,\n SUSPENSE_SYMBOL_STRING,\n SUSPENSE_LIST_NUMBER,\n SUSPENSE_LIST_SYMBOL_STRING,\n} from './ReactSymbols';\n\n// The shared console patching code is DEV-only.\n// We can't use it since DevTools only ships production builds.\nimport {disableLogs, reenableLogs} from './DevToolsConsolePatching';\n\nlet prefix;\nexport function describeBuiltInComponentFrame(\n name: string,\n source: void | null | Source,\n ownerFn: void | null | Function,\n): string {\n if (prefix === undefined) {\n   // Extract the VM specific prefix used by each line.\n   try {\n   throw Error();\n   } catch (x) {\n   const match = x.stack.trim().match(/\\n(*(at)?)/);\n   prefix = (match && match[1]) || '';\n   }\n }\n // We use the prefix to ensure our stacks line up with native stack frames.\n return '\\n' + prefix + name;\n}\n\nlet reentry = false;\nlet componentFrameCache;\nif (__DEV__) {\n const PossiblyWeakMap = typeof WeakMap === 'function' ? WeakMap : Map;\n componentFrameCache = new PossiblyWeakMap();\n}\n\nexport function describeNativeComponentFrame(\n fn: Function,\n construct: boolean,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n // If something asked for a stack inside a fake render, it should get ignored.\n if (!fn || reentry) {\n   return '';\n }\n\n if (__DEV__) {\n   const frame = componentFrameCache.get(fn);\n   if (frame !== undefined) {\n   return frame;\n   }\n }\n\n let control;\n\n

const previousPrepareStackTrace = Error.prepareStackTrace;\n // $FlowFixMe It does accept undefined.\n Error.prepareStackTrace = undefined;\n\n reentry = true;\n\n // Override the dispatcher so effects scheduled by this shallow render are thrown away.\n //\n // Note that unlike the code this was forked from (in ReactComponentStackFrame)\n // DevTools should override the dispatcher even when DevTools is compiled in production mode,\n // because the app itself may be in development mode and log errors/warnings.\n const previousDispatcher = currentDispatcherRef.current;\n currentDispatcherRef.current = null;\n disableLogs();\n\n try {\n   // This should throw.\n   if (construct) {\n   // Something should be setting the props in the constructor.\n   const Fake = function() {\n   throw Error();\n   };\n   // $FlowFixMe\n Object.defineProperty(Fake.prototype, 'props', {\n   set: function() {\n   // We use a throwing setter instead of frozen or non-writable props\n   // because that won't throw in a non-strict mode function.\n   throw Error();\n   },\n   });\n   if (typeof Reflect === 'object' && Reflect.construct) {\n   // We construct a different control for this case to include any extra\n   // frames added by the construct call.\n   try {\n Reflect.construct(Fake, []);\n   } catch (x) {\n   control = x;\n   }\n   Reflect.construct(fn, [], Fake);\n   } else {\n   try {\n   Fake.call();\n   } catch (x) {\n   control = x;\n   }\n fn.call(Fake.prototype);\n   }\n   } else {\n   try {\n   throw Error();\n   } catch (x) {\n   control = x;\n   }\n   fn();\n   }\n } catch (sample) {\n   // This is inlined manually because closure doesn't do it for us.\n   if (sample && control && typeof sample.stack === 'string') {\n   // This extracts the first frame from the sample that isn't also in the control.\n   // Skipping one frame that we assume is the frame that calls the two.\n   const sampleLines = sample.stack.split('\\n');\n   const controlLines = control.stack.split('\\n');\n   let s = sampleLines.length - 1;\n   let c = controlLines.length - 1;\n   while (s >= 1 && c >= 0 && sampleLines[s] !== controlLines[c]) {\n   // We expect at least one stack frame to be shared.\n   // Typically this will be the root most one. However, stack frames may be\n   // cut off due to maximum stack limits. In this case, one maybe cut off\n   // earlier than the other. We assume that the sample is longer or the same\n   // and there for cut off earlier. So we should find the root most frame in\n   // the sample somewhere in the control.\n   c--;\n   }\n   for (; s >= 1 && c >= 0; s--, c--) {\n   // Next we find the first one that isn't the same which should be the\n   // frame that called our sample function and the control.\n   if (sampleLines[s] !== controlLines[c]) {\n   // In V8, the first line is describing the message but other VMs don't.\n   // If we're about to return the first line, and the control is also on the same\n   // line, that's a pretty good indicator that our sample threw at same line as\n // the control. I.e. before we entered the sample frame. So we ignore this result.\n   // This can happen if you passed a class to function component, or non-function.\n   if (s !== 1 || c !== 1) {\n   do {\n   s--;\n   c--;\n   // We may still have similar intermediate frames from the construct call.\n   // The next one that isn't the same should be our match though.\n   if (c < 0 || sampleLines[s] !== controlLines[c]) {\n   // V8 adds a \"new\" prefix for native classes. Let's remove it to make it prettier.\n   const frame = '\\n' + sampleLines[s].replace(' at new ', ' at ');\n   if (__DEV__) {\n   if (typeof fn === 'function') {\n   componentFrameCache.set(fn, frame);\n   }\n   }\n   // Return the line we found.\n   return frame;\n   }\n   } while (s >= 1 && c >= 0);\n   }\n   break;\n   }\n   }\n   }\n } finally {\n   reentry = false;\n\n   Error.prepareStackTrace = previousPrepareStackTrace;\n\n currentDispatcherRef.current = previousDispatcher;\n   reenableLogs();\n }\n // Fallback to just using the name if we couldn't make it throw.\n const name = fn ? fn.displayName || fn.name : '';\n const syntheticFrame = name ? describeBuiltInComponentFrame(name) : '';\n if (__DEV__) {\n   if (typeof fn === 'function') {\n componentFrameCache.set(fn, syntheticFrame);\n   }\n }\n return syntheticFrame;\n}\n\nexport function describeClassComponentFrame(\n ctor: Function,\n source: void | null | Source,\n ownerFn: void | null | Function,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n return describeNativeComponentFrame(ctor, true, currentDispatcherRef);\n}\n\nexport function describeFunctionComponentFrame(\n fn: Function,\n source: void | null | Source,\n ownerFn: void | null | Function,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n return describeNativeComponentFrame(fn, false, currentDispatcherRef);\n}\n\nfunction shouldConstruct(Component: Function) {\n const prototype = Component.prototype;\n return !!(prototype && prototype.isReactComponent);\n}\n\nexport function

describeUnknownElementTypeFrameInDEV(\n type: any,\n source: void | null | Source,\n ownerFn: void | null | Function,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n if (!__DEV__) {\n   return '';\n }\n if (type == null) {\n   return '';\n }\n if (typeof type === 'function') {\n   return describeNativeComponentFrame(\n type,\n   shouldConstruct(type),\n   currentDispatcherRef,\n);\n }\n if (typeof type === 'string') {\n   return describeBuiltInComponentFrame(type, source, ownerFn);\n }\n switch (type) {\n   case SUSPENSE_NUMBER:\n case SUSPENSE_SYMBOL_STRING:\n   return describeBuiltInComponentFrame('Suspense', source, ownerFn);\n   case SUSPENSE_LIST_NUMBER:\n   case SUSPENSE_LIST_SYMBOL_STRING:\n   return describeBuiltInComponentFrame('SuspenseList', source, ownerFn);\n }\n if (typeof type === 'object') {\n   switch (type.$$typeof) {\n   case FORWARD_REF_NUMBER:\n   case FORWARD_REF_SYMBOL_STRING:\n   return describeFunctionComponentFrame(\n   type.render,\n   source,\n   ownerFn,\n   currentDispatcherRef,\n   );\n   case MEMO_NUMBER:\n   case MEMO_SYMBOL_STRING:\n   // Memo may contain any component type so we recursively resolve it.\n   return describeUnknownElementTypeFrameInDEV(\n   type.type,\n   source,\n   ownerFn,\n   currentDispatcherRef,\n   );\n   case LAZY_NUMBER:\n   case LAZY_SYMBOL_STRING: {\n   const lazyComponent: LazyComponent<any, any> = (type: any);\n   const payload = lazyComponent._payload;\n   const init = lazyComponent._init;\n   try {\n   // Lazy may contain any component type so we recursively resolve it.\n   return describeUnknownElementTypeFrameInDEV(\n   init(payload),\n   source,\n ownerFn,\n   currentDispatcherRef,\n   );\n   } catch (x) {}\n   }\n }\n }\n return '';\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This is a DevTools fork of ReactFiberComponentStack.\n// This fork enables DevTools to use the same \"native\" component stack format,\n// while still maintaining support for multiple renderer versions\n// (which use different values for ReactTypeOfWork).\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type {CurrentDispatcherRef, WorkTagMap} from './types';\n\nimport {\n describeBuiltInComponentFrame,\n describeFunctionComponentFrame,\n describeClassComponentFrame,\n} from './DevToolsComponentStackFrame';\n\nfunction describeFiber(\n workTagMap: WorkTagMap,\n workInProgress: Fiber,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n const {\n HostComponent,\n LazyComponent,\n SuspenseComponent,\n SuspenseListComponent,\n FunctionComponent,\n IndeterminateComponent,\n SimpleMemoComponent,\n ForwardRef,\n ClassComponent,\n } = workTagMap;\n\n const owner: null | Function = __DEV__\n ? workInProgress._debugOwner\n ? workInProgress._debugOwner.type\n : null\n : null;\n const source = __DEV__ ? workInProgress._debugSource : null;\n switch (workInProgress.tag) {\n case HostComponent:\n return describeBuiltInComponentFrame(workInProgress.type, source, owner);\n case LazyComponent:\n return describeBuiltInComponentFrame('Lazy', source, owner);\n case SuspenseComponent:\n return describeBuiltInComponentFrame('Suspense', source, owner);\n case SuspenseListComponent:\n return describeBuiltInComponentFrame('SuspenseList', source, owner);\n case FunctionComponent:\n case IndeterminateComponent:\n case SimpleMemoComponent:\n return describeFunctionComponentFrame(\n workInProgress.type,\n source,\n owner,\n currentDispatcherRef,\n);\n case ForwardRef:\n return describeFunctionComponentFrame(\n workInProgress.type.render,\n source,\n owner,\n currentDispatcherRef,\n);\n case ClassComponent:\n return describeClassComponentFrame(\n workInProgress.type,\n source,\n owner,\n currentDispatcherRef,\n);\n default:\n return '';\n }\n}\n\nexport function getStackByFiberInDevAndProd(\n workTagMap: WorkTagMap,\n workInProgress: Fiber,\n currentDispatcherRef: CurrentDispatcherRef,\n): string {\n try {\n let info = '';\n let node = workInProgress;\n do {\n info += describeFiber(workTagMap, node, currentDispatcherRef);\n node = node.return;\n } while (node);\n return info;\n } catch (x) {\n return '\\nError generating stack: ' + x.message + '\\n' + x.stack;\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {Fiber} from 'react-reconciler/src/ReactInternalTypes';\nimport type {CurrentDispatcherRef,

ReactRenderer, WorkTagMap} from './types';\n\nimport {getInternalReactConstants} from './renderer';\nimport {getStackByFiberInDevAndProd} from './DevToolsFiberComponentStack';\n\nconst APPEND_STACK_TO_METHODS = ['error', 'trace', 'warn'];\n\n// React's custom built component stack strings match \"\\s{4}in\"\n// Chrome's prefix matches \"\\s{4}at\"\nconst PREFIX_REGEX = /\\s{4}(in|at)\\s{1}/;\n// Firefox and Safari have no prefix (\"\")\n// but we can fallback to looking for location info (e.g. \"foo.js:12:345\")\nconst ROW_COLUMN_NUMBER_REGEX = /:\\d+:\\d+(\\n|$)/;\n\nexport function isStringComponentStack(text: string): boolean {\n return PREFIX_REGEX.test(text) || ROW_COLUMN_NUMBER_REGEX.test(text);\n}\n\ntype OnErrorOrWarning = (\n fiber: Fiber,\n type: 'error' | 'warn',\n args: Array<any>,\n) => void;\n\nconst injectedRenderers: Map<\n ReactRenderer,\n {|\n currentDispatcherRef: CurrentDispatcherRef,\n   getCurrentFiber: () => Fiber | null,\n   onErrorOrWarning: ?OnErrorOrWarning,\n   workTagMap: WorkTagMap,\n |},\n> = new Map();\n\nlet targetConsole: Object = console;\nlet targetConsoleMethods = {};\nfor (const method in console) {\n targetConsoleMethods[method] = console[method];\n}\n\nlet unpatchFn: null | (() => void) = null;\n\n// Enables e.g. Jest tests to inject a mock console object.\nexport function dangerous_setTargetConsoleForTesting(\n targetConsoleForTesting: Object,\n): void {\n targetConsole = targetConsoleForTesting;\n\n targetConsoleMethods = {};\n for (const method in targetConsole) {\n   targetConsoleMethods[method] = console[method];\n }\n}\n\n// v16 renderers should use this method to inject internals necessary to generate a component stack.\n// These internals will be used if the console is patched.\n// Injecting them separately allows the console to easily be patched or un-patched later (at runtime).\nexport function registerRenderer(\n renderer: ReactRenderer,\n onErrorOrWarning?: OnErrorOrWarning,\n): void {\n const {\n   currentDispatcherRef,\n   getCurrentFiber,\n   findFiberByHostInstance,\n   version,\n } = renderer;\n\n // Ignore React v15 and older because they don't expose a component stack anyway.\n if (typeof findFiberByHostInstance !== 'function') {\n   return;\n }\n\n // currentDispatcherRef gets injected for v16.8+ to support hooks inspection.\n // getCurrentFiber gets injected for v16.9+.\n if (currentDispatcherRef != null && typeof getCurrentFiber === 'function') {\n   const {ReactTypeOfWork} = getInternalReactConstants(version);\n\n   injectedRenderers.set(renderer, {\n   currentDispatcherRef,\n   getCurrentFiber,\n   workTagMap: ReactTypeOfWork,\n   onErrorOrWarning,\n   });\n }\n}\n\nconst consoleSettingsRef = {\n appendComponentStack: false,\n breakOnConsoleErrors: false,\n showInlineWarningsAndErrors: false,\n};\n\n// Patches console methods to append component stack for the current fiber.\n// Call unpatch() to remove the injected behavior.\nexport function patch({\n appendComponentStack,\n breakOnConsoleErrors,\n showInlineWarningsAndErrors,\n}: {\n appendComponentStack: boolean,\n breakOnConsoleErrors: boolean,\n showInlineWarningsAndErrors: boolean,\n}): void {\n // Settings may change after we've patched the console.\n // Using a shared ref allows the patch function to read the latest values.\n consoleSettingsRef.appendComponentStack = appendComponentStack;\n consoleSettingsRef.breakOnConsoleErrors = breakOnConsoleErrors;\n consoleSettingsRef.showInlineWarningsAndErrors = showInlineWarningsAndErrors;\n\n if (unpatchFn !== null) {\n   // Don't patch twice.\n   return;\n }\n\n const originalConsoleMethods = {};\n\n unpatchFn = () => {\n   for (const method in originalConsoleMethods) {\n   try {\n   // $FlowFixMe property error|warn is not writable.\n   targetConsole[method] = originalConsoleMethods[method];\n   } catch (error) {}\n   }\n };\n\n APPEND_STACK_TO_METHODS.forEach(method => {\n   try {\n   const originalMethod = (originalConsoleMethods[method] =\n   targetConsole[method]);\n\n   const overrideMethod = (...args) => {\n   let shouldAppendWarningStack = false;\n   if (consoleSettingsRef.appendComponentStack) {\n   const lastArg = args.length > 0 ? args[args.length - 1] : null;\n   const alreadyHasComponentStack =\n   typeof lastArg === 'string' && isStringComponentStack(lastArg);\n\n   // If we are ever called with a string that already has a component stack,\n   // e.g. a React error/warning, don't append a second stack.\n   shouldAppendWarningStack = !alreadyHasComponentStack;\n   }\n\n   const shouldShowInlineWarningsAndErrors =\n   consoleSettingsRef.showInlineWarningsAndErrors &&\n   (method === 'error' || method === 'warn');\n\n   if (shouldAppendWarningStack || shouldShowInlineWarningsAndErrors) {\n   // Search for the first renderer that has a current Fiber.\n   // We

don't handle the edge case of stacks for more than one (e.g. interleaved renderers?)\n // eslint-disable-next-line no-for-of-loops/no-for-of-loops\n for (const {\n currentDispatcherRef,\n getCurrentFiber,\n onErrorOrWarning,\n workTagMap,\n } of injectedRenderers.values()) {\n const current: ?Fiber = getCurrentFiber();\n if (current != null) {\n try {\n if (shouldShowInlineWarningsAndErrors) {\n // patch() is called by two places: (1) the hook and (2) the renderer backend.\n // The backend is what implements a message queue, so it's the only one that injects onErrorOrWarning.\n if (typeof onErrorOrWarning === 'function') {\n onErrorOrWarning(\n current,\n ((method: any): 'error' | 'warn'),\n // Copy args before we mutate them (e.g. adding the component stack)\n args.slice(),\n);\n }\n }\n\n if (shouldAppendWarningStack) {\n const componentStack = getStackByFiberInDevAndProd(\n workTagMap,\n current,\n currentDispatcherRef,\n);\n if (componentStack !== '') {\n args.push(componentStack);\n }\n }\n } catch (error) {\n // Don't let a DevTools or React internal error interfere with logging.\n } finally {\n break;\n }\n }\n }\n }\n\n if (consoleSettingsRef.breakOnConsoleErrors) {\n // --- Welcome to debugging with React DevTools ---\n // This debugger statement means that you've enabled the \"break on warnings\" feature.\n // Use the browser's Call Stack panel to step out of this override function-\n // to where the original warning or error was logged.\n // eslint-disable-next-line no-debugger\n debugger;\n }\n\n originalMethod(...args);\n };\n\n overrideMethod.__REACT_DEVTOOLS_ORIGINAL_METHOD__ = originalMethod;\n originalMethod.__REACT_DEVTOOLS_OVERRIDE_METHOD__ = overrideMethod;\n\n // $FlowFixMe property error|warn is not writable.\n targetConsole[method] = overrideMethod;\n } catch (error) {}\n });\n}\n\n// Removed component stack patch from console methods.\nexport function unpatch(): void {\n if (unpatchFn !== null) {\n unpatchFn();\n unpatchFn = null;\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {createContext} from 'react';\nimport Store from '../store';\n\nimport type {ViewAttributeSource} from 'react-devtools-shared/src/devtools/views/DevTools';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\n\nexport const BridgeContext = createContext<FrontendBridge>(\n ((null: any): FrontendBridge),\n);\nBridgeContext.displayName = 'BridgeContext';\n\nexport const StoreContext = createContext<Store>(((null: any): Store));\nStoreContext.displayName = 'StoreContext';\n\nexport type ContextMenuContextType = {|\n isEnabledForInspectedElement: boolean,\n viewAttributeSourceFunction: ViewAttributeSource | null,\n|};\n\nexport const ContextMenuContext = createContext<ContextMenuContextType>({\n isEnabledForInspectedElement: false,\n viewAttributeSourceFunction: null,\n});\nContextMenuContext.displayName = 'ContextMenuContext';\n","import { createElement, PureComponent } from 'react';\n\n/**\n * Detect Element Resize.\n * https://github.com/sdecima/javascript-detect-element-resize\n * Sebastian Decima\n *\n * Forked from version 0.5.3; includes the following modifications:\n * 1) Guard against unsafe 'window' and 'document' references (to support SSR).\n * 2) Defer initialization code via a top-level function wrapper (to support SSR).\n * 3) Avoid unnecessary reflows by not measuring size for scroll events bubbling from children.\n * 4) Add nonce for style element.\n **/\n\nfunction createDetectElementResize(nonce) {\n // Check `document` and `window` in case of server-side rendering\n var _window;\n if (typeof window !== 'undefined') {\n _window = window;\n } else if (typeof self !== 'undefined') {\n _window = self;\n } else {\n _window = global;\n }\n\n var attachEvent = typeof document !== 'undefined' && document.attachEvent;\n\n if (!attachEvent) {\n var requestFrame = function () {\n var raf = _window.requestAnimationFrame || _window.mozRequestAnimationFrame || _window.webkitRequestAnimationFrame || function (fn) {\n return _window.setTimeout(fn, 20);\n };\n return function (fn) {\n return raf(fn);\n };\n }();\n\n var cancelFrame = function () {\n var cancel = _window.cancelAnimationFrame || _window.mozCancelAnimationFrame || _window.webkitCancelAnimationFrame || _window.clearTimeout;\n return function (id) {\n return cancel(id);\n };\n }();\n\n var resetTriggers

```
= function resetTriggers(element) {\n      var triggers = element.__resizeTriggers__,\n          expand =
triggers.firstElementChild,\n          contract = triggers.lastElementChild,\n          expandChild =
expand.firstElementChild;\n      contract.scrollLeft = contract.scrollWidth;\n      contract.scrollTop =
contract.scrollHeight;\n      expandChild.style.width = expand.offsetWidth + 1 + 'px';\n      expandChild.style.height
= expand.offsetHeight + 1 + 'px';\n      expand.scrollLeft = expand.scrollWidth;\n      expand.scrollTop =
expand.scrollHeight;\n    };\n\n    var checkTriggers = function checkTriggers(element) {\n      return
element.offsetWidth != element.__resizeLast__.width || element.offsetHeight != element.__resizeLast__.height;\n
};\n\n    var scrollListener = function scrollListener(e) {\n      // Don't measure (which forces) reflow for scrolls that
happen inside of children!\n      if (e.target.className.indexOf('contract-trigger') < 0 &&
e.target.className.indexOf('expand-trigger') < 0) {\n        return;\n      }\n\n      var element = this;\n
resetTriggers(this);\n      if (this.__resizeRAF__) {\n        cancelFrame(this.__resizeRAF__);\n      }\n
this.__resizeRAF__ = requestFrame(function () {\n        if (checkTriggers(element)) {\n
element.__resizeLast__.width = element.offsetWidth;\n          element.__resizeLast__.height =
element.offsetHeight;\n          element.__resizeListeners__.forEach(function (fn) {\n            fn.call(element, e);\n
  });\n        }\n      });\n    };\n\n    /* Detect CSS Animations support to detect element display/re-attach */\n    var
animation = false,\n        keyframeprefix = '',\n        animationstartevent = 'animationstart',\n        domPrefixes =
'Webkit Moz O ms'.split(' '),\n        startEvents = 'webkitAnimationStart animationstart oAnimationStart
MSAnimationStart'.split(' '),\n        pfx = '';\n    {\n      var elm = document.createElement('fakeelement');\n      if
(elm.style.animationName !== undefined) {\n        animation = true;\n      }\n\n      if (animation === false) {\n
for (var i = 0; i < domPrefixes.length; i++) {\n          if (elm.style[domPrefixes[i] + 'AnimationName'] !==
undefined) {\n            pfx = domPrefixes[i];\n            keyframeprefix = '-' + pfx.toLowerCase() + '-';\n
animationstartevent = startEvents[i];\n            animation = true;\n            break;\n          }\n        }\n      }\n    }\n\n
var animationName = 'resizeanim';\n    var animationKeyframes = '@' + keyframeprefix + 'keyframes ' +
animationName + ' { from { opacity: 0; } to { opacity: 0; } } ';\n    var animationStyle = keyframeprefix +
'animation: 1ms ' + animationName + '; ';\n  }\n\n  var createStyles = function createStyles(doc) {\n    if
(!doc.getElementById('detectElementResize')) {\n      //opacity:0 works around a chrome bug
https://code.google.com/p/chromium/issues/detail?id=286360\n      var css = (animationKeyframes ?
animationKeyframes : '') + '.resize-triggers { ' + (animationStyle ? animationStyle : '') + 'visibility: hidden; opacity:
0; } ' + '.resize-triggers, .resize-triggers > div, .contract-trigger:before { content: \" \"; display: block; position:
absolute; top: 0; left: 0; height: 100%; width: 100%; overflow: hidden; z-index: -1; } .resize-triggers > div {
background: #eee; overflow: auto; } .contract-trigger:before { width: 200%; height: 200%; }',\n          head =
doc.head || doc.getElementsByTagName('head')[0],\n          style = doc.createElement('style');\n\n      style.id =
'detectElementResize';\n      style.type = 'text/css';\n\n      if (nonce != null) {\n        style.setAttribute('nonce',
nonce);\n      }\n\n      if (style.styleSheet) {\n        style.styleSheet.cssText = css;\n      } else {\n
style.appendChild(doc.createTextNode(css));\n      }\n\n      head.appendChild(style);\n    }\n  };\n\n  var
addResizeListener = function addResizeListener(element, fn) {\n    if (attachEvent) {\n
element.attachEvent('onresize', fn);\n    } else {\n      if (!element.__resizeTriggers__) {\n        var doc =
element.ownerDocument;\n        var elementStyle = _window.getComputedStyle(element);\n        if (elementStyle
&& elementStyle.position == 'static') {\n          element.style.position = 'relative';\n        }\n        createStyles(doc);\n
    element.__resizeLast__ = {};\n        element.__resizeListeners__ = [];\n        (element.__resizeTriggers__ =
doc.createElement('div')).className = 'resize-triggers';\n        element.__resizeTriggers__.innerHTML = '<div
class=\"expand-trigger\"><div></div></div>' + '<div class=\"contract-trigger\"></div>';\n
element.appendChild(element.__resizeTriggers__);\n        resetTriggers(element);\n
element.addEventListener('scroll', scrollListener, true);\n\n        /* Listen for a css animation to detect element
display/re-attach */\n        if (animationstartevent) {\n          element.__resizeTriggers__.__animationListener__ =
function animationListener(e) {\n            if (e.animationName == animationName) {\n
resetTriggers(element);\n            }\n          };\n
element.__resizeTriggers__.addEventListener(animationstartevent,
```

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element.__resizeTriggers__.__animationListener__);\n        }\n      }\n      element.__resizeListeners__.push(fn);\n
}\n  };\n\n  var removeResizeListener = function removeResizeListener(element, fn) {\n    if (attachEvent) {\n
element.detachEvent('onresize', fn);\n    } else {\n
element.__resizeListeners__.splice(element.__resizeListeners__.indexOf(fn), 1);\n      if
(!element.__resizeListeners__.length) {\n        element.removeEventListener('scroll', scrollListener, true);\n        if
(element.__resizeTriggers__.__animationListener__) {\n
element.__resizeTriggers__.removeEventListener(animationstartevent,
element.__resizeTriggers__.__animationListener__);\n          element.__resizeTriggers__.__animationListener__ =
null;\n        }\n        try {\n          element.__resizeTriggers__ =
!element.removeChild(element.__resizeTriggers__);\n        } catch (e) {\n          // Preact compat; see
developit/preact-compat/issues/228\n        }\n      }\n    }\n  };\n\n  return {\n    addResizeListener:
addResizeListener,\n    removeResizeListener: removeResizeListener\n  };\n}\n\nvar classCallCheck = function
(instance, Constructor) {\n  if (!(instance instanceof Constructor)) {\n    throw new TypeError(\"Cannot call a class
as a function\");\n  }\n};\n\nvar createClass = function () {\n  function defineProperties(target, props) {\n    for (var i
= 0; i < props.length; i++) {\n      var descriptor = props[i];\n      descriptor.enumerable = descriptor.enumerable ||
false;\n      descriptor.configurable = true;\n      if (\"value\" in descriptor) descriptor.writable = true;\n
Object.defineProperty(target, descriptor.key, descriptor);\n    }\n  }\n\n  return function (Constructor, protoProps,
staticProps) {\n    if (protoProps) defineProperties(Constructor.prototype, protoProps);\n    if (staticProps)
defineProperties(Constructor, staticProps);\n    return Constructor;\n  };\n}();\n\nvar _extends = Object.assign ||
function (target) {\n  for (var i = 1; i < arguments.length; i++) {\n    var source = arguments[i];\n\n    for (var key in
source) {\n      if (Object.prototype.hasOwnProperty.call(source, key)) {\n        target[key] = source[key];\n      }\n
}\n  }\n\n  return target;\n};\n\nvar inherits = function (subClass, superClass) {\n  if (typeof superClass !==
\"function\" && superClass !== null) {\n    throw new TypeError(\"Super expression must either be null or a
function, not \" + typeof superClass);\n  }\n\n  subClass.prototype = Object.create(superClass &&
superClass.prototype, {\n    constructor: {\n      value: subClass,\n      enumerable: false,\n      writable: true,\n
configurable: true\n    }\n  });\n  if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass,
superClass) : subClass.__proto__ = superClass;\n};\n\nvar possibleConstructorReturn = function (self, call) {\n  if
(!self) {\n    throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n  }\n\n  return
call && (typeof call === \"object\" || typeof call === \"function\") ? call : self;\n};\n\nvar AutoSizer = function
(_React$PureComponent) {\n  inherits(AutoSizer, _React$PureComponent);\n\n  function AutoSizer() {\n    var
_ref;\n\n    var _temp, _this, _ret;\n\n    classCallCheck(this, AutoSizer);\n\n    for (var _len = arguments.length, args
= Array(_len), _key = 0; _key < _len; _key++) {\n      args[_key] = arguments[_key];\n    }\n\n    return _ret =
(_temp = (_this = possibleConstructorReturn(this, (_ref = AutoSizer.__proto__ ||
Object.getPrototypeOf(AutoSizer)).call.apply(_ref, [this].concat(args))), _this), _this.state = {\n      height:
_this.props.defaultHeight || 0,\n      width: _this.props.defaultWidth || 0\n    }, _this._onResize = function () {\n
var _this$props = _this.props,\n          disableHeight = _this$props.disableHeight,\n          disableWidth =
_this$props.disableWidth,\n          onResize = _this$props.onResize;\n\n\n      if (_this._parentNode) {\n        //
Guard against AutoSizer component being removed from the DOM immediately after being added.\n        // This can
result in invalid style values which can result in NaN values if we don't handle them.\n        // See issue #150 for
more context.\n\n        var _height = _this._parentNode.offsetHeight || 0;\n        var _width =
_this._parentNode.offsetWidth || 0;\n\n        var _style = window.getComputedStyle(_this._parentNode) || {};\n
var paddingLeft = parseInt(_style.paddingLeft, 10) || 0;\n        var paddingRight = parseInt(_style.paddingRight, 10)
|| 0;\n        var paddingTop = parseInt(_style.paddingTop, 10) || 0;\n        var paddingBottom =
parseInt(_style.paddingBottom, 10) || 0;\n\n        var newHeight = _height - paddingTop - paddingBottom;\n        var
newWidth = _width - paddingLeft - paddingRight;\n\n        if (!disableHeight && _this.state.height !== newHeight ||
!disableWidth && _this.state.width !== newWidth) {\n          _this.setState({\n            height: _height - paddingTop
- paddingBottom,\n            width: _width - paddingLeft - paddingRight\n          });\n\n          onResize({ height:
_height, width: _width });\n        }\n      }\n    }, _this._setRef = function (autoSizer) {\n      _this._autoSizer =
```

autoSizer;\n }, _temp), possibleConstructorReturn(_this, _ret);\n }\n\n createClass(AutoSizer, [{\n key: 'componentDidMount',\n value: function componentDidMount() {\n var nonce = this.props.nonce;\n\n if (this._autoSizer && this._autoSizer.parentNode && this._autoSizer.parentNode.ownerDocument && this._autoSizer.parentNode.ownerDocument.defaultView && this._autoSizer.parentNode instanceof this._autoSizer.parentNode.ownerDocument.defaultView.HTMLElement) {\n // Delay access of parentNode until mount.\n // This handles edge-cases where the component has already been unmounted before its ref has been set,\n // As well as libraries like react-lite which have a slightly different lifecycle.\n this._parentNode = this._autoSizer.parentNode;\n\n // Defer requiring resize handler in order to support server-side rendering.\n // See issue #41\n this._detectElementResize = createDetectElementResize(nonce);\n this._detectElementResize.addResizeListener(this._parentNode, this._onResize);\n\n this._onResize();\n }\n }\n }, {\n key: 'componentWillUnmount',\n value: function componentWillUnmount() {\n if (this._detectElementResize && this._parentNode) {\n this._detectElementResize.removeResizeListener(this._parentNode, this._onResize);\n }\n }\n }, {\n key: 'render',\n value: function render() {\n var _props = this.props,\n children = _props.children,\n className = _props.className,\n disableHeight = _props.disableHeight,\n disableWidth = _props.disableWidth,\n style = _props.style;\n var _state = this.state,\n height = _state.height,\n width = _state.width;\n\n // Outer div should not force width/height since that may prevent containers from shrinking.\n // Inner component should overflow and use calculated width/height.\n // See issue #68 for more information.\n\n var outerStyle = { overflow: 'visible' };\n var childParams = {};\n\n // Avoid rendering children before the initial measurements have been collected.\n // At best this would just be wasting cycles.\n var bailoutOnChildren = false;\n\n if (!disableHeight) {\n if (height === 0) {\n bailoutOnChildren = true;\n }\n outerStyle.height = 0;\n childParams.height = height;\n }\n\n if (!disableWidth) {\n if (width === 0) {\n bailoutOnChildren = true;\n }\n outerStyle.width = 0;\n childParams.width = width;\n }\n\n return createElement(\n 'div',\n {\n className: className,\n ref: this._setRef,\n style: _extends({}, outerStyle, style) },\n !bailoutOnChildren && children(childParams)\n);\n }\n }]);\n return AutoSizer;\n}(PureComponent);\n\nAutoSizer.defaultProps = {\n onResize: function onResize() {},\n disableHeight: false,\n disableWidth: false,\n style: {}\n};\n\nexport default AutoSizer;\n","export default function _extends() {\n _extends = Object.assign || function (target) {\n for (var i = 1; i < arguments.length; i++) {\n var source = arguments[i];\n\n for (var key in source) {\n if (Object.prototype.hasOwnProperty.call(source, key)) {\n target[key] = source[key];\n }\n }\n }\n\n return target;\n };\n\n return _extends.apply(this, arguments);\n}","export default function _inheritsLoose(subClass, superClass) {\n subClass.prototype = Object.create(superClass.prototype);\n subClass.prototype.constructor = subClass;\n subClass.__proto__ = superClass;\n}","export default function _assertThisInitialized(self) {\n if (self === void 0) {\n throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\");\n }\n\n return self;\n}","\n\nvar simpleIsEqual = function simpleIsEqual(a, b) {\n return a === b;\n};\n\nexport default function (resultFn) {\n var isEqual = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : simpleIsEqual;\n\n var lastThis = void 0;\n var lastArgs = [];\n var lastResult = void 0;\n var calledOnce = false;\n\n var isNewArgEqualToLast = function isNewArgEqualToLast(newArg, index) {\n return isEqual(newArg, lastArgs[index]);\n };\n\n var result = function result() {\n for (var _len = arguments.length, newArgs = Array(_len), _key = 0; _key < _len; _key++) {\n newArgs[_key] = arguments[_key];\n }\n\n if (calledOnce && lastThis === this && newArgs.length === lastArgs.length && newArgs.every(isNewArgEqualToLast)) {\n return lastResult;\n }\n\n calledOnce = true;\n lastThis = this;\n lastArgs = newArgs;\n lastResult = resultFn.apply(this, newArgs);\n return lastResult;\n };\n\n return result;\n}","export default function _objectWithoutPropertiesLoose(source, excluded) {\n if (source == null) return {};\n var target = {};\n var sourceKeys = Object.keys(source);\n var key, i;\n\n for (i = 0; i < sourceKeys.length; i++) {\n key = sourceKeys[i];\n if (excluded.indexOf(key) >= 0) continue;\n target[key] = source[key];\n }\n\n return target;\n}","import _extends from '@babel/runtime/helpers/esm/extends';\nimport _inheritsLoose from '@babel/runtime/helpers/esm/inheritsLoose';\nimport _assertThisInitialized from

'@babel/runtime/helpers/esm/assertThisInitialized';\nimport memoizeOne from 'memoize-one';\nimport { createElement, PureComponent } from 'react';\nimport { flushSync } from 'react-dom';\nimport _objectWithoutPropertiesLoose from '@babel/runtime/helpers/esm/objectWithoutPropertiesLoose';\n\n// Animation frame based implementation of setTimeout.\n// Inspired by Joe Lambert, https://gist.github.com/joelambert/1002116#file-requesttimeout-js\nvar hasNativePerformanceNow = typeof performance === 'object' && typeof performance.now === 'function';\nvar now = hasNativePerformanceNow ? function () {\n return performance.now();\n} : function () {\n return Date.now();\n};\nfunction cancelTimeout(timeoutID) {\n cancelAnimationFrame(timeoutID.id);\n}\nfunction requestTimeout(callback, delay) {\n var start = now();\n\n function tick() {\n   if (now() - start >= delay) {\n   callback.call(null);\n   } else {\n   timeoutID.id = requestAnimationFrame(tick);\n   }\n }\n\n var timeoutID = {\n   id: requestAnimationFrame(tick)\n };\n return timeoutID;\n}\n\nvar size = -1; // This utility copied from \"dom-helpers\" package.\n\nfunction getScrollbarSize(recalculate) {\n if (recalculate === void 0) {\n   recalculate = false;\n }\n\n if (size === -1 || recalculate) {\n   var div = document.createElement('div');\n   var style = div.style;\n   style.width = '50px';\n   style.height = '50px';\n   style.overflow = 'scroll';\n   document.body.appendChild(div);\n   size = div.offsetWidth - div.clientWidth;\n   document.body.removeChild(div);\n }\n\n return size;\n}\nvar cachedRTLResult = null; // TRICKY According to the spec, scrollLeft should be negative for RTL aligned elements.\n// Chrome does not seem to adhere; its scrollLeft values are positive (measured relative to the left).\n// Safari's elastic bounce makes detecting this even more complicated wrt potential false positives.\n// The safest way to check this is to intentionally set a negative offset,\n// and then verify that the subsequent \"scroll\" event matches the negative offset.\n// If it does not match, then we can assume a non-standard RTL scroll implementation.\n\nfunction getRTLOffsetType(recalculate) {\n if (recalculate === void 0) {\n   recalculate = false;\n }\n\n if (cachedRTLResult === null || recalculate) {\n   var outerDiv = document.createElement('div');\n   var outerStyle = outerDiv.style;\n   outerStyle.width = '50px';\n   outerStyle.height = '50px';\n   outerStyle.overflow = 'scroll';\n   outerStyle.direction = 'rtl';\n   var innerDiv = document.createElement('div');\n   var innerStyle = innerDiv.style;\n   innerStyle.width = '100px';\n   innerStyle.height = '100px';\n   outerDiv.appendChild(innerDiv);\n   document.body.appendChild(outerDiv);\n\n   if (outerDiv.scrollLeft > 0) {\n   cachedRTLResult = 'positive-descending';\n   } else {\n   outerDiv.scrollLeft = 1;\n\n   if (outerDiv.scrollLeft === 0) {\n   cachedRTLResult = 'negative';\n   } else {\n   cachedRTLResult = 'positive-ascending';\n   }\n   }\n\n   document.body.removeChild(outerDiv);\n   return cachedRTLResult;\n }\n\n return cachedRTLResult;\n}\n\nvar IS_SCROLLING_DEBOUNCE_INTERVAL = 150;\n\nvar defaultItemKey = function defaultItemKey(_ref) {\n var columnIndex = _ref.columnIndex,\n   data = _ref.data,\n   rowIndex = _ref.rowIndex;\n return rowIndex + \":\" + columnIndex;\n}; // In DEV mode, this Set helps us only log a warning once per component instance.\n// This avoids spamming the console every time a render happens.\n\n\nvar devWarningsOverscanCount = null;\nvar devWarningsOverscanRowsColumnsCount = null;\nvar devWarningsTagName = null;\n\nif (process.env.NODE_ENV !== 'production') {\n if (typeof window !== 'undefined' && typeof window.WeakSet !== 'undefined') {\n   devWarningsOverscanCount =\n   /*#__PURE__*/\n   new WeakSet();\n   devWarningsOverscanRowsColumnsCount =\n   /*#__PURE__*/\n   new WeakSet();\n   devWarningsTagName =\n   /*#__PURE__*/\n   new WeakSet();\n }\n}\n\nfunction createGridComponent(_ref2) {\n var _class, _temp;\n\n var getColumnOffset = _ref2.getColumnOffset,\n   getColumnStartIndexForOffset = _ref2.getColumnStartIndexForOffset,\n   getColumnStopIndexForStartIndex = _ref2.getColumnStopIndexForStartIndex,\n   getColumnWidth = _ref2.getColumnWidth,\n   getEstimatedTotalHeight = _ref2.getEstimatedTotalHeight,\n   getEstimatedTotalWidth = _ref2.getEstimatedTotalWidth,\n   getOffsetForColumnAndAlignment = _ref2.getOffsetForColumnAndAlignment,\n   getOffsetForRowAndAlignment = _ref2.getOffsetForRowAndAlignment,\n   getRowHeight = _ref2.getRowHeight,\n   getRowOffset = _ref2.getRowOffset,\n   getRowStartIndexForOffset = _ref2.getRowStartIndexForOffset,\n   getRowStopIndexForStartIndex = _ref2.getRowStopIndexForStartIndex,\n   initInstanceProps = _ref2.initInstanceProps,\n   shouldResetStyleCacheOnItemSizeChange =

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_ref2.shouldResetStyleCacheOnItemSizeChange,\n      validateProps = _ref2.validateProps;\n  return _temp = _class
=\n  /*#__PURE__*/\n  function (_PureComponent) {\n    _inheritsLoose(Grid, _PureComponent);\n\n    // Always
use explicit constructor for React components.\n    // It produces less code after transpilation. (#26)\n    // eslint-
disable-next-line no-useless-constructor\n    function Grid(props) {\n      var _this;\n\n      _this =
_PureComponent.call(this, props) || this;\n      _this._instanceProps = initInstanceProps(_this.props,
_assertThisInitialized(_assertThisInitialized(_this)));\n      _this._resetIsScrollingTimeoutId = null;\n
_this._outerRef = void 0;\n      _this.state = {\n        instance: _assertThisInitialized(_assertThisInitialized(_this)),\n
   isScrolling: false,\n        horizontalScrollDirection: 'forward',\n        scrollLeft: typeof _this.props.initialScrollLeft
=== 'number' ? _this.props.initialScrollLeft : 0,\n        scrollTop: typeof _this.props.initialScrollTop === 'number' ?
_this.props.initialScrollTop : 0,\n        scrollUpdateWasRequested: false,\n        verticalScrollDirection: 'forward'\n
};\n      _this._callOnItemsRendered = void 0;\n      _this._callOnItemsRendered = memoizeOne(function
(overscanColumnStartIndex, overscanColumnStopIndex, overscanRowStartIndex, overscanRowStopIndex,
visibleColumnStartIndex, visibleColumnStopIndex, visibleRowStartIndex, visibleRowStopIndex) {\n        return
_this.props.onItemsRendered({\n          overscanColumnStartIndex: overscanColumnStartIndex,\n
overscanColumnStopIndex: overscanColumnStopIndex,\n          overscanRowStartIndex: overscanRowStartIndex,\n
        overscanRowStopIndex: overscanRowStopIndex,\n          visibleColumnStartIndex:
visibleColumnStartIndex,\n          visibleColumnStopIndex: visibleColumnStopIndex,\n          visibleRowStartIndex:
visibleRowStartIndex,\n          visibleRowStopIndex: visibleRowStopIndex\n        });\n      });\n
_this._callOnScroll = void 0;\n      _this._callOnScroll = memoizeOne(function (scrollLeft, scrollTop,
horizontalScrollDirection, verticalScrollDirection, scrollUpdateWasRequested) {\n        return
_this.props.onScroll({\n          horizontalScrollDirection: horizontalScrollDirection,\n          scrollLeft: scrollLeft,\n
    scrollTop: scrollTop,\n          verticalScrollDirection: verticalScrollDirection,\n          scrollUpdateWasRequested:
scrollUpdateWasRequested\n        });\n      });\n      _this._getItemStyle = void 0;\n\n      _this._getItemStyle =
function (rowIndex, columnIndex) {\n        var _this$props = _this.props,\n            columnWidth =
_this$props.columnWidth,\n            direction = _this$props.direction,\n            rowHeight =
_this$props.rowHeight;\n\n        var itemStyleCache =
_this._getItemStyleCache(shouldResetStyleCacheOnItemSizeChange && columnWidth,
shouldResetStyleCacheOnItemSizeChange && direction, shouldResetStyleCacheOnItemSizeChange &&
rowHeight);\n\n        var key = rowIndex + \":\" + columnIndex;\n        var style;\n\n        if
(itemStyleCache.hasOwnProperty(key)) {\n          style = itemStyleCache[key];\n        } else {\n          var _style;\n\n
        itemStyleCache[key] = style = (_style = {\n            position: 'absolute'\n          }, _style[direction === 'rtl' ?
'right' : 'left'] = getColumnOffset(_this.props, columnIndex, _this._instanceProps), _style.top =
getRowOffset(_this.props, rowIndex, _this._instanceProps), _style.height = getRowHeight(_this.props, rowIndex,
_this._instanceProps), _style.width = getColumnWidth(_this.props, columnIndex, _this._instanceProps), _style);\n
   }\n\n        return style;\n      };\n\n      _this._getItemStyleCache = void 0;\n      _this._getItemStyleCache =
memoizeOne(function (_, __, ___) {\n        return {};\n      });\n\n      _this._onScroll = function (event) {\n        var
_event$currentTarget = event.currentTarget,\n            clientHeight = _event$currentTarget.clientHeight,\n
clientWidth = _event$currentTarget.clientWidth,\n            scrollLeft = _event$currentTarget.scrollLeft,\n
scrollTop = _event$currentTarget.scrollTop,\n            scrollHeight = _event$currentTarget.scrollHeight,\n
scrollWidth = _event$currentTarget.scrollWidth;\n\n        // Force flush sync for scroll updates to reduce visual
checkerboarding.\n        flushSync(() => {\n          _this.setState(function (prevState) {\n            if
(prevState.scrollLeft === scrollLeft && prevState.scrollTop === scrollTop) {\n              // Scroll position may have
been updated by cDM/cDU,\n              // In which case we don't need to trigger another render,\n              // And we
don't want to update state.isScrolling.\n              return null;\n            }\n\n            var direction =
_this.props.direction; // TRICKY According to the spec, scrollLeft should be negative for RTL aligned elements.\n
        // This is not the case for all browsers though (e.g. Chrome reports values as positive, measured relative to the
left).\n            // It's also easier for this component if we convert offsets to the same format as they would be in for
ltr.\n            // So the simplest solution is to determine which browser behavior we're dealing with, and convert based
```

on it.\n\n var calculatedScrollLeft = scrollLeft;\n\n if (direction === 'rtl') {\n switch (getRTLOffsetType()) {\n case 'negative':\n calculatedScrollLeft = -scrollLeft;\n break;\n\n case 'positive-descending':\n calculatedScrollLeft = scrollWidth - clientWidth - scrollLeft;\n break;\n }\n } // Prevent Safari's elastic scrolling from causing visual shaking when scrolling past bounds.\n\n\n calculatedScrollLeft = Math.max(0, Math.min(calculatedScrollLeft, scrollWidth - clientWidth));\n var calculatedScrollTop = Math.max(0, Math.min(scrollTop, scrollHeight - clientHeight));\n return {\n isScrolling: true,\n horizontalScrollDirection: prevState.scrollLeft < scrollLeft ? 'forward' : 'backward',\n scrollLeft: calculatedScrollLeft,\n scrollTop: calculatedScrollTop,\n verticalScrollDirection: prevState.scrollTop < scrollTop ? 'forward' : 'backward',\n scrollUpdateWasRequested: false\n };\n }, _this._resetIsScrollingDebounced);\n });\n };\n\n _this._outerRefSetter = function (ref) {\n var outerRef = _this.props.outerRef;\n _this._outerRef = ref;\n\n if (typeof outerRef === 'function') {\n outerRef(ref);\n } else if (outerRef != null && typeof outerRef === 'object' && outerRef.hasOwnProperty('current')) {\n outerRef.current = ref;\n }\n };\n\n _this._resetIsScrollingDebounced = function () {\n if (_this._resetIsScrollingTimeoutId !== null) {\n cancelTimeout(_this._resetIsScrollingTimeoutId);\n }\n\n _this._resetIsScrollingTimeoutId = requestTimeout(_this._resetIsScrolling, IS_SCROLLING_DEBOUNCE_INTERVAL);\n };\n\n _this._resetIsScrolling = function () {\n _this._resetIsScrollingTimeoutId = null;\n\n _this.setState({\n isScrolling: false\n }, function () {\n // Clear style cache after state update has been committed.\n // This way we don't break pure sCU for items that don't use isScrolling param.\n _this._getItemStyleCache(-1);\n });\n };\n\n return _this;\n }\n\n Grid.getDerivedStateFromProps = function getDerivedStateFromProps(nextProps, prevState) {\n validateSharedProps(nextProps, prevState);\n validateProps(nextProps);\n return null;\n };\n\n var _proto = Grid.prototype;\n\n _proto.scrollTo = function scrollTo(_ref3) {\n var scrollLeft = _ref3.scrollLeft,\n scrollTop = _ref3.scrollTop;\n\n if (scrollLeft !== undefined) {\n scrollLeft = Math.max(0, scrollLeft);\n }\n\n if (scrollTop !== undefined) {\n scrollTop = Math.max(0, scrollTop);\n }\n\n this.setState(function (prevState) {\n if (scrollLeft === undefined) {\n scrollLeft = prevState.scrollLeft;\n }\n\n if (scrollTop === undefined) {\n scrollTop = prevState.scrollTop;\n }\n\n if (prevState.scrollLeft === scrollLeft && prevState.scrollTop === scrollTop) {\n return null;\n }\n\n return {\n horizontalScrollDirection: prevState.scrollLeft < scrollLeft ? 'forward' : 'backward',\n scrollLeft: scrollLeft,\n scrollTop: scrollTop,\n scrollUpdateWasRequested: true,\n verticalScrollDirection: prevState.scrollTop < scrollTop ? 'forward' : 'backward'\n };\n }, this._resetIsScrollingDebounced);\n };\n\n _proto.scrollToItem = function scrollToItem(_ref4) {\n var _ref4$align = _ref4.align,\n align = _ref4$align === void 0 ? 'auto' : _ref4$align,\n columnIndex = _ref4.columnIndex,\n rowIndex = _ref4.rowIndex;\n var _this$props2 = this.props,\n columnCount = _this$props2.columnCount,\n height = _this$props2.height,\n rowCount = _this$props2.rowCount,\n width = _this$props2.width;\n var _this$state = this.state,\n scrollLeft = _this$state.scrollLeft,\n scrollTop = _this$state.scrollTop;\n var scrollbarSize = getScrollbarSize();\n\n if (columnIndex !== undefined) {\n columnIndex = Math.max(0, Math.min(columnIndex, columnCount - 1));\n }\n\n if (rowIndex !== undefined) {\n rowIndex = Math.max(0, Math.min(rowIndex, rowCount - 1));\n }\n\n var estimatedTotalHeight = getEstimatedTotalHeight(this.props, this._instanceProps);\n var estimatedTotalWidth = getEstimatedTotalWidth(this.props, this._instanceProps); // The scrollbar size should be considered when scrolling an item into view,\n // to ensure it's fully visible.\n // But we only need to account for its size when it's actually visible.\n\n var horizontalScrollbarSize = estimatedTotalWidth > width ? scrollbarSize : 0;\n var verticalScrollbarSize = estimatedTotalHeight > height ? scrollbarSize : 0;\n this.scrollTo({\n scrollLeft: columnIndex !== undefined ? getOffsetForColumnAndAlignment(this.props, columnIndex, align, scrollLeft, this._instanceProps, verticalScrollbarSize) : scrollLeft,\n scrollTop: rowIndex !== undefined ? getOffsetForRowAndAlignment(this.props, rowIndex, align, scrollTop, this._instanceProps, horizontalScrollbarSize) : scrollTop\n });\n };\n\n _proto.componentDidMount = function

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componentDidMount() {\n      var _this$props3 = this.props,\n          initialScrollLeft =
_this$props3.initialScrollLeft,\n          initialScrollTop = _this$props3.initialScrollTop;\n\n      if (this._outerRef !=
null) {\n        var outerRef = this._outerRef;\n\n        if (typeof initialScrollLeft === 'number') {\n
outerRef.scrollLeft = initialScrollLeft;\n        }\n\n        if (typeof initialScrollTop === 'number') {\n
outerRef.scrollTop = initialScrollTop;\n        }\n      }\n\n      this._callPropsCallbacks();\n    };\n\n
_proto.componentDidUpdate = function componentDidUpdate() {\n      var direction = this.props.direction;\n      var
_this$state2 = this.state,\n          scrollLeft = _this$state2.scrollLeft,\n          scrollTop = _this$state2.scrollTop,\n
  scrollUpdateWasRequested = _this$state2.scrollUpdateWasRequested;\n\n      if (scrollUpdateWasRequested &&
this._outerRef != null) {\n        // TRICKY According to the spec, scrollLeft should be negative for RTL aligned
elements.\n        // This is not the case for all browsers though (e.g. Chrome reports values as positive, measured
relative to the left).\n        // So we need to determine which browser behavior we're dealing with, and mimic it.\n
var outerRef = this._outerRef;\n\n        if (direction === 'rtl') {\n          switch (getRTLOffsetType()) {\n            case
'negative':\n              outerRef.scrollLeft = -scrollLeft;\n              break;\n\n            case 'positive-ascending':\n
outerRef.scrollLeft = scrollLeft;\n              break;\n\n            default:\n              var clientWidth =
outerRef.clientWidth,\n                  scrollWidth = outerRef.scrollWidth;\n              outerRef.scrollLeft = scrollWidth
- clientWidth - scrollLeft;\n              break;\n          }\n        } else {\n          outerRef.scrollLeft = Math.max(0,
scrollLeft);\n        }\n\n        outerRef.scrollTop = Math.max(0, scrollTop);\n      }\n\n
this._callPropsCallbacks();\n    };\n\n    _proto.componentWillUnmount = function componentWillUnmount() {\n
if (this._resetIsScrollingTimeoutId !== null) {\n        cancelTimeout(this._resetIsScrollingTimeoutId);\n      }\n
};\n\n    _proto.render = function render() {\n      var _this$props4 = this.props,\n          children =
_this$props4.children,\n          className = _this$props4.className,\n          columnCount =
_this$props4.columnCount,\n          direction = _this$props4.direction,\n          height = _this$props4.height,\n
innerRef = _this$props4.innerRef,\n          innerElementType = _this$props4.innerElementType,\n
innerTagName = _this$props4.innerTagName,\n          itemData = _this$props4.itemData,\n
_this$props4$itemKey = _this$props4.itemKey,\n          itemKey = _this$props4$itemKey === void 0 ?
defaultItemKey : _this$props4$itemKey,\n          outerElementType = _this$props4.outerElementType,\n
outerTagName = _this$props4.outerTagName,\n          rowCount = _this$props4.rowCount,\n          style =
_this$props4.style,\n          useIsScrolling = _this$props4.useIsScrolling,\n          width = _this$props4.width;\n
var isScrolling = this.state.isScrolling;\n\n      var _this$_getHorizontalR = this._getHorizontalRangeToRender(),\n
     columnStartIndex = _this$_getHorizontalR[0],\n          columnStopIndex = _this$_getHorizontalR[1];\n\n      var
_this$_getVerticalRan = this._getVerticalRangeToRender(),\n          rowStartIndex = _this$_getVerticalRan[0],\n
   rowStopIndex = _this$_getVerticalRan[1];\n\n      var items = [];\n\n      if (columnCount > 0 && rowCount) {\n
   for (var _rowIndex = rowStartIndex; _rowIndex <= rowStopIndex; _rowIndex++) {\n          for (var _columnIndex
= columnStartIndex; _columnIndex <= columnStopIndex; _columnIndex++) {\n
items.push(createElement(children, {\n              columnIndex: _columnIndex,\n              data: itemData,\n
isScrolling: useIsScrolling ? isScrolling : undefined,\n              key: itemKey({\n              columnIndex:
_columnIndex,\n              data: itemData,\n              rowIndex: _rowIndex\n              }),\n              rowIndex:
_rowIndex,\n              style: this._getItemStyle(_rowIndex, _columnIndex)\n              }));\n          }\n        }\n      } //
Read this value AFTER items have been created,\n      // So their actual sizes (if variable) are taken into
consideration.\n\n\n      var estimatedTotalHeight = getEstimatedTotalHeight(this.props, this._instanceProps);\n
var estimatedTotalWidth = getEstimatedTotalWidth(this.props, this._instanceProps);\n      return
createElement(outerElementType || outerTagName || 'div', {\n        className: className,\n        onScroll:
this._onScroll,\n        ref: this._outerRefSetter,\n        style: _extends({\n          position: 'relative',\n          height:
height,\n          width: width,\n          overflow: 'auto',\n          WebkitOverflowScrolling: 'touch',\n          willChange:
'transform',\n          direction: direction\n        }, style)\n      }, createElement(innerElementType || innerTagName ||
'div', {\n        children: items,\n        ref: innerRef,\n        style: {\n          height: estimatedTotalHeight,\n
pointerEvents: isScrolling ? 'none' : undefined,\n          width: estimatedTotalWidth\n        }\n      }));\n    };\n\n
_proto._callPropsCallbacks = function _callPropsCallbacks() {\n      var _this$props5 = this.props,\n
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columnCount = _this$props5.columnCount,\n          onItemsRendered = _this$props5.onItemsRendered,\n
onScroll = _this$props5.onScroll,\n          rowCount = _this$props5.rowCount;\n\n      if (typeof onItemsRendered
=== 'function') {\n        if (columnCount > 0 && rowCount > 0) {\n          var _this$_getHorizontalR2 =
this._getHorizontalRangeToRender(),\n              _overscanColumnStartIndex = _this$_getHorizontalR2[0],\n
_overscanColumnStopIndex = _this$_getHorizontalR2[1],\n              _visibleColumnStartIndex =
_this$_getHorizontalR2[2],\n              _visibleColumnStopIndex = _this$_getHorizontalR2[3];\n\n          var
_this$_getVerticalRan2 = this._getVerticalRangeToRender(),\n              _overscanRowStartIndex =
_this$_getVerticalRan2[0],\n              _overscanRowStopIndex = _this$_getVerticalRan2[1],\n
_visibleRowStartIndex = _this$_getVerticalRan2[2],\n              _visibleRowStopIndex =
_this$_getVerticalRan2[3];\n\n          this._callOnItemsRendered(_overscanColumnStartIndex,
_overscanColumnStopIndex, _overscanRowStartIndex, _overscanRowStopIndex, _visibleColumnStartIndex,
_visibleColumnStopIndex, _visibleRowStartIndex, _visibleRowStopIndex);\n        }\n      }\n\n      if (typeof
onScroll === 'function') {\n        var _this$state3 = this.state,\n            _horizontalScrollDirection =
_this$state3.horizontalScrollDirection,\n            _scrollLeft = _this$state3.scrollLeft,\n            _scrollTop =
_this$state3.scrollTop,\n            _scrollUpdateWasRequested = _this$state3.scrollUpdateWasRequested,\n
_verticalScrollDirection = _this$state3.verticalScrollDirection;\n\n        this._callOnScroll(_scrollLeft, _scrollTop,
_horizontalScrollDirection, _verticalScrollDirection, _scrollUpdateWasRequested);\n      }\n    }; // Lazily create and
cache item styles while scrolling,\n    // So that pure component sCU will prevent re-renders.\n    // We maintain this
cache, and pass a style prop rather than index,\n    // So that List can clear cached styles and force item re-render if
necessary.\n\n\n    _proto._getHorizontalRangeToRender = function _getHorizontalRangeToRender() {\n      var
_this$props6 = this.props,\n          columnCount = _this$props6.columnCount,\n          overscanColumnCount =
_this$props6.overscanColumnCount,\n          overscanColumnsCount = _this$props6.overscanColumnsCount,\n
 overscanCount = _this$props6.overscanCount,\n          rowCount = _this$props6.rowCount;\n      var _this$state4 =
this.state,\n          horizontalScrollDirection = _this$state4.horizontalScrollDirection,\n          isScrolling =
_this$state4.isScrolling,\n          scrollLeft = _this$state4.scrollLeft;\n      var overscanCountResolved =
overscanColumnCount || overscanColumnsCount || overscanCount || 1;\n\n      if (columnCount === 0 || rowCount
=== 0) {\n        return [0, 0, 0, 0];\n      }\n\n      var startIndex = getColumnStartIndexForOffset(this.props,
scrollLeft, this._instanceProps);\n      var stopIndex = getColumnStopIndexForStartIndex(this.props, startIndex,
scrollLeft, this._instanceProps); // Overscan by one item in each direction so that tab/focus works.\n      // If there
isn't at least one extra item, tab loops back around.\n\n      var overscanBackward = !isScrolling ||
horizontalScrollDirection === 'backward' ? Math.max(1, overscanCountResolved) : 1;\n      var overscanForward =
!isScrolling || horizontalScrollDirection === 'forward' ? Math.max(1, overscanCountResolved) : 1;\n      return
[Math.max(0, startIndex - overscanBackward), Math.max(0, Math.min(columnCount - 1, stopIndex +
overscanForward)), startIndex, stopIndex];\n    };\n\n    _proto._getVerticalRangeToRender = function
_getVerticalRangeToRender() {\n      var _this$props7 = this.props,\n          columnCount =
_this$props7.columnCount,\n          overscanCount = _this$props7.overscanCount,\n          overscanRowCount =
_this$props7.overscanRowCount,\n          overscanRowsCount = _this$props7.overscanRowsCount,\n
rowCount = _this$props7.rowCount;\n      var _this$state5 = this.state,\n          isScrolling =
_this$state5.isScrolling,\n          verticalScrollDirection = _this$state5.verticalScrollDirection,\n          scrollTop =
_this$state5.scrollTop;\n      var overscanCountResolved = overscanRowCount || overscanRowsCount ||
overscanCount || 1;\n\n      if (columnCount === 0 || rowCount === 0) {\n        return [0, 0, 0, 0];\n      }\n\n      var
startIndex = getRowStartIndexForOffset(this.props, scrollTop, this._instanceProps);\n      var stopIndex =
getRowStopIndexForStartIndex(this.props, startIndex, scrollTop, this._instanceProps); // Overscan by one item in
each direction so that tab/focus works.\n      // If there isn't at least one extra item, tab loops back around.\n\n      var
overscanBackward = !isScrolling || verticalScrollDirection === 'backward' ? Math.max(1, overscanCountResolved) :
1;\n      var overscanForward = !isScrolling || verticalScrollDirection === 'forward' ? Math.max(1,
overscanCountResolved) : 1;\n      return [Math.max(0, startIndex - overscanBackward), Math.max(0,
Math.min(rowCount - 1, stopIndex + overscanForward)), startIndex, stopIndex];\n    };\n\n    return Grid;\n
```

}(PureComponent), _class.defaultProps = {\n direction: 'ltr',\n itemData: undefined,\n useIsScrolling: false\n
}, _temp;\n}\n\nvar validateSharedProps = function validateSharedProps(_ref5, _ref6) {\n var children =
_ref5.children,\n direction = _ref5.direction,\n height = _ref5.height,\n innerTagName =
_ref5.innerTagName,\n outerTagName = _ref5.outerTagName,\n overscanColumnsCount =
_ref5.overscanColumnsCount,\n overscanCount = _ref5.overscanCount,\n overscanRowsCount =
_ref5.overscanRowsCount,\n width = _ref5.width;\n var instance = _ref6.instance;\n\n if
(process.env.NODE_ENV !== 'production') {\n if (typeof overscanCount === 'number') {\n if
(devWarningsOverscanCount && !devWarningsOverscanCount.has(instance)) {\n
devWarningsOverscanCount.add(instance);\n console.warn('The overscanCount prop has been deprecated. ' +
'Please use the overscanColumnCount and overscanRowCount props instead.');\n }\n }\n\n if (typeof
overscanColumnsCount === 'number' || typeof overscanRowsCount === 'number') {\n if
(devWarningsOverscanRowsColumnsCount && !devWarningsOverscanRowsColumnsCount.has(instance)) {\n
devWarningsOverscanRowsColumnsCount.add(instance);\n console.warn('The overscanColumnsCount and
overscanRowsCount props have been deprecated. ' + 'Please use the overscanColumnCount and overscanRowCount
props instead.');\n }\n }\n\n if (innerTagName != null || outerTagName != null) {\n if
(devWarningsTagName && !devWarningsTagName.has(instance)) {\n devWarningsTagName.add(instance);\n
  console.warn('The innerTagName and outerTagName props have been deprecated. ' + 'Please use the
innerElementType and outerElementType props instead.');\n }\n }\n\n if (children == null) {\n throw
Error('An invalid \"children\" prop has been specified. ' + 'Value should be a React component. ' + (\"\\\"\" +
(children === null ? 'null' : typeof children) + \"\\\" was specified.\"));\n }\n\n switch (direction) {\n case
'ltr':\n case 'rtl':\n // Valid values\n break;\n\n default:\n throw Error('An invalid \"direction\" prop
has been specified. ' + 'Value should be either \"ltr\" or \"rtl\". ' + (\"\\\"\" + direction + \"\\\" was specified.\"));\n
}\n\n if (typeof width !== 'number') {\n throw Error('An invalid \"width\" prop has been specified. ' + 'Grids
must specify a number for width. ' + (\"\\\"\" + (width === null ? 'null' : typeof width) + \"\\\" was specified.\"));\n
}\n\n if (typeof height !== 'number') {\n throw Error('An invalid \"height\" prop has been specified. ' + 'Grids
must specify a number for height. ' + (\"\\\"\" + (height === null ? 'null' : typeof height) + \"\\\" was specified.\"));\n
}\n }\n};\n\nvar DEFAULT_ESTIMATED_ITEM_SIZE = 50;\n\nvar getEstimatedTotalHeight = function
getEstimatedTotalHeight(_ref, _ref2) {\n var rowCount = _ref.rowCount;\n var rowMetadataMap =
_ref2.rowMetadataMap,\n estimatedRowHeight = _ref2.estimatedRowHeight,\n lastMeasuredRowIndex =
_ref2.lastMeasuredRowIndex;\n var totalSizeOfMeasuredRows = 0; // Edge case check for when the number of
items decreases while a scroll is in progress.\n // https://github.com/bvaughn/react-window/pull/138\n\n if
(lastMeasuredRowIndex >= rowCount) {\n lastMeasuredRowIndex = rowCount - 1;\n }\n\n if
(lastMeasuredRowIndex >= 0) {\n var itemMetadata = rowMetadataMap[lastMeasuredRowIndex];\n
totalSizeOfMeasuredRows = itemMetadata.offset + itemMetadata.size;\n }\n\n var numUnmeasuredItems =
rowCount - lastMeasuredRowIndex - 1;\n var totalSizeOfUnmeasuredItems = numUnmeasuredItems *
estimatedRowHeight;\n return totalSizeOfMeasuredRows + totalSizeOfUnmeasuredItems;\n};\n\nvar
getEstimatedTotalWidth = function getEstimatedTotalWidth(_ref3, _ref4) {\n var columnCount =
_ref3.columnCount;\n var columnMetadataMap = _ref4.columnMetadataMap,\n estimatedColumnWidth =
_ref4.estimatedColumnWidth,\n lastMeasuredColumnIndex = _ref4.lastMeasuredColumnIndex;\n var
totalSizeOfMeasuredRows = 0; // Edge case check for when the number of items decreases while a scroll is in
progress.\n // https://github.com/bvaughn/react-window/pull/138\n\n if (lastMeasuredColumnIndex >=
columnCount) {\n lastMeasuredColumnIndex = columnCount - 1;\n }\n\n if (lastMeasuredColumnIndex >= 0)
{\n var itemMetadata = columnMetadataMap[lastMeasuredColumnIndex];\n totalSizeOfMeasuredRows =
itemMetadata.offset + itemMetadata.size;\n }\n\n var numUnmeasuredItems = columnCount -
lastMeasuredColumnIndex - 1;\n var totalSizeOfUnmeasuredItems = numUnmeasuredItems *
estimatedColumnWidth;\n return totalSizeOfMeasuredRows + totalSizeOfUnmeasuredItems;\n};\n\nvar
getItemMetadata = function getItemMetadata(itemType, props, index, instanceProps) {\n var itemMetadataMap,
itemSize, lastMeasuredIndex;\n\n if (itemType === 'column') {\n itemMetadataMap =

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instanceProps.columnMetadataMap;\n    itemSize = props.columnWidth;\n    lastMeasuredIndex =
instanceProps.lastMeasuredColumnIndex;\n  } else {\n    itemMetadataMap = instanceProps.rowMetadataMap;\n
itemSize = props.rowHeight;\n    lastMeasuredIndex = instanceProps.lastMeasuredRowIndex;\n  }\n\n  if (index >
lastMeasuredIndex) {\n    var offset = 0;\n\n    if (lastMeasuredIndex >= 0) {\n      var itemMetadata =
itemMetadataMap[lastMeasuredIndex];\n      offset = itemMetadata.offset + itemMetadata.size;\n    }\n\n    for (var i
= lastMeasuredIndex + 1; i <= index; i++) {\n      var size = itemSize(i);\n      itemMetadataMap[i] = {\n        offset:
offset,\n        size: size\n      };\n      offset += size;\n    }\n\n    if (itemType === 'column') {\n
instanceProps.lastMeasuredColumnIndex = index;\n    } else {\n      instanceProps.lastMeasuredRowIndex =
index;\n    }\n  }\n\n  return itemMetadataMap[index];\n};\n\nvar findNearestItem = function
findNearestItem(itemType, props, instanceProps, offset) {\n  var itemMetadataMap, lastMeasuredIndex;\n\n  if
(itemType === 'column') {\n    itemMetadataMap = instanceProps.columnMetadataMap;\n    lastMeasuredIndex =
instanceProps.lastMeasuredColumnIndex;\n  } else {\n    itemMetadataMap = instanceProps.rowMetadataMap;\n
lastMeasuredIndex = instanceProps.lastMeasuredRowIndex;\n  }\n\n  var lastMeasuredItemOffset =
lastMeasuredIndex > 0 ? itemMetadataMap[lastMeasuredIndex].offset : 0;\n\n  if (lastMeasuredItemOffset >=
offset) {\n    // If we've already measured items within this range just use a binary search as it's faster.\n    return
findNearestItemBinarySearch(itemType, props, instanceProps, lastMeasuredIndex, 0, offset);\n  } else {\n    // If we
haven't yet measured this high, fallback to an exponential search with an inner binary search.\n    // The exponential
search avoids pre-computing sizes for the full set of items as a binary search would.\n    // The overall complexity
for this approach is O(log n).\n    return findNearestItemExponentialSearch(itemType, props, instanceProps,
Math.max(0, lastMeasuredIndex), offset);\n  }\n};\n\nvar findNearestItemBinarySearch = function
findNearestItemBinarySearch(itemType, props, instanceProps, high, low, offset) {\n  while (low <= high) {\n    var
middle = low + Math.floor((high - low) / 2);\n    var currentOffset = getItemMetadata(itemType, props, middle,
instanceProps).offset;\n\n    if (currentOffset === offset) {\n      return middle;\n    } else if (currentOffset < offset)
{\n      low = middle + 1;\n    } else if (currentOffset > offset) {\n      high = middle - 1;\n    }\n  }\n\n  if (low > 0)
{\n    return low - 1;\n  } else {\n    return 0;\n  }\n};\n\nvar findNearestItemExponentialSearch = function
findNearestItemExponentialSearch(itemType, props, instanceProps, index, offset) {\n  var itemCount = itemType
=== 'column' ? props.columnCount : props.rowCount;\n  var interval = 1;\n\n  while (index < itemCount &&
getItemMetadata(itemType, props, index, instanceProps).offset < offset) {\n    index += interval;\n    interval *= 2;\n
}\n\n  return findNearestItemBinarySearch(itemType, props, instanceProps, Math.min(index, itemCount - 1),
Math.floor(index / 2), offset);\n};\n\nvar getOffsetForIndexAndAlignment = function
getOffsetForIndexAndAlignment(itemType, props, index, align, scrollOffset, instanceProps, scrollbarSize) {\n  var
size = itemType === 'column' ? props.width : props.height;\n  var itemMetadata = getItemMetadata(itemType,
props, index, instanceProps); // Get estimated total size after ItemMetadata is computed,\n  // To ensure it reflects
actual measurements instead of just estimates.\n\n  var estimatedTotalSize = itemType === 'column' ?
getEstimatedTotalWidth(props, instanceProps) : getEstimatedTotalHeight(props, instanceProps);\n  var maxOffset =
Math.max(0, Math.min(estimatedTotalSize - size, itemMetadata.offset));\n  var minOffset = Math.max(0,
itemMetadata.offset - size + scrollbarSize + itemMetadata.size);\n\n  if (align === 'smart') {\n    if (scrollOffset >=
minOffset - size && scrollOffset <= maxOffset + size) {\n      align = 'auto';\n    } else {\n      align = 'center';\n    }\n
}\n\n  switch (align) {\n    case 'start':\n      return maxOffset;\n\n    case 'end':\n      return minOffset;\n\n    case
'center':\n      return Math.round(minOffset + (maxOffset - minOffset) / 2);\n\n    case 'auto':\n    default:\n      if
(scrollOffset >= minOffset && scrollOffset <= maxOffset) {\n        return scrollOffset;\n      } else if (minOffset >
maxOffset) {\n        // Because we only take into account the scrollbar size when calculating minOffset\n        // this
value can be larger than maxOffset when at the end of the list\n        return minOffset;\n      } else if (scrollOffset <
minOffset) {\n        return minOffset;\n      } else {\n        return maxOffset;\n      }\n\n  }\n};\n\nvar
VariableSizeGrid =\n/*#__PURE__*/\ncreateGridComponent({\n  getColumnOffset: function
getColumnOffset(props, index, instanceProps) {\n    return getItemMetadata('column', props, index,
instanceProps).offset;\n  },\n  getColumnStartIndexForOffset: function getColumnStartIndexForOffset(props,
scrollLeft, instanceProps) {\n    return findNearestItem('column', props, instanceProps, scrollLeft);\n  },\n
```

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getColumnStopIndexForStartIndex: function getColumnStopIndexForStartIndex(props, startIndex, scrollLeft,
instanceProps) {\n    var columnCount = props.columnCount,\n        width = props.width;\n    var itemMetadata =
getItemMetadata('column', props, startIndex, instanceProps);\n    var maxOffset = scrollLeft + width;\n    var offset
= itemMetadata.offset + itemMetadata.size;\n    var stopIndex = startIndex;\n\n    while (stopIndex < columnCount -
1 && offset < maxOffset) {\n      stopIndex++;\n      offset += getItemMetadata('column', props, stopIndex,
instanceProps).size;\n    }\n\n    return stopIndex;\n  },\n  getColumnWidth: function getColumnWidth(props, index,
instanceProps) {\n    return instanceProps.columnMetadataMap[index].size;\n  },\n  getEstimatedTotalHeight:
getEstimatedTotalHeight,\n  getEstimatedTotalWidth: getEstimatedTotalWidth,\n
getOffsetForColumnAndAlignment: function getOffsetForColumnAndAlignment(props, index, align, scrollOffset,
instanceProps, scrollbarSize) {\n    return getOffsetForIndexAndAlignment('column', props, index, align,
scrollOffset, instanceProps, scrollbarSize);\n  },\n  getOffsetForRowAndAlignment: function
getOffsetForRowAndAlignment(props, index, align, scrollOffset, instanceProps, scrollbarSize) {\n    return
getOffsetForIndexAndAlignment('row', props, index, align, scrollOffset, instanceProps, scrollbarSize);\n  },\n
getRowOffset: function getRowOffset(props, index, instanceProps) {\n    return getItemMetadata('row', props,
index, instanceProps).offset;\n  },\n  getRowHeight: function getRowHeight(props, index, instanceProps) {\n
return instanceProps.rowMetadataMap[index].size;\n  },\n  getRowStartIndexForOffset: function
getRowStartIndexForOffset(props, scrollTop, instanceProps) {\n    return findNearestItem('row', props,
instanceProps, scrollTop);\n  },\n  getRowStopIndexForStartIndex: function getRowStopIndexForStartIndex(props,
startIndex, scrollTop, instanceProps) {\n    var rowCount = props.rowCount,\n        height = props.height;\n    var
itemMetadata = getItemMetadata('row', props, startIndex, instanceProps);\n    var maxOffset = scrollTop + height;\n
 var offset = itemMetadata.offset + itemMetadata.size;\n    var stopIndex = startIndex;\n\n    while (stopIndex <
rowCount - 1 && offset < maxOffset) {\n      stopIndex++;\n      offset += getItemMetadata('row', props, stopIndex,
instanceProps).size;\n    }\n\n    return stopIndex;\n  },\n  initInstanceProps: function initInstanceProps(props,
instance) {\n    var _ref5 = props,\n        estimatedColumnWidth = _ref5.estimatedColumnWidth,\n
estimatedRowHeight = _ref5.estimatedRowHeight;\n    var instanceProps = {\n      columnMetadataMap: {},\n
estimatedColumnWidth: estimatedColumnWidth || DEFAULT_ESTIMATED_ITEM_SIZE,\n
estimatedRowHeight: estimatedRowHeight || DEFAULT_ESTIMATED_ITEM_SIZE,\n
lastMeasuredColumnIndex: -1,\n      lastMeasuredRowIndex: -1,\n      rowMetadataMap: {}\n    };\n\n
instance.resetAfterColumnIndex = function (columnIndex, shouldForceUpdate) {\n      if (shouldForceUpdate ===
void 0) {\n        shouldForceUpdate = true;\n      }\n\n      instance.resetAfterIndices({\n        columnIndex:
columnIndex,\n        shouldForceUpdate: shouldForceUpdate\n      });\n    };\n\n    instance.resetAfterRowIndex =
function (rowIndex, shouldForceUpdate) {\n      if (shouldForceUpdate === void 0) {\n        shouldForceUpdate =
true;\n      }\n\n      instance.resetAfterIndices({\n        rowIndex: rowIndex,\n        shouldForceUpdate:
shouldForceUpdate\n      });\n    };\n\n    instance.resetAfterIndices = function (_ref6) {\n      var columnIndex =
_ref6.columnIndex,\n          rowIndex = _ref6.rowIndex,\n          _ref6$shouldForceUpda =
_ref6.shouldForceUpdate,\n          shouldForceUpdate = _ref6$shouldForceUpda === void 0 ? true :
_ref6$shouldForceUpda;\n\n      if (typeof columnIndex === 'number') {\n
instanceProps.lastMeasuredColumnIndex = Math.min(instanceProps.lastMeasuredColumnIndex, columnIndex -
1);\n      }\n\n      if (typeof rowIndex === 'number') {\n        instanceProps.lastMeasuredRowIndex =
Math.min(instanceProps.lastMeasuredRowIndex, rowIndex - 1);\n      } // We could potentially optimize further by
only evicting styles after this index,\n      // But since styles are only cached while scrolling is in progress-\n      // It
seems an unnecessary optimization.\n      // It's unlikely that resetAfterIndex() will be called while a user is
scrolling.\n\n\n      instance._getItemStyleCache(-1);\n\n      if (shouldForceUpdate) {\n
instance.forceUpdate();\n      }\n    };\n\n    return instanceProps;\n  },\n  shouldResetStyleCacheOnItemSizeChange:
false,\n  validateProps: function validateProps(_ref7) {\n    var columnWidth = _ref7.columnWidth,\n
rowHeight = _ref7.rowHeight;\n\n    if (process.env.NODE_ENV !== 'production') {\n      if (typeof columnWidth
!== 'function') {\n        throw Error('An invalid \"columnWidth\" prop has been specified. ' + 'Value should be a
function. ' + (\"\\\"\" + (columnWidth === null ? 'null' : typeof columnWidth) + \"\\\" was specified.\"));\n      } else
```

```
if (typeof rowHeight !== 'function') {\n        throw Error('An invalid \"rowHeight\" prop has been specified. ' +
'Value should be a function. ' + (\"\\\"\" + (rowHeight === null ? 'null' : typeof rowHeight) + \"\\\" was
specified.\"));\n      }\n    }\n  }\n});\n\nvar IS_SCROLLING_DEBOUNCE_INTERVAL$1 = 150;\n\nvar
defaultItemKey$1 = function defaultItemKey(index, data) {\n  return index;\n}; // In DEV mode, this Set helps us
only log a warning once per component instance.\n// This avoids spamming the console every time a render
happens.\n\n\nvar devWarningsDirection = null;\nvar devWarningsTagName$1 = null;\n\nif
(process.env.NODE_ENV !== 'production') {\n  if (typeof window !== 'undefined' && typeof window.WeakSet !==
'undefined') {\n    devWarningsDirection =\n    /*#__PURE__*/\n    new WeakSet();\n    devWarningsTagName$1
=\n    /*#__PURE__*/\n    new WeakSet();\n  }\n}\n\nfunction createListComponent(_ref) {\n  var _class,
_temp;\n\n  var getItemOffset = _ref.getItemOffset,\n      getEstimatedTotalSize = _ref.getEstimatedTotalSize,\n
getItemSize = _ref.getItemSize,\n      getOffsetForIndexAndAlignment = _ref.getOffsetForIndexAndAlignment,\n
getStartIndexForOffset = _ref.getStartIndexForOffset,\n      getStopIndexForStartIndex =
_ref.getStopIndexForStartIndex,\n      initInstanceProps = _ref.initInstanceProps,\n
shouldResetStyleCacheOnItemSizeChange = _ref.shouldResetStyleCacheOnItemSizeChange,\n      validateProps =
_ref.validateProps;\n  return _temp = _class =\n  /*#__PURE__*/\n  function (_PureComponent) {\n
_inheritsLoose(List, _PureComponent);\n\n    // Always use explicit constructor for React components.\n    // It
produces less code after transpilation. (#26)\n    // eslint-disable-next-line no-useless-constructor\n    function
List(props) {\n      var _this;\n\n      _this = _PureComponent.call(this, props) || this;\n      _this._instanceProps =
initInstanceProps(_this.props, _assertThisInitialized(_assertThisInitialized(_this)));\n      _this._outerRef = void 0;\n
    _this._resetIsScrollingTimeoutId = null;\n      _this.state = {\n        instance:
_assertThisInitialized(_assertThisInitialized(_this)),\n        isScrolling: false,\n        scrollDirection: 'forward',\n
scrollOffset: typeof _this.props.initialScrollOffset === 'number' ? _this.props.initialScrollOffset : 0,\n
scrollUpdateWasRequested: false\n      };\n      _this._callOnItemsRendered = void 0;\n
_this._callOnItemsRendered = memoizeOne(function (overscanStartIndex, overscanStopIndex, visibleStartIndex,
visibleStopIndex) {\n        return _this.props.onItemsRendered({\n          overscanStartIndex: overscanStartIndex,\n
      overscanStopIndex: overscanStopIndex,\n          visibleStartIndex: visibleStartIndex,\n          visibleStopIndex:
visibleStopIndex\n        });\n      });\n      _this._callOnScroll = void 0;\n      _this._callOnScroll =
memoizeOne(function (scrollDirection, scrollOffset, scrollUpdateWasRequested) {\n        return
_this.props.onScroll({\n          scrollDirection: scrollDirection,\n          scrollOffset: scrollOffset,\n
scrollUpdateWasRequested: scrollUpdateWasRequested\n        });\n      });\n      _this._getItemStyle = void 0;\n\n
_this._getItemStyle = function (index) {\n        var _this$props = _this.props,\n            direction =
_this$props.direction,\n            itemSize = _this$props.itemSize,\n            layout = _this$props.layout;\n\n        var
itemStyleCache = _this._getItemStyleCache(shouldResetStyleCacheOnItemSizeChange && itemSize,
shouldResetStyleCacheOnItemSizeChange && layout, shouldResetStyleCacheOnItemSizeChange &&
direction);\n\n        var style;\n\n        if (itemStyleCache.hasOwnProperty(index)) {\n          style =
itemStyleCache[index];\n        } else {\n          var _style;\n\n          var _offset = getItemOffset(_this.props, index,
_this._instanceProps);\n\n          var size = getItemSize(_this.props, index, _this._instanceProps); // TODO
Deprecate direction \"horizontal\"\n\n          var isHorizontal = direction === 'horizontal' || layout === 'horizontal';\n
        itemStyleCache[index] = style = (_style = {\n            position: 'absolute'\n          }, _style[direction === 'rtl' ?
'right' : 'left'] = isHorizontal ? _offset : 0, _style.top = !isHorizontal ? _offset : 0, _style.height = !isHorizontal ? size
: '100%', _style.width = isHorizontal ? size : '100%', _style);\n        }\n\n        return style;\n      };\n\n
_this._getItemStyleCache = void 0;\n      _this._getItemStyleCache = memoizeOne(function (_, __, ___) {\n
return {};\n      });\n\n      _this._onScrollHorizontal = function (event) {\n        var _event$currentTarget =
event.currentTarget,\n            clientWidth = _event$currentTarget.clientWidth,\n            scrollLeft =
_event$currentTarget.scrollLeft,\n            scrollWidth = _event$currentTarget.scrollWidth;\n\n        // Force flush
sync for scroll updates to reduce visual checkerboarding.\n        flushSync(() => {\n          _this.setState(function
(prevState) {\n            if (prevState.scrollOffset === scrollLeft) {\n              // Scroll position may have been updated
by cDM/cDU,\n              // In which case we don't need to trigger another render,\n              // And we don't want to
```

update state.isScrolling.\n return null;\n }\n\n var direction = _this.props.direction;\n var scrollOffset = scrollLeft;\n\n if (direction === 'rtl') {\n // TRICKY According to the spec, scrollLeft should be negative for RTL aligned elements.\n // This is not the case for all browsers though (e.g. Chrome reports values as positive, measured relative to the left).\n // It's also easier for this component if we convert offsets to the same format as they would be in for ltr.\n // So the simplest solution is to determine which browser behavior we're dealing with, and convert based on it.\n switch (getRTLOffsetType()) {\n case 'negative':\n scrollOffset = -scrollLeft;\n break;\n\n case 'positive-descending':\n scrollOffset = scrollWidth - clientWidth - scrollLeft;\n break;\n }\n } // Prevent Safari's elastic scrolling from causing visual shaking when scrolling past bounds.\n\n\n scrollOffset = Math.max(0, Math.min(scrollOffset, scrollWidth - clientWidth));\n return {\n isScrolling: true,\n scrollDirection: prevState.scrollOffset < scrollLeft ? 'forward' : 'backward',\n scrollOffset: scrollOffset,\n scrollUpdateWasRequested: false\n };\n }, _this._resetIsScrollingDebounced);\n });\n };\n\n _this._onScrollVertical = function (event) {\n var _event$currentTarget2 = event.currentTarget,\n clientHeight = _event$currentTarget2.clientHeight,\n scrollHeight = _event$currentTarget2.scrollHeight,\n scrollTop = _event$currentTarget2.scrollTop;\n\n // Force flush sync for scroll updates to reduce visual checkerboarding.\n flushSync(() => {\n _this.setState(function (prevState) {\n if (prevState.scrollOffset === scrollTop) {\n // Scroll position may have been updated by cDM/cDU,\n // In which case we don't need to trigger another render,\n // And we don't want to update state.isScrolling.\n return null;\n } // Prevent Safari's elastic scrolling from causing visual shaking when scrolling past bounds.\n\n\n var scrollOffset = Math.max(0, Math.min(scrollTop, scrollHeight - clientHeight));\n return {\n isScrolling: true,\n scrollDirection: prevState.scrollOffset < scrollOffset ? 'forward' : 'backward',\n scrollOffset: scrollOffset,\n scrollUpdateWasRequested: false\n };\n }, _this._resetIsScrollingDebounced);\n });\n };\n\n _this._outerRefSetter = function (ref) {\n var outerRef = _this.props.outerRef;\n _this._outerRef = ref;\n\n if (typeof outerRef === 'function') {\n outerRef(ref);\n } else if (outerRef != null && typeof outerRef === 'object' && outerRef.hasOwnProperty('current')) {\n outerRef.current = ref;\n }\n };\n\n _this._resetIsScrollingDebounced = function () {\n if (_this._resetIsScrollingTimeoutId !== null) {\n cancelTimeout(_this._resetIsScrollingTimeoutId);\n }\n\n _this._resetIsScrollingTimeoutId = requestTimeout(_this._resetIsScrolling, IS_SCROLLING_DEBOUNCE_INTERVAL$1);\n };\n\n _this._resetIsScrolling = function () {\n _this._resetIsScrollingTimeoutId = null;\n\n _this.setState({\n isScrolling: false\n }, function () {\n // Clear style cache after state update has been committed.\n // This way we don't break pure sCU for items that don't use isScrolling param.\n _this._getItemStyleCache(-1, null);\n });\n };\n\n return _this;\n }\n\n List.getDerivedStateFromProps = function getDerivedStateFromProps(nextProps, prevState) {\n validateSharedProps$1(nextProps, prevState);\n validateProps(nextProps);\n return null;\n };\n\n var _proto = List.prototype;\n\n _proto.scrollTo = function scrollTo(scrollOffset) {\n scrollOffset = Math.max(0, scrollOffset);\n this.setState(function (prevState) {\n if (prevState.scrollOffset === scrollOffset) {\n return null;\n }\n\n return {\n scrollDirection: prevState.scrollOffset < scrollOffset ? 'forward' : 'backward',\n scrollOffset: scrollOffset,\n scrollUpdateWasRequested: true\n };\n }, this._resetIsScrollingDebounced);\n };\n\n _proto.scrollToItem = function scrollToItem(index, align) {\n if (align === void 0) {\n align = 'auto';\n }\n\n var itemCount = this.props.itemCount;\n var scrollOffset = this.state.scrollOffset;\n index = Math.max(0, Math.min(index, itemCount - 1));\n this.scrollTo(getOffsetForIndexAndAlignment(this.props, index, align, scrollOffset, this._instanceProps));\n };\n\n _proto.componentDidMount = function componentDidMount() {\n var _this$props2 = this.props,\n direction = _this$props2.direction,\n initialScrollOffset = _this$props2.initialScrollOffset,\n layout = _this$props2.layout;\n\n if (typeof initialScrollOffset === 'number' && this._outerRef != null) {\n var outerRef = this._outerRef; // TODO Deprecate direction \"horizontal\"\n\n if (direction === 'horizontal' || layout === 'horizontal') {\n outerRef.scrollLeft = initialScrollOffset;\n } else {\n outerRef.scrollTop = initialScrollOffset;\n }\n }\n\n

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this._callPropsCallbacks();\n    };\n\n    _proto.componentDidUpdate = function componentDidUpdate() {\n      var
_this$props3 = this.props,\n          direction = _this$props3.direction,\n          layout = _this$props3.layout;\n      var
_this$state = this.state,\n          scrollOffset = _this$state.scrollOffset,\n          scrollUpdateWasRequested =
_this$state.scrollUpdateWasRequested;\n\n      if (scrollUpdateWasRequested && this._outerRef != null) {\n
var outerRef = this._outerRef; // TODO Deprecate direction \"horizontal\"\n\n        if (direction === 'horizontal' ||
layout === 'horizontal') {\n          if (direction === 'rtl') {\n            // TRICKY According to the spec, scrollLeft
should be negative for RTL aligned elements.\n            // This is not the case for all browsers though (e.g. Chrome
reports values as positive, measured relative to the left).\n            // So we need to determine which browser behavior
we're dealing with, and mimic it.\n            switch (getRTLOffsetType()) {\n              case 'negative':\n
outerRef.scrollLeft = -scrollOffset;\n                break;\n\n              case 'positive-ascending':\n
outerRef.scrollLeft = scrollOffset;\n                break;\n\n              default:\n                var clientWidth =
outerRef.clientWidth,\n                    scrollWidth = outerRef.scrollWidth;\n                outerRef.scrollLeft =
scrollWidth - clientWidth - scrollOffset;\n                break;\n            }\n          } else {\n            outerRef.scrollLeft =
scrollOffset;\n          }\n        } else {\n          outerRef.scrollTop = scrollOffset;\n        }\n      }\n\n
this._callPropsCallbacks();\n    };\n\n    _proto.componentWillUnmount = function componentWillUnmount() {\n
if (this._resetIsScrollingTimeoutId !== null) {\n        cancelTimeout(this._resetIsScrollingTimeoutId);\n      }\n
};\n\n    _proto.render = function render() {\n      var _this$props4 = this.props,\n          children =
_this$props4.children,\n          className = _this$props4.className,\n          direction = _this$props4.direction,\n
   height = _this$props4.height,\n          innerRef = _this$props4.innerRef,\n          innerElementType =
_this$props4.innerElementType,\n          innerTagName = _this$props4.innerTagName,\n          itemCount =
_this$props4.itemCount,\n          itemData = _this$props4.itemData,\n          _this$props4$itemKey =
_this$props4.itemKey,\n          itemKey = _this$props4$itemKey === void 0 ? defaultItemKey$1 :
_this$props4$itemKey,\n          layout = _this$props4.layout,\n          outerElementType =
_this$props4.outerElementType,\n          outerTagName = _this$props4.outerTagName,\n          style =
_this$props4.style,\n          useIsScrolling = _this$props4.useIsScrolling,\n          width = _this$props4.width;\n
var isScrolling = this.state.isScrolling; // TODO Deprecate direction \"horizontal\"\n\n      var isHorizontal =
direction === 'horizontal' || layout === 'horizontal';\n      var onScroll = isHorizontal ? this._onScrollHorizontal :
this._onScrollVertical;\n\n      var _this$_getRangeToRend = this._getRangeToRender(),\n          startIndex =
_this$_getRangeToRend[0],\n          stopIndex = _this$_getRangeToRend[1];\n\n      var items = [];\n\n      if
(itemCount > 0) {\n        for (var _index = startIndex; _index <= stopIndex; _index++) {\n
items.push(createElement(children, {\n            data: itemData,\n            key: itemKey(_index, itemData),\n
index: _index,\n            isScrolling: useIsScrolling ? isScrolling : undefined,\n            style:
this._getItemStyle(_index)\n          }));\n        }\n      } // Read this value AFTER items have been created,\n      // So
their actual sizes (if variable) are taken into consideration.\n\n\n      var estimatedTotalSize =
getEstimatedTotalSize(this.props, this._instanceProps);\n      return createElement(outerElementType ||
outerTagName || 'div', {\n        className: className,\n        onScroll: onScroll,\n        ref: this._outerRefSetter,\n
 style: _extends({\n          position: 'relative',\n          height: height,\n          width: width,\n          overflow: 'auto',\n
     WebkitOverflowScrolling: 'touch',\n          willChange: 'transform',\n          direction: direction\n        }, style)\n
}, createElement(innerElementType || innerTagName || 'div', {\n        children: items,\n        ref: innerRef,\n
style: {\n          height: isHorizontal ? '100%' : estimatedTotalSize,\n          pointerEvents: isScrolling ? 'none' :
undefined,\n          width: isHorizontal ? estimatedTotalSize : '100%'\n        }\n      }));\n    };\n\n
_proto._callPropsCallbacks = function _callPropsCallbacks() {\n      if (typeof this.props.onItemsRendered ===
'function') {\n        var itemCount = this.props.itemCount;\n\n        if (itemCount > 0) {\n          var
_this$_getRangeToRend2 = this._getRangeToRender(),\n              _overscanStartIndex =
_this$_getRangeToRend2[0],\n              _overscanStopIndex = _this$_getRangeToRend2[1],\n
_visibleStartIndex = _this$_getRangeToRend2[2],\n              _visibleStopIndex = _this$_getRangeToRend2[3];\n\n
        this._callOnItemsRendered(_overscanStartIndex, _overscanStopIndex, _visibleStartIndex,
_visibleStopIndex);\n        }\n      }\n\n      if (typeof this.props.onScroll === 'function') {\n        var _this$state2 =
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this.state,\n _scrollDirection = _this$state2.scrollDirection,\n _scrollOffset = _this$state2.scrollOffset,\n _scrollUpdateWasRequested = _this$state2.scrollUpdateWasRequested;\n\n this._callOnScroll(_scrollDirection, _scrollOffset, _scrollUpdateWasRequested);\n }\n }; // Lazily create and cache item styles while scrolling,\n // So that pure component sCU will prevent re-renders.\n // We maintain this cache, and pass a style prop rather than index,\n // So that List can clear cached styles and force item re-render if necessary.\n\n\n _proto._getRangeToRender = function _getRangeToRender() {\n var _this$props5 = this.props,\n itemCount = _this$props5.itemCount,\n overscanCount = _this$props5.overscanCount;\n var _this$state3 = this.state,\n isScrolling = _this$state3.isScrolling,\n scrollDirection = _this$state3.scrollDirection,\n scrollOffset = _this$state3.scrollOffset;\n\n if (itemCount === 0) {\n return [0, 0, 0, 0];\n }\n\n var startIndex = getStartIndexForOffset(this.props, scrollOffset, this._instanceProps);\n var stopIndex = getStopIndexForStartIndex(this.props, startIndex, scrollOffset, this._instanceProps); // Overscan by one item in each direction so that tab/focus works.\n // If there isn't at least one extra item, tab loops back around.\n\n var overscanBackward = !isScrolling || scrollDirection === 'backward' ? Math.max(1, overscanCount) : 1;\n var overscanForward = !isScrolling || scrollDirection === 'forward' ? Math.max(1, overscanCount) : 1;\n return [Math.max(0, startIndex - overscanBackward), Math.max(0, Math.min(itemCount - 1, stopIndex + overscanForward)), startIndex, stopIndex];\n };\n\n return List;\n }(PureComponent), _class.defaultProps = {\n direction: 'ltr',\n itemData: undefined,\n layout: 'vertical',\n overscanCount: 2,\n useIsScrolling: false\n }, _temp;\n} // NOTE: I considered further wrapping individual items with a pure ListItem component.\n// This would avoid ever calling the render function for the same index more than once,\n// But it would also add the overhead of a lot of components/fibers.\n// I assume people already do this (render function returning a class component),\n// So my doing it would just unnecessarily double the wrappers.\n\nvar validateSharedProps$1 = function validateSharedProps(_ref2, _ref3) {\n var children = _ref2.children,\n direction = _ref2.direction,\n height = _ref2.height,\n layout = _ref2.layout,\n innerTagName = _ref2.innerTagName,\n outerTagName = _ref2.outerTagName,\n width = _ref2.width;\n var instance = _ref3.instance;\n\n if (process.env.NODE_ENV !== 'production') {\n if (innerTagName != null || outerTagName != null) {\n if (devWarningsTagName$1 && !devWarningsTagName$1.has(instance)) {\n devWarningsTagName$1.add(instance);\n console.warn('The innerTagName and outerTagName props have been deprecated. ' + 'Please use the innerElementType and outerElementType props instead.');\n }\n } // TODO Deprecate direction \"horizontal\"\n\n\n var isHorizontal = direction === 'horizontal' || layout === 'horizontal';\n\n\n switch (direction) {\n case 'horizontal':\n case 'vertical':\n if (devWarningsDirection && !devWarningsDirection.has(instance)) {\n devWarningsDirection.add(instance);\n console.warn('The direction prop should be either \"ltr\" (default) or \"rtl\". ' + 'Please use the layout prop to specify \"vertical\" (default) or \"horizontal\" orientation.');\n }\n\n break;\n\n case 'ltr':\n case 'rtl':\n // Valid values\n break;\n\n default:\n throw Error('An invalid \"direction\" prop has been specified. ' + 'Value should be either \"ltr\" or \"rtl\". ' + (\"\\\"\" + direction + \"\\\" was specified.\"));\n }\n\n switch (layout) {\n case 'horizontal':\n case 'vertical':\n // Valid values\n break;\n\n default:\n throw Error('An invalid \"layout\" prop has been specified. ' + 'Value should be either \"horizontal\" or \"vertical\". ' + (\"\\\"\" + layout + \"\\\" was specified.\"));\n }\n\n if (children == null) {\n throw Error('An invalid \"children\" prop has been specified. ' + 'Value should be a React component. ' + (\"\\\"\" + (children === null ? 'null' : typeof children) + \"\\\" was specified.\"));\n }\n\n if (isHorizontal && typeof width !== 'number') {\n throw Error('An invalid \"width\" prop has been specified. ' + 'Horizontal lists must specify a number for width. ' + (\"\\\"\" + (width === null ? 'null' : typeof width) + \"\\\" was specified.\"));\n } else if (!isHorizontal && typeof height !== 'number') {\n throw Error('An invalid \"height\" prop has been specified. ' + 'Vertical lists must specify a number for height. ' + (\"\\\"\" + (height === null ? 'null' : typeof height) + \"\\\" was specified.\"));\n }\n }\n};\n\nvar DEFAULT_ESTIMATED_ITEM_SIZE$1 = 50;\n\nvar getItemMetadata$1 = function getItemMetadata(props, index, instanceProps) {\n var _ref = props,\n itemSize = _ref.itemSize;\n var itemMetadataMap = instanceProps.itemMetadataMap,\n lastMeasuredIndex = instanceProps.lastMeasuredIndex;\n\n if (index > lastMeasuredIndex) {\n var offset = 0;\n\n if (lastMeasuredIndex >= 0) {\n var itemMetadata =

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itemMetadataMap[lastMeasuredIndex];\n      offset = itemMetadata.offset + itemMetadata.size;\n    }\n\n    for (var i
= lastMeasuredIndex + 1; i <= index; i++) {\n      var size = itemSize(i);\n      itemMetadataMap[i] = {\n        offset:
offset,\n        size: size\n      };\n      offset += size;\n    }\n\n    instanceProps.lastMeasuredIndex = index;\n  }\n\n
return itemMetadataMap[index];\n};\n\nvar findNearestItem$1 = function findNearestItem(props, instanceProps,
offset) {\n  var itemMetadataMap = instanceProps.itemMetadataMap,\n      lastMeasuredIndex =
instanceProps.lastMeasuredIndex;\n  var lastMeasuredItemOffset = lastMeasuredIndex > 0 ?
itemMetadataMap[lastMeasuredIndex].offset : 0;\n\n  if (lastMeasuredItemOffset >= offset) {\n    // If we've already
measured items within this range just use a binary search as it's faster.\n    return
findNearestItemBinarySearch$1(props, instanceProps, lastMeasuredIndex, 0, offset);\n  } else {\n    // If we haven't
yet measured this high, fallback to an exponential search with an inner binary search.\n    // The exponential search
avoids pre-computing sizes for the full set of items as a binary search would.\n    // The overall complexity for this
approach is O(log n).\n    return findNearestItemExponentialSearch$1(props, instanceProps, Math.max(0,
lastMeasuredIndex), offset);\n  }\n};\n\nvar findNearestItemBinarySearch$1 = function
findNearestItemBinarySearch(props, instanceProps, high, low, offset) {\n  while (low <= high) {\n    var middle =
low + Math.floor((high - low) / 2);\n    var currentOffset = getItemMetadata$1(props, middle,
instanceProps).offset;\n\n    if (currentOffset === offset) {\n      return middle;\n    } else if (currentOffset < offset)
{\n      low = middle + 1;\n    } else if (currentOffset > offset) {\n      high = middle - 1;\n    }\n  }\n\n  if (low > 0)
{\n    return low - 1;\n  } else {\n    return 0;\n  }\n};\n\nvar findNearestItemExponentialSearch$1 = function
findNearestItemExponentialSearch(props, instanceProps, index, offset) {\n  var itemCount = props.itemCount;\n
var interval = 1;\n\n  while (index < itemCount && getItemMetadata$1(props, index, instanceProps).offset < offset)
{\n    index += interval;\n    interval *= 2;\n  }\n\n  return findNearestItemBinarySearch$1(props, instanceProps,
Math.min(index, itemCount - 1), Math.floor(index / 2), offset);\n};\n\nvar getEstimatedTotalSize = function
getEstimatedTotalSize(_ref2, _ref3) {\n  var itemCount = _ref2.itemCount;\n  var itemMetadataMap =
_ref3.itemMetadataMap,\n      estimatedItemSize = _ref3.estimatedItemSize,\n      lastMeasuredIndex =
_ref3.lastMeasuredIndex;\n  var totalSizeOfMeasuredItems = 0; // Edge case check for when the number of items
decreases while a scroll is in progress.\n  // https://github.com/bvaughn/react-window/pull/138\n\n  if
(lastMeasuredIndex >= itemCount) {\n    lastMeasuredIndex = itemCount - 1;\n  }\n\n  if (lastMeasuredIndex >= 0)
{\n    var itemMetadata = itemMetadataMap[lastMeasuredIndex];\n    totalSizeOfMeasuredItems =
itemMetadata.offset + itemMetadata.size;\n  }\n\n  var numUnmeasuredItems = itemCount - lastMeasuredIndex -
1;\n  var totalSizeOfUnmeasuredItems = numUnmeasuredItems * estimatedItemSize;\n  return
totalSizeOfMeasuredItems + totalSizeOfUnmeasuredItems;\n};\n\nvar VariableSizeList
=\n/*#__PURE__*/\ncreateListComponent({\n  getItemOffset: function getItemOffset(props, index, instanceProps)
{\n    return getItemMetadata$1(props, index, instanceProps).offset;\n  },\n  getItemSize: function
getItemSize(props, index, instanceProps) {\n    return instanceProps.itemMetadataMap[index].size;\n  },\n
getEstimatedTotalSize: getEstimatedTotalSize,\n  getOffsetForIndexAndAlignment: function
getOffsetForIndexAndAlignment(props, index, align, scrollOffset, instanceProps) {\n    var direction =
props.direction,\n        height = props.height,\n        layout = props.layout,\n        width = props.width; // TODO
Deprecate direction \"horizontal\"\n\n    var isHorizontal = direction === 'horizontal' || layout === 'horizontal';\n
var size = isHorizontal ? width : height;\n    var itemMetadata = getItemMetadata$1(props, index, instanceProps); //
Get estimated total size after ItemMetadata is computed,\n    // To ensure it reflects actual measurements instead of
just estimates.\n\n    var estimatedTotalSize = getEstimatedTotalSize(props, instanceProps);\n    var maxOffset =
Math.max(0, Math.min(estimatedTotalSize - size, itemMetadata.offset));\n    var minOffset = Math.max(0,
itemMetadata.offset - size + itemMetadata.size);\n\n    if (align === 'smart') {\n      if (scrollOffset >= minOffset -
size && scrollOffset <= maxOffset + size) {\n        align = 'auto';\n      } else {\n        align = 'center';\n      }\n
}\n\n    switch (align) {\n      case 'start':\n        return maxOffset;\n\n      case 'end':\n        return minOffset;\n\n
case 'center':\n        return Math.round(minOffset + (maxOffset - minOffset) / 2);\n\n      case 'auto':\n      default:\n
  if (scrollOffset >= minOffset && scrollOffset <= maxOffset) {\n          return scrollOffset;\n        } else if
(scrollOffset < minOffset) {\n          return minOffset;\n        } else {\n          return maxOffset;\n        }\n\n    }\n  },\n
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getStartIndexForOffset: function getStartIndexForOffset(props, offset, instanceProps) {\n    return
findNearestItem$1(props, instanceProps, offset);\n  },\n  getStopIndexForStartIndex: function
getStopIndexForStartIndex(props, startIndex, scrollOffset, instanceProps) {\n    var direction = props.direction,\n
height = props.height,\n        itemCount = props.itemCount,\n        layout = props.layout,\n        width = props.width;
// TODO Deprecate direction \"horizontal\"\n\n    var isHorizontal = direction === 'horizontal' || layout ===
'horizontal';\n    var size = isHorizontal ? width : height;\n    var itemMetadata = getItemMetadata$1(props,
startIndex, instanceProps);\n    var maxOffset = scrollOffset + size;\n    var offset = itemMetadata.offset +
itemMetadata.size;\n    var stopIndex = startIndex;\n\n    while (stopIndex < itemCount - 1 && offset < maxOffset)
{\n      stopIndex++;\n      offset += getItemMetadata$1(props, stopIndex, instanceProps).size;\n    }\n\n    return
stopIndex;\n  },\n  initInstanceProps: function initInstanceProps(props, instance) {\n    var _ref4 = props,\n
estimatedItemSize = _ref4.estimatedItemSize;\n    var instanceProps = {\n      itemMetadataMap: {},\n
estimatedItemSize: estimatedItemSize || DEFAULT_ESTIMATED_ITEM_SIZE$1,\n      lastMeasuredIndex: -1\n
};\n\n    instance.resetAfterIndex = function (index, shouldForceUpdate) {\n      if (shouldForceUpdate === void 0)
{\n        shouldForceUpdate = true;\n      }\n\n      instanceProps.lastMeasuredIndex =
Math.min(instanceProps.lastMeasuredIndex, index - 1); // We could potentially optimize further by only evicting
styles after this index,\n      // But since styles are only cached while scrolling is in progress-\n      // It seems an
unnecessary optimization.\n      // It's unlikely that resetAfterIndex() will be called while a user is scrolling.\n\n
instance._getItemStyleCache(-1);\n\n      if (shouldForceUpdate) {\n        instance.forceUpdate();\n      }\n    };\n\n
return instanceProps;\n  },\n  shouldResetStyleCacheOnItemSizeChange: false,\n  validateProps: function
validateProps(_ref5) {\n    var itemSize = _ref5.itemSize;\n\n    if (process.env.NODE_ENV !== 'production') {\n
if (typeof itemSize !== 'function') {\n        throw Error('An invalid \"itemSize\" prop has been specified. ' + 'Value
should be a function. ' + (\"\\\"\" + (itemSize === null ? 'null' : typeof itemSize) + \"\\\" was specified.\"));\n      }\n
}\n  }\n});\n\nvar FixedSizeGrid =\n/*#__PURE__*/\ncreateGridComponent({\n  getColumnOffset: function
getColumnOffset(_ref, index) {\n    var columnWidth = _ref.columnWidth;\n    return index * columnWidth;\n  },\n
getColumnWidth: function getColumnWidth(_ref2, index) {\n    var columnWidth = _ref2.columnWidth;\n    return
columnWidth;\n  },\n  getRowOffset: function getRowOffset(_ref3, index) {\n    var rowHeight =
_ref3.rowHeight;\n    return index * rowHeight;\n  },\n  getRowHeight: function getRowHeight(_ref4, index) {\n
var rowHeight = _ref4.rowHeight;\n    return rowHeight;\n  },\n  getEstimatedTotalHeight: function
getEstimatedTotalHeight(_ref5) {\n    var rowCount = _ref5.rowCount,\n        rowHeight = _ref5.rowHeight;\n
return rowHeight * rowCount;\n  },\n  getEstimatedTotalWidth: function getEstimatedTotalWidth(_ref6) {\n    var
columnCount = _ref6.columnCount,\n        columnWidth = _ref6.columnWidth;\n    return columnWidth *
columnCount;\n  },\n  getOffsetForColumnAndAlignment: function getOffsetForColumnAndAlignment(_ref7,
columnIndex, align, scrollLeft, instanceProps, scrollbarSize) {\n    var columnCount = _ref7.columnCount,\n
columnWidth = _ref7.columnWidth,\n        width = _ref7.width;\n    var lastColumnOffset = Math.max(0,
columnCount * columnWidth - width);\n    var maxOffset = Math.min(lastColumnOffset, columnIndex *
columnWidth);\n    var minOffset = Math.max(0, columnIndex * columnWidth - width + scrollbarSize +
columnWidth);\n\n    if (align === 'smart') {\n      if (scrollLeft >= minOffset - width && scrollLeft <= maxOffset +
width) {\n        align = 'auto';\n      } else {\n        align = 'center';\n      }\n    }\n\n    switch (align) {\n      case
'start':\n        return maxOffset;\n\n      case 'end':\n        return minOffset;\n\n      case 'center':\n        // \"Centered\"
offset is usually the average of the min and max.\n        // But near the edges of the list, this doesn't hold true.\n
var middleOffset = Math.round(minOffset + (maxOffset - minOffset) / 2);\n\n        if (middleOffset <
Math.ceil(width / 2)) {\n          return 0; // near the beginning\n        } else if (middleOffset > lastColumnOffset +
Math.floor(width / 2)) {\n          return lastColumnOffset; // near the end\n        } else {\n          return
middleOffset;\n        }\n\n      case 'auto':\n      default:\n        if (scrollLeft >= minOffset && scrollLeft <=
maxOffset) {\n          return scrollLeft;\n        } else if (minOffset > maxOffset) {\n          // Because we only take
into account the scrollbar size when calculating minOffset\n          // this value can be larger than maxOffset when at
the end of the list\n          return minOffset;\n        } else if (scrollLeft < minOffset) {\n          return minOffset;\n
} else {\n          return maxOffset;\n        }\n\n    }\n  },\n  getOffsetForRowAndAlignment: function
```

getOffsetForRowAndAlignment(_ref8, rowIndex, align, scrollTop, instanceProps, scrollbarSize) {\n var rowHeight = _ref8.rowHeight,\n height = _ref8.height,\n rowCount = _ref8.rowCount;\n var lastRowOffset = Math.max(0, rowCount * rowHeight - height);\n var maxOffset = Math.min(lastRowOffset, rowIndex * rowHeight);\n var minOffset = Math.max(0, rowIndex * rowHeight - height + scrollbarSize + rowHeight);\n\n if (align === 'smart') {\n if (scrollTop >= minOffset - height && scrollTop <= maxOffset + height) {\n align = 'auto';\n } else {\n align = 'center';\n }\n }\n\n switch (align) {\n case 'start':\n return maxOffset;\n\n case 'end':\n return minOffset;\n\n case 'center':\n // \"Centered\" offset is usually the average of the min and max.\n // But near the edges of the list, this doesn't hold true.\n var middleOffset = Math.round(minOffset + (maxOffset - minOffset) / 2);\n\n if (middleOffset < Math.ceil(height / 2)) {\n return 0; // near the beginning\n } else if (middleOffset > lastRowOffset + Math.floor(height / 2)) {\n return lastRowOffset; // near the end\n } else {\n return middleOffset;\n }\n\n case 'auto':\n default:\n if (scrollTop >= minOffset && scrollTop <= maxOffset) {\n return scrollTop;\n } else if (minOffset > maxOffset) {\n // Because we only take into account the scrollbar size when calculating minOffset\n // this value can be larger than maxOffset when at the end of the list\n return minOffset;\n } else if (scrollTop < minOffset) {\n return minOffset;\n } else {\n return maxOffset;\n }\n\n }\n },\n getColumnStartIndexForOffset: function getColumnStartIndexForOffset(_ref9, scrollLeft) {\n var columnWidth = _ref9.columnWidth,\n columnCount = _ref9.columnCount;\n return Math.max(0, Math.min(columnCount - 1, Math.floor(scrollLeft / columnWidth)));\n },\n getColumnStopIndexForStartIndex: function getColumnStopIndexForStartIndex(_ref10, startIndex, scrollLeft) {\n var columnWidth = _ref10.columnWidth,\n columnCount = _ref10.columnCount,\n width = _ref10.width;\n var left = startIndex * columnWidth;\n var numVisibleColumns = Math.ceil((width + scrollLeft - left) / columnWidth);\n return Math.max(0, Math.min(columnCount - 1, startIndex + numVisibleColumns - 1 // -1 is because stop index is inclusive\n));\n },\n getRowStartIndexForOffset: function getRowStartIndexForOffset(_ref11, scrollTop) {\n var rowHeight = _ref11.rowHeight,\n rowCount = _ref11.rowCount;\n return Math.max(0, Math.min(rowCount - 1, Math.floor(scrollTop / rowHeight)));\n },\n getRowStopIndexForStartIndex: function getRowStopIndexForStartIndex(_ref12, startIndex, scrollTop) {\n var rowHeight = _ref12.rowHeight,\n rowCount = _ref12.rowCount,\n height = _ref12.height;\n var top = startIndex * rowHeight;\n var numVisibleRows = Math.ceil((height + scrollTop - top) / rowHeight);\n return Math.max(0, Math.min(rowCount - 1, startIndex + numVisibleRows - 1 // -1 is because stop index is inclusive\n));\n },\n initInstanceProps: function initInstanceProps(props) {// Noop\n },\n shouldResetStyleCacheOnItemSizeChange: true,\n validateProps: function validateProps(_ref13) {\n var columnWidth = _ref13.columnWidth,\n rowHeight = _ref13.rowHeight;\n\n if (process.env.NODE_ENV !== 'production') {\n if (typeof columnWidth !== 'number') {\n throw Error('An invalid \"columnWidth\" prop has been specified. ' + 'Value should be a number. ' + (\"\\\"\" + (columnWidth === null ? 'null' : typeof columnWidth) + \"\\\" was specified.\"));\n }\n\n if (typeof rowHeight !== 'number') {\n throw Error('An invalid \"rowHeight\" prop has been specified. ' + 'Value should be a number. ' + (\"\\\"\" + (rowHeight === null ? 'null' : typeof rowHeight) + \"\\\" was specified.\"));\n }\n }\n }\n});\n\nvar FixedSizeList =\n/*#__PURE__*/\ncreateListComponent({\n getItemOffset: function getItemOffset(_ref, index) {\n var itemSize = _ref.itemSize;\n return index * itemSize;\n },\n getItemSize: function getItemSize(_ref2, index) {\n var itemSize = _ref2.itemSize;\n return itemSize;\n },\n getEstimatedTotalSize: function getEstimatedTotalSize(_ref3) {\n var itemCount = _ref3.itemCount,\n itemSize = _ref3.itemSize;\n return itemSize * itemCount;\n },\n getOffsetForIndexAndAlignment: function getOffsetForIndexAndAlignment(_ref4, index, align, scrollOffset) {\n var direction = _ref4.direction,\n height = _ref4.height,\n itemCount = _ref4.itemCount,\n itemSize = _ref4.itemSize,\n layout = _ref4.layout,\n width = _ref4.width;\n // TODO Deprecate direction \"horizontal\"\n var isHorizontal = direction === 'horizontal' || layout === 'horizontal';\n var size = isHorizontal ? width : height;\n var lastItemOffset = Math.max(0, itemCount * itemSize - size);\n var maxOffset = Math.min(lastItemOffset, index * itemSize);\n var minOffset = Math.max(0, index * itemSize - size + itemSize);\n\n if (align === 'smart') {\n if (scrollOffset >= minOffset - size && scrollOffset

<= maxOffset + size) {\n align = 'auto';\n } else {\n align = 'center';\n }\n }\n\n switch (align) {\n
case 'start':\n return maxOffset;\n\n case 'end':\n return minOffset;\n\n case 'center':\n {\n
// \"Centered\" offset is usually the average of the min and max.\n // But near the edges of the list, this doesn't
hold true.\n var middleOffset = Math.round(minOffset + (maxOffset - minOffset) / 2);\n\n if
(middleOffset < Math.ceil(size / 2)) {\n return 0; // near the beginning\n } else if (middleOffset >
lastItemOffset + Math.floor(size / 2)) {\n return lastItemOffset; // near the end\n } else {\n return
middleOffset;\n }\n }\n\n case 'auto':\n default:\n if (scrollOffset >= minOffset && scrollOffset
<= maxOffset) {\n return scrollOffset;\n } else if (scrollOffset < minOffset) {\n return minOffset;\n
} else {\n return maxOffset;\n }\n\n }\n },\n getStartIndexForOffset: function
getStartIndexForOffset(_ref5, offset) {\n var itemCount = _ref5.itemCount,\n itemSize = _ref5.itemSize;\n
return Math.max(0, Math.min(itemCount - 1, Math.floor(offset / itemSize)));\n },\n getStopIndexForStartIndex:
function getStopIndexForStartIndex(_ref6, startIndex, scrollOffset) {\n var direction = _ref6.direction,\n
height = _ref6.height,\n itemCount = _ref6.itemCount,\n itemSize = _ref6.itemSize,\n layout =
_ref6.layout,\n width = _ref6.width;\n // TODO Deprecate direction \"horizontal\"\n var isHorizontal =
direction === 'horizontal' || layout === 'horizontal';\n var offset = startIndex * itemSize;\n var size = isHorizontal
? width : height;\n var numVisibleItems = Math.ceil((size + scrollOffset - offset) / itemSize);\n return
Math.max(0, Math.min(itemCount - 1, startIndex + numVisibleItems - 1 // -1 is because stop index is inclusive\n
));\n },\n initInstanceProps: function initInstanceProps(props) {// Noop\n },\n
shouldResetStyleCacheOnItemSizeChange: true,\n validateProps: function validateProps(_ref7) {\n var itemSize
= _ref7.itemSize;\n\n if (process.env.NODE_ENV !== 'production') {\n if (typeof itemSize !== 'number') {\n
throw Error('An invalid \"itemSize\" prop has been specified. ' + 'Value should be a number. ' + (\"\\\"\" + (itemSize
=== null ? 'null' : typeof itemSize) + \"\\\" was specified.\"));\n }\n }\n }\n});\n\n// Pulled from react-
compat\n// https://github.com/developit/preact-
compat/blob/7c5de00e7c85e2ffd011bf3af02899b63f699d3a/src/index.js#L349\nfunction shallowDiffers(prev, next)
{\n for (var attribute in prev) {\n if (!(attribute in next)) {\n return true;\n }\n }\n\n for (var _attribute in
next) {\n if (prev[_attribute] !== next[_attribute]) {\n return true;\n }\n }\n\n return false;\n}\n\n// It knows
to compare individual style props and ignore the wrapper object.\n// See https://reactjs.org/docs/react-
api.html#reactmemo\n\nfunction areEqual(prevProps, nextProps) {\n var prevStyle = prevProps.style,\n
prevRest = _objectWithoutPropertiesLoose(prevProps, [\"style\"]);\n\n var nextStyle = nextProps.style,\n
nextRest = _objectWithoutPropertiesLoose(nextProps, [\"style\"]);\n\n return !shallowDiffers(prevStyle, nextStyle)
&& !shallowDiffers(prevRest, nextRest);\n}\n\n// It knows to compare individual style props and ignore the
wrapper object.\n// See https://reactjs.org/docs/react-component.html#shouldcomponentupdate\n\nfunction
shouldComponentUpdate(nextProps, nextState) {\n return !areEqual(this.props, nextProps) ||
shallowDiffers(this.state, nextState);\n}\n\nexport { VariableSizeGrid, VariableSizeList, FixedSizeGrid,
FixedSizeList, areEqual, shouldComponentUpdate };\n//# sourceMappingURL=index.esm.js.map\n","/**\n *
Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport escapeStringRegExp
from 'escape-string-regexp';\nimport {meta} from '../../hydration';\nimport {formatDataForPreview} from
'../../utils';\n\nimport type {HooksTree} from 'react-debug-tools/src/ReactDebugHooks';\n\nexport function
alphaSortEntries(\n entryA: [string, mixed],\n entryB: [string, mixed],\n): number {\n const a = entryA[0];\n const
b = entryB[0];\n if (" + +a === a) {\n if (" + +b !== b) {\n return -1;\n }\n return +a < +b ? -1 : 1;\n }\n
return a < b ? -1 : 1;\n}\n\nexport function createRegExp(string: string): RegExp {\n // Allow /regex/ syntax with
optional last /\n if (string[0] === '/') {\n // Cut off first slash\n string = string.substring(1);\n // Cut off last
slash, but only if it's there\n if (string[string.length - 1] === '/') {\n string = string.substring(0, string.length -
1);\n }\n try {\n return new RegExp(string, 'i');\n } catch (err) {\n // Bad regex. Make it not match
anything.\n // TODO: maybe warn in console?\n return new RegExp('.^');\n }\n }\n\n function
isLetter(char: string) {\n return char.toLowerCase() !== char.toUpperCase();\n }\n\n function
matchAnyCase(char: string) {\n if (!isLetter(char)) {\n // Don't mess with special characters like [.\n return

char;\n }\n return '[' + char.toLowerCase() + char.toUpperCase() + ']';\n }\n\n // 'item' should match 'Item' and 'ListItem', but not 'InviteMom'.\n // To do this, we'll slice off 'tem' and check first letter separately.\n const escaped = escapeStringRegExp(string);\n const firstChar = escaped[0];\n let restRegex = '';\n // For 'item' input, restRegex becomes '[tT][eE][mM]'\n // We can't simply make it case-insensitive because first letter case matters.\n for (let i = 1; i < escaped.length; i++) {\n restRegex += matchAnyCase(escaped[i]);\n }\n\n if (!isLetter(firstChar)) {\n // We can't put a non-character like [in a group\n // so we fall back to the simple case.\n return new RegExp(firstChar + restRegex);\n }\n\n // Construct a smarter regex.\n return new RegExp(\n // For example:\n // (^[iI]|I)[tT][eE][mM]\n // Matches:\n // 'Item'\n // 'ListItem'\n // but not 'InviteMom'\n '(^' +\n matchAnyCase(firstChar) +\n '|' +\n firstChar.toUpperCase() +\n ')' +\n restRegex,\n);\n}\n\nexport function getMetaValueLabel(data: Object): string | null {\n if (hasOwnProperty.call(data, meta.preview_long)) {\n return data[meta.preview_long];\n } else {\n return formatDataForPreview(data, true);\n }\n}\n\nfunction sanitize(data: Object): void {\n for (const key in data) {\n const value = data[key];\n\n if (value && value[meta.type]) {\n data[key] = getMetaValueLabel(value);\n } else if (value != null) {\n if (Array.isArray(value)) {\n sanitize(value);\n } else if (typeof value === 'object') {\n sanitize(value);\n }\n }\n }\n}\n\nexport function serializeDataForCopy(props: Object): string {\n const cloned = Object.assign({}, props);\n\n sanitize(cloned);\n\n try {\n return JSON.stringify(cloned, null, 2);\n } catch (error) {\n return '';\n }\n}\n\nexport function serializeHooksForCopy(hooks: HooksTree | null): string {\n // $FlowFixMe \"HooksTree is not an object\"\n const cloned = Object.assign([], hooks);\n\n const queue = [...cloned];\n\n while (queue.length > 0) {\n const current = queue.pop();\n\n // These aren't meaningful\n delete current.id;\n delete current.isStateEditable;\n\n if (current.subHooks.length > 0) {\n queue.push(...current.subHooks);\n }\n }\n\n sanitize(cloned);\n\n try {\n return JSON.stringify(cloned, null, 2);\n } catch (error) {\n return '';\n }\n}\n\n// Keeping this in memory seems to be enough to enable the browser to download larger profiles.\n// Without this, we would see a \"Download failed: network error\" failure.\nlet downloadUrl = null;\n\nexport function downloadFile(\n element: HTMLAnchorElement,\n filename: string,\n text: string,\n): void {\n const blob = new Blob([text], {type: 'text/plain;charset=utf-8'});\n\n if (downloadUrl !== null) {\n URL.revokeObjectURL(downloadUrl);\n }\n\n downloadUrl = URL.createObjectURL(blob);\n\n element.setAttribute('href', downloadUrl);\n element.setAttribute('download', filename);\n\n element.click();\n}\n\nexport function truncateText(text: string, maxLength: number): string {\n const {length} = text;\n if (length > maxLength) {\n return (\n text.substr(0, Math.floor(maxLength / 2)) +\n '…' +\n text.substr(length - Math.ceil(maxLength / 2) - 1)\n);\n } else {\n return text;\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n// This context combines tree/selection state, search, and the owners stack.\n// These values are managed together because changes in one often impact the others.\n// Combining them enables us to avoid cascading renders.\n//\n// Changes to search state may impact tree state.\n// For example, updating the selected search result also updates the tree's selected value.\n// Search does not fundamentally change the tree though.\n// It is also possible to update the selected tree value independently.\n//\n// Changes to owners state mask search and tree values.\n// When owners stack is not empty, search is temporarily disabled,\n// and tree values (e.g. num elements, selected element) are masked.\n// Both tree and search values are restored when the owners stack is cleared.\n//\n// For this reason, changes to the tree context are processed in sequence: tree -> search -> owners\n// This enables each section to potentially override (or mask) previous values.\n\nimport * as React from 'react';\nimport {\n createContext,\n useCallback,\n useContext,\n useEffect,\n useLayoutEffect,\n useMemo,\n useReducer,\n useRef,\n startTransition,\n} from 'react';\nimport {createRegExp} from '../utils';\nimport {BridgeContext, StoreContext} from '../context';\nimport Store from '../../store';\n\nimport type {Element} from './types';\n\nexport type StateContext = {|\n // Tree\n numElements: number,\n ownerSubtreeLeafElementID: number | null,\n selectedElementID: number | null,\n selectedElementIndex: number | null,\n\n // Search\n searchIndex: number | null,\n searchResults: Array<number>,\n searchText: string,\n\n // Owners\n ownerID: number | null,\n ownerFlatTree: Array<Element> | null,\n\n // Inspection element panel\n inspectedElementID: number | null,\n|};\n\ntype ACTION_GO_TO_NEXT_SEARCH_RESULT = {|\n type:

'GO_TO_NEXT_SEARCH_RESULT',\n|};\ntype ACTION_GO_TO_PREVIOUS_SEARCH_RESULT = {|\n type: 'GO_TO_PREVIOUS_SEARCH_RESULT',\n|};\ntype ACTION_HANDLE_STORE_MUTATION = {|\n type: 'HANDLE_STORE_MUTATION',\n payload: [Array<number>, Map<number, number>],\n|};\ntype ACTION_RESET_OWNER_STACK = {|\n type: 'RESET_OWNER_STACK',\n|};\ntype ACTION_SELECT_CHILD_ELEMENT_IN_TREE = {|\n type: 'SELECT_CHILD_ELEMENT_IN_TREE',\n|};\ntype ACTION_SELECT_ELEMENT_AT_INDEX = {|\n type: 'SELECT_ELEMENT_AT_INDEX',\n payload: number | null,\n|};\ntype ACTION_SELECT_ELEMENT_BY_ID = {|\n type: 'SELECT_ELEMENT_BY_ID',\n payload: number | null,\n|};\ntype ACTION_SELECT_NEXT_ELEMENT_IN_TREE = {|\n type: 'SELECT_NEXT_ELEMENT_IN_TREE',\n|};\ntype ACTION_SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE = {|\n type: 'SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE',\n|};\ntype ACTION_SELECT_NEXT_SIBLING_IN_TREE = {|\n type: 'SELECT_NEXT_SIBLING_IN_TREE',\n|};\ntype ACTION_SELECT_OWNER = {|\n type: 'SELECT_OWNER',\n payload: number,\n|};\ntype ACTION_SELECT_PARENT_ELEMENT_IN_TREE = {|\n type: 'SELECT_PARENT_ELEMENT_IN_TREE',\n|};\ntype ACTION_SELECT_PREVIOUS_ELEMENT_IN_TREE = {|\n type: 'SELECT_PREVIOUS_ELEMENT_IN_TREE',\n|};\ntype ACTION_SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE = {|\n type: 'SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE',\n|};\ntype ACTION_SELECT_PREVIOUS_SIBLING_IN_TREE = {|\n type: 'SELECT_PREVIOUS_SIBLING_IN_TREE',\n|};\ntype ACTION_SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE = {|\n type: 'SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE',\n|};\ntype ACTION_SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE = {|\n type: 'SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE',\n|};\ntype ACTION_SET_SEARCH_TEXT = {|\n type: 'SET_SEARCH_TEXT',\n payload: string,\n|};\ntype ACTION_UPDATE_INSPECTED_ELEMENT_ID = {|\n type: 'UPDATE_INSPECTED_ELEMENT_ID',\n|};\n\ntype Action =\n | ACTION_GO_TO_NEXT_SEARCH_RESULT\n | ACTION_GO_TO_PREVIOUS_SEARCH_RESULT\n | ACTION_HANDLE_STORE_MUTATION\n | ACTION_RESET_OWNER_STACK\n | ACTION_SELECT_CHILD_ELEMENT_IN_TREE\n | ACTION_SELECT_ELEMENT_AT_INDEX\n | ACTION_SELECT_ELEMENT_BY_ID\n | ACTION_SELECT_NEXT_ELEMENT_IN_TREE\n | ACTION_SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE\n | ACTION_SELECT_NEXT_SIBLING_IN_TREE\n | ACTION_SELECT_OWNER\n | ACTION_SELECT_PARENT_ELEMENT_IN_TREE\n | ACTION_SELECT_PREVIOUS_ELEMENT_IN_TREE\n | ACTION_SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE\n | ACTION_SELECT_PREVIOUS_SIBLING_IN_TREE\n | ACTION_SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE\n | ACTION_SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE\n | ACTION_SET_SEARCH_TEXT\n | ACTION_UPDATE_INSPECTED_ELEMENT_ID;\n\nexport type DispatcherContext = (action: Action) => void;\n\nconst TreeStateContext = createContext<StateContext>(\n ((null: any): StateContext),\n);\nTreeStateContext.displayName = 'TreeStateContext';\n\nconst TreeDispatcherContext = createContext<DispatcherContext>(\n ((null: any): DispatcherContext),\n);\nTreeDispatcherContext.displayName = 'TreeDispatcherContext';\n\ntype State = {|\n // Tree\n numElements: number,\n ownerSubtreeLeafElementID: number | null,\n selectedElementID: number | null,\n selectedElementIndex: number | null,\n\n // Search\n searchIndex: number | null,\n searchResults: Array<number>,\n searchText: string,\n\n // Owners\n ownerID: number | null,\n ownerFlatTree: Array<Element> | null,\n\n // Inspection element panel\n inspectedElementID: number | null,\n|};\n\nfunction reduceTreeState(store: Store, state: State, action: Action): State {\n let {\n

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numElements,\n    ownerSubtreeLeafElementID,\n    selectedElementIndex,\n    selectedElementID,\n  } = state;\n
const ownerID = state.ownerID;\n\n  let lookupIDForIndex = true;\n\n  // Base tree should ignore selected element
changes when the owner's tree is active.\n  if (ownerID === null) {\n    switch (action.type) {\n      case
'HANDLE_STORE_MUTATION':\n        numElements = store.numElements;\n\n        // If the currently-selected
Element has been removed from the tree, update selection state.\n        const removedIDs = action.payload[1];\n
// Find the closest parent that wasn't removed during this batch.\n        // We deduce the parent-child mapping from
removedIDs (id -> parentID)\n        // because by now it's too late to read them from the store.\n        while (\n
selectedElementID !== null &&\n          removedIDs.has(selectedElementID)\n        ) {\n          selectedElementID =
((removedIDs.get(\n            selectedElementID,\n          ): any): number);\n        }\n        if (selectedElementID ===
0) {\n          // The whole root was removed.\n          selectedElementIndex = null;\n        }\n        break;\n      case
'SELECT_CHILD_ELEMENT_IN_TREE':\n        ownerSubtreeLeafElementID = null;\n\n        if
(selectedElementIndex !== null) {\n          const selectedElement = store.getElementAtIndex(\n
((selectedElementIndex: any): number),\n          );\n          if (\n            selectedElement !== null &&\n
selectedElement.children.length > 0 &&\n            !selectedElement.isCollapsed\n          ) {\n            const
firstChildID = selectedElement.children[0];\n            const firstChildIndex =
store.getIndexOfElementID(firstChildID);\n            if (firstChildIndex !== null) {\n              selectedElementIndex =
firstChildIndex;\n            }\n          }\n        }\n        break;\n      case 'SELECT_ELEMENT_AT_INDEX':\n
ownerSubtreeLeafElementID = null;\n\n        selectedElementIndex = (action:
ACTION_SELECT_ELEMENT_AT_INDEX).payload;\n        break;\n      case 'SELECT_ELEMENT_BY_ID':\n
  ownerSubtreeLeafElementID = null;\n\n        // Skip lookup in this case; it would be redundant.\n        // It might
also cause problems if the specified element was inside of a (not yet expanded) subtree.\n        lookupIDForIndex =
false;\n\n        selectedElementID = (action: ACTION_SELECT_ELEMENT_BY_ID).payload;\n
selectedElementIndex =\n          selectedElementID === null\n            ? null\n            :
store.getIndexOfElementID(selectedElementID);\n        break;\n      case
'SELECT_NEXT_ELEMENT_IN_TREE':\n        ownerSubtreeLeafElementID = null;\n\n        if (\n
selectedElementIndex === null ||\n          selectedElementIndex + 1 >= numElements\n        ) {\n
selectedElementIndex = 0;\n        } else {\n          selectedElementIndex++;\n        }\n        break;\n      case
'SELECT_NEXT_SIBLING_IN_TREE':\n        ownerSubtreeLeafElementID = null;\n\n        if
(selectedElementIndex !== null) {\n          const selectedElement = store.getElementAtIndex(\n
((selectedElementIndex: any): number),\n          );\n          if (selectedElement !== null &&
selectedElement.parentID !== 0) {\n            const parent = store.getElementByID(selectedElement.parentID);\n
  if (parent !== null) {\n              const {children} = parent;\n              const selectedChildIndex =
children.indexOf(selectedElement.id);\n              const nextChildID =\n                selectedChildIndex <
children.length - 1\n                ? children[selectedChildIndex + 1]\n                : children[0];\n
selectedElementIndex = store.getIndexOfElementID(nextChildID);\n            }\n          }\n        }\n        break;\n
case 'SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE':\n        if (selectedElementIndex !== null) {\n
if (\n            ownerSubtreeLeafElementID !== null &&\n            ownerSubtreeLeafElementID !==
selectedElementID\n          ) {\n            const leafElement = store.getElementByID(ownerSubtreeLeafElementID);\n
          if (leafElement !== null) {\n              let currentElement = leafElement;\n              while (currentElement !==
null) {\n                if (currentElement.ownerID === selectedElementID) {\n                  selectedElementIndex =
store.getIndexOfElementID(\n                    currentElement.id,\n                  );\n                  break;\n                } else if
(currentElement.ownerID !== 0) {\n                  currentElement =
store.getElementByID(currentElement.ownerID);\n                }\n              }\n            }\n          }\n        }\n
break;\n      case 'SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE':\n        if (selectedElementIndex
!== null) {\n          if (ownerSubtreeLeafElementID === null) {\n            // If this is the first time we're stepping
through the owners tree,\n            // pin the current component as the owners list leaf.\n            // This will enable us
to step back down to this component.\n            ownerSubtreeLeafElementID = selectedElementID;\n          }\n\n
const selectedElement = store.getElementAtIndex(\n            ((selectedElementIndex: any): number),\n          );\n
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if (selectedElement !== null && selectedElement.ownerID !== 0) {\n          const ownerIndex =
store.getIndexOfElementID(\n            selectedElement.ownerID,\n          );\n          if (ownerIndex !== null) {\n
        selectedElementIndex = ownerIndex;\n          }\n        }\n      }\n      break;\n    case
'SELECT_PARENT_ELEMENT_IN_TREE':\n      ownerSubtreeLeafElementID = null;\n\n      if
(selectedElementIndex !== null) {\n        const selectedElement = store.getElementAtIndex(\n
((selectedElementIndex: any): number),\n        );\n        if (selectedElement !== null &&
selectedElement.parentID !== 0) {\n          const parentIndex = store.getIndexOfElementID(\n
selectedElement.parentID,\n          );\n          if (parentIndex !== null) {\n            selectedElementIndex =
parentIndex;\n          }\n        }\n      }\n      break;\n    case 'SELECT_PREVIOUS_ELEMENT_IN_TREE':\n
  ownerSubtreeLeafElementID = null;\n\n      if (selectedElementIndex === null || selectedElementIndex === 0)
{\n        selectedElementIndex = numElements - 1;\n      } else {\n        selectedElementIndex--;\n      }\n
break;\n    case 'SELECT_PREVIOUS_SIBLING_IN_TREE':\n      ownerSubtreeLeafElementID = null;\n\n
if (selectedElementIndex !== null) {\n        const selectedElement = store.getElementAtIndex(\n
((selectedElementIndex: any): number),\n        );\n        if (selectedElement !== null &&
selectedElement.parentID !== 0) {\n          const parent = store.getElementByID(selectedElement.parentID);\n
  if (parent !== null) {\n            const {children} = parent;\n            const selectedChildIndex =
children.indexOf(selectedElement.id);\n            const nextChildID =\n              selectedChildIndex > 0\n
? children[selectedChildIndex - 1]\n              : children[children.length - 1];\n            selectedElementIndex =
store.getIndexOfElementID(nextChildID);\n          }\n        }\n      }\n      break;\n    case
'SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE': {\n      if (store.errorCount
=== 0 && store.warningCount === 0) {\n        return state;\n      }\n\n      const
elementIndicesWithErrorsOrWarnings = store.getElementsWithErrorsAndWarnings();\n\n      let flatIndex = 0;\n
  if (selectedElementIndex !== null) {\n        // Resume from the current position in the list.\n        // Otherwise
step to the previous item, relative to the current selection.\n        for (\n          let i =
elementIndicesWithErrorsOrWarnings.length - 1;\n          i >= 0;\n          i--\n        ) {\n          const {index} =
elementIndicesWithErrorsOrWarnings[i];\n          if (index >= selectedElementIndex) {\n            flatIndex = i;\n
      } else {\n            break;\n          }\n        }\n      }\n\n      let prevEntry;\n      if (flatIndex === 0) {\n
prevEntry =\n          elementIndicesWithErrorsOrWarnings[\n
elementIndicesWithErrorsOrWarnings.length - 1\n          ];\n        selectedElementID = prevEntry.id;\n
selectedElementIndex = prevEntry.index;\n      } else {\n        prevEntry =
elementIndicesWithErrorsOrWarnings[flatIndex - 1];\n        selectedElementID = prevEntry.id;\n
selectedElementIndex = prevEntry.index;\n      }\n\n      lookupIDForIndex = false;\n      break;\n    }\n    case
'SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE': {\n      if (store.errorCount === 0
&& store.warningCount === 0) {\n        return state;\n      }\n\n      const elementIndicesWithErrorsOrWarnings
= store.getElementsWithErrorsAndWarnings();\n\n      let flatIndex = -1;\n      if (selectedElementIndex !== null)
{\n        // Resume from the current position in the list.\n        // Otherwise step to the next item, relative to the
current selection.\n        for (let i = 0; i < elementIndicesWithErrorsOrWarnings.length; i++) {\n          const
{index} = elementIndicesWithErrorsOrWarnings[i];\n          if (index <= selectedElementIndex) {\n
flatIndex = i;\n          } else {\n            break;\n          }\n        }\n      }\n\n      let nextEntry;\n      if (flatIndex
>= elementIndicesWithErrorsOrWarnings.length - 1) {\n        nextEntry =
elementIndicesWithErrorsOrWarnings[0];\n        selectedElementID = nextEntry.id;\n        selectedElementIndex
= nextEntry.index;\n      } else {\n        nextEntry = elementIndicesWithErrorsOrWarnings[flatIndex + 1];\n
selectedElementID = nextEntry.id;\n        selectedElementIndex = nextEntry.index;\n      }\n\n
lookupIDForIndex = false;\n      break;\n    }\n    default:\n      // React can bailout of no-op updates.\n
return state;\n  }\n  }\n\n  // Keep selected item ID and index in sync.\n  if (lookupIDForIndex &&
selectedElementIndex !== state.selectedElementIndex) {\n    if (selectedElementIndex === null) {\n
selectedElementID = null;\n    } else {\n      selectedElementID = store.getElementIDAtIndex(\n
((selectedElementIndex: any): number),\n      );\n    }\n  }\n\n  return {\n    ...state,\n\n    numElements,\n
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ownerSubtreeLeafElementID,\n    selectedElementIndex,\n    selectedElementID,\n  };\n}\n\nfunction
reduceSearchState(store: Store, state: State, action: Action): State {\n  let {\n    searchIndex,\n    searchResults,\n
searchText,\n    selectedElementID,\n    selectedElementIndex,\n  } = state;\n  const ownerID = state.ownerID;\n\n
const prevSearchIndex = searchIndex;\n  const prevSearchText = searchText;\n  const numPrevSearchResults =
searchResults.length;\n\n  // We track explicitly whether search was requested because\n  // we might want to search
even if search index didn't change.\n  // For example, if you press \"next result\" on a search with a single\n  // result
but a different current selection, we'll set this to true.\n  let didRequestSearch = false;\n\n  // Search isn't supported
when the owner's tree is active.\n  if (ownerID === null) {\n    switch (action.type) {\n      case
'GO_TO_NEXT_SEARCH_RESULT':\n        if (numPrevSearchResults > 0) {\n          didRequestSearch = true;\n
    searchIndex =\n            searchIndex + 1 < numPrevSearchResults ? searchIndex + 1 : 0;\n        }\n        break;\n
case 'GO_TO_PREVIOUS_SEARCH_RESULT':\n        if (numPrevSearchResults > 0) {\n          didRequestSearch
= true;\n          searchIndex =\n            ((searchIndex: any): number) > 0\n              ? ((searchIndex: any): number) -
1\n              : numPrevSearchResults - 1;\n        }\n        break;\n      case 'HANDLE_STORE_MUTATION':\n        if
(searchText !== '') {\n          const [\n            addedElementIDs,\n            removedElementIDs,\n          ] = (action:
ACTION_HANDLE_STORE_MUTATION).payload;\n\n          removedElementIDs.forEach((parentID, id) => {\n
        // Prune this item from the search results.\n            const index = searchResults.indexOf(id);\n            if (index
>= 0) {\n              searchResults = searchResults\n                .slice(0, index)\n
.concat(searchResults.slice(index + 1));\n\n              // If the results are now empty, also deselect things.\n              if
(searchResults.length === 0) {\n                searchIndex = null;\n              } else if (((searchIndex: any): number) >=
searchResults.length) {\n                searchIndex = searchResults.length - 1;\n              }\n            }\n          });\n\n
addedElementIDs.forEach(id => {\n            const element = ((store.getElementByID(id): any): Element);\n\n
// It's possible that multiple tree operations will fire before this action has run.\n            // So it's important to check
for elements that may have been added and then removed.\n            if (element !== null) {\n              const
{displayName} = element;\n\n              // Add this item to the search results if it matches.\n              const regExp =
createRegExp(searchText);\n              if (displayName !== null && regExp.test(displayName)) {\n                const
newElementIndex = ((store.getIndexOfElementID(\n                  id,\n                ): any): number);\n\n                let
foundMatch = false;\n                for (let index = 0; index < searchResults.length; index++) {\n                  const
resultID = searchResults[index];\n                  if (\n                    newElementIndex <\n
((store.getIndexOfElementID(resultID): any): number)\n                  ) {\n                    foundMatch = true;\n
  searchResults = searchResults\n                      .slice(0, index)\n                      .concat(resultID)\n
.concat(searchResults.slice(index));\n                    break;\n                  }\n                }\n                if (!foundMatch) {\n
                  searchResults = searchResults.concat(id);\n                }\n\n                searchIndex = searchIndex === null ?
0 : searchIndex;\n              }\n            }\n          });\n        }\n        break;\n      case 'SET_SEARCH_TEXT':\n
searchIndex = null;\n        searchResults = [];\n        searchText = (action:
ACTION_SET_SEARCH_TEXT).payload;\n\n        if (searchText !== '') {\n          const regExp =
createRegExp(searchText);\n          store.roots.forEach(rootID => {\n            recursivelySearchTree(store, rootID,
regExp, searchResults);\n          });\n          if (searchResults.length > 0) {\n            if (prevSearchIndex === null) {\n
            if (selectedElementIndex !== null) {\n                searchIndex = getNearestResultIndex(\n                  store,\n
                  searchResults,\n                  selectedElementIndex,\n                );\n              } else {\n                searchIndex =
0;\n              }\n            } else {\n              searchIndex = Math.min(\n                ((prevSearchIndex: any): number),\n
            searchResults.length - 1,\n              );\n            }\n          }\n        }\n        break;\n      default:\n        // React
can bailout of no-op updates.\n        return state;\n    }\n  }\n\n  if (searchText !== prevSearchText) {\n    const
newSearchIndex = searchResults.indexOf(selectedElementID);\n    if (newSearchIndex === -1) {\n      // Only move
the selection if the new query\n      // doesn't match the current selection anymore.\n      didRequestSearch = true;\n
} else {\n      // Selected item still matches the new search query.\n      // Adjust the index to reflect its position in
new results.\n      searchIndex = newSearchIndex;\n    }\n  }\n  if (didRequestSearch && searchIndex !== null) {\n
selectedElementID = ((searchResults[searchIndex]: any): number);\n    selectedElementIndex =
store.getIndexOfElementID(\n      ((selectedElementID: any): number),\n    );\n  }\n\n  return {\n    ...state,\n\n
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selectedElementID,\n selectedElementIndex,\n\n searchIndex,\n searchResults,\n searchText,\n
};\n}\n\nfunction reduceOwnersState(store: Store, state: State, action: Action): State {\n let {\n numElements,\n
selectedElementID,\n selectedElementIndex,\n ownerID,\n ownerFlatTree,\n } = state;\n const {searchIndex,
searchResults, searchText} = state;\n\n let prevSelectedElementIndex = selectedElementIndex;\n\n switch
(action.type) {\n case 'HANDLE_STORE_MUTATION':\n if (ownerID !== null) {\n if
(!store.containsElement(ownerID)) {\n ownerID = null;\n ownerFlatTree = null;\n
selectedElementID = null;\n } else {\n ownerFlatTree = store.getOwnersListForElement(ownerID);\n
if (selectedElementID !== null) {\n // Mutation might have caused the index of this ID to shift.\n
selectedElementIndex = ownerFlatTree.findIndex(\n element => element.id === selectedElementID,\n
);\n }\n }\n } else {\n if (selectedElementID !== null) {\n // Mutation might have caused the
index of this ID to shift.\n selectedElementIndex = store.getIndexOfElementID(selectedElementID);\n }\n
}\n if (selectedElementIndex === -1) {\n // If we couldn't find this ID after mutation, unselect it.\n
selectedElementIndex = null;\n selectedElementID = null;\n }\n break;\n case
'RESET_OWNER_STACK':\n ownerID = null;\n ownerFlatTree = null;\n selectedElementIndex =\n
selectedElementID !== null\n ? store.getIndexOfElementID(selectedElementID)\n : null;\n break;\n
case 'SELECT_ELEMENT_AT_INDEX':\n if (ownerFlatTree !== null) {\n selectedElementIndex = (action:
ACTION_SELECT_ELEMENT_AT_INDEX).payload;\n }\n break;\n case
'SELECT_ELEMENT_BY_ID':\n if (ownerFlatTree !== null) {\n const payload = (action:
ACTION_SELECT_ELEMENT_BY_ID).payload;\n if (payload === null) {\n selectedElementIndex =
null;\n } else {\n selectedElementIndex = ownerFlatTree.findIndex(\n element => element.id ===
payload,\n);\n\n // If the selected element is outside of the current owners list,\n // exit the list and
select the element in the main tree.\n // This supports features like toggling Suspense.\n if
(selectedElementIndex !== null && selectedElementIndex < 0) {\n ownerID = null;\n ownerFlatTree
= null;\n selectedElementIndex = store.getIndexOfElementID(payload);\n }\n }\n }\n
break;\n case 'SELECT_NEXT_ELEMENT_IN_TREE':\n if (ownerFlatTree !== null &&
ownerFlatTree.length > 0) {\n if (selectedElementIndex === null) {\n selectedElementIndex = 0;\n }
else if (selectedElementIndex + 1 < ownerFlatTree.length) {\n selectedElementIndex++;\n }\n }\n
break;\n case 'SELECT_PREVIOUS_ELEMENT_IN_TREE':\n if (ownerFlatTree !== null &&
ownerFlatTree.length > 0) {\n if (selectedElementIndex !== null && selectedElementIndex > 0) {\n
selectedElementIndex--;\n }\n }\n break;\n case 'SELECT_OWNER':\n // If the Store doesn't have
any owners metadata, don't drill into an empty stack.\n // This is a confusing user experience.\n if
(store.hasOwnerMetadata) {\n ownerID = (action: ACTION_SELECT_OWNER).payload;\n
ownerFlatTree = store.getOwnersListForElement(ownerID);\n\n // Always force reset selection to be the top of
the new owner tree.\n selectedElementIndex = 0;\n prevSelectedElementIndex = null;\n }\n break;\n
default:\n // React can bailout of no-op updates.\n return state;\n }\n\n // Changes in the selected owner
require re-calculating the owners tree.\n if (\n ownerFlatTree !== state.ownerFlatTree ||\n action.type ===
'HANDLE_STORE_MUTATION'\n) {\n if (ownerFlatTree === null) {\n numElements =
store.numElements;\n } else {\n numElements = ownerFlatTree.length;\n }\n }\n\n // Keep selected item ID
and index in sync.\n if (selectedElementIndex !== prevSelectedElementIndex) {\n if (selectedElementIndex ===
null) {\n selectedElementID = null;\n } else {\n if (ownerFlatTree !== null) {\n selectedElementID =
ownerFlatTree[selectedElementIndex].id;\n }\n }\n }\n\n return {\n ...state,\n\n numElements,\n
selectedElementID,\n selectedElementIndex,\n\n searchIndex,\n searchResults,\n searchText,\n\n
ownerID,\n ownerFlatTree,\n };\n}\n\nfunction reduceSuspenseState(\n store: Store,\n state: State,\n action:
Action,\n): State {\n const {type} = action;\n switch (type) {\n case 'UPDATE_INSPECTED_ELEMENT_ID':\n
if (state.inspectedElementID !== state.selectedElementID) {\n return {\n ...state,\n
inspectedElementID: state.selectedElementID,\n };\n }\n break;\n default:\n break;\n }\n\n // React
can bailout of no-op updates.\n return state;\n}\n\ntype Props = {|\n children: React$Node,\n\n // Used for
automated testing\n defaultInspectedElementID?: ?number,\n defaultOwnerID?: ?number,\n

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defaultSelectedElementID?: ?number,\n  defaultSelectedElementIndex?: ?number,\n|};\n\n// TODO Remove
TreeContextController wrapper element once global ConsearchText.write API exists.\nfunction
TreeContextController({\n  children,\n  defaultInspectedElementID,\n  defaultOwnerID,\n
defaultSelectedElementID,\n  defaultSelectedElementIndex,\n}: Props) {\n  const bridge =
useContext(BridgeContext);\n  const store = useContext(StoreContext);\n\n  const initialRevision = useMemo(() =>
store.revision, [store]);\n\n  // This reducer is created inline because it needs access to the Store.\n  // The store is
mutable, but the Store itself is global and lives for the lifetime of the DevTools,\n  // so it's okay for the reducer to
have an empty dependencies array.\n  const reducer = useMemo(\n    () => (state: State, action: Action): State => {\n
    const {type} = action;\n      switch (type) {\n        case 'GO_TO_NEXT_SEARCH_RESULT':\n        case
'GO_TO_PREVIOUS_SEARCH_RESULT':\n        case 'HANDLE_STORE_MUTATION':\n        case
'RESET_OWNER_STACK':\n        case 'SELECT_ELEMENT_AT_INDEX':\n        case
'SELECT_ELEMENT_BY_ID':\n        case 'SELECT_CHILD_ELEMENT_IN_TREE':\n        case
'SELECT_NEXT_ELEMENT_IN_TREE':\n        case
'SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE':\n        case
'SELECT_NEXT_SIBLING_IN_TREE':\n        case 'SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE':\n
    case 'SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE':\n        case
'SELECT_PARENT_ELEMENT_IN_TREE':\n        case 'SELECT_PREVIOUS_ELEMENT_IN_TREE':\n
case 'SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE':\n        case
'SELECT_PREVIOUS_SIBLING_IN_TREE':\n        case 'SELECT_OWNER':\n        case
'UPDATE_INSPECTED_ELEMENT_ID':\n        case 'SET_SEARCH_TEXT':\n          state =
reduceTreeState(store, state, action);\n          state = reduceSearchState(store, state, action);\n          state =
reduceOwnersState(store, state, action);\n          state = reduceSuspenseState(store, state, action);\n\n          // If the
selected ID is in a collapsed subtree, reset the selected index to null.\n          // We'll know the correct index after the
layout effect will toggle the tree,\n          // and the store tree is mutated to account for that.\n          if (\n
state.selectedElementID !== null &&\n            store.isInsideCollapsedSubTree(state.selectedElementID)\n          )
{\n            return {\n              ...state,\n              selectedElementIndex: null,\n            };\n          }\n\n          return
state;\n        default:\n          throw new Error(`Unrecognized action \"${type}\"`);\n      }\n    },\n    [store],\n  );\n\n
const [state, dispatch] = useReducer(reducer, {\n    // Tree\n    numElements: store.numElements,\n
ownerSubtreeLeafElementID: null,\n    selectedElementID:\n      defaultSelectedElementID == null ? null :
defaultSelectedElementID,\n    selectedElementIndex:\n      defaultSelectedElementIndex == null ? null :
defaultSelectedElementIndex,\n\n    // Search\n    searchIndex: null,\n    searchResults: [],\n    searchText: '',\n\n    //
Owners\n    ownerID: defaultOwnerID == null ? null : defaultOwnerID,\n    ownerFlatTree: null,\n\n    // Inspection
element panel\n    inspectedElementID:\n      defaultInspectedElementID == null ? null :
defaultInspectedElementID,\n  });\n\n  const dispatchWrapper = useCallback(\n    (action: Action) => {\n
dispatch(action);\n      startTransition(() => {\n        dispatch({type: 'UPDATE_INSPECTED_ELEMENT_ID'});\n
  });\n    },\n    [dispatch],\n  );\n\n  // Listen for host element selections.\n  useEffect(() => {\n    const
handleSelectFiber = (id: number) =>\n      dispatchWrapper({type: 'SELECT_ELEMENT_BY_ID', payload: id});\n
  bridge.addListener('selectFiber', handleSelectFiber);\n    return () => bridge.removeListener('selectFiber',
handleSelectFiber);\n  }, [bridge, dispatchWrapper]);\n\n  // If a newly-selected search result or inspection selection
is inside of a collapsed subtree, auto expand it.\n  // This needs to be a layout effect to avoid temporarily flashing an
incorrect selection.\n  const prevSelectedElementID = useRef<number | null>(null);\n  useLayoutEffect(() => {\n
if (state.selectedElementID !== prevSelectedElementID.current) {\n      prevSelectedElementID.current =
state.selectedElementID;\n\n      if (state.selectedElementID !== null) {\n        const element =
store.getElementByID(state.selectedElementID);\n        if (element !== null && element.parentID > 0) {\n
store.toggleIsCollapsed(element.parentID, false);\n        }\n      }\n    }\n  }, [state.selectedElementID, store]);\n\n  //
Mutations to the underlying tree may impact this context (e.g. search results, selection state).\n  useEffect(() => {\n
const handleStoreMutated = ([addedElementIDs, removedElementIDs]: [\n      Array<number>,\n      Map<number,
number>,\n    ]) => {\n      dispatchWrapper({\n        type: 'HANDLE_STORE_MUTATION',\n        payload:
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[addedElementIDs, removedElementIDs],\n });\n };\n\n // Since this is a passive effect, the tree may have been mutated before our initial subscription.\n if (store.revision !== initialRevision) {\n   // At the moment, we can treat this as a mutation.\n   // We don't know which Elements were newly added/removed, but that should be okay in this case.\n   // It would only impact the search state, which is unlikely to exist yet at this point.\n   dispatchWrapper({\n   type: 'HANDLE_STORE_MUTATION',\n   payload: [[], new Map()],\n   });\n }\n\n store.addListener('mutated', handleStoreMutated);\n\n return () => store.removeListener('mutated', handleStoreMutated);\n }, [dispatchWrapper, initialRevision, store]);\n\n return (\n   <TreeStateContext.Provider value={state}>\n   <TreeDispatcherContext.Provider value={dispatchWrapper}>\n   {children}\n   </TreeDispatcherContext.Provider>\n   </TreeStateContext.Provider>\n);\n}\nfunction recursivelySearchTree(\n store: Store,\n elementID: number,\n regExp: RegExp,\n searchResults: Array<number>,\n): void {\n const {children, displayName, hocDisplayNames} = ((store.getElementByID(\n   elementID,\n): any): Element);\n\n if (displayName != null && regExp.test(displayName) === true) {\n   searchResults.push(elementID);\n } else if (\n   hocDisplayNames != null &&\n   hocDisplayNames.length > 0 &&\n   hocDisplayNames.some(name => regExp.test(name)) === true\n) {\n   searchResults.push(elementID);\n }\n\n children.forEach(childID =>\n   recursivelySearchTree(store, childID, regExp, searchResults),\n);\n}\n\nfunction getNearestResultIndex(\n store: Store,\n searchResults: Array<number>,\n selectedElementIndex: number,\n): number {\n const index = searchResults.findIndex(id => {\n   const innerIndex = store.getIndexOfElementID(id);\n   return innerIndex !== null && innerIndex >= selectedElementIndex;\n });\n\n return index === -1 ? 0 : index;\n}\n\nexport {TreeDispatcherContext, TreeStateContext, TreeContextController};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport styles from './Icon.css';\n\nexport type IconType =\n | 'arrow'\n | 'bug'\n | 'code'\n | 'components'\n | 'copy'\n | 'error'\n | 'facebook'\n | 'flame-chart'\n | 'profiler'\n | 'ranked-chart'\n | 'search'\n | 'settings'\n | 'store-as-global-variable'\n | 'warning';\n\ntype Props = {|\n className?: string,\n type: IconType,\n|};\n\nexport default function Icon({className = '', type}: Props) {\n let pathData = null;\n switch (type) {\n   case 'arrow':\n   pathData = PATH_ARROW;\n   break;\n   case 'bug':\n   pathData = PATH_BUG;\n   break;\n   case 'code':\n   pathData = PATH_CODE;\n   break;\n   case 'components':\n   pathData = PATH_COMPONENTS;\n   break;\n   case 'copy':\n   pathData = PATH_COPY;\n   break;\n   case 'error':\n   pathData = PATH_ERROR;\n   break;\n   case 'facebook':\n   pathData = PATH_FACEBOOK;\n   break;\n   case 'flame-chart':\n   pathData = PATH_FLAME_CHART;\n   break;\n   case 'profiler':\n   pathData = PATH_PROFILER;\n   break;\n   case 'ranked-chart':\n   pathData = PATH_RANKED_CHART;\n   break;\n   case 'search':\n   pathData = PATH_SEARCH;\n   break;\n   case 'settings':\n   pathData = PATH_SETTINGS;\n   break;\n   case 'store-as-global-variable':\n   pathData = PATH_STORE_AS_GLOBAL_VARIABLE;\n   break;\n   case 'warning':\n   pathData = PATH_WARNING;\n   break;\n   default:\n   console.warn(`Unsupported type \"${type}\" specified for Icon`);\n   break;\n }\n\n return (\n   <svg\n   xmlns=\"http://www.w3.org/2000/svg\"\n   className={`${styles.Icon} ${className}`}\n   width=\"24\"\n   height=\"24\"\n   viewBox=\"0 0 24 24\">\n   <path d=\"M0 0h24v24H0z\" fill=\"none\" />\n   <path fill=\"currentColor\" d={pathData} />\n   </svg>\n);\n}\n\nconst PATH_ARROW = 'M8 5v14l11-7z';\n\nconst PATH_BUG = `\n M20 8h-2.81c-.45-.78-1.07-1.45-1.82-1.96L17 4.41 15.59 3l-2.17 2.17C12.96 5.06 12.49 5 12 5c-.49\n 0-.96.06-1.41.17L8.41 3 7 4.41l1.62 1.63C7.88 6.55 7.26 7.22 6.81 8H4v2h2.09c-.05.33-.09.66-.09\n 1v1H4v2h2v1c0 .34.04.67.09 1H4v2h2.81c1.04 1.79 2.97 3 5.19 3s4.15-1.21\n 5.19-3H20v-2h-2.09c.05-.33.09-.66.09-1v-1h2v-2h-2v-1c0-.34-.04-.67-.09-1H20V8zm-6 8h-4v-2h4v2zm0-4h-4v-2h4v2z\n`;\n\nconst PATH_CODE = `\n M9.4 16.6L4.8 12l4.6-4.6L8 6l-6 6 6 6 1.4-1.4zm5.2 0l4.6-4.6-4.6-4.6L16 6l6 6-6 6-1.4-1.4z\n `;\n\nconst PATH_COMPONENTS =\n  'M9.4 16.6L4.8 12l4.6-4.6L8 6l-6 6 6 6 1.4-1.4zm5.2 0l4.6-4.6-4.6-4.6L16 6l6 6-6 6-1.4-1.4z';\n\nconst PATH_COPY = `\n M3 13h2v-2H3v2zm0 4h2v-2H3v2zm2 4v-2H3a2 2 0 0 0 2 2zM3 9h2V7H3v2zm12 12h2v-2h-2v2zm4-18H9a2 2 0 0 0-2\n 2v10a2 2 0 0 0 2 2h10c1.1 0 2-.9 2-2V5c0-1.1-.9-2-2-2zm0 12H9V5h10v10zm-8 6h2v-2h-2v2zm-4 0h2v-2H7v2z\n`;\n\nconst PATH_ERROR = `M16.971 0h-9.942l-7.029 7.029v9.941l7.029 7.03h9.941l7.03-

7.029v-9.942l-7.029-7.029zm-1.402 16.945l-3.554-3.521-3.518 3.568-1.418-1.418 3.507-3.566-3.586-3.472 1.418-1.417 3.581 3.458 3.539-3.583 1.431 1.431-3.535 3.568 3.566 3.522-1.431 1.43z`;\n\nconst PATH_FACEBOOK = `\n M22,12c0-5.52-4.48-10-10-10S2,6.48,2,12c0,4.84,3.44,8.87,8,9.8V15H8v-3h2V9.5C10,7.57,11.57,6,13.5,6H16v3h-2 c-0.55,0-1,0.45-1,1v2h3v3h-3v6.95C18.05,21.45,22,17.19,22,12z\n`;\n\nconst PATH_FLAME_CHART = `\n M10.0650893,21.5040462 C7.14020814,20.6850349 5,18.0558698 5,14.9390244 C5,14.017627\n 5,9.81707317 7.83333333,7.37804878 C7.83333333,7.37804878 7.58333333,11.199187 10,\n 10.6300813 C11.125,10.326087 13.0062497,7.63043487 8.91666667,2.5 C14.1666667,3.06910569\n 19,9.32926829 19,14.9390244 C19,18.0558698 16.8597919,20.6850349 13.9349107,21.5040462\n C14.454014,21.0118505 14.7765152,20.3233394 14.7765152,19.5613412 C14.7765152,17.2826087\n 12,15.0875871 12,15.0875871 C12,15.0875871 9.22348485,17.2826087 9.22348485,19.5613412\n C9.22348485,20.3233394 9.54598603,21.0118505 10.0650893,21.5040462 Z M12.0833333,20.6514763\n C11.3814715,20.6514763 10.8125,20.1226027 10.8125,19.4702042 C10.8125,18.6069669\n 12.0833333,16.9347829 12.0833333,16.9347829 C12.0833333,16.9347829 13.3541667,18.6069669\n 13.3541667,19.4702042 C13.3541667,20.1226027 12.7851952,20.6514763 12.0833333,20.6514763 Z\n`;\n\nconst PATH_PROFILER = 'M5 9.2h3V19H5zM10.6 5h2.8v14h-2.8zm5.6 8H19v6h-2.8z';\n\nconst PATH_SEARCH = `\n M15.5 14h-.79l-.28-.27C15.41 12.59 16 11.11 16 9.5 16 5.91 13.09 3 9.5 3S3 5.91 3 9.5 5.91\n 16 9.5 16c1.61 0 3.09-.59 4.23-1.57l.27.28v.79l5 4.99L20.49 19l-4.99-5zm-6 0C7.01 14 5 11.99\n 5 9.5S7.01 5 9.5 5 14 7.01 14 9.5 11.99 14 9.5 14z\n`;\n\nconst PATH_RANKED_CHART = 'M3 5h18v3H3zM3 10.5h13v3H3zM3 16h8v3H3z';\n\nconst PATH_SETTINGS = `\n M19.43 12.98c.04-.32.07-.64.07-.98s-.03-.66-.07-.98l2.11-1.65c.19-.15.24-.42.12-.64l-2-3.46c-.12-.22-.39-.3-.61-.22l-2.49\n 1c-.52-.4-1.08-.73-1.69-.98l-.38-2.65C14.46 2.18 14.25 2 14 2h-4c-.25 0-.46.18-.49.42l-.38\n 2.65c-.61.25-1.17.59-1.69.98l-2.49-1c-.23-.09-.49 0-.61.22l-2 3.46c-.13.22-.07.49.12.64l2.11\n 1.65c-.04.32-.07.65-.07.98s.03.66.07.98l-2.11 1.65c-.19.15-.24.42-.12.64l2 3.46c.12.22.39.3.61.22l2.49-1c.52.4\n 1.08.73 1.69.98l.38 2.65c.03.24.24.42.49.42h4c.25 0 .46-.18.49-.42l.38-2.65c.61-.25 1.17-.59 1.69-.98l2.49\n 1c.23.09.49 0 .61-.22l2-3.46c.12-.22.07-.49-.12-.64l-2.11-1.65zM12 15.5c-1.93 0-3.5-1.57-3.5-3.5s1.57-3.5\n 3.5-3.5 3.5 1.57 3.5 3.5-1.57 3.5-3.5 3.5z\n`;\n\nconst PATH_STORE_AS_GLOBAL_VARIABLE = `\n M20 8h-2.81c-.45-.78-1.07-1.45-1.82-1.96L17 4.41 15.59 3l-2.17 2.17C12.96 5.06 12.49 5 12 5c-.49 0-.96.06-1.41.17L8.41\n 3 7 4.41l1.62 1.63C7.88 6.55 7.26 7.22 6.81 8H4v2h2.09c-.05.33-.09.66-.09 1v1H4v2h2v1c0 .34.04.67.09 1H4v2h2.81c1.04\n 1.79 2.97 3 5.19 3s4.15-1.21 5.19-3H20v-2h-2.09c.05-.33.09-.66.09-1v-1h2v-2h-2v-1c0-.34-.04-.67-.09-1H20V8zm-6\n 8h-4v-2h4v2zm0-4h-4v-2h4v2z\n`;\n\nconst PATH_WARNING = `M12 1l-12 22h24l-12-22zm-1 8h2v7h-2v-7zm1 11.25c-.69 0-1.25-.56-1.25-1.25s.56-1.25 1.25-1.25 1.25.56 1.25 1.25-.56 1.25-1.25 1.25z`;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport throttle from 'lodash.throttle';\nimport {\n useCallback,\n useEffect,\n useLayoutEffect,\n useReducer,\n useState,\n useContext,\n} from 'react';\nimport {\n localStorageGetItem,\n localStorageSetItem,\n} from 'react-devtools-shared/src/storage';\nimport {StoreContext, BridgeContext} from './context';\nimport {sanitizeForParse, smartParse, smartStringify} from '../utils';\n\ntype ACTION_RESET = {|\n type: 'RESET',\n externalValue: any,\n|};\ntype ACTION_UPDATE = {|\n type: 'UPDATE',\n editableValue: any,\n externalValue: any,\n|};\n\ntype UseEditableValueAction = ACTION_RESET | ACTION_UPDATE;\ntype UseEditableValueDispatch = (action: UseEditableValueAction) => void;\ntype UseEditableValueState = {|\n editableValue: any,\n externalValue: any,\n hasPendingChanges: boolean,\n isValid: boolean,\n parsedValue: any,\n|};\n\nfunction useEditableValueReducer(state, action) {\n switch (action.type) {\n   case 'RESET':\n   return {\n   ...state,\n editableValue: smartStringify(action.externalValue),\n   externalValue: action.externalValue,\n hasPendingChanges: false,\n   isValid: true,\n   parsedValue: action.externalValue,\n   };\n   case 'UPDATE':\n   let isNewValueValid = false;\n   let newParsedValue;\n   try {\n   newParsedValue = smartParse(action.editableValue);\n   isNewValueValid = true;\n   } catch (error) {}\n   return {\n ...state,\n   editableValue: sanitizeForParse(action.editableValue),\n   externalValue: action.externalValue,\n hasPendingChanges:\n   smartStringify(action.externalValue) !== action.editableValue,\n   isValid:

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isNewValueValid,\n        parsedValue: isNewValueValid ? newParsedValue : state.parsedValue,\n      };\n
default:\n      throw new Error(`Invalid action \"${action.type}\"`);\n  }\n}\n\n// Convenience hook for working with
an editable value that is validated via JSON.parse.\nexport function useEditableValue(\n  externalValue: any,\n):
[UseEditableValueState, UseEditableValueDispatch] {\n  const [state, dispatch] = useReducer<\n
UseEditableValueState,\n    UseEditableValueState,\n    UseEditableValueAction,\n  >(useEditableValueReducer,
{\n    editableValue: smartStringify(externalValue),\n    externalValue,\n    hasPendingChanges: false,\n    isValid:
true,\n    parsedValue: externalValue,\n  });\n  if (!Object.is(state.externalValue, externalValue)) {\n    if
(!state.hasPendingChanges) {\n      dispatch({\n        type: 'RESET',\n        externalValue,\n      });\n    } else {\n
dispatch({\n        type: 'UPDATE',\n        editableValue: state.editableValue,\n        externalValue,\n      });\n    }\n
}\n\n  return [state, dispatch];\n}\n\nexport function useIsOverflowing(\n  containerRef: {current:
HTMLDivElement | null, ...},\n  totalChildWidth: number,\n): boolean {\n  const [isOverflowing, setIsOverflowing]
= useState<boolean>(false);\n\n  // It's important to use a layout effect, so that we avoid showing a flash of
overflowed content.\n  useLayoutEffect(() => {\n    if (containerRef.current === null) {\n      return () => {};\n
}\n\n    const container = ((containerRef.current: any): HTMLDivElement);\n\n    const handleResize = throttle(\n
() => setIsOverflowing(container.clientWidth <= totalChildWidth),\n      100,\n    );\n\n    handleResize();\n\n    // It's
important to listen to the ownerDocument.defaultView to support the browser extension.\n    // Here we use portals
to render individual tabs (e.g. Profiler),\n    // and the root document might belong to a different window.\n    const
ownerWindow = container.ownerDocument.defaultView;\n    ownerWindow.addEventListener('resize',
handleResize);\n    return () => ownerWindow.removeEventListener('resize', handleResize);\n  }, [containerRef,
totalChildWidth]);\n\n  return isOverflowing;\n}\n\n// Forked from https://usehooks.com/useLocalStorage/\nexport
function useLocalStorage<T>(\n  key: string,\n  initialValue: T | (() => T),\n): [T, (value: T | (() => T)) => void] {\n
const getValueFromLocalStorage = useCallback(() => {\n    try {\n      const item = localStorageGetItem(key);\n
if (item != null) {\n        return JSON.parse(item);\n      }\n    } catch (error) {\n      console.log(error);\n    }\n    if
(typeof initialValue === 'function') {\n      return ((initialValue: any): () => T)();\n    } else {\n      return
initialValue;\n    }\n  }, [initialValue, key]);\n\n  const [storedValue, setStoredValue] =
useState<any>(getValueFromLocalStorage);\n\n  const setValue = useCallback(\n    value => {\n      try {\n
const valueToStore =\n          value instanceof Function ? (value: any)(storedValue) : value;\n
setStoredValue(valueToStore);\n        localStorageSetItem(key, JSON.stringify(valueToStore));\n      } catch (error)
{\n        console.log(error);\n      }\n    },\n    [key, storedValue],\n  );\n\n  // Listen for changes to this local storage
value made from other windows.\n  // This enables the e.g. \" Elements\" tab to update in response to changes from
\" Settings\".\n  useLayoutEffect(() => {\n    const onStorage = event => {\n      const newValue =
getValueFromLocalStorage();\n      if (key === event.key && storedValue !== newValue) {\n
setValue(newValue);\n      }\n    };\n\n    window.addEventListener('storage', onStorage);\n\n    return () => {\n
window.removeEventListener('storage', onStorage);\n    };\n  }, [getValueFromLocalStorage, key, storedValue,
setValue]);\n\n  return [storedValue, setValue];\n}\n\nexport function useModalDismissSignal(\n  modalRef:
{current: HTMLDivElement | null, ...},\n  dismissCallback: () => void,\n  dismissOnClickOutside?: boolean =
true,\n): void {\n  useEffect(() => {\n    if (modalRef.current === null) {\n      return () => {};\n    }\n\n    const
handleDocumentKeyDown = (event: any) => {\n      if (event.key === 'Escape') {\n        dismissCallback();\n      }\n
};\n\n    const handleDocumentClick = (event: any) => {\n      if (\n        modalRef.current !== null &&\n
!modalRef.current.contains(event.target)\n      ) {\n        event.stopPropagation();\n        event.preventDefault();\n\n
dismissCallback();\n      }\n    };\n\n    let ownerDocument = null;\n\n    // Delay until after the current call stack is
empty,\n    // in case this effect is being run while an event is currently bubbling.\n    // In that case, we don't want to
listen to the pre-existing event.\n    let timeoutID = setTimeout(() => {\n      timeoutID = null;\n\n      // It's important
to listen to the ownerDocument to support the browser extension.\n      // Here we use portals to render individual
tabs (e.g. Profiler),\n      // and the root document might belong to a different window.\n      ownerDocument =
((modalRef.current: any): HTMLDivElement).ownerDocument;\n      ownerDocument.addEventListener('keydown',
handleDocumentKeyDown);\n      if (dismissOnClickOutside) {\n        ownerDocument.addEventListener('click',
handleDocumentClick);\n      }\n    }, 0);\n\n    return () => {\n      if (timeoutID !== null) {\n
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clearTimeout(timeoutID);\n }\n\n if (ownerDocument !== null) {\n ownerDocument.removeEventListener('keydown', handleDocumentKeyDown);\n ownerDocument.removeEventListener('click', handleDocumentClick);\n }\n };\n }, [modalRef, dismissCallback, dismissOnClickOutside]);\n}\n\n// Copied from https://github.com/facebook/react/pull/15022\nexport function useSubscription<Value>({\n getCurrentValue,\n subscribe,\n}: {|\n getCurrentValue: () => Value,\n subscribe: (callback: Function) => () => void,\n|}): Value {\n const [state, setState] = useState({\n getCurrentValue,\n subscribe,\n value: getCurrentValue(),\n });\n\n if (\n state.getCurrentValue !== getCurrentValue ||\n state.subscribe !== subscribe\n) {\n setState({\n getCurrentValue,\n subscribe,\n value: getCurrentValue(),\n });\n }\n\n useEffect(() => {\n let didUnsubscribe = false;\n\n const checkForUpdates = () => {\n if (didUnsubscribe) {\n return;\n }\n\n setState(prevState => {\n if (\n prevState.getCurrentValue !== getCurrentValue ||\n prevState.subscribe !== subscribe\n) {\n return prevState;\n }\n\n const value = getCurrentValue();\n if (prevState.value === value) {\n return prevState;\n }\n\n return {...prevState, value};\n });\n };\n const unsubscribe = subscribe(checkForUpdates);\n\n checkForUpdates();\n\n return () => {\n didUnsubscribe = true;\n unsubscribe();\n };\n }, [getCurrentValue, subscribe]);\n\n return state.value;\n}\n\nexport function useHighlightNativeElement() {\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n\n const highlightNativeElement = useCallback(\n (id: number) => {\n const element = store.getElementByID(id);\n const rendererID = store.getRendererIDForElement(id);\n if (element !== null && rendererID !== null) {\n bridge.send('highlightNativeElement', {\n displayName: element.displayName,\n hideAfterTimeout: false,\n id,\n openNativeElementsPanel: false,\n rendererID,\n scrollIntoView: false,\n });\n }\n },\n [store, bridge],\n);\n\n const clearHighlightNativeElement = useCallback(() => {\n bridge.send('clearNativeElementHighlight');\n }, [bridge]);\n\n return {\n highlightNativeElement,\n clearHighlightNativeElement,\n };\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n createContext,\n useContext,\n useEffect,\n useLayoutEffect,\n useMemo,\n} from 'react';\nimport {\n COMFORTABLE_LINE_HEIGHT,\n COMPACT_LINE_HEIGHT,\n LOCAL_STORAGE_PARSE_HOOK_NAMES_KEY,\n LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY,\n LOCAL_STORAGE_TRACE_UPDATES_ENABLED_KEY,\n LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n} from 'react-devtools-shared/src/constants';\nimport {useLocalStorage} from '../hooks';\nimport {BridgeContext} from '../context';\n\nimport type {BrowserTheme} from '../DevTools';\n\nexport type DisplayDensity = 'comfortable' | 'compact';\nexport type Theme = 'auto' | 'light' | 'dark';\n\ntype Context = {|\n displayDensity: DisplayDensity,\n setDisplayDensity(value: DisplayDensity): void,\n\n // Derived from display density.\n // Specified as a separate prop so it can trigger a re-render of FixedSizeList.\n lineHeight: number,\n\n appendComponentStack: boolean,\n setAppendComponentStack: (value: boolean) => void,\n\n breakOnConsoleErrors: boolean,\n setBreakOnConsoleErrors: (value: boolean) => void,\n\n parseHookNames: boolean,\n setParseHookNames: (value: boolean) => void,\n\n showInlineWarningsAndErrors: boolean,\n setShowInlineWarningsAndErrors: (value: boolean) => void,\n\n theme: Theme,\n setTheme(value: Theme): void,\n\n traceUpdatesEnabled: boolean,\n setTraceUpdatesEnabled: (value: boolean) => void,\n|};\n\nconst SettingsContext = createContext<Context>(((null: any): Context));\nSettingsContext.displayName = 'SettingsContext';\n\ntype DocumentElements = Array<HTMLElement>;\n\ntype Props = {|\n browserTheme: BrowserTheme,\n children: React$Node,\n componentsPortalContainer?: Element,\n profilerPortalContainer?: Element,\n|};\n\nfunction SettingsContextController({\n browserTheme,\n children,\n componentsPortalContainer,\n profilerPortalContainer,\n}: Props) {\n const bridge = useContext(BridgeContext);\n\n const [displayDensity, setDisplayDensity] = useLocalStorage<DisplayDensity>(\n 'React::DevTools::displayDensity',\n 'compact',\n

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);\n  const [theme, setTheme] = useLocalStorage<Theme>(\n    'React::DevTools::theme',\n    'auto',\n  );\n  const [\n
  appendComponentStack,\n    setAppendComponentStack,\n  ] =
useLocalStorage<boolean>(LOCAL_STORAGE_SHOULD_PATCH_CONSOLE_KEY, true);\n  const [\n
breakOnConsoleErrors,\n    setBreakOnConsoleErrors,\n  ] = useLocalStorage<boolean>(\n
LOCAL_STORAGE_SHOULD_BREAK_ON_CONSOLE_ERRORS,\n    false,\n  );\n  const [parseHookNames,
setParseHookNames] = useLocalStorage<boolean>(\n    LOCAL_STORAGE_PARSE_HOOK_NAMES_KEY,\n
false,\n  );\n  const [\n    showInlineWarningsAndErrors,\n    setShowInlineWarningsAndErrors,\n  ] =
useLocalStorage<boolean>(\n    LOCAL_STORAGE_SHOW_INLINE_WARNINGS_AND_ERRORS_KEY,\n
true,\n  );\n  const [\n    traceUpdatesEnabled,\n    setTraceUpdatesEnabled,\n  ] =
useLocalStorage<boolean>(LOCAL_STORAGE_TRACE_UPDATES_ENABLED_KEY, false);\n\n  const
documentElements = useMemo<DocumentElements>(() => {\n    const array: Array<HTMLElement> = [\n
((document.documentElement: any): HTMLElement),\n    ];\n    if (componentsPortalContainer != null) {\n
array.push(\n        ((componentsPortalContainer.ownerDocument\n          .documentElement: any):
HTMLElement),\n      );\n    }\n    if (profilerPortalContainer != null) {\n      array.push(\n
((profilerPortalContainer.ownerDocument\n          .documentElement: any): HTMLElement),\n      );\n    }\n    return
array;\n  }, [componentsPortalContainer, profilerPortalContainer]);\n\n  useLayoutEffect(() => {\n    switch
(displayDensity) {\n      case 'comfortable':\n        updateDisplayDensity('comfortable', documentElements);\n
break;\n      case 'compact':\n        updateDisplayDensity('compact', documentElements);\n        break;\n      default:\n
      throw Error(`Unsupported displayDensity value \"${displayDensity}\"`);\n    }\n  }, [displayDensity,
documentElements]);\n\n  useLayoutEffect(() => {\n    switch (theme) {\n      case 'light':\n
updateThemeVariables('light', documentElements);\n        break;\n      case 'dark':\n
updateThemeVariables('dark', documentElements);\n        break;\n      case 'auto':\n
updateThemeVariables(browserTheme, documentElements);\n        break;\n      default:\n        throw
Error(`Unsupported theme value \"${theme}\"`);\n    }\n  }, [browserTheme, theme, documentElements]);\n\n
useEffect(() => {\n    bridge.send('updateConsolePatchSettings', {\n      appendComponentStack,\n
breakOnConsoleErrors,\n      showInlineWarningsAndErrors,\n    });\n  }, [\n    bridge,\n
appendComponentStack,\n    breakOnConsoleErrors,\n    showInlineWarningsAndErrors,\n  ]);\n\n  useEffect(() =>
{\n    bridge.send('setTraceUpdatesEnabled', traceUpdatesEnabled);\n  }, [bridge, traceUpdatesEnabled]);\n\n  const
value = useMemo(\n    () => ({\n      appendComponentStack,\n      breakOnConsoleErrors,\n      displayDensity,\n
lineHeight:\n        displayDensity === 'compact'\n          ? COMPACT_LINE_HEIGHT\n          :
COMFORTABLE_LINE_HEIGHT,\n      parseHookNames,\n      setAppendComponentStack,\n
setBreakOnConsoleErrors,\n      setDisplayDensity,\n      setParseHookNames,\n      setTheme,\n
setTraceUpdatesEnabled,\n      setShowInlineWarningsAndErrors,\n      showInlineWarningsAndErrors,\n
theme,\n      traceUpdatesEnabled,\n    }),\n    [\n      appendComponentStack,\n      breakOnConsoleErrors,\n
displayDensity,\n      parseHookNames,\n      setAppendComponentStack,\n      setBreakOnConsoleErrors,\n
setDisplayDensity,\n      setParseHookNames,\n      setTheme,\n      setTraceUpdatesEnabled,\n
setShowInlineWarningsAndErrors,\n      showInlineWarningsAndErrors,\n      theme,\n      traceUpdatesEnabled,\n
],\n  );\n\n  return (\n    <SettingsContext.Provider value={value}>\n      {children}\n
</SettingsContext.Provider>\n  );\n}\n\nfunction setStyleVariable(\n  name: string,\n  value: string,\n
documentElements: DocumentElements,\n) {\n  documentElements.forEach(documentElement =>\n
documentElement.style.setProperty(name, value),\n  );\n}\n\nfunction updateStyleHelper(\n  themeKey: string,\n
style: string,\n  documentElements: DocumentElements,\n) {\n  setStyleVariable(\n    `--${style}`,\n    `var(--
${themeKey}-${style})`,\n    documentElements,\n  );\n}\n\nexport function updateDisplayDensity(\n
displayDensity: DisplayDensity,\n  documentElements: DocumentElements,\n): void {\n  updateStyleHelper(\n
displayDensity,\n    'font-size-monospace-normal',\n    documentElements,\n  );\n  updateStyleHelper(\n
displayDensity,\n    'font-size-monospace-large',\n    documentElements,\n  );\n  updateStyleHelper(\n
displayDensity,\n    'font-size-monospace-small',\n    documentElements,\n  );\n  updateStyleHelper(displayDensity,
'font-size-sans-normal', documentElements);\n  updateStyleHelper(displayDensity, 'font-size-sans-large',
```

documentElements);\n updateStyleHelper(displayDensity, 'font-size-sans-small', documentElements);\n updateStyleHelper(displayDensity, 'line-height-data', documentElements);\n\n // Sizes and paddings/margins are all rem-based,\n // so update the root font-size as well when the display preference changes.\n const computedStyle = getComputedStyle((document.body: any));\n const fontSize = computedStyle.getPropertyValue(\n   `--${displayDensity}-root-font-size`,\n);\n const root = ((document.querySelector(':root'): any): HTMLElement);\n root.style.fontSize = fontSize;\n}\n\nexport function updateThemeVariables(\n theme: Theme,\n documentElements: DocumentElements,\n): void {\n updateStyleHelper(theme, 'color-attribute-name', documentElements);\n updateStyleHelper(\n   theme,\n   'color-attribute-name-not-editable',\n documentElements,\n);\n updateStyleHelper(theme, 'color-attribute-name-inverted', documentElements);\n updateStyleHelper(theme, 'color-attribute-value', documentElements);\n updateStyleHelper(theme, 'color-attribute-value-inverted', documentElements);\n updateStyleHelper(theme, 'color-attribute-editable-value', documentElements);\n updateStyleHelper(theme, 'color-background', documentElements);\n updateStyleHelper(theme, 'color-background-hover', documentElements);\n updateStyleHelper(theme, 'color-background-inactive', documentElements);\n updateStyleHelper(theme, 'color-background-invalid', documentElements);\n updateStyleHelper(theme, 'color-background-selected', documentElements);\n updateStyleHelper(theme, 'color-border', documentElements);\n updateStyleHelper(theme, 'color-button-background', documentElements);\n updateStyleHelper(theme, 'color-button-background-focus', documentElements);\n updateStyleHelper(theme, 'color-button', documentElements);\n updateStyleHelper(theme, 'color-button-active', documentElements);\n updateStyleHelper(theme, 'color-button-disabled', documentElements);\n updateStyleHelper(theme, 'color-button-focus', documentElements);\n updateStyleHelper(theme, 'color-button-hover', documentElements);\n updateStyleHelper(\n   theme,\n   'color-commit-did-not-render-fill',\n   documentElements,\n);\n updateStyleHelper(\n   theme,\n   'color-commit-did-not-render-fill-text',\n   documentElements,\n);\n updateStyleHelper(\n   theme,\n   'color-commit-did-not-render-pattern',\n   documentElements,\n);\n updateStyleHelper(\n   theme,\n   'color-commit-did-not-render-pattern-text',\n   documentElements,\n);\n updateStyleHelper(theme, 'color-commit-gradient-0', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-1', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-2', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-3', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-4', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-5', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-6', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-7', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-8', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-9', documentElements);\n updateStyleHelper(theme, 'color-commit-gradient-text', documentElements);\n updateStyleHelper(theme, 'color-component-name', documentElements);\n updateStyleHelper(theme, 'color-component-name-inverted', documentElements);\n updateStyleHelper(\n   theme,\n   'color-component-badge-background',\n documentElements,\n);\n updateStyleHelper(\n   theme,\n   'color-component-badge-background-inverted',\n documentElements,\n);\n updateStyleHelper(theme, 'color-component-badge-count', documentElements);\n updateStyleHelper(\n   theme,\n   'color-component-badge-count-inverted',\n   documentElements,\n);\n updateStyleHelper(theme, 'color-console-error-badge-text', documentElements);\n updateStyleHelper(theme, 'color-console-error-background', documentElements);\n updateStyleHelper(theme, 'color-console-error-border', documentElements);\n updateStyleHelper(theme, 'color-console-error-icon', documentElements);\n updateStyleHelper(theme, 'color-console-error-text', documentElements);\n updateStyleHelper(\n   theme,\n 'color-console-warning-badge-text',\n   documentElements,\n);\n updateStyleHelper(\n   theme,\n   'color-console-warning-background',\n   documentElements,\n);\n updateStyleHelper(theme, 'color-console-warning-border', documentElements);\n updateStyleHelper(theme, 'color-console-warning-icon', documentElements);\n updateStyleHelper(theme, 'color-console-warning-text', documentElements);\n updateStyleHelper(theme, 'color-context-border', documentElements);\n updateStyleHelper(theme, 'color-context-background', documentElements);\n updateStyleHelper(theme, 'color-context-background-hover', documentElements);\n

updateStyleHelper(\n theme,\n 'color-context-background-selected',\n documentElements,\n);\n updateStyleHelper(theme, 'color-context-border', documentElements);\n updateStyleHelper(theme, 'color-context-text', documentElements);\n updateStyleHelper(theme, 'color-context-text-selected', documentElements);\n updateStyleHelper(theme, 'color-dim', documentElements);\n updateStyleHelper(theme, 'color-dimmer', documentElements);\n updateStyleHelper(theme, 'color-dimmest', documentElements);\n updateStyleHelper(theme, 'color-error-background', documentElements);\n updateStyleHelper(theme, 'color-error-border', documentElements);\n updateStyleHelper(theme, 'color-error-text', documentElements);\n updateStyleHelper(theme, 'color-expand-collapse-toggle', documentElements);\n updateStyleHelper(theme, 'color-link', documentElements);\n updateStyleHelper(theme, 'color-modal-background', documentElements);\n updateStyleHelper(\n theme,\n 'color-bridge-version-npm-background',\n documentElements,\n);\n updateStyleHelper(theme, 'color-bridge-version-npm-text', documentElements);\n updateStyleHelper(theme, 'color-bridge-version-number', documentElements);\n updateStyleHelper(\n theme,\n 'color-primitive-hook-badge-background',\n documentElements,\n);\n updateStyleHelper(theme, 'color-primitive-hook-badge-text', documentElements);\n updateStyleHelper(theme, 'color-record-active', documentElements);\n updateStyleHelper(theme, 'color-record-hover', documentElements);\n updateStyleHelper(theme, 'color-record-inactive', documentElements);\n updateStyleHelper(theme, 'color-color-scroll-thumb', documentElements);\n updateStyleHelper(theme, 'color-color-scroll-track', documentElements);\n updateStyleHelper(theme, 'color-search-match', documentElements);\n updateStyleHelper(theme, 'color-shadow', documentElements);\n updateStyleHelper(theme, 'color-search-match-current', documentElements);\n updateStyleHelper(\n theme,\n 'color-selected-tree-highlight-active',\n documentElements,\n);\n updateStyleHelper(\n theme,\n 'color-selected-tree-highlight-inactive',\n documentElements,\n);\n updateStyleHelper(theme, 'color-tab-selected-border', documentElements);\n updateStyleHelper(theme, 'color-text', documentElements);\n updateStyleHelper(theme, 'color-text-invalid', documentElements);\n updateStyleHelper(theme, 'color-text-selected', documentElements);\n updateStyleHelper(theme, 'color-toggle-background-invalid', documentElements);\n updateStyleHelper(theme, 'color-toggle-background-on', documentElements);\n updateStyleHelper(theme, 'color-toggle-background-off', documentElements);\n updateStyleHelper(theme, 'color-toggle-text', documentElements);\n updateStyleHelper(theme, 'color-tooltip-background', documentElements);\n updateStyleHelper(theme, 'color-tooltip-text', documentElements);\n\n // Font smoothing varies based on the theme.\n updateStyleHelper(theme, 'font-smoothing', documentElements);\n\n // Update scrollbar color to match theme.\n // this CSS property is currently only supported in Firefox,\n // but it makes a significant UI improvement in dark mode.\n // https://developer.mozilla.org/en-US/docs/Web/CSS/scrollbar-color\n documentElements.forEach(documentElement => {\n // $FlowFixMe scrollbarColor is missing in CSSStyleDeclaration\n documentElement.style.scrollbarColor = `var(${`--${theme}-color-scroll-thumb`}) var(${`--${theme}-color-scroll-track`})`;\n });\n}\n\nexport {SettingsContext, SettingsContextController};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment} from 'react';\nimport styles from './Badge.css';\n\nimport type {ElementType} from 'react-devtools-shared/src/types';\n\ntype Props = {|\n className?: string,\n hocDisplayNames: Array<string> | null,\n type: ElementType,\n children: React$Node,\n|};\n\nexport default function Badge({\n className,\n hocDisplayNames,\n type,\n children,\n}: Props) {\n if (hocDisplayNames === null || hocDisplayNames.length === 0) {\n return null;\n }\n\n const totalBadgeCount = hocDisplayNames.length;\n\n return (\n <Fragment>\n <div className={`${styles.Badge} ${className || ""}`}>{children} \n {totalBadgeCount > 1 && (\n +{totalBadgeCount - 1} \n)}\n </Fragment>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport styles from './ButtonIcon.css';\n\nexport type IconType =\n | 'add'\n | 'cancel'\n | 'clear'\n | 'close'\n | 'collapsed'\n | 'copy'\n | 'delete'\n | 'down'\n | 'expanded'\n | 'export'\n | 'filter'\n | 'import'\n | 'log-data'\n |

'more'\n | 'next'\n | 'parse-hook-names'\n | 'previous'\n | 'record'\n | 'reload'\n | 'save'\n | 'search'\n | 'settings'\n | 'error'\n | 'suspend'\n | 'undo'\n | 'up'\n | 'view-dom'\n | 'view-source';\n\ntype Props = {|\n className?: string,\n type: IconType,\n|};\n\nexport default function ButtonIcon({className = '', type}: Props) {\n let pathData = null;\n switch (type) {\n   case 'add':\n   pathData = PATH_ADD;\n   break;\n   case 'cancel':\n   pathData = PATH_CANCEL;\n   break;\n   case 'clear':\n   pathData = PATH_CLEAR;\n   break;\n   case 'close':\n   pathData = PATH_CLOSE;\n   break;\n   case 'collapsed':\n   pathData = PATH_COLLAPSED;\n   break;\n   case 'copy':\n   pathData = PATH_COPY;\n   break;\n   case 'delete':\n   pathData = PATH_DELETE;\n   break;\n   case 'down':\n   pathData = PATH_DOWN;\n   break;\n   case 'expanded':\n   pathData = PATH_EXPANDED;\n   break;\n   case 'export':\n   pathData = PATH_EXPORT;\n   break;\n   case 'filter':\n   pathData = PATH_FILTER;\n   break;\n   case 'import':\n   pathData = PATH_IMPORT;\n   break;\n   case 'log-data':\n   pathData = PATH_LOG_DATA;\n   break;\n   case 'more':\n   pathData = PATH_MORE;\n   break;\n   case 'next':\n   pathData = PATH_NEXT;\n   break;\n   case 'parse-hook-names':\n   pathData = PATH_PARSE_HOOK_NAMES;\n   break;\n   case 'previous':\n   pathData = PATH_PREVIOUS;\n   break;\n   case 'record':\n   pathData = PATH_RECORD;\n   break;\n   case 'reload':\n   pathData = PATH_RELOAD;\n   break;\n   case 'save':\n   pathData = PATH_SAVE;\n   break;\n   case 'search':\n   pathData = PATH_SEARCH;\n   break;\n   case 'settings':\n   pathData = PATH_SETTINGS;\n   break;\n   case 'error':\n   pathData = PATH_ERROR;\n   break;\n   case 'suspend':\n   pathData = PATH_SUSPEND;\n   break;\n   case 'undo':\n   pathData = PATH_UNDO;\n   break;\n   case 'up':\n   pathData = PATH_UP;\n   break;\n   case 'view-dom':\n   pathData = PATH_VIEW_DOM;\n   break;\n   case 'view-source':\n   pathData = PATH_VIEW_SOURCE;\n   break;\n   default:\n   console.warn(`Unsupported type \"${type}\" specified for ButtonIcon`);\n   break;\n }\n\n return (\n   <svg\n   xmlns=\"http://www.w3.org/2000/svg\"\n   className={`${styles.ButtonIcon} ${className}`}\n   width=\"24\"\n   height=\"24\"\n   viewBox=\"0 0 24 24\">\n   <path d=\"M0 0h24v24H0z\" fill=\"none\" />\n   {typeof pathData === 'string' ? (\n   <path fill=\"currentColor\" d={pathData} />\n   ) : (\n   pathData\n   )}\n   </svg>\n);\n}\n\nconst PATH_ADD =\n 'M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm5 11h-4v4h-2v-4H7v-2h4V7h2v4h4v2z';\n\nconst PATH_CANCEL = `\n  M19 6.41L17.59 5 12 10.59 6.41 5 5 6.41 10.59 12 5 17.59 6.41 19 12 13.41 17.59 19 19 17.59 13.41 12z\n`;\n\nconst PATH_CLEAR = `\n  M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zM4 12c0-4.42 3.58-8 8-8 1.85 0 3.55.63 4.9 1.69L5.69\n  16.9C4.63 15.55 4 13.85 4 12zm8 8c-1.85 0-3.55-.63-4.9-1.69L18.31 7.1C19.37 8.45 20 10.15 20 12c0 4.42-3.58 8-8 8z\n`;\n\nconst PATH_CLOSE =\n 'M19 6.41L17.59 5 12 10.59 6.41 5 5 6.41 10.59 12 5 17.59 6.41 19 12 13.41 17.59 19 19 17.59 13.41 12z';\n\nconst PATH_COLLAPSED = 'M10 17l5-5-5-5v10z';\n\nconst PATH_COPY = `\n  M3 13h2v-2H3v2zm0 4h2v-2H3v2zm2 4v-2H3a2 2 0 0 0 2 2zM3 9h2V7H3v2zm12 12h2v-2h-2v2zm4-18H9a2 2 0 0 0-2\n  2v10a2 2 0 0 0 2 2h10c1.1 0 2-.9 2-2V5c0-1.1-.9-2-2-2zm0 12H9V5h10v10zm-8 6h2v-2h-2v2zm-4 0h2v-2H7v2z\n`;\n\nconst PATH_DELETE = `\n  M12 2C6.47 2 2 6.47 2 12s4.47 10 10 10 10-4.47 10-10S17.53 2 12 2zm5 13.59L15.59 17 12\n  13.41 8.41 17 7 15.59 10.59 12 7 8.41 8.41 7 12 10.59 15.59 7 17 8.41 13.41 12 17 15.59z\n`;\n\nconst PATH_DOWN = 'M7.41 8.59L12 13.17l4.59-4.58L18 10l-6 6-6-6 1.41-1.41z';\n\nconst PATH_EXPANDED = 'M7 10l5 5 5-5z';\n\nconst PATH_EXPORT = 'M15.82,2.14v7H21l-9,9L3,9.18H8.18v-7ZM3,20.13H21v1.73H3Z';\n\nconst PATH_FILTER = 'M10 18h4v-2h-4v2zM3 6v2h18V6H3zm3 7h12v-2H6v2z';\n\nconst PATH_IMPORT = 'M8.18,18.13v-7H3l9-8.95,9,9H15.82v7ZM3,20.13H21v1.73H3Z';\n\nconst PATH_LOG_DATA = `\n M20 8h-2.81c-.45-.78-1.07-1.45-1.82-1.96L17 4.41 15.59 3l-2.17 2.17C12.96 5.06 12.49 5 12 5c-.49 0-.96.06-1.41.17L8.41\n 3 7 4.41l1.62 1.63C7.88 6.55 7.26 7.22 6.81 8H4v2h2.09c-.05.33-.09.66-.09 1v1H4v2h2v1c0 .34.04.67.09 1H4v2h2.81c1.04\n 1.79 2.97 3 5.19 3s4.15-1.21 5.19-3H20v-2h-2.09c.05-.33.09-.66.09-1v-1h2v-2h-2v-1c0-.34-.04-.67-.09-1H20V8zm-6\n 8h-4v-2h4v2zm0-4h-4v-2h4v2z\n`;\n\nconst PATH_MORE = `\n M12 8c1.1 0 2-.9 2-2s-.9-2-2-2-2 .9-2 2 .9 2 2 2zm0 2c-1.1 0-2 .9-2 2s.9\n 2 2 2 2-.9 2-2-.9-2-2-2zm0 6c-1.1 0-2 .9-2 2s.9 2 2 2 2-.9 2-2-.9-2-2-2z\n`;\n\nconst PATH_NEXT = 'M12 4l-1.41 1.41L16.17 11H4v2h12.17l-5.58 5.59L12 20l8-8z';\n\nconst PATH_PARSE_HOOK_NAMES = (\n <g>\n   <polygon points=\"20,7 20.94,4.94 23,4 20.94,3.06 20,1 19.06,3.06 17,4 19.06,4.94\" />\n   <polygon points=\"8.5,7 9.44,4.94 11.5,4 9.44,3.06 8.5,1 7.56,3.06 5.5,4 7.56,4.94\" />\n   <polygon points=\"20,12.5

19.06,14.56 17,15.5 19.06,16.44 20,18.5 20.94,16.44 23,15.5 20.94,14.56\" />\n <path d=\"M17.71,9.12l-2.83-2.83C14.68,6.1,14.43,6,14.17,6c-0.26,0-0.51,0.1-0.71,0.29L2.29,17.46c-0.39,0.39-0.39,1.02,0,1.41 l2.83,2.83C5.32,21.9,5.57,22,5.83,22s0.51-0.1,0.71-0.29l11.17-11.17C18.1,10.15,18.1,9.51,17.71,9.12z M14.17,8.42l1.41,1.41 L14.41,11L13,9.59L14.17,8.42z M5.83,19.59l-1.41-1.41L11.59,11L13,12.41L5.83,19.59z\" />\n </g>\n);\n\nconst PATH_PREVIOUS =\n 'M20 11H7.83l5.59-5.59L12 4l-8 8 8 8 1.41-1.41L7.83 13H20v-2z';\n\nconst PATH_RECORD = 'M4,12a8,8 0 1,0 16,0a8,8 0 1,0 -16,0';\n\nconst PATH_RELOAD = `\n  M17.65 6.35C16.2 4.9 14.21 4 12 4c-4.42 0-7.99 3.58-7.99 8s3.57 8 7.99 8c3.73 0\n  6.84-2.55 7.73-6h-2.08c-.82 2.33-3.04 4-5.65 4-3.31 0-6-2.69-6-6s2.69-6 6-6c1.66 0\n  3.14.69 4.22 1.78L13 11h7V4l-2.35 2.35z\n`;\n\nconst PATH_SAVE = `\n  M17 3H5c-1.11 0-2 .9-2 2v14c0 1.1.89 2 2 2h14c1.1 0 2-.9 2-2V7l-4-4zm-5 16c-1.66 0-3-1.34-3-3s1.34-3 3-3 3 1.34 3 3-1.34 3-3 3zm3-10H5V5h10v4z\n`;\n\nconst PATH_SEARCH = `\n  M8.5,22H3.7l-1.4-1.5V3.8l1.3-1.5h17.2l1,1.5v4.9h-1.3V4.3l-0.4-0.6H4.2L3.6,4.3V20l0.7,0.7h4.2V22z\n  M23,13.9l-4.6,3.6l4.6,4.6l-1.1,1.1l-4.7-4.4l-3.3,4.4l-3.2-12.3L23,13.9z\n`;\n\nconst PATH_SETTINGS = `\n M19.43 12.98c.04-.32.07-.64.07-.98s-.03-.66-.07-.98l2.11-1.65c.19-.15.24-.42.12-.64l-2-3.46c-.12-.22-.39-.3-.61-.22l-2.49\n 1c-.52-.4-1.08-.73-1.69-.98l-.38-2.65C14.46 2.18 14.25 2 14 2h-4c-.25 0-.46.18-.49.42l-.38\n 2.65c-.61.25-1.17.59-1.69.98l-2.49-1c-.23-.09-.49 0-.61.22l-2 3.46c-.13.22-.07.49.12.64l2.11\n 1.65c-.04.32-.07.65-.07.98s.03.66.07.98l-2.11 1.65c-.19.15-.24.42-.12.64l2 3.46c.12.22.39.3.61.22l2.49-1c.52.4\n 1.08.73 1.69.98l.38 2.65c.03.24.24.42.49.42h4c.25 0 .46-.18.49-.42l.38-2.65c.61-.25 1.17-.59 1.69-.98l2.49\n 1c.23.09.49 0 .61-.22l2-3.46c.12-.22.07-.49-.12-.64l-2.11-1.65zM12 15.5c-1.93 0-3.5-1.57-3.5-3.5s1.57-3.5\n 3.5-3.5 3.5 1.57 3.5 3.5-1.57 3.5-3.5 3.5z\n`;\n\nconst PATH_ERROR =\n  'M12 2C6.48 2 2 6.48 2 12s4.48 10 10 10 10-4.48 10-10S17.52 2 12 2zm1 15h-2v-2h2v2zm0-4h-2V7h2v6z';\n\nconst PATH_SUSPEND = `\n M15 1H9v2h6V1zm-4 13h2V8h-2v6zm8.03-6.61l1.42-1.42c-.43-.51-.9-.99-1.41-1.41l-1.42 1.42C16.07 4.74 14.12 4 12 4c-4.97\n 0-9 4.03-9 9s4.02 9 9 9 9-4.03 9-9c0-2.12-.74-4.07-1.97-5.61zM12 20c-3.87 0-7-3.13-7-7s3.13-7 7-7 7 3.13 7 7-3.13 7-7 7z\n`;\n\nconst PATH_UNDO = `\n M12.5 8c-2.65 0-5.05.99-6.9 2.6L2 7v9h9l-3.62-3.62c1.39-1.16 3.16-1.88 5.12-1.88\n 3.54 0 6.55 2.31 7.6 5.5l2.37-.78C21.08 11.03 17.15 8 12.5 8z\n`;\n\nconst PATH_UP = 'M7.41 15.41L12 10.83l4.59 4.58L18 14l-6-6-6 6z';\n\nconst PATH_VIEW_DOM = `\n M12 4.5C7 4.5 2.73 7.61 1 12c1.73 4.39 6 7.5 11 7.5s9.27-3.11 11-7.5c-1.73-4.39-6-7.5-11-7.5zM12\n 17c-2.76 0-5-2.24-5-5s2.24-5 5-5 5 2.24 5 5-2.24 5-5 5zm0-8c-1.66 0-3 1.34-3 3s1.34 3 3 3\n 3-1.34 3-3-1.34-3-3-3z\n`;\n\nconst PATH_VIEW_SOURCE = `\n M9.4 16.6L4.8 12l4.6-4.6L8 6l-6 6 6 6 1.4-1.4zm5.2 0l4.6-4.6-4.6-4.6L16 6l6 6-6 6-1.4-1.4z\n `;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext, useMemo, useState} from 'react';\nimport Store from 'react-devtools-shared/src/devtools/store';\nimport Badge from './Badge';\nimport ButtonIcon from '../ButtonIcon';\nimport {createRegExp} from '../utils';\nimport {TreeDispatcherContext, TreeStateContext} from './TreeContext';\nimport {SettingsContext} from '../Settings/SettingsContext';\nimport {StoreContext} from '../context';\nimport {useSubscription} from '../hooks';\n\nimport type {ItemData} from './Tree';\nimport type {Element as ElementType} from './types';\n\nimport styles from './Element.css';\nimport Icon from '../Icon';\n\ntype Props = {\n data: ItemData,\n index: number,\n style: Object,\n ...\n};\n\nexport default function Element({data, index, style}: Props) {\n const store = useContext(StoreContext);\n const {ownerFlatTree, ownerID, selectedElementID} = useContext(\n   TreeStateContext,\n);\n const dispatch = useContext(TreeDispatcherContext);\n const {showInlineWarningsAndErrors} = React.useContext(SettingsContext);\n\n const element =\n   ownerFlatTree !== null\n   ? ownerFlatTree[index]\n   : store.getElementAtIndex(index);\n\n const [isHovered, setIsHovered] = useState(false);\n\n const {isNavigatingWithKeyboard, onElementMouseEnter, treeFocused} = data;\n const id = element === null ? null : element.id;\n const isSelected = selectedElementID === id;\n\n const errorsAndWarningsSubscription = useMemo(\n   () => ({\n   getCurrentValue: () =>\n   element === null\n   ? {errorCount: 0, warningCount: 0}\n   : store.getErrorAndWarningCountForElementID(element.id),\n   subscribe: (callback: Function) => {\n   store.addListener('mutated', callback);\n   return () => store.removeListener('mutated', callback);\n   },\n   }),\n   [store, element],\n);\n const {errorCount, warningCount} = useSubscription<{|\n   errorCount: number,\n   warningCount: number,\n

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|}>(errorsAndWarningsSubscription);\n\n  const handleDoubleClick = () => {\n    if (id !== null) {\n
dispatch({type: 'SELECT_OWNER', payload: id});\n    }\n  };\n\n  const handleMouseDown = ({metaKey}) => {\n
 if (id !== null) {\n      dispatch({\n        type: 'SELECT_ELEMENT_BY_ID',\n        payload: metaKey ? null : id,\n
   });\n    }\n  };\n\n  const handleMouseEnter = () => {\n    setIsHovered(true);\n    if (id !== null) {\n
onElementMouseEnter(id);\n    }\n  };\n\n  const handleMouseLeave = () => {\n    setIsHovered(false);\n  };\n\n
const handleKeyDoubleClick = event => {\n    // Double clicks on key value are used for text selection (if the text
has been truncated).\n    // They should not enter the owners tree view.\n    event.stopPropagation();\n
event.preventDefault();\n  };\n\n  // Handle elements that are removed from the tree while an async render is in
progress.\n  if (element == null) {\n    console.warn(`<Element> Could not find element at index ${index}`);\n\n    //
This return needs to happen after hooks, since hooks can't be conditional.\n    return null;\n  }\n\n  const {\n
depth,\n    displayName,\n    hocDisplayNames,\n    key,\n    type,\n  } = ((element: any): ElementType);\n\n  let
className = styles.Element;\n  if (isSelected) {\n    className = treeFocused\n      ? styles.SelectedElement\n      :
styles.InactiveSelectedElement;\n  } else if (isHovered && !isNavigatingWithKeyboard) {\n    className =
styles.HoveredElement;\n  }\n\n  return (\n    <div\n      className={className}\n
onMouseEnter={handleMouseEnter}\n      onMouseLeave={handleMouseLeave}\n
onMouseDown={handleMouseDown}\n      onDoubleClick={handleDoubleClick}\n      style={style}\n      data-
depth={depth}>\n      {/* This wrapper is used by Tree for measurement purposes. */}\n      <div\n
className={styles.Wrapper}\n        style={{\n          // Left offset presents the appearance of a nested tree
structure.\n          // We must use padding rather than margin/left because of the selected background color.\n
transform: `translateX(calc(${depth} * var(--indentation-size)))`,\n        }}>\n        {ownerID === null ? (\n
<ExpandCollapseToggle element={element} store={store} />\n        ) : null}\n        <DisplayName
displayName={displayName} id={((id: any): number)} />\n        {key && (\n          <Fragment>\n
 <span className={styles.KeyName}>key</span>=\"\n            <span\n
className={styles.KeyValue}\n              title={key}\n              onDoubleClick={handleKeyDoubleClick}>\n
 {key}\n            </span>\n            \"\n          </Fragment>\n        )}\n        {hocDisplayNames !== null &&
hocDisplayNames.length > 0 ? (\n          <Badge\n            className={styles.Badge}\n
hocDisplayNames={hocDisplayNames}\n            type={type}>\n            <DisplayName\n
displayName={hocDisplayNames[0]}\n              id={((id: any): number)}\n            />\n          </Badge>\n        ) :
null}\n        {showInlineWarningsAndErrors && errorCount > 0 && (\n          <Icon\n            type=\"error\"\n
className={\n              isSelected && treeFocused\n                ? styles.ErrorIconContrast\n                :
styles.ErrorIcon\n            }\n          />\n        )}\n        {showInlineWarningsAndErrors && warningCount > 0 && (\n
          <Icon\n            type=\"warning\"\n            className={\n              isSelected && treeFocused\n                ?
styles.WarningIconContrast\n                : styles.WarningIcon\n            }\n          />\n        )}\n      </div>\n    </div>\n
);\n}\n\n// Prevent double clicks on toggle from drilling into the owner list.\nconst swallowDoubleClick = event =>
{\n  event.preventDefault();\n  event.stopPropagation();\n};\n\ntype ExpandCollapseTogglePropsProps = {|\n  element:
ElementType,\n  store: Store,\n|};\n\nfunction ExpandCollapseToggle({element, store}:
ExpandCollapseTogglePropsProps) {\n  const {children, id, isCollapsed} = element;\n\n  const toggleCollapsed = event
=> {\n    event.preventDefault();\n    event.stopPropagation();\n\n    store.toggleIsCollapsed(id, !isCollapsed);\n
};\n\n  const stopPropagation = event => {\n    // Prevent the row from selecting\n    event.stopPropagation();\n
};\n\n  if (children.length === 0) {\n    return <div className={styles.ExpandCollapseToggle} />;\n  }\n\n  return
(\n    <div\n      className={styles.ExpandCollapseToggle}\n      onMouseDown={stopPropagation}\n
onClick={toggleCollapsed}\n      onDoubleClick={swallowDoubleClick}>\n      <ButtonIcon type={isCollapsed ?
'collapsed' : 'expanded'} />\n    </div>\n  );\n}\n\ntype DisplayNameProps = {|\n  displayName: string | null,\n  id:
number,\n|};\n\nfunction DisplayName({displayName, id}: DisplayNameProps) {\n  const {searchIndex,
searchResults, searchText} = useContext(TreeStateContext);\n  const isSearchResult = useMemo(() => {\n    return
searchResults.includes(id);\n  }, [id, searchResults]);\n  const isCurrentResult =\n    searchIndex !== null && id ===
searchResults[searchIndex];\n\n  if (!isSearchResult || displayName === null) {\n    return displayName;\n  }\n\n
const match = createRegExp(searchText).exec(displayName);\n\n  if (match === null) {\n    return displayName;\n
```

}\n\n const startIndex = match.index;\n const stopIndex = startIndex + match[0].length;\n\n const children = [];\n if (startIndex > 0) {\n   children.push(<span key=\"begin\">{displayName.slice(0, startIndex)});\n }\n children.push(\n   <mark\n   key=\"middle\"\n   className={isCurrentResult ? styles.CurrentHighlight : styles.Highlight}>\n   {displayName.slice(startIndex, stopIndex)}\n   </mark>,\n);\n if (stopIndex < displayName.length) {\n   children.push(<span key=\"end\">{displayName.slice(stopIndex)});\n }\n\n return children;\n}\n","import { useState, useEffect } from \"react\";\n\n// Could use UUID but if we hit 9,007,199,254,740,991 unique components over\n// the lifetime of the app before it gets reloaded, I mean ... come on.\n// I don't even know what xillion that is.\n// /me googles\n// Oh duh, quadrillion. Nine quadrillion components. I think we're okay.\nvar id = 0;\nvar genId = function genId() {\n return ++id;\n};\n\nexport var useId = function useId() {\n var _useState = useState(null),\n   id = _useState[0],\n   setId = _useState[1];\n\n useEffect(function () {\n   return setId(genId());\n }, []);\n return id;\n};","var checkedPkgs = {};\n\nvar checkStyles = function checkStyles() {};\n\nif (process.env.NODE_ENV !== \"production\") {\n checkStyles = function checkStyles(pkg) {\n   // only check once per package\n   if (checkedPkgs[pkg]) return;\n   checkedPkgs[pkg] = true;\n\n   if (parseInt(window.getComputedStyle(document.body).getPropertyValue(\"--reach-\" + pkg), 10) !== 1) {\n   console.warn(\"@reach/\" + pkg + \" styles not found. If you are using a bundler like webpack or parcel include this in the entry file of your app before any of your own styles:\\n\\n   import \\\"@reach/\" + pkg + \"/styles.css\\\";\\n\\n Otherwise you'll need to include them some other way:\\n\\n   <link rel=\\\"stylesheet\\\" type=\\\"text/css\\\" href=\\\"node_modules/@reach/\" + pkg + \"/styles.css\\\" />\\n\\n For more information visit https://ui.reach.tech/styling.\\n \");\n   }\n };\n}\n\nexport { checkStyles };\n\nexport var wrapEvent = function wrapEvent(theirHandler, ourHandler) {\n return function (event) {\n   theirHandler && theirHandler(event);\n   if (!event.defaultPrevented) {\n   return ourHandler(event);\n   }\n };\n};\n\nexport var assignRef = function assignRef(ref, value) {\n if (ref == null) return;\n if (typeof ref === \"function\") {\n   ref(value);\n } else {\n   try {\n   ref.current = value;\n   } catch (error) {\n   throw new Error(\"Cannot assign value \\\"\" + value + \"\\\" to ref \\\"\" + ref + \"\\\"\");\n   }\n }\n};","function _classCallCheck(instance, Constructor) { if (!(instance instanceof Constructor)) { throw new TypeError(\"Cannot call a class as a function\"); } }\n\nfunction _possibleConstructorReturn(self, call) { if (!self) { throw new ReferenceError(\"this hasn't been initialised - super() hasn't been called\"); } return call && (typeof call === \"object\" || typeof call === \"function\") ? call : self; }\n\nfunction _inherits(subClass, superClass) { if (typeof superClass !== \"function\" && superClass !== null) { throw new TypeError(\"Super expression must either be null or a function, not \" + typeof superClass); } subClass.prototype = Object.create(superClass && superClass.prototype, { constructor: { value: subClass, enumerable: false, writable: true, configurable: true } }); if (superClass) Object.setPrototypeOf ? Object.setPrototypeOf(subClass, superClass) : subClass.__proto__ = superClass; }\n\nfunction _objectWithoutProperties(obj, keys) { var target = {}; for (var i in obj) { if (keys.indexOf(i) >= 0) continue; if (!Object.prototype.hasOwnProperty.call(obj, i)) continue; target[i] = obj[i]; } return target; }\n\nimport React from \"react\";\nimport { object, func, oneOfType, node } from \"prop-types\";\n\nvar cleanProps = function cleanProps(props) {\n var initialState = props.initialState,\n   getInitialState = props.getInitialState,\n   refs = props.refs,\n   getRefs = props.getRefs,\n   didMount = props.didMount,\n   didUpdate = props.didUpdate,\n   willUnmount = props.willUnmount,\n   getSnapshotBeforeUpdate = props.getSnapshotBeforeUpdate,\n   shouldUpdate = props.shouldUpdate,\n   render = props.render,\n   rest = _objectWithoutProperties(props, [\"initialState\", \"getInitialState\", \"refs\", \"getRefs\", \"didMount\", \"didUpdate\", \"willUnmount\", \"getSnapshotBeforeUpdate\", \"shouldUpdate\", \"render\"]);\n\n return rest;\n};\n\nvar Component = function (_React$Component) {\n _inherits(Component, _React$Component);\n\n function Component() {\n   var _temp, _this, _ret;\n\n   _classCallCheck(this, Component);\n\n   for (var _len = arguments.length, args = Array(_len), _key = 0; _key < _len; _key++) {\n   args[_key] = arguments[_key];\n   }\n\n   return _ret = (_temp = (_this = _possibleConstructorReturn(this, _React$Component.call.apply(_React$Component, [this].concat(args))), _this), _initialiseProps.call(_this), _temp), _possibleConstructorReturn(_this, _ret);\n }\n\n Component.prototype.getArgs = function getArgs() {\n   var state = this.state,\n   props = this.props,\n   setState = this._setState,\n   forceUpdate = this._forceUpdate,\n   refs = this._refs;\n\n   return {\n   state: state,\n   props:

cleanProps(props),\n refs: refs,\n setState: setState,\n forceUpdate: forceUpdate\n };\n };\n\n Component.prototype.componentDidMount = function componentDidMount() {\n if (this.props.didMount) this.props.didMount(this.getArgs());\n };\n\n Component.prototype.shouldComponentUpdate = function shouldComponentUpdate(nextProps, nextState) {\n if (this.props.shouldUpdate) return this.props.shouldUpdate({\n props: this.props,\n state: this.state,\n nextProps: cleanProps(nextProps),\n nextState: nextState\n });else return true;\n };\n\n Component.prototype.componentWillUnmount = function componentWillUnmount() {\n if (this.props.willUnmount) this.props.willUnmount({\n state: this.state,\n props: cleanProps(this.props),\n refs: this._refs\n });\n };\n\n Component.prototype.componentDidUpdate = function componentDidUpdate(prevProps, prevState, snapshot) {\n if (this.props.didUpdate) this.props.didUpdate(Object.assign(this.getArgs(), {\n prevProps: cleanProps(prevProps),\n prevState: prevState\n }), snapshot);\n };\n\n Component.prototype.getSnapshotBeforeUpdate = function getSnapshotBeforeUpdate(prevProps, prevState) {\n if (this.props.getSnapshotBeforeUpdate) {\n return this.props.getSnapshotBeforeUpdate(Object.assign(this.getArgs(), {\n prevProps: cleanProps(prevProps),\n prevState: prevState\n }));\n } else {\n return null;\n }\n };\n\n Component.prototype.render = function render() {\n var _props = this.props,\n children = _props.children,\n render = _props.render;\n\n return render ? render(this.getArgs()) : typeof children === \"function\" ? children(this.getArgs()) : children || null;\n };\n\n return Component;\n}(React.Component);\n\nComponent.defaultProps = {\n getInitialState: function getInitialState() {},\n getRefs: function getRefs() {\n return {};\n }\n};\n\nvar _initialiseProps = function _initialiseProps() {\n var _this2 = this;\n\n this.state = this.props.initialState || this.props.getInitialState(this.props);\n this._refs = this.props.refs || this.props.getRefs(this.getArgs());\n\n this._setState = function () {\n return _this2.setState.apply(_this2, arguments);\n };\n\n this._forceUpdate = function () {\n return _this2.forceUpdate.apply(_this2, arguments);\n };\n};\n\nprocess.env.NODE_ENV !== \"production\" ? Component.propTypes = {\n initialState: object,\n getInitialState: func,\n refs: object,\n getRefs: func,\n didMount: func,\n didUpdate: func,\n willUnmount: func,\n getSnapshotBeforeUpdate: func,\n shouldUpdate: func,\n render: func,\n children: oneOfType([func, node])\n} : void 0;\n\n\nexport default Component;","import React from \"react\";\nimport { createPortal } from \"react-dom\";\nimport Component from \"@reach/component-component\";\n\nvar Portal = function Portal(_ref) {\n var children = _ref.children,\n _ref$type = _ref.type,\n type = _ref$type === undefined ? \"reach-portal\" : _ref$type;\n return React.createElement(Component, {\n getRefs: function getRefs() {\n return { mountNode: null, portalNode: null };\n },\n didMount: function didMount(_ref2) {\n var refs = _ref2.refs,\n forceUpdate = _ref2.forceUpdate;\n\n // It's possible that the content we are portal has, itself, been portaled.\n // In that case, it's important to append to the correct document element.\n var ownerDocument = refs.mountNode.ownerDocument;\n refs.portalNode = ownerDocument.createElement(type);\n ownerDocument.body.appendChild(refs.portalNode);\n forceUpdate();\n },\n willUnmount: function willUnmount(_ref3) {\n var portalNode = _ref3.refs.portalNode;\n\n portalNode.ownerDocument.body.removeChild(portalNode);\n },\n render: function render(_ref4) {\n var refs = _ref4.refs;\n var portalNode = refs.portalNode;\n\n if (!portalNode) {\n return React.createElement(\"div\", { ref: function ref(div) {\n return refs.mountNode = div;\n } });\n } else {\n return createPortal(children, portalNode);\n }\n }\n });\n};\n\nexport default Portal;","var _extends = Object.assign || function (target) { for (var i = 1; i < arguments.length; i++) { var source = arguments[i]; for (var key in source) { if (Object.prototype.hasOwnProperty.call(source, key)) { target[key] = source[key]; } } } return target; };\n\nimport React from \"react\";\n\nvar style = {\n border: 0,\n clip: \"rect(0 0 0 0)\",\n height: \"1px\",\n width: \"1px\",\n margin: \"-1px\",\n padding: 0,\n overflow: \"hidden\",\n position: \"absolute\"\n};\n\nexport default (function (props) {\n return React.createElement(\"div\", _extends({ style: style }, props));\n});","let props = [\"width\", \"height\", \"top\", \"right\", \"bottom\", \"left\"];\n\nlet rectChanged = (a = {}, b = {}) => props.some(prop => a[prop] !== b[prop]);\n\nexport default (node, cb) => {\n let rect;\n let rafId;\n\n let observe = () => {\n let newRect = node.getBoundingClientRect();\n if (rectChanged(newRect, rect)) {\n rect = newRect;\n cb(rect);\n }\n rafId = requestAnimationFrame(observe);\n };\n\n let unobserve = () => {\n

cancelAnimationFrame(rafId);\n };\n\n return { observe, unobserve };\n};\n","var _extends = Object.assign || function (target) { for (var i = 1; i < arguments.length; i++) { var source = arguments[i]; for (var key in source) { if (Object.prototype.hasOwnProperty.call(source, key)) { target[key] = source[key]; } } } return target; };\n\nimport React, { useRef, useState, useLayoutEffect } from \"react\";\nimport Component from \"@reach/component-component\";\nimport observeRect from \"@reach/observe-rect\";\nimport { func, bool } from \"prop-types\";\n\nvar render = function render(_ref) {\n var refs = _ref.refs,\n   children = _ref.props.children,\n   rect = _ref.state.rect;\n return children({ ref: function ref(node) {\n   return refs.node = node;\n   }, rect: rect });\n};\n\nvar didMount = function didMount(_ref2) {\n var setState = _ref2.setState,\n   refs = _ref2.refs,\n   props = _ref2.props;\n\n if (!refs.node) {\n   console.warn(\"You need to place the ref\");\n   return;\n }\n refs.observer = observeRect(refs.node, function (rect) {\n   props.onChange && props.onChange(rect);\n   setState({ rect: rect });\n });\n if (props.observe) {\n   refs.observer.observe();\n }\n};\n\nvar didUpdate = function didUpdate(_ref3) {\n var refs = _ref3.refs,\n   props = _ref3.props,\n   prevProps = _ref3.prevProps;\n\n if (props.observe && !prevProps.observe) {\n   refs.observer.observe();\n } else if (!props.observe && prevProps.observe) {\n   refs.observer.unobserve();\n }\n};\n\nvar willUnmount = function willUnmount(_ref4) {\n var refs = _ref4.refs;\n\n refs.observer.unobserve();\n};\n\nvar Rect = function Rect(props) {\n return React.createElement(Component, _extends({}, props, {\n   refs: {\n   node: undefined,\n   observer: undefined\n   },\n   initialState: {\n   rect: undefined\n   },\n   didMount: didMount,\n   didUpdate: didUpdate,\n   willUnmount: willUnmount,\n   render: render\n }));\n};\n\nprocess.env.NODE_ENV !== \"production\" ? Rect.propTypes = {\n children: func,\n observe: bool,\n onChange: func\n} : void 0;\n\nRect.defaultProps = {\n observe: true\n};\n\nexport function useRect(nodeRef) {\n var observe = arguments.length > 1 && arguments[1] !== undefined ? arguments[1] : true;\n\n var _useState = useState(null),\n   rect = _useState[0],\n   setRect = _useState[1];\n\n var observerRef = useRef(null);\n useLayoutEffect(function () {\n   if (!observerRef.current) {\n   observerRef.current = observeRect(nodeRef.current, setRect);\n   }\n   if (observe) {\n   observerRef.current.observe();\n   }\n   return function () {\n   return observerRef.current.unobserve();\n   };\n }, [observe]);\n return rect;\n}\n\nexport default Rect;","var _extends = Object.assign || function (target) { for (var i = 1; i < arguments.length; i++) { var source = arguments[i]; for (var key in source) { if (Object.prototype.hasOwnProperty.call(source, key)) { target[key] = source[key]; } } } return target; };\n\nvar _states;\n\nfunction _objectWithoutProperties(obj, keys) { var target = {}; for (var i in obj) { if (keys.indexOf(i) >= 0) continue; if (!Object.prototype.hasOwnProperty.call(obj, i)) continue; target[i] = obj[i]; } return target; }\n\n//\n// Welcome to @reach/tooltip!\n//\n// Quick definitions:\n//\n// - \"on rest\" or \"rested on\": describes when the element receives mouse hover\n//   after a short delay (and hopefully soon, touch longpress).\n//\n// - \"activation\": describes a mouse click, keyboard enter, or keyboard space.\n//\n// Only one tooltip can be visible at a time, so we use a global state chart to\n// describe the various states and transitions between states that are\n// possible. With the all the timeouts involved with tooltips it's important to\n// \"make impossible states impossible\" with a state machine.\n//\n// It's also okay to use these module globals because you don't server render\n// tooltips. None of the state is changed outside of user events.\n//\n// There are a few features that are important to understand.\n//\n// 1. Tooltips don't show up until the user has rested on one, we don't\n//   want tooltips popupping up as you move your mouse around the page.\n//\n// 2. Once any tooltip becomes visible, other tooltips nearby should skip\n//   resting and display immediately.\n//\n// 3. Tooltips stick around for a little bit after blur/mouseleave.\n//\n// TODO: Research longpress tooltips on Android, iOS\n// - Probably want to position it by default above, since your thumb\n//   is below and would cover it\n// - I'm thinking after longpress, display the tooltip and cancel any click\n//   events. Then on touchend, so they can read it display the tooltip for\n//   a little while longer in case their hand was obstructing the tooltip.\n\n/* eslint-disable default-case */\n\nimport React, { Fragment, cloneElement, Children, useState, useRef, forwardRef, useEffect } from \"react\";\nimport { useId } from \"@reach/auto-id\";\nimport { wrapEvent, checkStyles } from \"@reach/utils\";\nimport Portal from \"@reach/portal\";\nimport VisuallyHidden from \"@reach/visually-hidden\";\nimport { useRect } from \"@reach/rect\";\nimport { node, string, func } from \"prop-types\";\n\n//\n// ~The states~\n\n// nothing goin' on\nvar

IDLE = \"idle\";\n\n// we're considering showing the tooltip, but we're gonna wait a sec\nvar FOCUSED = \"focused\";\n\n// IT'S ON\nvar VISIBLE = \"visible\";\n\n// Focus has left, but we want to keep it visible for a sec\nvar LEAVING_VISIBLE = \"leavingVisible\";\n\n// The user clicked the tool, so we want to hide the thing, we can't just use\n// IDLE because we need to ignore mousemove, etc.\nvar DISMISSED = \"dismissed\";\n\nvar chart = {\n initial: IDLE,\n states: (_states = {}, _states[IDLE] = {\n   enter: clearContextId,\n   on: {\n   mouseenter: FOCUSED,\n   focus: VISIBLE\n   }\n }, _states[FOCUSED] = {\n   enter: startRestTimer,\n   leave: clearRestTimer,\n   on: {\n   mousemove: FOCUSED,\n   mouseleave: IDLE,\n   mousedown: DISMISSED,\n   blur: IDLE,\n   rest: VISIBLE\n   }\n }, _states[VISIBLE] = {\n   on: {\n   focus: FOCUSED,\n   mouseenter: FOCUSED,\n   mouseleave: LEAVING_VISIBLE,\n   blur: LEAVING_VISIBLE,\n   mousedown: DISMISSED,\n   selectWithKeyboard: DISMISSED,\n   globalMouseMove: LEAVING_VISIBLE\n   }\n }, _states[LEAVING_VISIBLE] = {\n   enter: startLeavingVisibleTimer,\n   leave: function leave() {\n   clearLeavingVisibleTimer();\n   clearContextId();\n   },\n   on: {\n   mouseenter: VISIBLE,\n   focus: VISIBLE,\n   timecomplete: IDLE\n   }\n }, _states[DISMISSED] = {\n   leave: function leave() {\n   // allows us to come on back later w/o entering something else first\n   context.id = null;\n   },\n   on: {\n   mouseleave: IDLE,\n   blur: IDLE\n   }\n }, _states)\n};\n\n// chart context allows us to persist some data around, in Tooltip all we use\n// is the id of the current tooltip being interacted with.\nvar context = { id: null };\nvar state = chart.initial;\n\n//\n// Finds the next state from the current state + action. If the chart doesn't\n// describe that transition, it will throw.\n//\n// It also manages lifecycles of the machine, (enter/leave hooks on the state\n// chart)\nfunction transition(action, newContext) {\n var stateDef = chart.states[state];\n var nextState = stateDef.on[action];\n\n // Really useful for debugging\n // console.log({ action, state, nextState, contextId: context.id });\n\n if (!nextState) {\n   throw new Error(\"Unknown state for action \\\"\" + action + \"\\\" from state \\\"\" + state + \"\\\"\");\n }\n\n if (stateDef.leave) {\n   stateDef.leave();\n }\n\n if (newContext) {\n   context = newContext;\n }\n\n var nextDef = chart.states[nextState];\n if (nextDef.enter) {\n   nextDef.enter();\n }\n\n state = nextState;\n notify();\n}\n\n//\n// Subscriptions:\n//\n// We could require apps to render a <TooltipProvider> around the app and use\n// React context to notify Tooltips of changes to our state machine, instead\n// we manage subscriptions ourselves and simplify the Tooltip API.\n//\n// Maybe if default context could take a hook (instead of just a static value)\n// that was rendered at the root for us, that'd be cool! But it doesn't.\nvar subscriptions = [];\n\nfunction subscribe(fn) {\n subscriptions.push(fn);\n return function () {\n   subscriptions.splice(subscriptions.indexOf(fn), 1);\n };\n}\n\nfunction notify() {\n subscriptions.forEach(function (fn) {\n   return fn(state, context);\n });\n}\n\n//\// Timeouts:\n\n// Manages when the user \"rests\" on an element. Keeps the interface from being\n// flashing tooltips all the time as the user moves the mouse around the screen.\nvar restTimeout = void 0;\n\nfunction startRestTimer() {\n clearTimeout(restTimeout);\n restTimeout = setTimeout(function () {\n   return transition(\"rest\");\n }, 100);\n}\n\nfunction clearRestTimer() {\n clearTimeout(restTimeout);\n}\n\n// Manages the delay to hide the tooltip after rest leaves.\nvar leavingVisibleTimer = void 0;\n\nfunction startLeavingVisibleTimer() {\n clearTimeout(leavingVisibleTimer);\n leavingVisibleTimer = setTimeout(function () {\n   return transition(\"timecomplete\");\n }, 500);\n}\n\nfunction clearLeavingVisibleTimer() {\n clearTimeout(leavingVisibleTimer);\n}\n\n// allows us to come on back later w/o entering something else first after the\n// user leaves or dismisses\nfunction clearContextId() {\n context.id = null;\n}\n\n//\n// THE HOOK! It's about time we got to the goods!\nexport function useTooltip() {\n var _ref = arguments.length > 0 && arguments[0] !== undefined ? arguments[0] : {},\n   onMouseEnter = _ref.onMouseEnter,\n   onMouseMove = _ref.onMouseMove,\n   onMouseLeave = _ref.onMouseLeave,\n   onFocus = _ref.onFocus,\n   onBlur = _ref.onBlur,\n   onKeyDown = _ref.onKeyDown,\n   onMouseDown = _ref.onMouseDown,\n   ref = _ref.ref,\n   DEBUG_STYLE = _ref.DEBUG_STYLE;\n\n var id = \"tooltip:\" + useId();\n\n var _useState = useState(DEBUG_STYLE ? true : context.id === id && state === VISIBLE),\n   isVisible = _useState[0],\n   setIsVisible = _useState[1];\n\n // hopefully they always pass a ref if they ever pass one\n\n\n var triggerRef = ref || useRef();\n var triggerRect =

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useRect(triggerRef, isVisible);\n\n  useEffect(function () {\n    return subscribe(function () {\n      if (context.id ===
id && (state === VISIBLE || state === LEAVING_VISIBLE)) {\n        setIsVisible(true);\n      } else {\n
setIsVisible(false);\n      }\n    });\n  }, [id]);\n\n  useEffect(function () {\n    return checkStyles(\"tooltip\");\n  });\n\n
var handleMouseEnter = function handleMouseEnter() {\n    switch (state) {\n      case IDLE:\n      case VISIBLE:\n
  case LEAVING_VISIBLE:\n        {\n          transition(\"mouseenter\", { id: id });\n        }\n    }\n  };\n\n  var
handleMouseMove = function handleMouseMove() {\n    switch (state) {\n      case FOCUSED:\n        {\n
transition(\"mousemove\", { id: id });\n        }\n    }\n  };\n\n  var handleFocus = function handleFocus(event) {\n
if (window.__REACH_DISABLE_TOOLTIPS) return;\n    switch (state) {\n      case IDLE:\n      case VISIBLE:\n
  case LEAVING_VISIBLE:\n        {\n          transition(\"focus\", { id: id });\n        }\n    }\n  };\n\n  var
handleMouseLeave = function handleMouseLeave() {\n    switch (state) {\n      case FOCUSED:\n      case
VISIBLE:\n      case DISMISSED:\n        {\n          transition(\"mouseleave\");\n        }\n    }\n  };\n\n  var
handleBlur = function handleBlur() {\n    // Allow quick click from one tool to another\n    if (context.id !== id)
return;\n    switch (state) {\n      case FOCUSED:\n      case VISIBLE:\n      case DISMISSED:\n        {\n
transition(\"blur\");\n        }\n    }\n  };\n\n  var handleMouseDown = function handleMouseDown() {\n    // Allow
quick click from one tool to another\n    if (context.id !== id) return;\n    switch (state) {\n      case FOCUSED:\n
case VISIBLE:\n        {\n          transition(\"mousedown\");\n        }\n    }\n  };\n\n  var handleKeyDown = function
handleKeyDown(event) {\n    if (event.key === \"Enter\" || event.key === \" \") {\n      switch (state) {\n        case
VISIBLE:\n          {\n            transition(\"selectWithKeyboard\");\n          }\n      }\n    }\n  };\n\n  var trigger = {\n
\"aria-describedby\": id,\n    \"data-reach-tooltip-trigger\": \"\",\n    ref: triggerRef,\n    onMouseEnter:
wrapEvent(onMouseEnter, handleMouseEnter),\n    onMouseMove: wrapEvent(onMouseMove,
handleMouseMove),\n    onFocus: wrapEvent(onFocus, handleFocus),\n    onBlur: wrapEvent(onFocus,
handleBlur),\n    onMouseLeave: wrapEvent(onMouseLeave, handleMouseLeave),\n    onKeyDown:
wrapEvent(onKeyDown, handleKeyDown),\n    onMouseDown: wrapEvent(onMouseDown, handleMouseDown)\n
};\n\n  var tooltip = {\n    id: id,\n    triggerRect: triggerRect,\n    isVisible: isVisible\n  };\n\n  return [trigger, tooltip,
isVisible];\n}\n\n//////////////////////////////////////////////////////////////////////////////////////////////////\nexport default function Tooltip(_ref2) {\n
var children = _ref2.children,\n      label = _ref2.label,\n      ariaLabel = _ref2.ariaLabel,\n      DEBUG_STYLE =
_ref2.DEBUG_STYLE,\n      rest = _objectWithoutProperties(_ref2, [\"children\", \"label\", \"ariaLabel\",
\"DEBUG_STYLE\"]);\n\n  var _useTooltip = useTooltip({ DEBUG_STYLE: DEBUG_STYLE }),\n      trigger =
_useTooltip[0],\n      tooltip = _useTooltip[1];\n\n  return React.createElement(\n    Fragment,\n    null,\n
cloneElement(Children.only(children), trigger),\n    React.createElement(TooltipPopup, _extends({\n      label:
label,\n      ariaLabel: ariaLabel\n    }, tooltip, rest))\n  );\n}\n\nprocess.env.NODE_ENV !== \"production\" ?
Tooltip.propTypes = {\n  children: node.isRequired,\n  label: node.isRequired,\n  ariaLabel: string\n} : void
0;\n\n//////////////////////////////////////////////////////////////////////////////////////////////////\nvar TooltipPopup = forwardRef(function
TooltipPopup(_ref3, forwardRef) {\n  var label = _ref3.label,\n      ariaLabel = _ref3.ariaLabel,\n      position =
_ref3.position,\n      isVisible = _ref3.isVisible,\n      id = _ref3.id,\n      triggerRect = _ref3.triggerRect,\n      rest =
_objectWithoutProperties(_ref3, [\"label\", \"ariaLabel\", \"position\", \"isVisible\", \"id\", \"triggerRect\"]);\n\n
return isVisible ? React.createElement(\n    Portal,\n    null,\n    React.createElement(TooltipContent, _extends({\n
 label: label,\n      ariaLabel: ariaLabel,\n      position: position,\n      isVisible: isVisible,\n      id: id,\n
triggerRect: triggerRect,\n      ref: forwardRef\n    }, rest))\n  ) : null;\n});\n\nexport { TooltipPopup
};\nprocess.env.NODE_ENV !== \"production\" ? TooltipPopup.propTypes = {\n  label: node.isRequired,\n
ariaLabel: string,\n  position: func\n} : void 0;\n\n// Need a separate component so that useRect works inside the
portal\nvar TooltipContent = forwardRef(function TooltipContent(_ref4, forwardRef) {\n  var label = _ref4.label,\n
  ariaLabel = _ref4.ariaLabel,\n      _ref4$position = _ref4.position,\n      position = _ref4$position === undefined ?
positionDefault : _ref4$position,\n      isVisible = _ref4.isVisible,\n      id = _ref4.id,\n      triggerRect =
_ref4.triggerRect,\n      style = _ref4.style,\n      rest = _objectWithoutProperties(_ref4, [\"label\", \"ariaLabel\",
\"position\", \"isVisible\", \"id\", \"triggerRect\", \"style\"]);\n\n  var useAriaLabel = ariaLabel != null;\n  var
tooltipRef = useRef();\n  var tooltipRect = useRect(tooltipRef, isVisible);\n  return React.createElement(\n
Fragment,\n    null,\n    React.createElement(\"div\", _extends({\n      \"data-reach-tooltip\": true,\n      role:
```

useAriaLabel ? undefined : \"tooltip\",\n id: useAriaLabel ? undefined : id,\n children: label,\n style: _extends({}, style, getStyles(position, triggerRect, tooltipRect)),\n ref: function ref(node) {\n tooltipRef.current = node;\n if (forwardRef) forwardRef(node);\n }\n }, rest)),\n useAriaLabel && React.createElement(\n VisuallyHidden,\n { role: \"tooltip\", id: id },\n ariaLabel\n)\n);\n});\n\n// feels awkward when it's perfectly aligned w/ the trigger\nvar OFFSET = 8;\n\nvar getStyles = function getStyles(position, triggerRect, tooltipRect) {\n var haventMeasuredTooltipYet = !tooltipRect;\n if (haventMeasuredTooltipYet) {\n return { visibility: \"hidden\" };\n }\n return position(triggerRect, tooltipRect);\n};\n\nvar positionDefault = function positionDefault(triggerRect, tooltipRect) {\n var styles = {\n left: triggerRect.left + window.pageXOffset + \"px\",\n top: triggerRect.top + triggerRect.height + window.pageYOffset + \"px\"\n };\n\n var collisions = {\n top: triggerRect.top - tooltipRect.height < 0,\n right: window.innerWidth < triggerRect.left + tooltipRect.width,\n bottom: window.innerHeight < triggerRect.bottom + tooltipRect.height + OFFSET,\n left: triggerRect.left - tooltipRect.width < 0\n };\n\n var directionRight = collisions.right && !collisions.left;\n var directionUp = collisions.bottom && !collisions.top;\n\n return _extends({}, styles, {\n left: directionRight ? triggerRect.right - tooltipRect.width + window.pageXOffset + \"px\" : triggerRect.left + window.pageXOffset + \"px\",\n top: directionUp ? triggerRect.top - OFFSET - tooltipRect.height + window.pageYOffset + \"px\" : triggerRect.top + OFFSET + triggerRect.height + window.pageYOffset + \"px\"\n });\n};","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback} from 'react';\nimport Tooltip from '@reach/tooltip';\n\nimport styles from './Toggle.css';\nimport tooltipStyles from './Tooltip.css';\n\ntype Props = {\n children: React$Node,\n className?: string,\n isChecked: boolean,\n isDisabled?: boolean,\n onChange: (isChecked: boolean) => void,\n title?: string,\n ...\n};\n\nexport default function Toggle({\n children,\n className = '',\n isDisabled = false,\n isChecked,\n onChange,\n title,\n}: Props) {\n let defaultClassName;\n if (isDisabled) {\n defaultClassName = styles.ToggleDisabled;\n } else if (isChecked) {\n defaultClassName = styles.ToggleOn;\n } else {\n defaultClassName = styles.ToggleOff;\n }\n\n const handleClick = useCallback(() => onChange(!isChecked), [\n isChecked,\n onChange,\n]);\n\n let toggle = (\n <button\n className={`${defaultClassName} ${className}`}\n disabled={isDisabled}\n onClick={handleClick}>\n \n {children}\n \n </button>\n);\n\n if (title) {\n toggle = (\n <Tooltip className={tooltipStyles.Tooltip} label={title}>\n {toggle}\n </Tooltip>\n);\n }\n\n return toggle;\n}\n\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext, useEffect, useState} from 'react';\nimport {BridgeContext} from '../context';\nimport Toggle from '../Toggle';\nimport ButtonIcon from '../ButtonIcon';\n\nexport default function InspectHostNodesToggle() {\n const [isInspecting, setIsInspecting] = useState(false);\n const bridge = useContext(BridgeContext);\n\n const handleChange = useCallback(\n (isChecked: boolean) => {\n setIsInspecting(isChecked);\n\n if (isChecked) {\n bridge.send('startInspectingNative');\n } else {\n bridge.send('stopInspectingNative', false);\n }\n },\n [bridge],\n);\n\n useEffect(() => {\n const onStopInspectingNative = () => setIsInspecting(false);\n bridge.addListener('stopInspectingNative', onStopInspectingNative);\n return () =>\n bridge.removeListener('stopInspectingNative', onStopInspectingNative);\n }, [bridge]);\n\n return (\n <Toggle\n onChange={handleChange}\n isChecked={isInspecting}\n title=\"Select an element in the page to inspect it\">\n <ButtonIcon type=\"search\" />\n </Toggle>\n);\n}\n\n","import React from \"react\";\nimport { createPortal } from \"react-dom\";\nimport Component from \"@reach/component-component\";\n\nvar Portal = function Portal(_ref) {\n var children = _ref.children,\n _ref$type = _ref.type,\n type = _ref$type === undefined ? \"reach-portal\" : _ref$type;\n return React.createElement(Component, {\n getRefs: function getRefs() {\n return { mountNode: null, portalNode: null };\n },\n didMount: function didMount(_ref2) {\n var refs = _ref2.refs,\n forceUpdate = _ref2.forceUpdate;\n\n // It's possible that the content we are portal has, itself, been portaled.\n // In that case, it's important to append to the correct document element.\n var ownerDocument = refs.mountNode.ownerDocument;\n refs.portalNode =

ownerDocument.createElement(type);\n ownerDocument.body.appendChild(refs.portalNode);\n
forceUpdate();\n },\n willUnmount: function willUnmount(_ref3) {\n var portalNode =
_ref3.refs.portalNode;\n\n portalNode.ownerDocument.body.removeChild(portalNode);\n },\n render:
function render(_ref4) {\n var refs = _ref4.refs;\n var portalNode = refs.portalNode;\n\n if (!portalNode)
{\n return React.createElement(\"div\", { ref: function ref(div) {\n return refs.mountNode = div;\n }
});\n } else {\n return createPortal(children, portalNode);\n }\n }\n });\n};\n\nexport default
Portal;","var _extends = Object.assign || function (target) { for (var i = 1; i < arguments.length; i++) { var source =
arguments[i]; for (var key in source) { if (Object.prototype.hasOwnProperty.call(source, key)) { target[key] =
source[key]; } } } return target; };\n\nimport React, { useRef, useState, useLayoutEffect } from \"react\";\nimport
Component from \"@reach/component-component\";\nimport observeRect from \"@reach/observe-rect\";\nimport {
func, bool } from \"prop-types\";\n\nvar render = function render(_ref) {\n var refs = _ref.refs,\n children =
_ref.props.children,\n rect = _ref.state.rect;\n return children({ ref: function ref(node) {\n return refs.node =
node;\n }, rect: rect });\n};\n\nvar didMount = function didMount(_ref2) {\n var setState = _ref2.setState,\n
refs = _ref2.refs,\n props = _ref2.props;\n\n if (!refs.node) {\n console.warn(\"You need to place the ref\");\n
return;\n }\n refs.observer = observeRect(refs.node, function (rect) {\n props.onChange &&
props.onChange(rect);\n setState({ rect: rect });\n });\n if (props.observe) {\n refs.observer.observe();\n
}\n};\n\nvar didUpdate = function didUpdate(_ref3) {\n var refs = _ref3.refs,\n props = _ref3.props,\n
prevProps = _ref3.prevProps;\n\n if (props.observe && !prevProps.observe) {\n refs.observer.observe();\n } else
if (!props.observe && prevProps.observe) {\n refs.observer.unobserve();\n }\n};\n\nvar willUnmount = function
willUnmount(_ref4) {\n var refs = _ref4.refs;\n\n refs.observer.unobserve();\n};\n\nvar Rect = function Rect(props)
{\n return React.createElement(Component, _extends({}, props, {\n refs: {\n node: undefined,\n observer:
undefined\n },\n initialState: {\n rect: undefined\n },\n didMount: didMount,\n didUpdate: didUpdate,\n
  willUnmount: willUnmount,\n render: render\n }));\n};\n\nprocess.env.NODE_ENV !== \"production\" ?
Rect.propTypes = {\n children: func,\n observe: bool,\n onChange: func\n} : void 0;\n\nRect.defaultProps = {\n
observe: true\n};\n\nexport function useRect(nodeRef) {\n var observe = arguments.length > 1 && arguments[1]
!== undefined ? arguments[1] : true;\n\n var _useState = useState(null),\n rect = _useState[0],\n setRect =
_useState[1];\n\n var observerRef = useRef(null);\n useLayoutEffect(function () {\n if (!observerRef.current) {\n
  observerRef.current = observeRect(nodeRef.current, setRect);\n }\n if (observe) {\n
observerRef.current.observe();\n }\n return function () {\n return observerRef.current.unobserve();\n };\n },
[observe]);\n return rect;\n}\n\nexport default Rect;","import React from \"react\";\nimport Component from
\"@reach/component-component\";\nimport { func } from \"prop-types\";\n\nvar hasWindow = typeof window !==
\"undefined\";\n\nvar didMount = function didMount(_ref) {\n var refs = _ref.refs,\n setState = _ref.setState;\n\n
var resize = function resize() {\n return setState({\n width: window.innerWidth,\n height:
window.innerHeight\n });\n };\n window.addEventListener(\"resize\", resize);\n refs.removeEvent = function ()
{\n window.removeEventListener(\"resize\", resize);\n };\n};\n\nvar willUnmount = function willUnmount(_ref2)
{\n var refs = _ref2.refs;\n\n refs.removeEvent();\n};\n\nvar WindowSize = function WindowSize(_ref3) {\n var
children = _ref3.children;\n return React.createElement(Component, {\n refs: { removeEvent: null },\n
initialState: {\n width: hasWindow && window.innerWidth,\n height: hasWindow && window.innerHeight\n
  },\n didMount: didMount,\n willUnmount: willUnmount,\n render: function render(_ref4) {\n var state =
_ref4.state;\n return children(state);\n }\n });\n};\n\nprocess.env.NODE_ENV !== \"production\" ?
WindowSize.propTypes = {\n children: func.isRequired\n} : void 0;\n\nexport default WindowSize;","var
checkedPkgs = {};\n\nvar checkStyles = function checkStyles() {};\n\nif (process.env.NODE_ENV !==
\"production\") {\n checkStyles = function checkStyles(pkg) {\n // only check once per package\n if
(checkedPkgs[pkg]) return;\n checkedPkgs[pkg] = true;\n\n if
(parseInt(window.getComputedStyle(document.body).getPropertyValue(\"--reach-\" + pkg), 10) !== 1) {\n
console.warn(\"@reach/\" + pkg + \" styles not found. If you are using a bundler like webpack or parcel include this
in the entry file of your app before any of your own styles:\\n\\n import \\\"@reach/\" + pkg + \"/styles.css\\\";\\n\\n
Otherwise you'll need to include them some other way:\\n\\n <link rel=\\\"stylesheet\\\" type=\\\"text/css\\\"

href=\\\"node_modules/@reach/\" + pkg + \"/styles.css\\\" />\\n\\n For more information visit https://ui.reach.tech/styling.\\n \");\n   }\n };\n}\n\nexport { checkStyles };\n\nexport var wrapEvent = function wrapEvent(theirHandler, ourHandler) {\n return function (event) {\n   theirHandler && theirHandler(event);\n   if (!event.defaultPrevented) {\n   return ourHandler(event);\n   }\n };\n};\n\nexport var assignRef = function assignRef(ref, value) {\n if (ref == null) return;\n if (typeof ref === \"function\") {\n   ref(value);\n } else {\n   try {\n   ref.current = value;\n   } catch (error) {\n   throw new Error(\"Cannot assign value \\\"\" + value + \"\\\" to ref \\\"\" + ref + \"\\\"\");\n   }\n }\n};","var _extends = Object.assign || function (target) { for (var i = 1; i < arguments.length; i++) { var source = arguments[i]; for (var key in source) { if (Object.prototype.hasOwnProperty.call(source, key)) { target[key] = source[key]; } } } return target; };\n\nfunction _objectWithoutProperties(obj, keys) { var target = {}; for (var i in obj) { if (keys.indexOf(i) >= 0) continue; if (!Object.prototype.hasOwnProperty.call(obj, i)) continue; target[i] = obj[i]; } return target; }\n\nimport React, { createContext, Children } from \"react\";\nimport Portal from \"@reach/portal\";\nimport Rect from \"@reach/rect\";\nimport WindowSize from \"@reach/window-size\";\nimport Component from \"@reach/component-component\";\nimport { node, func, object, string, number, oneOfType, any } from \"prop-types\";\nimport { wrapEvent, checkStyles, assignRef } from \"@reach/utils\";\n\n// TODO: add the mousedown/drag/mouseup to select of native menus, will\n// also help w/ remove the menu button tooltip hide-flash.\n\n// TODO: add type-to-highlight like native menus\n\nvar _createContext = createContext(),\n   Provider = _createContext.Provider,\n   Consumer = _createContext.Consumer;\n\nvar checkIfAppManagedFocus = function checkIfAppManagedFocus(_ref) {\n var refs = _ref.refs,\n   state = _ref.state,\n   prevState = _ref.prevState;\n\n if (!state.isOpen && prevState.isOpen) {\n   return !refs.menu.contains(document.activeElement);\n }\n return false;\n};\n\nvar manageFocusOnUpdate = function manageFocusOnUpdate(_ref2, appManagedFocus) {\n var refs = _ref2.refs,\n   state = _ref2.state,\n   prevState = _ref2.prevState;\n\n if (state.isOpen && !prevState.isOpen) {\n   window.__REACH_DISABLE_TOOLTIPS = true;\n   if (state.selectionIndex !== -1) {\n   // haven't measured the popover yet, give it a frame otherwise\n   // we'll scroll to the bottom of the page >.<\n   requestAnimationFrame(function () {\n   refs.items[state.selectionIndex].focus();\n   });\n   } else {\n   refs.menu.focus();\n   }\n } else if (!state.isOpen && prevState.isOpen) {\n   if (!appManagedFocus) {\n   refs.button.focus();\n   }\n   // we want to ignore the immediate focus of a tooltip so it doesn't pop\n   // up again when the menu closes, only pops up when focus returns again\n   // to the tooltip (like native OS tooltips)\n   window.__REACH_DISABLE_TOOLTIPS = false;\n } else if (state.selectionIndex !== prevState.selectionIndex) {\n   if (state.selectionIndex === -1) {\n   // clear highlight when mousing over non-menu items, but focus the menu\n   // so the the keyboard will work after a mouseover\n   refs.menu.focus();\n   } else {\n   refs.items[state.selectionIndex].focus();\n   }\n }\n};\n\nvar openAtFirstItem = function openAtFirstItem(state) {\n return { isOpen: true, selectionIndex: 0 };\n};\n\nvar close = function close(state) {\n return {\n   isOpen: false,\n   selectionIndex: -1,\n   closingWithClick: false\n };\n};\n\nvar selectItemAtIndex = function selectItemAtIndex(index) {\n return function (state) {\n   return {\n   selectionIndex: index\n   };\n };\n};\n\nvar genId = function genId(prefix) {\n return prefix + \"-\" + Math.random().toString(32).substr(2, 8);\n};\n\n//\nvar getMenuRefs = function getMenuRefs() {\n return {\n   button: null,\n   menu: null,\n   items: []\n };\n};\n\nvar getInitialMenuState = function getInitialMenuState() {\n return {\n   isOpen: false,\n   buttonRect: undefined,\n   selectionIndex: -1,\n   closingWithClick: false,\n   buttonId: genId(\"button\")\n };\n};\n\nvar checkIfStylesIncluded = function checkIfStylesIncluded() {\n return checkStyles(\"menu-button\");\n};\n\nvar Menu = function Menu(_ref3) {\n var children = _ref3.children;\n return React.createElement(\n   Component,\n   {\n   getRefs: getMenuRefs,\n   getInitialState: getInitialMenuState,\n   didMount: checkIfStylesIncluded,\n   didUpdate: manageFocusOnUpdate,\n   getSnapshotBeforeUpdate: checkIfAppManagedFocus\n   },\n   function (context) {\n   return React.createElement(\n   Provider,\n   { value: context },\n   typeof children === \"function\" ? children({ isOpen: context.state.isOpen }) : children\n   );\n   }\n);\n};\n\nprocess.env.NODE_ENV !== \"production\" ? Menu.propTypes = {\n children: oneOfType([func, node])\n} : void 0;\n\n//\nvar MenuButton = React.forwardRef(function (_ref4,

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_ref7) {\n  var onClick = _ref4.onClick,\n      onKeyDown = _ref4.onKeyDown,\n      onMouseDown =
_ref4.onMouseDown,\n      props = _objectWithoutProperties(_ref4, [\"onClick\", \"onKeyDown\",
\"onMouseDown\"]);\n\n  return React.createElement(\n    Consumer,\n    null,\n    function (_ref5) {\n      var refs =
_ref5.refs,\n          state = _ref5.state,\n          setState = _ref5.setState;\n      return React.createElement(\n
Rect,\n        {\n          observe: state.isOpen,\n          onChange: function onChange(buttonRect) {\n            return
setState({ buttonRect: buttonRect });\n          }\n        },\n        function (_ref6) {\n          var rectRef = _ref6.ref;\n
  return React.createElement(\"button\", _extends({\n            id: state.buttonId,\n            \"aria-haspopup\":
\"menu\",\n            \"aria-expanded\": state.isOpen,\n            \"data-reach-menu-button\": true,\n            type:
\"button\",\n            ref: function ref(node) {\n              rectRef(node);\n              assignRef(_ref7, node);\n
refs.button = node;\n            },\n            onMouseDown: wrapEvent(onMouseDown, function () {\n              if
(state.isOpen) {\n                setState({ closingWithClick: true });\n              }\n            }),\n            onClick:
wrapEvent(onClick, function () {\n              if (state.isOpen) {\n                setState(close);\n              } else {\n
  setState(openAtFirstItem);\n              }\n            }),\n            onKeyDown: wrapEvent(onKeyDown, function
(event) {\n              if (event.key === \"ArrowDown\") {\n                event.preventDefault(); // prevent scroll\n
   setState(openAtFirstItem);\n              } else if (event.key === \"ArrowUp\") {\n                event.preventDefault(); //
prevent scroll\n                setState(openAtFirstItem);\n              }\n            })\n          }, props));\n        }\n      );\n
}\n  );\n});\n\nMenuButton.propTypes = {\n  onClick: func,\n  onKeyDown: func,\n  children: node\n};\n\nvar
MenuItem = React.forwardRef(function (_ref8, _ref9) {\n  var onSelect = _ref8.onSelect,\n      onClick =
_ref8.onClick,\n      _ref8$role = _ref8.role,\n      role = _ref8$role === undefined ? \"menuitem\" : _ref8$role,\n
state = _ref8.state,\n      setState = _ref8.setState,\n      index = _ref8.index,\n      onKeyDown =
_ref8.onKeyDown,\n      onMouseMove = _ref8.onMouseMove,\n      onMouseLeave = _ref8.onMouseLeave,\n
_ref = _ref8._ref,\n      rest = _objectWithoutProperties(_ref8, [\"onSelect\", \"onClick\", \"role\", \"state\",
\"setState\", \"index\", \"onKeyDown\", \"onMouseMove\", \"onMouseLeave\", \"_ref\"]);\n\n  var isSelected =
index === state.selectionIndex;\n  var select = function select() {\n    onSelect();\n    setState(close);\n  };\n  return
React.createElement(\"div\", _extends({}, rest, {\n    ref: function ref(node) {\n      assignRef(_ref9, node);\n
assignRef(_ref, node);\n    },\n    \"data-reach-menu-item\": role === \"menuitem\" ? true : undefined,\n    role:
role,\n    tabIndex: \"-1\",\n    \"data-selected\": role === \"menuitem\" && isSelected ? true : undefined,\n
onClick: wrapEvent(onClick, function (event) {\n      select();\n    }),\n    onKeyDown: wrapEvent(onKeyDown,
function (event) {\n      if (event.key === \"Enter\") {\n        // prevent the button from being \"clicked\" by\n        //
this \"Enter\" keydown\n        event.preventDefault();\n        select();\n      }\n    }),\n    onMouseMove:
wrapEvent(onMouseMove, function (event) {\n      if (!isSelected) {\n        setState(selectItemAtIndex(index));\n
}\n    }),\n    onMouseLeave: wrapEvent(onMouseLeave, function (event) {\n      // clear out selection when mouse
over a non-menu item child\n      setState({ selectionIndex: -1 });\n    })\n  }));\n});\n\nprocess.env.NODE_ENV !==
\"production\" ? MenuItem.propTypes = {\n  onSelect: func.isRequired,\n  onClick: func,\n  role: string,\n  state:
object,\n  setState: func,\n  index: number,\n  onKeyDown: func,\n  onMouseMove: func,\n  _ref: func\n} : void
0;\n\nvar k = function k() {};\n\n//////////////////////////////////////////////////////////////////////////////\nvar MenuLink =
React.forwardRef(function (_ref10, _ref11) {\n  var onKeyDown = _ref10.onKeyDown,\n      onClick =
_ref10.onClick,\n      Comp = _ref10.component,\n      _ref10$as = _ref10.as,\n      AsComp = _ref10$as ===
undefined ? \"a\" : _ref10$as,\n      style = _ref10.style,\n      setState = _ref10.setState,\n      state = _ref10.state,\n
index = _ref10.index,\n      _ref = _ref10._ref,\n      props = _objectWithoutProperties(_ref10, [\"onKeyDown\",
\"onClick\", \"component\", \"as\", \"style\", \"setState\", \"state\", \"index\", \"_ref\"]);\n\n  var Link = Comp ||
AsComp;\n  if (Comp) {\n    console.warn(\"[@reach/menu-button]: Please use the `as` prop instead of
`component`.\");\n  }\n  return React.createElement(\n    MenuItem,\n    {\n      role: \"none\",\n      state: state,\n
setState: setState,\n      index: index,\n      onSelect: k,\n      _ref: k\n    },\n    React.createElement(Link,
_extends({\n      role: \"menuitem\",\n      \"data-reach-menu-item\": true,\n      tabIndex: \"-1\",\n      \"data-
selected\": index === state.selectionIndex ? true : undefined,\n      onClick: wrapEvent(onClick, function (event) {\n
     setState(close);\n      }),\n      onKeyDown: wrapEvent(onKeyDown, function (event) {\n        if (event.key ===
\"Enter\") {\n          // prevent MenuItem's preventDefault from firing,\n          // allowing this link to work w/ the
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keyboard\n event.stopPropagation();\n }\n },\n ref: function ref(node) {\n assignRef(_ref, node);\n assignRef(_ref11, node);\n },\n style: _extends({}, style)\n }, props))\n);\n});\n\nprocess.env.NODE_ENV !== \"production\" ? MenuLink.propTypes = {\n onKeyDown: func,\n onClick: func,\n component: any,\n as: any,\n style: object,\n setState: func,\n state: object,\n index: number,\n _ref: func\n} : void 0;\n///\n\nvar MenuList = React.forwardRef(function (props, ref) {\n return React.createElement(\n Consumer,\n null,\n function (_ref12) {\n var refs = _ref12.refs,\n state = _ref12.state,\n setState = _ref12.setState;\n return state.isOpen && React.createElement(\n Portal,\n null,\n React.createElement(\n WindowSize,\n null,\n function () {\n return React.createElement(\n Rect,\n null,\n function (_ref13) {\n var menuRect = _ref13.rect,\n menuRef = _ref13.ref;\n return React.createElement(\n \"div\",\n {\n \"data-reach-menu\": true,\n ref: menuRef,\n style: getStyles(state.buttonRect, menuRect)\n },\n React.createElement(MenuListImpl, _extends({}, props, {\n setState: setState,\n state: state,\n refs: refs,\n ref: ref\n }))\n);\n }\n);\n }\n)\n);\n }\n);\n});\n\nMenuList.propTypes = {\n children: node\n};\n\nvar focusableChildrenTypes = [MenuItem, MenuLink];\n\nvar isFocusableChildType = function isFocusableChildType(child) {\n return focusableChildrenTypes.includes(child.type);\n};\nvar getFocusableMenuChildren = function getFocusableMenuChildren(children) {\n var focusable = [];\n Children.forEach(children, function (child) {\n if (isFocusableChildType(child)) focusable.push(child);\n });\n return focusable;\n};\n\nvar MenuListImpl = React.forwardRef(function (_ref14, _ref15) {\n var refs = _ref14.refs,\n state = _ref14.state,\n setState = _ref14.setState,\n children = _ref14.children,\n onKeyDown = _ref14.onKeyDown,\n onBlur = _ref14.onBlur,\n rest = _objectWithoutProperties(_ref14, [\"refs\", \"state\", \"setState\", \"children\", \"onKeyDown\", \"onBlur\"]);\n\n var focusableChildren = getFocusableMenuChildren(children);\n return React.createElement(\n \"div\",\n _extends({\n \"data-reach-menu-list\": true\n }, rest, {\n role: \"menu\",\n \"aria-labelledby\": state.buttonId,\n tabIndex: \"-1\",\n ref: function ref(node) {\n refs.menu = node;\n assignRef(_ref15, node);\n },\n onBlur: function onBlur(event) {\n if (!state.closingWithClick && !refs.menu.contains(event.relatedTarget)) {\n setState(close);\n }\n },\n onKeyDown: wrapEvent(onKeyDown, function (event) {\n if (event.key === \"Escape\") {\n setState(close);\n } else if (event.key === \"ArrowDown\") {\n event.preventDefault(); // prevent window scroll\n var nextIndex = state.selectionIndex + 1;\n if (nextIndex !== focusableChildren.length) {\n setState({ selectionIndex: nextIndex });\n }\n } else if (event.key === \"ArrowUp\") {\n event.preventDefault(); // prevent window scroll\n var _nextIndex = state.selectionIndex - 1;\n if (_nextIndex !== -1) {\n setState({ selectionIndex: _nextIndex });\n }\n } else if (event.key === \"Tab\") {\n event.preventDefault(); // prevent leaving\n }\n })\n }),\n Children.map(children, function (child, index) {\n if (isFocusableChildType(child)) {\n var focusIndex = focusableChildren.indexOf(child);\n\n return React.cloneElement(child, {\n setState: setState,\n state: state,\n index: focusIndex,\n _ref: function _ref(node) {\n return refs.items[focusIndex] = node;\n }\n });\n }\n\n return child;\n })\n);\n});\n\nprocess.env.NODE_ENV !== \"production\" ? MenuListImpl.propTypes = {\n refs: object,\n state: object,\n setState: func,\n children: node,\n onKeyDown: func,\n onBlur: func\n} : void 0;\n\nvar getStyles = function getStyles(buttonRect, menuRect) {\n var haventMeasuredButtonYet = !buttonRect;\n if (haventMeasuredButtonYet) {\n return { opacity: 0 };\n }\n\n var haventMeasuredMenuYet = !menuRect;\n\n var styles = {\n left: buttonRect.left + window.pageXOffset + \"px\",\n top: buttonRect.top + buttonRect.height + window.pageYOffset + \"px\"\n };\n\n if (haventMeasuredMenuYet) {\n return _extends({}, styles, {\n opacity: 0\n });\n }\n\n if (buttonRect.width < 500) {\n styles.minWidth = buttonRect.width;\n }\n\n var collisions = {\n top: buttonRect.top - menuRect.height < 0,\n right: window.innerWidth < buttonRect.left + menuRect.width,\n bottom: window.innerHeight < buttonRect.top + menuRect.height,\n left: buttonRect.left - menuRect.width < 0\n };\n\n var directionRight = collisions.right && !collisions.left;\n var directionUp = collisions.bottom &&

!collisions.top;\n\n return _extends({}, styles, {\n   left: directionRight ? buttonRect.right - menuRect.width + window.pageXOffset + \"px\" : buttonRect.left + window.pageXOffset + \"px\",\n   top: directionUp ? buttonRect.top - menuRect.height + window.pageYOffset + \"px\" : buttonRect.top + buttonRect.height + window.pageYOffset + \"px\"\n });\n};\n\nexport { Menu, MenuList, MenuButton, MenuLink, MenuItem };","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport Tooltip from '@reach/tooltip';\n\nimport styles from './Button.css';\nimport tooltipStyles from './Tooltip.css';\n\ntype Props = {\n children: React$Node,\n className?: string,\n title: React$Node,\n ...\n};\n\nexport default function Button({\n children,\n className = '',\n title,\n ...rest\n}: Props) {\n let button = (\n   <button className={`${styles.Button} ${className}`} {...rest}>\n   <span className={`${styles.ButtonContent} ${className}`} tabIndex={-1}>\n   {children}\n   \n   </button>\n);\n\n if (title) {\n   button = (\n   <Tooltip className={tooltipStyles.Tooltip} label={title}>\n   {button}\n   </Tooltip>\n   );\n }\n\n return button;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {Thenable} from 'shared/ReactTypes';\n\nimport * as React from 'react';\nimport {createContext} from 'react';\n\n// TODO (cache) Remove this cache; it is outdated and will not work with newer APIs like startTransition.\n\n// Cache implementation was forked from the React repo:\n// https://github.com/facebook/react/blob/main/packages/react-cache/src/ReactCache.js\n//\n// This cache is simpler than react-cache in that:\n// 1. Individual items don't need to be invalidated.\n//   Profiling data is invalidated as a whole.\n// 2. We didn't need the added overhead of an LRU cache.\n//   The size of this cache is bounded by how many renders were profiled,\n//   and it will be fully reset between profiling sessions.\n\nexport type {Thenable};\n\ntype Suspender = {then(resolve: () => mixed, reject: () => mixed): mixed, ...};\n\ntype PendingResult = {|\n status: 0,\n value: Suspender,\n|};\n\ntype ResolvedResult<Value> = {|\n status: 1,\n value: Value,\n|};\n\ntype RejectedResult = {|\n status: 2,\n value: mixed,\n|};\n\ntype Result<Value> = PendingResult | ResolvedResult<Value> | RejectedResult;\n\nexport type Resource<Input, Key, Value> = {\n clear(): void,\n invalidate(Key): void,\n read(Input): Value,\n preload(Input): void,\n write(Key, Value): void,\n ...\n};\n\nconst Pending = 0;\nconst Resolved = 1;\nconst Rejected = 2;\n\nconst ReactCurrentDispatcher = (React: any)\n .__SECRET_INTERNALS_DO_NOT_USE_OR_YOU_WILL_BE_FIRED.ReactCurrentDispatcher;\n\nfunction readContext(Context) {\n const dispatcher = ReactCurrentDispatcher.current;\n if (dispatcher === null) {\n   throw new Error(\n   'react-cache: read and preload may only be called from within a ' +\n   \"component's render. They are not supported in event handlers or \" +\n   'lifecycle methods.',\n   );\n }\n return dispatcher.readContext(Context);\n}\n\nconst CacheContext = createContext(null);\n\ntype Config = {useWeakMap?: boolean, ...};\n\nconst entries: Map<\n Resource<any, any, any>,\n Map<any, any> | WeakMap<any, any>,\n> = new Map();\nconst resourceConfigs: Map<Resource<any, any, any>, Config> = new Map();\n\nfunction getEntriesForResource(\n resource: any,\n): Map<any, any> | WeakMap<any, any> {\n let entriesForResource = ((entries.get(resource): any): Map<any, any>);\n if (entriesForResource === undefined) {\n   const config = resourceConfigs.get(resource);\n   entriesForResource =\n   config !== undefined && config.useWeakMap ? new WeakMap() : new Map();\n   entries.set(resource, entriesForResource);\n }\n return entriesForResource;\n}\n\nfunction accessResult<Input, Key, Value>(\n resource: any,\n fetch: Input => Thenable<Value>,\n input: Input,\n key: Key,\n): Result<Value> {\n const entriesForResource = getEntriesForResource(resource);\n const entry = entriesForResource.get(key);\n if (entry === undefined) {\n   const thenable = fetch(input);\n   thenable.then(\n   value => {\n   if (newResult.status === Pending) {\n   const resolvedResult: ResolvedResult<Value> = (newResult: any);\n   resolvedResult.status = Resolved;\n   resolvedResult.value = value;\n   }\n   },\n   error => {\n   if (newResult.status === Pending) {\n   const rejectedResult: RejectedResult = (newResult: any);\n   rejectedResult.status = Rejected;\n   rejectedResult.value = error;\n   }\n   },\n   );\n   const newResult: PendingResult = {\n   status: Pending,\n   value: thenable,\n   };\n   entriesForResource.set(key, newResult);\n   return newResult;\n } else {\n   return entry;\n }\n}\n\nexport function createResource<Input, Key, Value>(\n fetch: Input => Thenable<Value>,\n

hashInput: Input => Key,\n config?: Config = {},\n): Resource<Input, Key, Value> {\n const resource = {\n clear(): void {\n   entries.delete(resource);\n },\n\n invalidate(key: Key): void {\n   const entriesForResource = getEntriesForResource(resource);\n   entriesForResource.delete(key);\n },\n\n read(input: Input): Value {\n // Prevent access outside of render.\n   readContext(CacheContext);\n\n   const key = hashInput(input);\n const result: Result<Value> = accessResult(resource, fetch, input, key);\n   switch (result.status) {\n   case Pending: {\n   const suspender = result.value;\n   throw suspender;\n   }\n   case Resolved: {\n const value = result.value;\n   return value;\n   }\n   case Rejected: {\n   const error = result.value;\n throw error;\n   }\n   default:\n   // Should be unreachable\n   return (undefined: any);\n   }\n },\n\n preload(input: Input): void {\n   // Prevent access outside of render.\n   readContext(CacheContext);\n\n const key = hashInput(input);\n   accessResult(resource, fetch, input, key);\n },\n\n write(key: Key, value: Value): void {\n   const entriesForResource = getEntriesForResource(resource);\n\n   const resolvedResult: ResolvedResult<Value> = {\n   status: Resolved,\n   value,\n   };\n\n   entriesForResource.set(key, resolvedResult);\n },\n };\n\n resourceConfigs.set(resource, config);\n\n return resource;\n}\n\nexport function invalidateResources(): void {\n entries.clear();\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {createContext, useCallback, useContext, useEffect} from 'react';\nimport {createResource} from '../../cache';\nimport {BridgeContext, StoreContext} from '../context';\nimport {TreeStateContext} from './TreeContext';\nimport {separateDisplayNameAndHOCs} from 'react-devtools-shared/src/utils';\n\nimport type {OwnersList} from 'react-devtools-shared/src/backend/types';\nimport type {\n Element,\n SerializedElement,\n} from 'react-devtools-shared/src/devtools/views/Components/types';\nimport type {Resource, Thenable} from '../../cache';\n\ntype Context = (id: number) => Array<SerializedElement> | null;\n\nconst OwnersListContext = createContext<Context>(((null: any): Context));\nOwnersListContext.displayName = 'OwnersListContext';\n\ntype ResolveFn = (ownersList: Array<SerializedElement> | null) => void;\ntype InProgressRequest = {|\n promise: Thenable<Array<SerializedElement>>,\n resolveFn: ResolveFn,\n|};\n\nconst inProgressRequests: WeakMap<Element, InProgressRequest> = new WeakMap();\nconst resource: Resource<\n Element,\n Element,\n Array<SerializedElement>,\n> = createResource(\n (element: Element) => {\n   const request = inProgressRequests.get(element);\n   if (request != null) {\n   return request.promise;\n   }\n\n   let resolveFn = ((null: any): ResolveFn);\n   const promise = new Promise(resolve => {\n   resolveFn = resolve;\n   });\n\n   inProgressRequests.set(element, {promise, resolveFn});\n\n   return promise;\n },\n (element: Element) => element,\n {useWeakMap: true},\n);\n\ntype Props = {|\n children: React$Node,\n|};\n\nfunction OwnersListContextController({children}: Props) {\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n const {ownerID} = useContext(TreeStateContext);\n\n const read = useCallback(\n (id: number) => {\n   const element = store.getElementByID(id);\n   if (element !== null) {\n   return resource.read(element);\n   } else {\n   return null;\n   }\n },\n [store],\n);\n\n useEffect(() => {\n const onOwnersList = (ownersList: OwnersList) => {\n   const id = ownersList.id;\n\n   const element = store.getElementByID(id);\n   if (element !== null) {\n   const request = inProgressRequests.get(element);\n if (request != null) {\n   inProgressRequests.delete(element);\n\n   request.resolveFn(\n ownersList.owners === null\n   ? null\n   : ownersList.owners.map(owner => {\n   const [\n   displayNameWithoutHOCs,\n   hocDisplayNames,\n   ] = separateDisplayNameAndHOCs(owner.displayName, owner.type);\n\n   return {\n   ...owner,\n   displayName: displayNameWithoutHOCs,\n   hocDisplayNames,\n   };\n }),\n   );\n   }\n   }\n };\n\n bridge.addListener('ownersList', onOwnersList);\n return () => bridge.removeListener('ownersList', onOwnersList);\n }, [bridge, store]);\n\n // This effect requests an updated owners list any time the selected owner changes\n useEffect(() => {\n if (ownerID !== null) {\n   const rendererID = store.getRendererIDForElement(ownerID);\n   if (rendererID !== null) {\n bridge.send('getOwnersList', {id: ownerID, rendererID});\n   }\n }\n\n return () => {};\n }, [bridge, ownerID, store]);\n\n return (\n <OwnersListContext.Provider value={read}>\n   {children}\n

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</OwnersListContext.Provider>\n  );\n}\n\nexport {OwnersListContext, OwnersListContextController};\n","/**\n *
Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in
the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\nimport * as React from
'react';\nimport {\n  Fragment,\n  useCallback,\n  useContext,\n  useLayoutEffect,\n  useReducer,\n  useRef,\n
useState,\n} from 'react';\nimport Tooltip from '@reach/tooltip';\nimport {Menu, MenuList, MenuButton,
MenuItem} from '@reach/menu-button';\nimport Button from '../Button';\nimport ButtonIcon from
'../ButtonIcon';\nimport Toggle from '../Toggle';\nimport Badge from './Badge';\nimport {OwnersListContext} from
'./OwnersListContext';\nimport {TreeDispatcherContext, TreeStateContext} from './TreeContext';\nimport
{useIsOverflowing} from '../hooks';\nimport {StoreContext} from '../context';\n\nimport type {SerializedElement}
from './types';\n\nimport styles from './OwnersStack.css';\n\ntype SelectOwner = (owner: SerializedElement | null)
=> void;\n\ntype ACTION_UPDATE_OWNER_ID = {|\n  type: 'UPDATE_OWNER_ID',\n  ownerID: number |
null,\n  owners: Array<SerializedElement>,\n|};\ntype ACTION_UPDATE_SELECTED_INDEX = {|\n  type:
'UPDATE_SELECTED_INDEX',\n  selectedIndex: number,\n|};\n\ntype Action =
ACTION_UPDATE_OWNER_ID | ACTION_UPDATE_SELECTED_INDEX;\n\ntype State = {|\n  ownerID:
number | null,\n  owners: Array<SerializedElement>,\n  selectedIndex: number,\n|};\n\nfunction
dialogReducer(state, action) {\n  switch (action.type) {\n    case 'UPDATE_OWNER_ID':\n      const selectedIndex
= action.owners.findIndex(\n        owner => owner.id === action.ownerID,\n      );\n      return {\n        ownerID:
action.ownerID,\n        owners: action.owners,\n        selectedIndex,\n      };\n    case
'UPDATE_SELECTED_INDEX':\n      return {\n        ...state,\n        selectedIndex: action.selectedIndex,\n      };\n
default:\n      throw new Error(`Invalid action \"${action.type}\"`);\n  }\n}\n\nexport default function OwnerStack()
{\n  const read = useContext(OwnersListContext);\n  const {ownerID} = useContext(TreeStateContext);\n  const
treeDispatch = useContext(TreeDispatcherContext);\n\n  const [state, dispatch] = useReducer<State, State,
Action>(dialogReducer, {\n    ownerID: null,\n    owners: [],\n    selectedIndex: 0,\n  });\n\n  // When an owner is
selected, we either need to update the selected index, or we need to fetch a new list of owners.\n  // We use a reducer
here so that we can avoid fetching a new list unless the owner ID has actually changed.\n  if (ownerID === null) {\n
  dispatch({\n      type: 'UPDATE_OWNER_ID',\n      ownerID: null,\n      owners: [],\n    });\n  } else if (ownerID
!== state.ownerID) {\n    const isInStore =\n      state.owners.findIndex(owner => owner.id === ownerID) >= 0;\n
dispatch({\n      type: 'UPDATE_OWNER_ID',\n      ownerID,\n      owners: isInStore ? state.owners :
read(ownerID) || [],\n    });\n  }\n\n  const {owners, selectedIndex} = state;\n\n  const selectOwner =
useCallback<SelectOwner>(\n    (owner: SerializedElement | null) => {\n      if (owner !== null) {\n        const index
= owners.indexOf(owner);\n        dispatch({\n          type: 'UPDATE_SELECTED_INDEX',\n          selectedIndex:
index >= 0 ? index : 0,\n        });\n        treeDispatch({type: 'SELECT_OWNER', payload: owner.id});\n      } else
{\n        dispatch({\n          type: 'UPDATE_SELECTED_INDEX',\n          selectedIndex: 0,\n        });\n
treeDispatch({type: 'RESET_OWNER_STACK'});\n      }\n    },\n    [owners, treeDispatch],\n  );\n\n  const
[elementsTotalWidth, setElementsTotalWidth] = useState(0);\n  const elementsBarRef = useRef<HTMLDivElement
| null>(null);\n  const isOverflowing = useIsOverflowing(elementsBarRef, elementsTotalWidth);\n\n  const
selectedOwner = owners[selectedIndex];\n\n  useLayoutEffect(() => {\n    // If we're already overflowing, then we
don't need to re-measure items.\n    // That's because once the owners stack is open, it can only get larger (by drilling
in).\n    // A totally new stack can only be reached by exiting this mode and re-entering it.\n    if
(elementsBarRef.current === null || isOverflowing) {\n      return () => {};\n    }\n\n    let totalWidth = 0;\n    for (let
i = 0; i < owners.length; i++) {\n      const element = elementsBarRef.current.children[i];\n      const computedStyle
= getComputedStyle(element);\n\n      totalWidth +=\n        element.offsetWidth +\n
parseInt(computedStyle.marginLeft, 10) +\n        parseInt(computedStyle.marginRight, 10);\n    }\n\n
setElementsTotalWidth(totalWidth);\n  }, [elementsBarRef, isOverflowing, owners.length]);\n\n  return (\n    <div
className={styles.OwnerStack}>\n      <div className={styles.Bar} ref={elementsBarRef}>\n
{isOverflowing && (\n          <Fragment>\n            <ElementsDropdown\n              owners={owners}\n
selectedIndex={selectedIndex}\n              selectOwner={selectOwner}\n            />\n            <BackToOwnerButton\n
              owners={owners}\n              selectedIndex={selectedIndex}\n              selectOwner={selectOwner}\n
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/>\n {selectedOwner != null && (\n <ElementView\n owner={selectedOwner}\n isSelected={true}\n selectOwner={selectOwner}\n />\n)}\n </Fragment>\n)}\n {!isOverflowing &&\n owners.map((owner, index) => (\n <ElementView\n key={index}\n owner={owner}\n isSelected={index === selectedIndex}\n selectOwner={selectOwner}\n />\n))}\n \n \n <Button\n className={styles.IconButton}\n onClick={() => selectOwner(null)}\n title=\"Back to tree view\">\n <ButtonIcon type=\"close\" />\n </Button>\n \n);\n}\n\ntype ElementsDropdownProps = {\n owners: Array<SerializedElement>,\n selectedIndex: number,\n selectOwner: SelectOwner,\n ...\n};\nfunction ElementsDropdown({\n owners,\n selectedIndex,\n selectOwner,\n}: ElementsDropdownProps) {\n const store = useContext(StoreContext);\n\n const menuItems = [];\n for (let index = owners.length - 1; index >= 0; index--) {\n const owner = owners[index];\n const isInStore = store.containsElement(owner.id);\n menuItems.push(\n <MenuItem\n key={owner.id}\n className={`${styles.Component} ${isInStore ? '' : styles.NotInStore}`}\n onSelect={() => (isInStore ? selectOwner(owner) : null)}>\n {owner.displayName}\n\n <Badge\n className={styles.Badge}\n hocDisplayNames={owner.hocDisplayNames}\n type={owner.type}\n />\n </MenuItem>,\n);\n }\n\n return (\n <Menu>\n <MenuButton className={styles.MenuButton}>\n <Tooltip label=\"Open elements dropdown\">\n \n <ButtonIcon type=\"more\" />\n \n </Tooltip>\n </MenuButton>\n <MenuList className={styles.Modal}>{menuItems}</MenuList>\n </Menu>\n);\n}\n\ntype ElementViewProps = {\n isSelected: boolean,\n owner: SerializedElement,\n selectOwner: SelectOwner,\n ...\n};\nfunction ElementView({isSelected, owner, selectOwner}: ElementViewProps) {\n const store = useContext(StoreContext);\n\n const {displayName, hocDisplayNames, type} = owner;\n const isInStore = store.containsElement(owner.id);\n\n const handleChange = useCallback(() => {\n if (isInStore) {\n selectOwner(owner);\n }\n }, [isInStore, selectOwner, owner]);\n\n return (\n <Toggle\n className={`${styles.Component} ${isInStore ? '' : styles.NotInStore}`}\n isChecked={isSelected}\n onChange={handleChange}>\n {displayName}\n\n <Badge\n className={styles.Badge}\n hocDisplayNames={hocDisplayNames}\n type={type}\n />\n </Toggle>\n);\n}\n\ntype BackToOwnerButtonProps = {|\n owners: Array<SerializedElement>,\n selectedIndex: number,\n selectOwner: SelectOwner,\n|};\nfunction BackToOwnerButton({\n owners,\n selectedIndex,\n selectOwner,\n}: BackToOwnerButtonProps) {\n const store = useContext(StoreContext);\n\n if (selectedIndex <= 0) {\n return null;\n }\n\n const owner = owners[selectedIndex - 1];\n const isInStore = store.containsElement(owner.id);\n\n return (\n <Button\n className={isInStore ? undefined : styles.NotInStore}\n onClick={() => (isInStore ? selectOwner(owner) : null)}\n title={`Up to ${owner.displayName || 'owner'}`}>\n <ButtonIcon type=\"previous\" />\n </Button>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext, useEffect, useRef} from 'react';\nimport {TreeDispatcherContext, TreeStateContext} from './TreeContext';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport Icon from '../Icon';\n\nimport styles from './SearchInput.css';\n\ntype Props = {||};\n\nexport default function SearchInput(props: Props) {\n const {searchIndex, searchResults, searchText} = useContext(TreeStateContext);\n const dispatch = useContext(TreeDispatcherContext);\n\n const inputRef = useRef<HTMLInputElement | null>(null);\n\n const handleTextChange = useCallback(\n ({currentTarget}) =>\n dispatch({type: 'SET_SEARCH_TEXT', payload: currentTarget.value}),\n [dispatch],\n);\n const resetSearch = useCallback(\n () => dispatch({type: 'SET_SEARCH_TEXT', payload: ''}),\n [dispatch],\n);\n\n const handleInputKeyPress = useCallback(\n ({key, shiftKey}) => {\n if (key === 'Enter') {\n if (shiftKey) {\n dispatch({type: 'GO_TO_PREVIOUS_SEARCH_RESULT'});\n } else {\n dispatch({type: 'GO_TO_NEXT_SEARCH_RESULT'});\n }\n }\n },\n [dispatch],\n);\n\n // Auto-focus search input\n useEffect(() => {\n if (inputRef.current === null) {\n return () => {};\n }\n\n const handleWindowKey =

(event: KeyboardEvent) => {\n const {key, metaKey} = event;\n if (key === 'f' && metaKey) {\n if (inputRef.current !== null) {\n inputRef.current.focus();\n event.preventDefault();\n event.stopPropagation();\n }\n }\n };\n\n // It's important to listen to the ownerDocument to support the browser extension.\n // Here we use portals to render individual tabs (e.g. Profiler),\n // and the root document might belong to a different window.\n const ownerDocument = inputRef.current.ownerDocument;\n ownerDocument.addEventListener('keydown', handleWindowKey);\n\n return () => ownerDocument.removeEventListener('keydown', handleWindowKey);\n }, [inputRef]);\n\n return (\n \n <Icon className={styles.InputIcon} type=\"search\" />\n <input\n className={styles.Input}\n onChange={handleTextChange}\n onKeyPress={handleInputKeyPress}\n placeholder=\"Search (text or /regex/)\"\n ref={inputRef}\n value={searchText}\n />\n {!!searchText && (\n <React.Fragment>\n \n {Math.min(searchIndex + 1, searchResults.length)} |{' '}\n {searchResults.length}\n \n \n <Button\n className={styles.IconButton}\n disabled={!searchText}\n onClick={() => dispatch({type: 'GO_TO_PREVIOUS_SEARCH_RESULT'})}\n title={\n <React.Fragment>\n Scroll to previous search result (<kbd>Shift</kbd> +{' '}\n <kbd>Enter</kbd>)\n </React.Fragment>\n }>\n <ButtonIcon type=\"up\" />\n </Button>\n <Button\n className={styles.IconButton}\n disabled={!searchText}\n onClick={() => dispatch({type: 'GO_TO_NEXT_SEARCH_RESULT'})}\n title={\n <React.Fragment>\n Scroll to next search result (<kbd>Enter</kbd>)\n </React.Fragment>\n }>\n <ButtonIcon type=\"down\" />\n </Button>\n <Button\n className={styles.IconButton}\n disabled={!searchText}\n onClick={resetSearch}\n title=\"Reset search\">\n <ButtonIcon type=\"close\" />\n </Button>\n </React.Fragment>\n)}\n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {createContext, useMemo, useState} from 'react';\n\nexport type DisplayDensity = 'comfortable' | 'compact';\nexport type Theme = 'auto' | 'light' | 'dark';\n\ntype Context = {\n isModalShowing: boolean,\n setIsModalShowing: (value: boolean) => void,\n ...\n};\n\nconst SettingsModalContext = createContext<Context>(((null: any): Context));\nSettingsModalContext.displayName = 'SettingsModalContext';\n\nfunction SettingsModalContextController({children}: {|children: React$Node|}) {\n const [isModalShowing, setIsModalShowing] = useState<boolean>(false);\n\n const value = useMemo(() => ({isModalShowing, setIsModalShowing}), [\n isModalShowing,\n setIsModalShowing,\n]);\n\n return (\n <SettingsModalContext.Provider value={value}>\n {children}\n </SettingsModalContext.Provider>\n);\n}\n\nexport {SettingsModalContext, SettingsModalContextController};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext, useMemo} from 'react';\nimport {SettingsModalContext} from './SettingsModalContext';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport {StoreContext} from '../context';\nimport {useSubscription} from '../hooks';\n\nexport default function SettingsModalContextToggle() {\n const {setIsModalShowing} = useContext(SettingsModalContext);\n const store = useContext(StoreContext);\n const {profilerStore} = store;\n\n const showFilterModal = useCallback(() => setIsModalShowing(true), [\n setIsModalShowing,\n]);\n\n // Updating preferences while profiling is in progress could break things (e.g. filtering)\n // Explicitly disallow it for now.\n const isProfilingSubscription = useMemo(\n () => ({\n getCurrentValue: () => profilerStore.isProfiling,\n subscribe: (callback: Function) => {\n profilerStore.addListener('isProfiling', callback);\n return () => profilerStore.removeListener('isProfiling', callback);\n },\n }),\n [profilerStore],\n);\n const isProfiling = useSubscription<boolean>(isProfilingSubscription);\n\n return (\n <Button\n disabled={isProfiling}\n onClick={showFilterModal}\n title=\"View settings\">\n <ButtonIcon type=\"settings\" />\n </Button>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT

license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {createContext} from 'react';\n\nconst TreeFocusedContext = createContext<boolean>(false);\n\nexport default TreeFocusedContext;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext, useMemo} from 'react';\nimport {TreeStateContext} from './TreeContext';\nimport {SettingsContext} from '../Settings/SettingsContext';\nimport TreeFocusedContext from './TreeFocusedContext';\nimport {StoreContext} from '../context';\nimport {useSubscription} from '../hooks';\n\nimport styles from './SelectedTreeHighlight.css';\n\ntype Data = {|\n startIndex: number,\n stopIndex: number,\n|};\n\nexport default function SelectedTreeHighlight(_: {||}) {\n const {lineHeight} = useContext(SettingsContext);\n const store = useContext(StoreContext);\n const treeFocused = useContext(TreeFocusedContext);\n const {ownerID, selectedElementID} = useContext(TreeStateContext);\n\n const subscription = useMemo(\n   () => ({\n   getCurrentValue: () => {\n   if (\n   selectedElementID === null ||\n   store.isInsideCollapsedSubTree(selectedElementID)\n   ) {\n   return null;\n   }\n\n   const element = store.getElementByID(selectedElementID);\n   if (\n   element === null ||\n   element.isCollapsed ||\n   element.children.length === 0\n   ) {\n   return null;\n   }\n\n   const startIndex = store.getIndexOfElementID(element.children[0]);\n   if (startIndex === null) {\n   return null;\n   }\n\n   let stopIndex = null;\n   let current = element;\n   while (current !== null) {\n   if (current.isCollapsed || current.children.length === 0) {\n   // We've found the last/deepest descendant.\n   stopIndex = store.getIndexOfElementID(current.id);\n   current = null;\n   } else {\n   const lastChildID = current.children[current.children.length - 1];\n   current = store.getElementByID(lastChildID);\n   }\n   }\n\n   if (stopIndex === null) {\n   return null;\n   }\n\n   return {\n   startIndex,\n   stopIndex,\n   };\n   },\n   subscribe: (callback: Function) => {\n   store.addListener('mutated', callback);\n   return () => {\n   store.removeListener('mutated', callback);\n   };\n   },\n   }),\n   [selectedElementID, store],\n);\n const data = useSubscription<Data | null>(subscription);\n\n if (ownerID !== null) {\n   return null;\n }\n\n if (data === null) {\n   return null;\n }\n\n const {startIndex, stopIndex} = data;\n\n return (\n   <div\n   className={treeFocused ? styles.Active : styles.Inactive}\n   style={{\n   position: 'absolute',\n   top: `${startIndex * lineHeight}px`,\n   height: `${(stopIndex + 1 - startIndex) * lineHeight}px`,\n   }}\n   />\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {hydrate, fillInPath} from 'react-devtools-shared/src/hydration';\nimport {separateDisplayNameAndHOCs} from 'react-devtools-shared/src/utils';\nimport Store from 'react-devtools-shared/src/devtools/store';\n\nimport type {\n InspectedElement as InspectedElementBackend,\n InspectedElementPayload,\n} from 'react-devtools-shared/src/backend/types';\nimport type {\n BackendEvents,\n FrontendBridge,\n} from 'react-devtools-shared/src/bridge';\nimport type {\n DehydratedData,\n InspectedElement as InspectedElementFrontend,\n} from 'react-devtools-shared/src/devtools/views/Components/types';\n\nexport function clearErrorsAndWarnings({\n bridge,\n store,\n}: {|\n bridge: FrontendBridge,\n store: Store,\n|}): void {\n store.rootIDToRendererID.forEach(rendererID => {\n   bridge.send('clearErrorsAndWarnings', {rendererID});\n });\n}\n\nexport function clearErrorsForElement({\n bridge,\n id,\n rendererID,\n}: {|\n bridge: FrontendBridge,\n id: number,\n rendererID: number,\n|}): void {\n bridge.send('clearErrorsForFiberID', {\n   rendererID,\n   id,\n });\n}\n\nexport function clearWarningsForElement({\n bridge,\n id,\n rendererID,\n}: {|\n bridge: FrontendBridge,\n id: number,\n rendererID: number,\n|}): void {\n bridge.send('clearWarningsForFiberID', {\n   rendererID,\n   id,\n });\n}\n\nexport function copyInspectedElementPath({\n bridge,\n id,\n path,\n rendererID,\n}: {|\n bridge: FrontendBridge,\n id: number,\n path: Array<string | number>,\n rendererID: number,\n|}): void {\n bridge.send('copyElementPath', {\n   id,\n   path,\n   rendererID,\n });\n}\n\nexport function inspectElement({\n bridge,\n id,\n path,\n rendererID,\n}: {|\n bridge: FrontendBridge,\n id: number,\n path: Array<string | number> | null,\n rendererID: number,\n|}): Promise<InspectedElementPayload> {\n const requestID = requestCounter++;\n const promise = getPromiseForRequestID<InspectedElementPayload>(\n   requestID,\n   'inspectedElement',\n   bridge,\n);\n\n bridge.send('inspectElement', {\n   id,\n   path,\n

rendererID,\n requestID,\n });\n\n return promise;\n}\n\nlet storeAsGlobalCount = 0;\n\nexport function storeAsGlobal({\n bridge,\n id,\n path,\n rendererID,\n}: {|\n bridge: FrontendBridge,\n id: number,\n path: Array<string | number>,\n rendererID: number,\n|}): void {\n bridge.send('storeAsGlobal', {\n   count: storeAsGlobalCount++,\n   id,\n   path,\n   rendererID,\n });\n}\n\nconst TIMEOUT_DELAY = 5000;\n\nlet requestCounter = 0;\n\nfunction getPromiseForRequestID<T>(\n requestID: number,\n eventType: $Keys<BackendEvents>,\n bridge: FrontendBridge,\n): Promise<T> {\n return new Promise((resolve, reject) => {\n   const cleanup = () => {\n   bridge.removeListener(eventType, onInspectedElement);\n\n clearTimeout(timeoutID);\n   };\n\n   const onInspectedElement = (data: any) => {\n   if (data.responseID === requestID) {\n   cleanup();\n   resolve((data: T));\n   }\n   };\n\n   const onTimeout = () => {\n cleanup();\n   reject();\n   };\n\n   bridge.addListener(eventType, onInspectedElement);\n\n   const timeoutID = setTimeout(onTimeout, TIMEOUT_DELAY);\n });\n}\n\nexport function cloneInspectedElementWithPath(\n inspectedElement: InspectedElementFrontend,\n path: Array<string | number>,\n value: Object,\n): InspectedElementFrontend {\n const hydratedValue = hydrateHelper(value, path);\n const clonedInspectedElement = {...inspectedElement};\n\n fillInPath(clonedInspectedElement, value, path, hydratedValue);\n\n return clonedInspectedElement;\n}\n\nexport function convertInspectedElementBackendToFrontend(\n inspectedElementBackend: InspectedElementBackend,\n): InspectedElementFrontend {\n const {\n canEditFunctionProps,\n   canEditFunctionPropsDeletePaths,\n   canEditFunctionPropsRenamePaths,\n canEditHooks,\n   canEditHooksAndDeletePaths,\n   canEditHooksAndRenamePaths,\n   canToggleError,\n isErrored,\n   targetErrorBoundaryID,\n   canToggleSuspense,\n   canViewSource,\n   hasLegacyContext,\n   id,\n source,\n   type,\n   owners,\n   context,\n   hooks,\n   props,\n   rendererPackageName,\n   rendererVersion,\n rootType,\n   state,\n   key,\n   errors,\n   warnings,\n } = inspectedElementBackend;\n\n const inspectedElement: InspectedElementFrontend = {\n   canEditFunctionProps,\n canEditFunctionPropsDeletePaths,\n   canEditFunctionPropsRenamePaths,\n   canEditHooks,\n canEditHooksAndDeletePaths,\n   canEditHooksAndRenamePaths,\n   canToggleError,\n   isErrored,\n targetErrorBoundaryID,\n   canToggleSuspense,\n   canViewSource,\n   hasLegacyContext,\n   id,\n   key,\n rendererPackageName,\n   rendererVersion,\n   rootType,\n   source,\n   type,\n   owners:\n   owners === null\n   ? null\n   : owners.map(owner => {\n   const [displayName, hocDisplayNames] = separateDisplayNameAndHOCs(\n   owner.displayName,\n   owner.type,\n   );\n   return {\n   ...owner,\n   displayName,\n   hocDisplayNames,\n   };\n   }),\n   context: hydrateHelper(context),\n   hooks: hydrateHelper(hooks),\n   props: hydrateHelper(props),\n   state: hydrateHelper(state),\n   errors,\n   warnings,\n };\n\n return inspectedElement;\n}\n\nexport function hydrateHelper(\n dehydratedData: DehydratedData | null,\n path?: Array<string | number>,\n): Object | null {\n if (dehydratedData !== null) {\n   const {cleaned, data, unserializable} = dehydratedData;\n\n   if (path) {\n   const {length} = path;\n   if (length > 0) {\n   // Hydration helper requires full paths, but inspection dehydrates with relative paths.\n   // In that event it's important that we adjust the \"cleaned\" paths to match.\n   return hydrate(\n   data,\n   cleaned.map(cleanedPath => cleanedPath.slice(length)),\n unserializable.map(unserializablePath =>\n   unserializablePath.slice(length),\n   ),\n   );\n   }\n }\n\n   return hydrate(data, cleaned, unserializable);\n } else {\n   return null;\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n Fragment,\n Suspense,\n useCallback,\n useContext,\n useEffect,\n useMemo,\n useRef,\n useState,\n} from 'react';\nimport AutoSizer from 'react-virtualized-auto-sizer';\nimport {FixedSizeList} from 'react-window';\nimport {TreeDispatcherContext, TreeStateContext} from './TreeContext';\nimport Icon from '../Icon';\nimport {SettingsContext} from '../Settings/SettingsContext';\nimport {BridgeContext, StoreContext} from '../context';\nimport Element from './Element';\nimport InspectHostNodesToggle from './InspectHostNodesToggle';\nimport OwnersStack from './OwnersStack';\nimport SearchInput from './SearchInput';\nimport SettingsModalContextToggle from 'react-devtools-shared/src/devtools/views/Settings/SettingsModalContextToggle';\nimport SelectedTreeHighlight from

'./SelectedTreeHighlight';\nimport TreeFocusedContext from './TreeFocusedContext';\nimport {useHighlightNativeElement, useSubscription} from '../hooks';\nimport {clearErrorsAndWarnings as clearErrorsAndWarningsAPI} from 'react-devtools-shared/src/backendAPI';\nimport styles from './Tree.css';\nimport ButtonIcon from '../ButtonIcon';\nimport Button from '../Button';\n\n// Never indent more than this number of pixels (even if we have the room).\nconst DEFAULT_INDENTATION_SIZE = 12;\n\nexport type ItemData = {|\n numElements: number,\n isNavigatingWithKeyboard: boolean,\n lastScrolledIDRef: {current: number | null, ...},\n onElementMouseEnter: (id: number) => void,\n treeFocused: boolean,\n|};\n\ntype Props = {||};\n\nexport default function Tree(props: Props) {\n const dispatch = useContext(TreeDispatcherContext);\n const {\n   numElements,\n   ownerID,\n   searchIndex,\n   searchResults,\n   selectedElementID,\n   selectedElementIndex,\n } = useContext(TreeStateContext);\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n const [isNavigatingWithKeyboard, setIsNavigatingWithKeyboard] = useState(\n   false,\n);\n const {\n   highlightNativeElement,\n   clearHighlightNativeElement,\n } = useHighlightNativeElement();\n const treeRef = useRef<HTMLDivElement | null>(null);\n const focusTargetRef = useRef<HTMLDivElement | null>(null);\n\n const [treeFocused, setTreeFocused] = useState<boolean>(false);\n\n const {lineHeight, showInlineWarningsAndErrors} = useContext(SettingsContext);\n\n // Make sure a newly selected element is visible in the list.\n // This is helpful for things like the owners list and search.\n //\n // TRICKY:\n // It's important to use a callback ref for this, rather than a ref object and an effect.\n // As an optimization, the AutoSizer component does not render children when their size would be 0.\n // This means that in some cases (if the browser panel size is initially really small),\n // the Tree component might render without rendering an inner List.\n // In this case, the list ref would be null on mount (when the scroll effect runs),\n // meaning the scroll action would be skipped (since ref updates don't re-run effects).\n // Using a callback ref accounts for this case...\n const listCallbackRef = useCallback(\n   list => {\n   if (list != null && selectedElementIndex !== null) {\n   list.scrollToItem(selectedElementIndex, 'smart');\n   }\n   },\n   [selectedElementIndex],\n);\n\n // Picking an element in the inspector should put focus into the tree.\n // This ensures that keyboard navigation works right after picking a node.\n useEffect(() => {\n   function handleStopInspectingNative(didSelectNode) {\n   if (didSelectNode && focusTargetRef.current !== null) {\n   focusTargetRef.current.focus();\n   }\n   }\n   bridge.addListener('stopInspectingNative', handleStopInspectingNative);\n   return () =>\n   bridge.removeListener('stopInspectingNative', handleStopInspectingNative);\n }, [bridge]);\n\n // This ref is passed down the context to elements.\n // It lets them avoid autoscrolling to the same item many times\n // when a selected virtual row goes in and out of the viewport.\n const lastScrolledIDRef = useRef<number | null>(null);\n\n // Navigate the tree with up/down arrow keys.\n useEffect(() => {\n   if (treeRef.current === null) {\n   return () => {};\n   }\n\n   const handleKeyDown = (event: KeyboardEvent) => {\n   if ((event: any).target.tagName === 'INPUT' || event.defaultPrevented) {\n   return;\n   }\n\n   // TODO We should ignore arrow keys if the focus is outside of DevTools.\n   // Otherwise the inline (embedded) DevTools might change selection unexpectedly,\n   // e.g. when a text input or a select has focus.\n\n   let element;\n   switch (event.key) {\n   case 'ArrowDown':\n   event.preventDefault();\n   if (event.altKey) {\n   dispatch({type: 'SELECT_NEXT_SIBLING_IN_TREE'});\n   } else {\n   dispatch({type: 'SELECT_NEXT_ELEMENT_IN_TREE'});\n   }\n   break;\n   case 'ArrowLeft':\n   event.preventDefault();\n   element =\n   selectedElementID !== null\n   ? store.getElementByID(selectedElementID)\n   : null;\n   if (element !== null) {\n   if (event.altKey) {\n   if (element.ownerID !== null) {\n   dispatch({type: 'SELECT_OWNER_LIST_PREVIOUS_ELEMENT_IN_TREE'});\n   }\n   } else {\n   if (element.children.length > 0 && !element.isCollapsed) {\n   store.toggleIsCollapsed(element.id, true);\n   } else {\n   dispatch({type: 'SELECT_PARENT_ELEMENT_IN_TREE'});\n   }\n   }\n   }\n   break;\n   case 'ArrowRight':\n   event.preventDefault();\n   element =\n   selectedElementID !== null\n   ? store.getElementByID(selectedElementID)\n   : null;\n   if (element !== null) {\n   if (event.altKey) {\n   dispatch({type: 'SELECT_OWNER_LIST_NEXT_ELEMENT_IN_TREE'});\n   } else {\n   if (element.children.length

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> 0 && element.isCollapsed) {\n            store.toggleIsCollapsed(element.id, false);\n          } else {\n
dispatch({type: 'SELECT_CHILD_ELEMENT_IN_TREE'});\n          }\n        }\n      }\n      break;\n
case 'ArrowUp':\n        event.preventDefault();\n        if (event.altKey) {\n          dispatch({type:
'SELECT_PREVIOUS_SIBLING_IN_TREE'});\n        } else {\n          dispatch({type:
'SELECT_PREVIOUS_ELEMENT_IN_TREE'});\n        }\n      break;\n      default:\n        return;\n    }\n
setIsNavigatingWithKeyboard(true);\n  };\n\n  // It's important to listen to the ownerDocument to support the
browser extension.\n  // Here we use portals to render individual tabs (e.g. Profiler),\n  // and the root document
might belong to a different window.\n  const ownerDocument = treeRef.current.ownerDocument;\n
ownerDocument.addEventListener('keydown', handleKeyDown);\n\n  return () => {\n
ownerDocument.removeEventListener('keydown', handleKeyDown);\n  };\n  }, [dispatch, selectedElementID,
store]);\n\n  // Focus management.\n  const handleBlur = useCallback(() => setTreeFocused(false), []);\n  const
handleFocus = useCallback(() => {\n  setTreeFocused(true);\n\n  if (selectedElementIndex === null &&
numElements > 0) {\n    dispatch({\n      type: 'SELECT_ELEMENT_AT_INDEX',\n      payload: 0,\n    });\n
}\n  }, [dispatch, numElements, selectedElementIndex]);\n\n  const handleKeyPress = useCallback(\n  event => {\n
  switch (event.key) {\n      case 'Enter':\n      case ' ':\n        if (selectedElementID !== null) {\n
dispatch({type: 'SELECT_OWNER', payload: selectedElementID});\n        }\n        break;\n      default:\n
break;\n    }\n  },\n  [dispatch, selectedElementID],\n  );\n\n  // If we switch the selected element while using the
keyboard,\n  // start highlighting it in the DOM instead of the last hovered node.\n  const searchRef =
useRef({searchIndex, searchResults});\n  useEffect(() => {\n  let didSelectNewSearchResult = false;\n  if (\n
searchRef.current.searchIndex !== searchIndex ||\n    searchRef.current.searchResults !== searchResults\n  ) {\n
searchRef.current.searchIndex = searchIndex;\n    searchRef.current.searchResults = searchResults;\n
didSelectNewSearchResult = true;\n  }\n  if (isNavigatingWithKeyboard || didSelectNewSearchResult) {\n    if
(selectedElementID !== null) {\n      highlightNativeElement(selectedElementID);\n    } else {\n
clearHighlightNativeElement();\n    }\n  }\n  }, [\n  bridge,\n  isNavigatingWithKeyboard,\n
highlightNativeElement,\n  searchIndex,\n  searchResults,\n  selectedElementID,\n  ]);\n\n  // Highlight last
hovered element.\n  const handleElementMouseEnter = useCallback(\n  id => {\n    // Ignore hover while we're
navigating with keyboard.\n    // This avoids flicker from the hovered nodes under the mouse.\n    if
(!isNavigatingWithKeyboard) {\n      highlightNativeElement(id);\n    }\n  },\n  [isNavigatingWithKeyboard,
highlightNativeElement],\n  );\n\n  const handleMouseMove = useCallback(() => {\n  // We started using the
mouse again.\n  // This will enable hover styles in individual rows.\n  setIsNavigatingWithKeyboard(false);\n  },
[]);\n\n  const handleMouseLeave = clearHighlightNativeElement;\n\n  // Let react-window know to re-render any
time the underlying tree data changes.\n  // This includes the owner context, since it controls a filtered view of the
tree.\n  const itemData = useMemo<ItemData>(\n  () => ({\n    numElements,\n    isNavigatingWithKeyboard,\n
  onElementMouseEnter: handleElementMouseEnter,\n    lastScrolledIDRef,\n    treeFocused,\n  }),\n  [\n
numElements,\n    isNavigatingWithKeyboard,\n    handleElementMouseEnter,\n    lastScrolledIDRef,\n
treeFocused,\n  ],\n  );\n\n  const itemKey = useCallback(\n  (index: number) =>
store.getElementIDAtIndex(index),\n  [store],\n  );\n\n  const handlePreviousErrorOrWarningClick =
React.useCallback(() => {\n  dispatch({type:
'SELECT_PREVIOUS_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE'});\n  }, []);\n\n  const
handleNextErrorOrWarningClick = React.useCallback(() => {\n  dispatch({type:
'SELECT_NEXT_ELEMENT_WITH_ERROR_OR_WARNING_IN_TREE'});\n  }, []);\n\n  const
errorsOrWarningsSubscription = useMemo(\n  () => ({\n    getCurrentValue: () => ({\n      errors:
store.errorCount,\n      warnings: store.warningCount,\n    }),\n    subscribe: (callback: Function) => {\n
store.addListener('mutated', callback);\n      return () => store.removeListener('mutated', callback);\n    },\n  }),\n
  [store],\n  );\n  const {errors, warnings} = useSubscription(errorsOrWarningsSubscription);\n\n  const
clearErrorsAndWarnings = () => {\n  clearErrorsAndWarningsAPI({bridge, store});\n  };\n\n  return (\n
<TreeFocusedContext.Provider value={treeFocused}>\n    <div className={styles.Tree} ref={treeRef}>\n
<div className={styles.SearchInput}>\n        {store.supportsNativeInspection && (\n          <Fragment>\n
```

```
 <InspectHostNodesToggle />\n            <div className={styles.VRule} />\n          </Fragment>\n        )}\n
<Suspense fallback={<Loading />}>\n          {ownerID !== null ? <OwnersStack /> : <SearchInput />}\n
</Suspense>\n        <div className={styles.VRule} />\n        {showInlineWarningsAndErrors &&\n
ownerID === null &&\n          (errors > 0 || warnings > 0) && (\n            <React.Fragment>\n              {errors >
0 && (\n                <div className={styles.IconAndCount}>\n                <Icon className={styles.ErrorIcon}
type=\"error\" />\n                {errors}\n              </div>\n            )}\n            {warnings > 0 && (\n
 <div className={styles.IconAndCount}>\n                <Icon className={styles.WarningIcon} type=\"warning\"
/>\n                {warnings}\n              </div>\n            )}\n            <Button\n
onClick={handlePreviousErrorOrWarningClick}\n              title=\"Scroll to previous error or warning\">\n
   <ButtonIcon type=\"up\" />\n            </Button>\n            <Button\n
onClick={handleNextErrorOrWarningClick}\n              title=\"Scroll to next error or warning\">\n
<ButtonIcon type=\"down\" />\n            </Button>\n            <Button\n
onClick={clearErrorsAndWarnings}\n              title=\"Clear all errors and warnings\">\n              <ButtonIcon
type=\"clear\" />\n            </Button>\n            <div className={styles.VRule} />\n
</React.Fragment>\n          )}\n        <SettingsModalContextToggle />\n      </div>\n      <div\n
className={styles.AutoSizerWrapper}\n        onBlur={handleBlur}\n        onFocus={handleFocus}\n
onKeyPress={handleKeyPress}\n        onMouseMove={handleMouseMove}\n
onMouseLeave={handleMouseLeave}\n        ref={focusTargetRef}\n        tabIndex={0}>\n        <AutoSizer>\n
      {({height, width}) => (\n          // $FlowFixMe https://github.com/facebook/flow/issues/7341\n
<FixedSizeList\n            className={styles.List}\n            height={height}\n
innerElementType={InnerElementType}\n            itemCount={numElements}\n
itemData={itemData}\n            itemKey={itemKey}\n            itemSize={lineHeight}\n
ref={listCallbackRef}\n            width={width}>\n            {Element}\n          </FixedSizeList>\n          )}\n
    </AutoSizer>\n      </div>\n    </div>\n  </TreeFocusedContext.Provider>\n  );\n}\n\n// Indentation size can
be adjusted but child width is fixed.\n// We need to adjust indentations so the widest child can fit without
overflowing.\n// Sometimes the widest child is also the deepest in the tree:\n//   ----------------------\n//   <Foo>
   \n//   ••••<Foobar>      \n//   ••••••••<Baz>      \n//   ----------------------\n//\n// But this is not always the case.\n//
Even with the above example, a change in indentation may change the overall widest child:\n//   ----------------------
\n//   <Foo>            \n//   ••<Foobar>        \n//   ••••<Baz>         \n//   ----------------------\n//\n// In extreme
cases this difference can be important:\n//   ----------------------\n//   <ReallyLongName>    \n//   ••<Foo>
\n//   ••••<Bar>         \n//   ••••••<Baz>       \n//   ••••••••<Qux>      \n//   ----------------------\n//\n// In the above
example, the current indentation is fine,\n// but if we naively assumed that the widest element is also the deepest
element,\n// we would end up compressing the indentation unnecessarily:\n//   ----------------------\n//
<ReallyLongName>    \n//   •<Foo>            \n//   ••<Bar>           \n//   •••<Baz>          \n//   ••••<Qux>
\n//   ----------------------\n//\n// The way we deal with this is to compute the max indentation size that can fit each
child,\n// given the child's fixed width and depth within the tree.\n// Then we take the smallest of these indentation
sizes...\nfunction updateIndentationSizeVar(\n  innerDiv: HTMLDivElement,\n  cachedChildWidths:
WeakMap<HTMLElement, number>,\n  indentationSizeRef: {|current: number|},\n  prevListWidthRef: {|current:
number|},\n): void {\n  const list = ((innerDiv.parentElement: any): HTMLDivElement);\n  const listWidth =
list.clientWidth;\n\n  // Skip measurements when the Components panel is hidden.\n  if (listWidth === 0) {\n
return;\n  }\n\n  // Reset the max indentation size if the width of the tree has increased.\n  if (listWidth >
prevListWidthRef.current) {\n    indentationSizeRef.current = DEFAULT_INDENTATION_SIZE;\n  }\n
prevListWidthRef.current = listWidth;\n\n  let maxIndentationSize: number = indentationSizeRef.current;\n\n  //
eslint-disable-next-line no-for-of-loops/no-for-of-loops\n  for (const child of innerDiv.children) {\n    const depth =
parseInt(child.getAttribute('data-depth'), 10) || 0;\n\n    let childWidth: number = 0;\n\n    const cachedChildWidth =
cachedChildWidths.get(child);\n    if (cachedChildWidth != null) {\n      childWidth = cachedChildWidth;\n    } else
{\n      const {firstElementChild} = child;\n\n      // Skip over e.g. the guideline element\n      if (firstElementChild !=
null) {\n        childWidth = firstElementChild.clientWidth;\n        cachedChildWidths.set(child, childWidth);\n
```

}\n }\n\n const remainingWidth = Math.max(0, listWidth - childWidth);\n\n maxIndentationSize = Math.min(maxIndentationSize, remainingWidth / depth);\n }\n\n indentationSizeRef.current = maxIndentationSize;\n\n list.style.setProperty('--indentation-size', `${maxIndentationSize}px`);\n}\n\nfunction InnerElementType({children, style, ...rest}) {\n const {ownerID} = useContext(TreeStateContext);\n\n const cachedChildWidths = useMemo<WeakMap<HTMLElement, number>>(\n () => new WeakMap(),\n [],\n);\n\n // This ref tracks the current indentation size.\n // We decrease indentation to fit wider/deeper trees.\n // We intentionally do not increase it again afterward, to avoid the perception of content \"jumping\"\n // e.g. clicking to toggle/collapse a row might otherwise jump horizontally beneath your cursor,\n // e.g. scrolling a wide row off screen could cause narrower rows to jump to the right some.\n //\n // There are two exceptions for this:\n // 1. The first is when the width of the tree increases.\n // The user may have resized the window specifically to make more room for DevTools.\n // In either case, this should reset our max indentation size logic.\n // 2. The second is when the user enters or exits an owner tree.\n const indentationSizeRef = useRef<number>(DEFAULT_INDENTATION_SIZE);\n const prevListWidthRef = useRef<number>(0);\n const prevOwnerIDRef = useRef<number | null>(ownerID);\n const divRef = useRef<HTMLDivElement | null>(null);\n\n // We shouldn't retain this width across different conceptual trees though,\n // so when the user opens the \"owners tree\" view, we should discard the previous width.\n if (ownerID !== prevOwnerIDRef.current) {\n prevOwnerIDRef.current = ownerID;\n indentationSizeRef.current = DEFAULT_INDENTATION_SIZE;\n }\n\n // When we render new content, measure to see if we need to shrink indentation to fit it.\n useEffect(() => {\n if (divRef.current !== null) {\n updateIndentationSizeVar(\n divRef.current,\n cachedChildWidths,\n indentationSizeRef,\n prevListWidthRef,\n);\n }\n });\n\n // This style override enables the background color to fill the full visible width,\n // when combined with the CSS tweaks in Element.\n // A lot of options were considered; this seemed the one that requires the least code.\n // See https://github.com/bvaughn/react-devtools-experimental/issues/9\n return (\n <div\n className={styles.InnerElementType}\n ref={divRef}\n style={style}\n {...rest}>\n <SelectedTreeHighlight />\n {children}\n \n);\n}\n\nfunction Loading() {\n return Loading... ;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport styles from './shared.css';\n\ntype Props = {|\n callStack: string | null,\n children: React$Node,\n componentStack: string | null,\n dismissError: Function | null,\n errorMessage: string | null,\n|};\n\nexport default function ErrorView({\n callStack,\n children,\n componentStack,\n dismissError = null,\n errorMessage,\n}: Props) {\n return (\n \n {children}\n \n \n \n Uncaught Error: {errorMessage || ''}\n \n {dismissError !== null && (\n <Button className={styles.CloseButton} onClick={dismissError}>\n Dismiss\n <ButtonIcon className={styles.CloseButtonIcon} type=\"close\" />\n </Button>\n)}\n \n {!!callStack && (\n \n The error was thrown {callStack.trim()}\n \n)}\n {!!componentStack && (\n \n The error occurred {componentStack.trim()}\n \n)}\n \n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport styles from './LoadingAnimation.css';\n\ntype Props = {|\n className?: string,\n|};\n\nexport default function LoadingAnimation({className = ''}: Props) {\n return (\n <svg\n xmlns=\"http://www.w3.org/2000/svg\"\n className={`${styles.Icon} ${className}`}\n width=\"24\"\n height=\"24\"\n viewBox=\"0 0 100 100\">\n <path d=\"M0 0h100v100H0z\" fill=\"none\" />\n <circle fill=\"currentColor\" stroke=\"none\" cx=\"20\" cy=\"50\" r=\"10\">\n <animate\n attributeName=\"opacity\"\n dur=\"1s\"\n values=\"0;1;0\"\n repeatCount=\"indefinite\"\n begin=\"0.1\"\n />\n </circle>\n <circle fill=\"currentColor\" stroke=\"none\" cx=\"50\" cy=\"50\" r=\"10\">\n <animate\n

attributeName=\"opacity\"\n dur=\"1s\"\n values=\"0;1;0\"\n repeatCount=\"indefinite\"\n begin=\"0.2\"\n />\n </circle>\n <circle fill=\"currentColor\" stroke=\"none\" cx=\"80\" cy=\"50\" r=\"10\">\n <animate\n attributeName=\"opacity\"\n dur=\"1s\"\n values=\"0;1;0\"\n repeatCount=\"indefinite\"\n begin=\"0.3\"\n />\n </circle>\n </svg>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport LoadingAnimation from 'react-devtools-shared/src/devtools/views/Components/LoadingAnimation';\nimport styles from './shared.css';\n\nexport default function SearchingGitHubIssues() {\n return (\n \n <LoadingAnimation className={styles.LoadingIcon} />\n Searching GitHub for reports of this error...\n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport type GitHubIssue = {|\n title: string,\n url: string,\n|};\n\nconst GITHUB_ISSUES_API = 'https://api.github.com/search/issues';\n\nexport function searchGitHubIssuesURL(message: string): string {\n // Remove Fiber IDs from error message (as those will be unique).\n message = message.replace(/\"[0-9]+\"/g, '');\n\n const filters = [\n 'in:title',\n 'is:issue',\n 'is:open',\n 'is:public',\n 'label:\"Component: Developer Tools\"',\n 'repo:facebook/react',\n];\n\n return (\n GITHUB_ISSUES_API +\n '?q=' +\n encodeURIComponent(message) +\n '%20' +\n filters.map(encodeURIComponent).join('%20')\n);\n}\n\nexport async function searchGitHubIssues(\n message: string,\n): Promise<GitHubIssue | null> {\n const response = await fetch(searchGitHubIssuesURL(message));\n const data = await response.json();\n if (data.items.length > 0) {\n const item = data.items[0];\n return {\n title: item.title,\n url: item.html_url,\n };\n } else {\n return null;\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {Wakeable} from 'shared/ReactTypes';\nimport type {GitHubIssue} from './githubAPI';\n\nimport {unstable_getCacheForType as getCacheForType} from 'react';\nimport {searchGitHubIssues} from './githubAPI';\n\nconst API_TIMEOUT = 3000;\n\nconst Pending = 0;\nconst Resolved = 1;\nconst Rejected = 2;\n\ntype PendingRecord = {|\n status: 0,\n value: Wakeable,\n|};\n\ntype ResolvedRecord<T> = {|\n status: 1,\n value: T,\n|};\n\ntype RejectedRecord = {|\n status: 2,\n value: null,\n|};\n\ntype Record<T> = PendingRecord | ResolvedRecord<T> | RejectedRecord;\n\nfunction readRecord<T>(record: Record<T>): ResolvedRecord<T> | RejectedRecord {\n if (record.status === Resolved) {\n // This is just a type refinement.\n return record;\n } else if (record.status === Rejected) {\n // This is just a type refinement.\n return record;\n } else {\n throw record.value;\n }\n}\n\ntype GitHubIssueMap = Map<string, Record<GitHubIssue>>;\n\nfunction createMap(): GitHubIssueMap {\n return new Map();\n}\n\nfunction getRecordMap(): Map<string, Record<GitHubIssue>> {\n return getCacheForType(createMap);\n}\n\nexport function findGitHubIssue(errorMessage: string): GitHubIssue | null {\n errorMessage = normalizeErrorMessage(errorMessage);\n\n const map = getRecordMap();\n let record = map.get(errorMessage);\n\n if (!record) {\n const callbacks = new Set();\n const wakeable: Wakeable = {\n then(callback) {\n callbacks.add(callback);\n },\n };\n const wake = () => {\n // This assumes they won't throw.\n callbacks.forEach(callback => callback());\n callbacks.clear();\n };\n const newRecord: Record<GitHubIssue> = (record = {\n status: Pending,\n value: wakeable,\n });\n\n let didTimeout = false;\n\n searchGitHubIssues(errorMessage)\n .then(maybeItem => {\n if (didTimeout) {\n return;\n }\n\n if (maybeItem) {\n const resolvedRecord = ((newRecord: any): ResolvedRecord<GitHubIssue>);\n resolvedRecord.status = Resolved;\n resolvedRecord.value = maybeItem;\n } else {\n const notFoundRecord = ((newRecord: any): RejectedRecord);\n notFoundRecord.status = Rejected;\n notFoundRecord.value = null;\n }\n\n wake();\n })\n .catch(error => {\n const thrownRecord = ((newRecord: any): RejectedRecord);\n thrownRecord.status = Rejected;\n thrownRecord.value = null;\n\n wake();\n });\n\n // Only wait a little while for GitHub results before showing a fallback.\n setTimeout(() => {\n didTimeout = true;\n\n const timedoutRecord = ((newRecord: any): RejectedRecord);\n timedoutRecord.status = Rejected;\n timedoutRecord.value = null;\n\n

wake();\n }, API_TIMEOUT);\n\n map.set(errorMessage, record);\n }\n\n const response = readRecord(record).value;\n return response;\n}\n\nfunction normalizeErrorMessage(errorMessage: string): string {\n // Remove Fiber IDs from error message (as those will be unique).\n errorMessage = errorMessage.replace(/\"[0-9]+\"/, '');\n return errorMessage;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {GitHubIssue} from './githubAPI';\n\nimport * as React from 'react';\nimport Icon from '../Icon';\nimport styles from './shared.css';\n\nexport default function UpdateExistingIssue({\n gitHubIssue,\n}: {|\n gitHubIssue: GitHubIssue,\n|}) {\n const {title, url} = gitHubIssue;\n return (\n   \n   <Icon className={styles.ReportIcon} type=\"bug\" />\n   \n   Update existing issue:\n   \n   <a\n   className={styles.ReportLink}\n   href={url}\n   rel=\"noopener noreferrer\"\n   target=\"_blank\"\n   title=\"Report bug\">\n   {title}\n   \n   \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport Icon from '../Icon';\nimport {searchGitHubIssuesURL} from './githubAPI';\nimport styles from './shared.css';\n\nconst LABELS = [\n 'Component: Developer Tools',\n 'Type: Bug',\n 'Status: Unconfirmed',\n];\n\n// This must match the filename in \".github/ISSUE_TEMPLATE/\"\nconst TEMPLATE = 'devtools_bug_report.yml';\n\ntype Props = {|\n callStack: string | null,\n componentStack: string | null,\n errorMessage: string | null,\n|};\n\nexport default function ReportNewIssue({\n callStack,\n componentStack,\n errorMessage,\n}: Props) {\n let bugURL = process.env.GITHUB_URL;\n if (!bugURL) {\n   return null;\n }\n\n const gitHubAPISearch =\n   errorMessage !== null ? searchGitHubIssuesURL(errorMessage) : '(none)';\n\n const title = `[DevTools Bug] ${errorMessage || ''}`;\n\n const parameters = [\n   `template=${TEMPLATE}`,\n   `labels=${encodeURIComponent(LABELS.join(','))}`,\n   `title=${encodeURIComponent(title)}`,\n   `automated_package=${process.env.DEVTOOLS_PACKAGE || ''}`,\n   `automated_version=${process.env.DEVTOOLS_VERSION || ''}`,\n   `automated_error_message=${encodeURIComponent(errorMessage || '')}`,\n   `automated_call_stack=${encodeURIComponent(callStack || '')}`,\n   `automated_component_stack=${encodeURIComponent(componentStack || '')}`,\n   `automated_github_query_string=${gitHubAPISearch}`,\n];\n\n bugURL += `/issues/new?${parameters.join('&')}`;\n\n return (\n   \n   <Icon className={styles.ReportIcon} type=\"bug\" />\n   <a\n   className={styles.ReportLink}\n   href={bugURL}\n   rel=\"noopener noreferrer\"\n   target=\"_blank\"\n   title=\"Report bug\">\n   Report this issue\n   \n   \n   (Please include steps on how to reproduce it and the components used.)\n   \n   \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {isInternalFacebookBuild} from 'react-devtools-feature-flags';\nimport {REACT_DEVTOOLS_WORKPLACE_URL} from 'react-devtools-shared/src/constants';\nimport Icon from '../Icon';\nimport styles from './shared.css';\n\nexport default function WorkplaceGroup() {\n if (!isInternalFacebookBuild) {\n   return null;\n }\n\n return (\n   \n   <Icon className={styles.ReportIcon} type=\"facebook\" />\n   <a\n   className={styles.ReportLink}\n   href={REACT_DEVTOOLS_WORKPLACE_URL}\n   rel=\"noopener noreferrer\"\n   target=\"_blank\"\n   title=\"Report bug\">\n   Report this on Workplace\n   \n   (Facebook employees only.) \n   \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {findGitHubIssue} from './cache';\nimport UpdateExistingIssue from './UpdateExistingIssue';\nimport ReportNewIssue from './ReportNewIssue';\nimport WorkplaceGroup from

'./WorkplaceGroup';\n\ntype Props = {|\n callStack: string | null,\n componentStack: string | null,\n errorMessage: string | null,\n|};\n\nexport default function SuspendingErrorView({\n callStack,\n componentStack,\n errorMessage,\n}: Props) {\n const maybeItem =\n   errorMessage !== null ? findGitHubIssue(errorMessage) : null;\n\n let GitHubUI;\n if (maybeItem != null) {\n   GitHubUI = <UpdateExistingIssue gitHubIssue={maybeItem} />;\n } else {\n   GitHubUI = (\n   <ReportNewIssue\n   callStack={callStack}\n componentStack={componentStack}\n   errorMessage={errorMessage}\n   />\n   );\n }\n\n return (\n   <>\n {GitHubUI}\n   <WorkplaceGroup />\n   </>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Component, Suspense} from 'react';\nimport Store from 'react-devtools-shared/src/devtools/store';\nimport ErrorView from './ErrorView';\nimport SearchingGitHubIssues from './SearchingGitHubIssues';\nimport SuspendingErrorView from './SuspendingErrorView';\n\ntype Props = {|\n children: React$Node,\n canDismiss?: boolean,\n onBeforeDismissCallback?: () => void,\n store?: Store,\n|};\n\ntype State = {|\n callStack: string | null,\n canDismiss: boolean,\n componentStack: string | null,\n errorMessage: string | null,\n hasError: boolean,\n|};\n\nconst InitialState: State = {\n callStack: null,\n canDismiss: false,\n componentStack: null,\n errorMessage: null,\n hasError: false,\n};\n\nexport default class ErrorBoundary extends Component<Props, State> {\n state: State = InitialState;\n\n static getDerivedStateFromError(error: any) {\n   const errorMessage =\n   typeof error === 'object' &&\n   error !== null &&\n   error.hasOwnProperty('message')\n   ? error.message\n   : '' + error;\n\n   const callStack =\n   typeof error === 'object' &&\n   error !== null &&\n   error.hasOwnProperty('stack')\n   ? error.stack\n   .split('\\n')\n   .slice(1)\n   .join('\\n')\n   : null;\n\n   return {\n   callStack,\n   errorMessage,\n   hasError: true,\n   };\n }\n\n componentDidCatch(error: any, {componentStack}: any) {\n   this.setState({\n   componentStack,\n   });\n }\n\n componentDidMount() {\n   const {store} = this.props;\n   if (store != null) {\n   store.addListener('error', this._onStoreError);\n   }\n }\n\n componentWillUnmount() {\n   const {store} = this.props;\n   if (store != null) {\n   store.removeListener('error', this._onStoreError);\n   }\n }\n\n render() {\n   const {canDismiss: canDismissProp, children} = this.props;\n   const {\n   callStack,\n   canDismiss: canDismissState,\n componentStack,\n   errorMessage,\n   hasError,\n   } = this.state;\n\n   if (hasError) {\n   return (\n   <ErrorView\n   callStack={callStack}\n   componentStack={componentStack}\n   dismissError={\n   canDismissProp || canDismissState ? this._dismissError : null\n   }\n   errorMessage={errorMessage}>\n   <Suspense fallback={<SearchingGitHubIssues />}>\n   <SuspendingErrorView\n callStack={callStack}\n   componentStack={componentStack}\n   errorMessage={errorMessage}\n   />\n   </Suspense>\n   </ErrorView>\n   );\n   }\n\n   return children;\n }\n\n _dismissError = () => {\n   const onBeforeDismissCallback = this.props.onBeforeDismissCallback;\n   if (typeof onBeforeDismissCallback === 'function') {\n   onBeforeDismissCallback();\n   }\n\n   this.setState(InitialState);\n };\n\n _onStoreError = (error: Error) => {\n   if (!this.state.hasError) {\n   this.setState({\n   ...ErrorBoundary.getDerivedStateFromError(error),\n   canDismiss: true,\n   });\n   }\n };\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport ErrorBoundary from './ErrorBoundary';\n\nexport default ErrorBoundary;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport {createPortal} from 'react-dom';\nimport ErrorBoundary from './ErrorBoundary';\nimport {StoreContext} from './context';\n\nexport type Props = {portalContainer?: Element, ...};\n\nexport default function portaledContent(\n Component: React$StatelessFunctionalComponent<any>,\n): React$StatelessFunctionalComponent<any> {\n return function PortaledContent({portalContainer, ...rest}: Props) {\n   const store = useContext(StoreContext);\n\n   const children = (\n   <ErrorBoundary store={store}>\n <Component {...rest} />\n   </ErrorBoundary>\n   );\n\n   return portalContainer != null\n   ? createPortal(children, portalContainer)\n   : children;\n };\n}\n","/**\n * Copyright (c) Facebook, Inc. and its

affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {\n convertInspectedElementBackendToFrontend,\n hydrateHelper,\n inspectElement as inspectElementAPI,\n} from 'react-devtools-shared/src/backendAPI';\nimport {fillInPath} from 'react-devtools-shared/src/hydration';\n\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type {\n InspectElementFullData,\n InspectElementHydratedPath,\n} from 'react-devtools-shared/src/backend/types';\nimport type {\n Element,\n InspectedElement as InspectedElementFrontend,\n InspectedElementResponseType,\n} from 'react-devtools-shared/src/devtools/views/Components/types';\n\n// Map an Element in the Store to the most recent copy of its inspected data.\n// As updates comes from the backend, inspected data is updated.\n// Both this map and the inspected objects in it are mutable.\n// They should never be read from directly during render;\n// Use a Suspense cache to ensure that transitions work correctly and there is no tearing.\nconst inspectedElementMap: WeakMap<\n Element,\n InspectedElementFrontend,\n> = new WeakMap();\n\ntype Path = Array<string | number>;\n\ntype InspectElementReturnType = [\n InspectedElementFrontend,\n InspectedElementResponseType,\n];\n\nexport function inspectElement({\n bridge,\n element,\n path,\n rendererID,\n}: {|\n bridge: FrontendBridge,\n element: Element,\n path: Path | null,\n rendererID: number,\n|}): Promise<InspectElementReturnType> {\n const {id} = element;\n return inspectElementAPI({\n   bridge,\n   id,\n   path,\n   rendererID,\n }).then((data: any) => {\n   const {type} = data;\n\n   let inspectedElement;\n   switch (type) {\n   case 'no-change':\n   // This is a no-op for the purposes of our cache.\n   inspectedElement = inspectedElementMap.get(element);\n   if (inspectedElement != null) {\n   return [inspectedElement, type];\n   }\n   break;\n\n   case 'not-found':\n   // This is effectively a no-op.\n   // If the Element is still in the Store, we can eagerly remove it from the Map.\n   inspectedElementMap.delete(element);\n\n   throw Error(`Element \"${id}\" not found`);\n\n   case 'full-data':\n   const fullData = ((data: any): InspectElementFullData);\n\n   // New data has come in.\n   // We should replace the data in our local mutable copy.\n   inspectedElement = convertInspectedElementBackendToFrontend(\n   fullData.value,\n   );\n\n   inspectedElementMap.set(element, inspectedElement);\n\n   return [inspectedElement, type];\n\n   case 'hydrated-path':\n   const hydratedPathData = ((data: any): InspectElementHydratedPath);\n   const {value} = hydratedPathData;\n\n   // A path has been hydrated.\n   // Merge it with the latest copy we have locally and resolve with the merged value.\n   inspectedElement = inspectedElementMap.get(element) || null;\n   if (inspectedElement !== null) {\n   // Clone element\n   inspectedElement = {...inspectedElement};\n\n   // Merge hydrated data\n   fillInPath(\n   inspectedElement,\n   value,\n   ((path: any): Path),\n   hydrateHelper(value, ((path: any): Path)),\n   );\n\n   inspectedElementMap.set(element, inspectedElement);\n\n   return [inspectedElement, type];\n   }\n   break;\n\n   default:\n   // Should never happen.\n   if (__DEV__) {\n   console.error(\n   `Unexpected inspected element response data: \"${type}\"`,\n   );\n   }\n   break;\n   }\n\n   throw Error(`Unable to inspect element with id \"${id}\"`);\n });\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {\n unstable_getCacheForType as getCacheForType,\n startTransition,\n} from 'react';\nimport Store from './devtools/store';\nimport {inspectElement as inspectElementMutableSource} from './inspectedElementMutableSource';\n\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type {Wakeable} from 'shared/ReactTypes';\nimport type {\n Element,\n InspectedElement as InspectedElementFrontend,\n InspectedElementResponseType,\n} from 'react-devtools-shared/src/devtools/views/Components/types';\n\nconst Pending = 0;\nconst Resolved = 1;\nconst Rejected = 2;\n\ntype PendingRecord = {|\n status: 0,\n value: Wakeable,\n|};\n\ntype ResolvedRecord<T> = {|\n status: 1,\n value: T,\n|};\n\ntype RejectedRecord = {|\n status: 2,\n value: string,\n|};\n\ntype Record<T> = PendingRecord | ResolvedRecord<T> | RejectedRecord;\n\nfunction readRecord<T>(record: Record<T>): ResolvedRecord<T> {\n if (record.status === Resolved) {\n   // This is just a type refinement.\n   return record;\n } else {\n   throw record.value;\n }\n}\n\ntype InspectedElementMap = WeakMap<Element, Record<InspectedElementFrontend>>;\ntype CacheSeedKey = () => InspectedElementMap;\n\nfunction

createMap(): InspectedElementMap {\n return new WeakMap();\n}\n\nfunction getRecordMap(): WeakMap<Element, Record<InspectedElementFrontend>> {\n return getCacheForType(createMap);\n}\n\nfunction createCacheSeed(\n element: Element,\n inspectedElement: InspectedElementFrontend,\n): [CacheSeedKey, InspectedElementMap] {\n const newRecord: Record<InspectedElementFrontend> = {\n   status: Resolved,\n   value: inspectedElement,\n };\n const map = createMap();\n map.set(element, newRecord);\n return [createMap, map];\n}\n\n/**\n * Fetches element props and state from the backend for inspection.\n * This method should be called during render; it will suspend if data has not yet been fetched.\n */\nexport function inspectElement(\n element: Element,\n path: Array<string | number> | null,\n store: Store,\n bridge: FrontendBridge,\n): InspectedElementFrontend | null {\n const map = getRecordMap();\n let record = map.get(element);\n\n if (!record) {\n   const callbacks = new Set();\n   const wakeable: Wakeable = {\n   then(callback) {\n   callbacks.add(callback);\n   },\n   };\n   const wake = () => {\n   // This assumes they won't throw.\n   callbacks.forEach(callback => callback());\n   callbacks.clear();\n   };\n   const newRecord: Record<InspectedElementFrontend> = (record = {\n   status: Pending,\n   value: wakeable,\n   });\n\n   const rendererID = store.getRendererIDForElement(element.id);\n   if (rendererID == null) {\n   const rejectedRecord = ((newRecord: any): RejectedRecord);\n   rejectedRecord.status = Rejected;\n   rejectedRecord.value = `Could not inspect element with id \"${element.id}\"`;\n\n   map.set(element, record);\n\n   return null;\n   }\n\n   inspectElementMutableSource({\n   bridge,\n   element,\n   path,\n   rendererID: ((rendererID: any): number),\n   }).then(\n   ([inspectedElement: InspectedElementFrontend]) => {\n   const resolvedRecord = ((newRecord: any): ResolvedRecord<InspectedElementFrontend>);\n   resolvedRecord.status = Resolved;\n   resolvedRecord.value = inspectedElement;\n   wake();\n   },\n\n   error => {\n   if (newRecord.status === Pending) {\n   const rejectedRecord = ((newRecord: any): RejectedRecord);\n   rejectedRecord.status = Rejected;\n   rejectedRecord.value = `Could not inspect element with id \"${element.id}\"`;\n   wake();\n   }\n   },\n   );\n   map.set(element, record);\n }\n\n const response = readRecord(record).value;\n return response;\n}\n\ntype RefreshFunction = (\n seedKey: CacheSeedKey,\n cacheMap: InspectedElementMap,\n) => void;\n\n/**\n * Asks the backend for updated props and state from an expected element.\n * This method should never be called during render; call it from an effect or event handler.\n * This method will schedule an update if updated information is returned.\n */\nexport function checkForUpdate({\n bridge,\n element,\n refresh,\n store,\n}: {\n bridge: FrontendBridge,\n element: Element,\n refresh: RefreshFunction,\n store: Store,\n}): void {\n const {id} = element;\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID != null) {\n   inspectElementMutableSource({\n   bridge,\n element,\n   path: null,\n   rendererID: ((rendererID: any): number),\n   }).then(\n   ([\n inspectedElement: InspectedElementFrontend,\n   responseType: InspectedElementResponseType,\n   ]) => {\n   if (responseType === 'full-data') {\n   startTransition(() => {\n   const [key, value] = createCacheSeed(element, inspectedElement);\n   refresh(key, value);\n   });\n   }\n   },\n);\n}\n}\n\nexport function clearCacheBecauseOfError(refresh: RefreshFunction): void {\n startTransition(() => {\n const map = createMap();\n   refresh(createMap, map);\n });\n}\n\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n useCallback,\n useContext,\n unstable_useCacheRefresh as useCacheRefresh,\n} from 'react';\nimport ErrorBoundary from '../ErrorBoundary';\nimport {TreeStateContext} from './TreeContext';\nimport {clearCacheBecauseOfError} from '../../../inspectedElementCache';\nimport styles from './InspectedElementErrorBoundary.css';\n\ntype WrapperProps = {|\n children: React$Node,\n|};\n\nexport default function InspectedElementErrorBoundaryWrapper({\n children,\n}: WrapperProps) {\n // Key on the selected element ID so that changing the selected element automatically hides the boundary.\n // This seems best since an error inspecting one element isn't likely to be relevant to another element.\n const {selectedElementID} = useContext(TreeStateContext);\n\n const refresh = useCacheRefresh();\n const handleDsmiss = useCallback(() => {\n   clearCacheBecauseOfError(refresh);\n }, [refresh]);\n\n return (\n   \n   <ErrorBoundary\n key={selectedElementID}\n   canDismiss={true}\n   onBeforeDismissCallback={handleDsmiss}>\n

{children}\n </ErrorBoundary>\n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n createContext,\n useCallback,\n useContext,\n useMemo,\n useReducer,\n useRef,\n} from 'react';\nimport Button from './Button';\nimport {useModalDismissSignal} from './hooks';\n\nimport styles from './ModalDialog.css';\n\ntype ID = any;\n\ntype DIALOG_ACTION_HIDE = {|\n type: 'HIDE',\n id: ID,\n|};\ntype DIALOG_ACTION_SHOW = {|\n type: 'SHOW',\n canBeDismissed?: boolean,\n content: React$Node,\n id: ID,\n title?: React$Node | null,\n|};\n\ntype Action = DIALOG_ACTION_HIDE | DIALOG_ACTION_SHOW;\n\ntype Dispatch = (action: Action) => void;\n\ntype Dialog = {|\n canBeDismissed: boolean,\n content: React$Node | null,\n id: ID,\n title: React$Node | null,\n|};\n\ntype State = {|\n dialogs: Array<Dialog>,\n|};\n\ntype ModalDialogContextType = {|\n ...State,\n dispatch: Dispatch,\n|};\n\nconst ModalDialogContext = createContext<ModalDialogContextType>(\n ((null: any): ModalDialogContextType),\n);\nModalDialogContext.displayName = 'ModalDialogContext';\n\nfunction dialogReducer(state, action) {\n switch (action.type) {\n   case 'HIDE':\n   return {\n   dialogs: state.dialogs.filter(dialog => dialog.id !== action.id),\n   };\n   case 'SHOW':\n   return {\n   dialogs: [\n   ...state.dialogs,\n   {\n   canBeDismissed: action.canBeDismissed !== false,\n   content: action.content,\n   id: action.id,\n   title: action.title || null,\n   },\n   ],\n   };\n   default:\n   throw new Error(`Invalid action \"${action.type}\"`);\n }\n}\n\ntype Props = {|\n children: React$Node,\n|};\n\nfunction ModalDialogContextController({children}: Props) {\n const [state, dispatch] = useReducer<State, State, Action>(dialogReducer, {\n   dialogs: [],\n });\n\n const value = useMemo<ModalDialogContextType>(\n   () => ({\n   dialogs: state.dialogs,\n   dispatch,\n   }),\n   [state, dispatch],\n);\n\n return (\n   <ModalDialogContext.Provider value={value}>\n   {children}\n   </ModalDialogContext.Provider>\n);\n}\n\nfunction ModalDialog(_: {||}) {\n const {dialogs, dispatch} = useContext(ModalDialogContext);\n\n if (dialogs.length === 0) {\n   return null;\n }\n\n return (\n   \n   {dialogs.map(dialog => (\n   <ModalDialogImpl\n   key={dialog.id}\n   canBeDismissed={dialog.canBeDismissed}\n   content={dialog.content}\n   dispatch={dispatch}\n   id={dialog.id}\n   title={dialog.title}\n   />\n   ))}\n   \n);\n}\n\nfunction ModalDialogImpl({\n canBeDismissed,\n content,\n dispatch,\n id,\n title,\n}: {|\n canBeDismissed: boolean,\n content: React$Node | null,\n dispatch: Dispatch,\n id: ID,\n title: React$Node | null,\n|}) {\n const dismissModal = useCallback(() => {\n   if (canBeDismissed) {\n   dispatch({type: 'HIDE', id});\n   }\n }, [canBeDismissed, dispatch]);\n const dialogRef = useRef<HTMLDivElement | null>(null);\n\n // It's important to trap click events within the dialog,\n // so the dismiss hook will use it for click hit detection.\n // Because multiple tabs may be showing this ModalDialog,\n // the normal `dialog.contains(target)` check would fail on a background tab.\n useModalDismissSignal(dialogRef, dismissModal, false);\n\n // Clicks on the dialog should not bubble.\n // This way we can dismiss by listening to clicks on the background.\n const handleDialogClick = (event: any) => {\n   event.stopPropagation();\n\n   // It is important that we don't also prevent default,\n   // or clicks within the dialog (e.g. on links) won't work.\n };\n\n return (\n   \n   {title !== null && {title} }\n   {content}\n   {canBeDismissed && (\n   \n   <Button\n   autoFocus={true}\n   className={styles.Button}\n   onClick={dismissModal}>\n   Okay\n   </Button>\n   \n   )}\n   \n);\n}\n\nexport {ModalDialog, ModalDialogContext, ModalDialogContextController};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {createContext} from 'react';\n\nimport type {\n CanViewElementSource,\n ViewElementSource,\n} from 'react-devtools-shared/src/devtools/views/DevTools';\n\nexport type Context = {|\n canViewElementSourceFunction: CanViewElementSource | null,\n viewElementSourceFunction: ViewElementSource | null,\n|};\n\nconst ViewElementSourceContext = createContext<Context>(((null: any): Context));\nViewElementSourceContext.displayName = 'ViewElementSourceContext';\n\nexport default

ViewElementSourceContext;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport {StoreContext} from '../context';\nimport {\n ComponentFilterElementType,\n ElementTypeSuspense,\n} from 'react-devtools-shared/src/types';\n\nexport default function CannotSuspendWarningMessage() {\n const store = useContext(StoreContext);\n const areSuspenseElementsHidden = !!store.componentFilters.find(\n   filter =>\n   filter.type === ComponentFilterElementType &&\n   filter.value === ElementTypeSuspense &&\n   filter.isEnabled,\n);\n\n // Has the user filtered out Suspense nodes from the tree?\n // If so, the selected element might actually be in a Suspense tree after all.\n if (areSuspenseElementsHidden) {\n   return (\n   \n   Suspended state cannot be toggled while Suspense components are hidden.\n   Disable the filter and try again.\n   \n   );\n } else {\n   return (\n   \n   The selected element is not within a Suspense container. Suspending it\n   would cause an error.\n   \n   );\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {createContext} from 'react';\n\nexport type ShowFn = ({|data: Object, pageX: number, pageY: number|}) => void;\nexport type HideFn = () => void;\n\nconst idToShowFnMap = new Map<string, ShowFn>();\nconst idToHideFnMap = new Map<string, HideFn>();\n\nlet currentHideFn = null;\n\nfunction hideMenu() {\n if (typeof currentHideFn === 'function') {\n   currentHideFn();\n }\n}\n\nfunction showMenu({\n data,\n id,\n pageX,\n pageY,\n}: {|\n data: Object,\n id: string,\n pageX: number,\n pageY: number,\n|}) {\n const showFn = idToShowFnMap.get(id);\n if (typeof showFn === 'function') {\n   currentHideFn = idToHideFnMap.get(id);\n   showFn({data, pageX, pageY});\n }\n}\n\nfunction registerMenu(id: string, showFn: ShowFn, hideFn: HideFn) {\n if (idToShowFnMap.has(id)) {\n   throw Error(`Context menu with id \"${id}\" already registered.`);\n }\n\n idToShowFnMap.set(id, showFn);\n idToHideFnMap.set(id, hideFn);\n\n return function unregisterMenu() {\n   idToShowFnMap.delete(id);\n   idToHideFnMap.delete(id);\n };\n}\n\nexport type RegistryContextType = {|\n hideMenu: () => void,\n showMenu: ({|\n   data: Object,\n   id: string,\n   pageX: number,\n   pageY: number,\n |}) => void,\n registerMenu: (string, ShowFn, HideFn) => Function,\n|};\n\nexport const RegistryContext = createContext<RegistryContextType>({\n hideMenu,\n showMenu,\n registerMenu,\n});\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext, useEffect, useLayoutEffect, useRef, useState} from 'react';\nimport {createPortal} from 'react-dom';\nimport {RegistryContext} from './Contexts';\n\nimport styles from './ContextMenu.css';\n\nimport type {RegistryContextType} from './Contexts';\n\nfunction repositionToFit(element: HTMLElement, pageX: number, pageY: number) {\n const ownerWindow = element.ownerDocument.defaultView;\n if (element !== null) {\n   if (pageY + element.offsetHeight >= ownerWindow.innerHeight) {\n   if (pageY - element.offsetHeight > 0) {\n   element.style.top = `${pageY - element.offsetHeight}px`;\n   } else {\n   element.style.top = '0px';\n   }\n   } else {\n   element.style.top = `${pageY}px`;\n   }\n\n   if (pageX + element.offsetWidth >= ownerWindow.innerWidth) {\n   if (pageX - element.offsetWidth > 0) {\n   element.style.left = `${pageX - element.offsetWidth}px`;\n   } else {\n   element.style.left = '0px';\n   }\n   } else {\n   element.style.left = `${pageX}px`;\n   }\n }\n}\n\nconst HIDDEN_STATE = {\n data: null,\n isVisible: false,\n pageX: 0,\n pageY: 0,\n};\n\ntype Props = {|\n children: (data: Object) => React$Node,\n id: string,\n|};\n\nexport default function ContextMenu({children, id}: Props) {\n const {registerMenu} = useContext<RegistryContextType>(RegistryContext);\n\n const [state, setState] = useState(HIDDEN_STATE);\n\n const bodyAccessorRef = useRef(null);\n const containerRef = useRef(null);\n const menuRef = useRef(null);\n\n useEffect(() => {\n   const element = bodyAccessorRef.current;\n   if (element !== null) {\n   const ownerDocument = element.ownerDocument;\n   containerRef.current = ownerDocument.createElement('div');\n   ownerDocument.body.appendChild(containerRef.current);\n   return () => {\n   ownerDocument.body.removeChild(containerRef.current);\n   };\n   }\n }, []);\n\n useEffect(() => {\n   const showMenu = ({data, pageX, pageY}) => {\n   setState({data, isVisible: true, pageX, pageY});\n   };\n   const

hideMenu = () => setState(HIDDEN_STATE);\n return registerMenu(id, showMenu, hideMenu);\n }, [id]);\n\n useLayoutEffect(() => {\n if (!state.isVisible) {\n return;\n }\n\n const menu = ((menuRef.current: any): HTMLElement);\n const container = containerRef.current;\n if (container !== null) {\n const hideUnlessContains = event => {\n if (!menu.contains(event.target)) {\n setState(HIDDEN_STATE);\n }\n };\n\n const hide = event => {\n setState(HIDDEN_STATE);\n };\n\n const ownerDocument = container.ownerDocument;\n ownerDocument.addEventListener('mousedown', hideUnlessContains);\n ownerDocument.addEventListener('touchstart', hideUnlessContains);\n ownerDocument.addEventListener('keydown', hideUnlessContains);\n\n const ownerWindow = ownerDocument.defaultView;\n ownerWindow.addEventListener('resize', hide);\n\n repositionToFit(menu, state.pageX, state.pageY);\n\n return () => {\n ownerDocument.removeEventListener('mousedown', hideUnlessContains);\n ownerDocument.removeEventListener('touchstart', hideUnlessContains);\n ownerDocument.removeEventListener('keydown', hideUnlessContains);\n\n ownerWindow.removeEventListener('resize', hide);\n };\n }\n }, [state]);\n\n if (!state.isVisible) {\n return ;\n } else {\n const container = containerRef.current;\n if (container !== null) {\n return createPortal(\n \n {children(state.data)}\n ,\n container,\n);\n } else {\n return null;\n }\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport {RegistryContext} from './Contexts';\n\nimport styles from './ContextMenuItem.css';\n\nimport type {RegistryContextType} from './Contexts';\n\ntype Props = {|\n children: React$Node,\n onClick: () => void,\n title: string,\n|};\n\nexport default function ContextMenuItem({children, onClick, title}: Props) {\n const {hideMenu} = useContext<RegistryContextType>(RegistryContext);\n\n const handleClick = event => {\n onClick();\n hideMenu();\n };\n\n return (\n <div\n className={styles.ContextMenuItem}\n onClick={handleClick}\n onTouchEnd={handleClick}>\n {children}\n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport styles from './HocBadges.css';\n\nimport type {Element} from './types';\n\ntype Props = {|\n element: Element,\n|};\n\nexport default function HocBadges({element}: Props) {\n const {hocDisplayNames} = ((element: any): Element);\n\n if (hocDisplayNames === null) {\n return null;\n }\n\n return (\n \n {hocDisplayNames !== null &&\n hocDisplayNames.map(hocDisplayName => (\n \n {hocDisplayName}\n \n))}\n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport styles from './AutoSizeInput.css';\n\ntype Props = {\n className?: string,\n onFocus?: (event: FocusEvent) => void,\n placeholder?: string,\n value: any,\n ...\n};\n\nexport default function AutoSizeInput({\n className,\n onFocus,\n placeholder = '',\n value,\n ...rest\n}: Props) {\n const onFocusWrapper = event => {\n const input = event.target;\n if (input !== null) {\n input.selectionStart = 0;\n input.selectionEnd = value.length;\n }\n\n if (typeof onFocus === 'function') {\n onFocus(event);\n }\n };\n\n const isEmpty = value === '' || value === '\"\"';\n\n return (\n <input\n className={[styles.Input, className].join(' ')}\n onFocus={onFocusWrapper}\n placeholder={placeholder}\n style={{\n width: `calc(${isEmpty ? placeholder.length : value.length}ch + 1px)`,\n }}\n value={isEmpty ? '' : value}\n {...rest}\n />\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useState} from 'react';\nimport AutoSizeInput from './NativeStyleEditor/AutoSizeInput';\nimport styles from './EditableName.css';\n\ntype Type = 'props' | 'state' | 'context' | 'hooks';\ntype OverrideNameFn = (\n oldName: Array<string | number>,\n newName: Array<string | number>,\n) => void;\n\ntype EditableNameProps = {|\n allowEmpty?: boolean,\n allowWhiteSpace?: boolean,\n

autoFocus?: boolean,\n className?: string,\n initialValue?: string,\n overrideName: OverrideNameFn,\n path: Array<string | number>,\n type: Type,\n|};\n\nexport default function EditableName({\n allowEmpty = false,\n allowWhiteSpace = false,\n autoFocus = false,\n className = '',\n initialValue = '',\n overrideName,\n path,\n type,\n}: EditableNameProps) {\n const [editableName, setEditableName] = useState(initialValue);\n const [isValid, setIsValid] = useState(false);\n\n const handleChange = useCallback(\n   ({target}) => {\n   let value = target.value;\n   if (!allowWhiteSpace) {\n   value = value.trim();\n   }\n\n   if (allowEmpty || value !== '') {\n   setIsValid(true);\n   } else {\n   setIsValid(false);\n   }\n\n   setEditableName(value);\n   },\n   [overrideName],\n);\n\n const handleKeyDown = useCallback(\n   event => {\n   // Prevent keydown events from e.g. change selected element in the tree\n   event.stopPropagation();\n\n   switch (event.key) {\n   case 'Enter':\n   case 'Tab':\n   if (isValid) {\n   const basePath = path.slice(0, path.length - 1);\n   overrideName(\n   [...basePath, initialValue],\n   [...basePath, editableName],\n   );\n   }\n   break;\n   case 'Escape':\n   setEditableName(initialValue);\n   break;\n   default:\n   break;\n   }\n   },\n   [editableName, setEditableName, isValid, initialValue, overrideName],\n);\n\n return (\n   <AutoSizeInput\n   autoFocus={autoFocus}\n   className={[styles.Input, className].join(' ')}\n   onChange={handleChange}\n   onKeyDown={handleKeyDown}\n   placeholder=\"new entry\"\n   type=\"text\"\n   value={editableName}\n   />\n);\n}\n\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment} from 'react';\nimport styles from './EditableValue.css';\nimport {useEditableValue} from '../hooks';\n\ntype OverrideValueFn = (path: Array<string | number>, value: any) => void;\n\ntype EditableValueProps = {|\n className?: string,\n overrideValue: OverrideValueFn,\n path: Array<string | number>,\n value: any,\n|};\n\nexport default function EditableValue({\n className = '',\n overrideValue,\n path,\n value,\n}: EditableValueProps) {\n const [state, dispatch] = useEditableValue(value);\n const {editableValue, hasPendingChanges, isValid, parsedValue} = state;\n\n const reset = () =>\n   dispatch({\n   type: 'RESET',\n   externalValue: value,\n   });\n\n const handleChange = ({target}) =>\n   dispatch({\n   type: 'UPDATE',\n   editableValue: target.value,\n   externalValue: value,\n   });\n\n const handleCheckBoxToggle = ({target}) => {\n   dispatch({\n   type: 'UPDATE',\n   editableValue: target.checked,\n   externalValue: value,\n   });\n\n   // Unlike <input type=\"text\"> which has both an onChange and an onBlur,\n   // <input type=\"checkbox\"> updates state *and* applies changes in a single event.\n   // So we read from target.checked rather than parsedValue (which has not yet updated).\n   // We also don't check isValid (because that hasn't changed yet either);\n   // we don't need to check it anyway, since target.checked is always a boolean.\n   overrideValue(path, target.checked);\n };\n\n const handleKeyDown = event => {\n   // Prevent keydown events from e.g. change selected element in the tree\n   event.stopPropagation();\n\n   switch (event.key) {\n   case 'Enter':\n   applyChanges();\n   break;\n   case 'Escape':\n   reset();\n   break;\n   default:\n   break;\n   }\n };\n\n const applyChanges = () => {\n   if (isValid && hasPendingChanges) {\n   overrideValue(path, parsedValue);\n   }\n };\n\n let placeholder = '';\n if (editableValue === undefined) {\n   placeholder = '(undefined)';\n } else {\n   placeholder = 'Enter valid JSON';\n }\n\n const isBool = parsedValue === true || parsedValue === false;\n\n return (\n   <Fragment>\n   <input\n   autoComplete=\"new-password\"\n   className={`${isValid ? styles.Input : styles.Invalid} ${className}`}\n   onBlur={applyChanges}\n   onChange={handleChange}\n   onKeyDown={handleKeyDown}\n   placeholder={placeholder}\n   type=\"text\"\n   value={editableValue}\n   />\n   {isBool && (\n   <input\n   className={styles.Checkbox}\n   checked={parsedValue}\n   type=\"checkbox\"\n   onChange={handleCheckBoxToggle}\n   />\n   )}\n   </Fragment>\n);\n}\n\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\n/**\n * Converts nested hooks paths to the format expected by the backend.\n * e.g. [''] => ['']\n * e.g. [1, 'value', ...] => [...]\n * e.g. [2, 'subhooks', 1, 'value', ...] => [...]\n * e.g. [1, 'subhooks', 3, 'subhooks', 2, 'value', ...] => [...]\n */\nexport function parseHookPathForEdit(\n path: Array<string | number>,\n): Array<string | number> {\n let index = 0;\n for (let i = 0; i < path.length; i++) {\n   if (path[i] === 'value') {\n   index = i + 1;\n   break;\n   }\n }\n return

path.slice(index);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useState} from 'react';\nimport Store from '../../store';\nimport EditableName from './EditableName';\nimport {smartParse} from '../../utils';\nimport {parseHookPathForEdit} from './utils';\nimport styles from './NewArrayValue.css';\n\nimport type {InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\n\ntype Props = {|\n bridge: FrontendBridge,\n depth: number,\n hidden: boolean,\n hookID?: ?number,\n index: number,\n inspectedElement: InspectedElement,\n path: Array<string | number>,\n store: Store,\n type: 'props' | 'context' | 'hooks' | 'state',\n|};\n\nexport default function NewArrayValue({\n bridge,\n depth,\n hidden,\n hookID,\n index,\n inspectedElement,\n path,\n store,\n type,\n}: Props) {\n const [key, setKey] = useState<number>(0);\n const [isInvalid, setIsInvalid] = useState(false);\n\n // This is a bit of an unusual usage of the EditableName component,\n // but otherwise it acts the way we want for a new Array entry.\n const overrideName = (oldPath, newPath) => {\n   const value = newPath[newPath.length - 1];\n\n   let parsedValue;\n   let newIsInvalid = true;\n   try {\n   parsedValue = smartParse(value);\n   newIsInvalid = false;\n   } catch (error) {}\n\n   if (isInvalid !== newIsInvalid) {\n   setIsInvalid(newIsInvalid);\n   }\n\n   if (!newIsInvalid) {\n   setKey(key + 1);\n\n   const {id} = inspectedElement;\n   const rendererID = store.getRendererIDForElement(id);\n   if (rendererID !== null) {\n   let basePath = path;\n   if (hookID != null) {\n   basePath = parseHookPathForEdit(basePath);\n   }\n\n   bridge.send('overrideValueAtPath', {\n   type,\n   hookID,\n   id,\n   path: [...basePath, index],\n   rendererID,\n   value: parsedValue,\n   });\n   }\n   }\n };\n\n return (\n   <div\n   key={key}\n   hidden={hidden}\n   style={{\n   paddingLeft: `${(depth - 1) * 0.75}rem`,\n   }}>\n   \n   <EditableName\n   allowWhiteSpace={true}\n   autoFocus={key > 0}\n   className={[styles.EditableName, isInvalid && styles.Invalid].join(\n   ' ',\n   )}\n   initialValue=\"\"\n   overrideName={overrideName}\n   path={path}\n   />\n   \n   \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useState} from 'react';\nimport Store from '../../store';\nimport EditableName from './EditableName';\nimport EditableValue from './EditableValue';\nimport {parseHookPathForEdit} from './utils';\nimport styles from './NewKeyValue.css';\n\nimport type {InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\n\ntype Props = {|\n bridge: FrontendBridge,\n depth: number,\n hidden: boolean,\n hookID?: ?number,\n inspectedElement: InspectedElement,\n path: Array<string | number>,\n store: Store,\n type: 'props' | 'state' | 'hooks' | 'context',\n|};\n\nexport default function NewKeyValue({\n bridge,\n depth,\n hidden,\n hookID,\n inspectedElement,\n path,\n store,\n type,\n}: Props) {\n const [newPropKey, setNewPropKey] = useState<number>(0);\n const [newPropName, setNewPropName] = useState<string>('');\n\n const overrideNewEntryName = (oldPath, newPath) => {\n   setNewPropName(newPath[newPath.length - 1]);\n };\n\n const overrideNewEntryValue = (newPath, value) => {\n   if (!newPropName) {\n   return;\n   }\n\n   setNewPropName('');\n   setNewPropKey(newPropKey + 1);\n\n   const {id} = inspectedElement;\n   const rendererID = store.getRendererIDForElement(id);\n   if (rendererID !== null) {\n   let basePath = newPath;\n   if (hookID != null) {\n   basePath = parseHookPathForEdit(basePath);\n   }\n\n   bridge.send('overrideValueAtPath', {\n   type,\n   hookID,\n   id,\n   path: basePath,\n   rendererID,\n   value,\n   });\n   }\n };\n\n return (\n   <div\n   key={newPropKey}\n   hidden={hidden}\n   style={{\n   paddingLeft: `${(depth - 1) * 0.75}rem`,\n   }}>\n   \n   <EditableName\n   autoFocus={newPropKey > 0}\n   className={styles.EditableName}\n   overrideName={overrideNewEntryName}\n   path={[]}\n   />\n   : \n   <EditableValue\n   className={styles.EditableValue}\n   overrideValue={overrideNewEntryValue}\n   path={[...path, newPropName]}\n   value={''}\n   />\n   \n   \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport Button from

'../Button';\nimport ButtonIcon from '../ButtonIcon';\n\nimport styles from './ExpandCollapseToggle.css';\n\ntype ExpandCollapseTogglePropsProps = {|\n disabled: boolean,\n isOpen: boolean,\n setIsOpen: Function,\n|};\n\nexport default function ExpandCollapseToggle({\n disabled,\n isOpen,\n setIsOpen,\n}: ExpandCollapseTogglePropsProps) {\n return (\n   <Button\n   className={styles.ExpandCollapseToggle}\n   disabled={disabled}\n onClick={() => setIsOpen(prevIsOpen => !prevIsOpen)}\n   title={`${isOpen ? 'Collapse' : 'Expand'} prop value`}>\n   <ButtonIcon type={isOpen ? 'expanded' : 'collapsed'} />\n   </Button>\n);\n}\n\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {useContext, useEffect} from 'react';\nimport {RegistryContext} from './Contexts';\n\nimport type {RegistryContextType} from './Contexts';\nimport type {ElementRef} from 'react';\n\nexport default function useContextMenu({\n data,\n id,\n ref,\n}: {|\n data: Object,\n id: string,\n ref: {current: ElementRef<'div'> | null},\n|}) {\n const {showMenu} = useContext<RegistryContextType>(RegistryContext);\n\n useEffect(() => {\n   if (ref.current !== null) {\n const handleContextMenu = (event: MouseEvent | TouchEvent) => {\n   event.preventDefault();\n event.stopPropagation();\n\n   const pageX =\n   (event: any).pageX ||\n   (event.touches && (event: any).touches[0].pageX);\n   const pageY =\n   (event: any).pageY ||\n   (event.touches && (event: any).touches[0].pageY);\n\n   showMenu({data, id, pageX, pageY});\n   };\n\n   const trigger = ref.current;\n trigger.addEventListener('contextmenu', handleContextMenu);\n\n   return () => {\n trigger.removeEventListener('contextmenu', handleContextMenu);\n   };\n   }\n }, [data, id, showMenu]);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {__DEBUG__} from 'react-devtools-shared/src/constants';\n\nimport type {HooksTree} from 'react-debug-tools/src/ReactDebugHooks';\nimport type {Thenable, Wakeable} from 'shared/ReactTypes';\nimport type {Element} from './devtools/views/Components/types';\nimport type {\n HookNames,\n HookSourceLocationKey,\n} from 'react-devtools-shared/src/types';\nimport type {HookSource} from 'react-debug-tools/src/ReactDebugHooks';\n\nconst TIMEOUT = 5000;\n\nconst Pending = 0;\nconst Resolved = 1;\nconst Rejected = 2;\n\ntype PendingRecord = {|\n status: 0,\n value: Wakeable,\n|};\n\ntype ResolvedRecord<T> = {|\n status: 1,\n value: T,\n|};\n\ntype RejectedRecord = {|\n status: 2,\n value: null,\n|};\n\ntype Record<T> = PendingRecord | ResolvedRecord<T> | RejectedRecord;\n\nfunction readRecord<T>(record: Record<T>): ResolvedRecord<T> | RejectedRecord {\n if (record.status === Resolved) {\n   // This is just a type refinement.\n return record;\n } else if (record.status === Rejected) {\n   // This is just a type refinement.\n   return record;\n } else {\n   throw record.value;\n }\n}\n\n// This is intentionally a module-level Map, rather than a React-managed one.\n// Otherwise, refreshing the inspected element cache would also clear this cache.\n// TODO Rethink this if the React API constraints change.\n// See https://github.com/reactwg/react-18/discussions/25#discussioncomment-980435\nlet map: WeakMap<Element, Record<HookNames>> = new WeakMap();\n\nexport function hasAlreadyLoadedHookNames(element: Element): boolean {\n const record = map.get(element);\n return record != null && record.status === Resolved;\n}\n\nexport function loadHookNames(\n element: Element,\n hooksTree: HooksTree,\n loadHookNamesFunction: (hookLog: HooksTree) => Thenable<HookNames>,\n): HookNames | null {\n let record = map.get(element);\n\n if (__DEBUG__) {\n   console.groupCollapsed('loadHookNames() record:');\n   console.log(record);\n   console.groupEnd();\n }\n\n if (!record) {\n   const callbacks = new Set();\n const wakeable: Wakeable = {\n   then(callback) {\n   callbacks.add(callback);\n   },\n   };\n\n   const wake = () => {\n   if (timeoutID) {\n   clearTimeout(timeoutID);\n   timeoutID = null;\n   }\n\n   // This assumes they won't throw.\n   callbacks.forEach(callback => callback());\n   callbacks.clear();\n   };\n\n   const newRecord: Record<HookNames> = (record = {\n   status: Pending,\n   value: wakeable,\n   });\n\n   let didTimeout = false;\n\n   loadHookNamesFunction(hooksTree).then(\n   function onSuccess(hookNames) {\n if (didTimeout) {\n   return;\n   }\n\n   if (__DEBUG__) {\n   console.log('[hookNamesCache] onSuccess() hookNames:', hookNames);\n   }\n\n   if (hookNames) {\n   const resolvedRecord = ((newRecord: any): ResolvedRecord<HookNames>);\n   resolvedRecord.status = Resolved;\n resolvedRecord.value = hookNames;\n   } else {\n   const notFoundRecord = ((newRecord: any):

RejectedRecord);\n notFoundRecord.status = Rejected;\n notFoundRecord.value = null;\n }\n\n wake();\n },\n function onError(error) {\n if (didTimeout) {\n return;\n }\n\n if (__DEBUG__) {\n console.log('[hookNamesCache] onError() error:', error);\n }\n\n const thrownRecord = ((newRecord: any): RejectedRecord);\n thrownRecord.status = Rejected;\n thrownRecord.value = null;\n\n wake();\n },\n);\n\n // Eventually timeout and stop trying to load names.\n let timeoutID = setTimeout(function onTimeout() {\n if (__DEBUG__) {\n console.log('[hookNamesCache] onTimeout()');\n }\n\n timeoutID = null;\n\n didTimeout = true;\n\n const timedoutRecord = ((newRecord: any): RejectedRecord);\n timedoutRecord.status = Rejected;\n timedoutRecord.value = null;\n\n wake();\n }, TIMEOUT);\n\n map.set(element, record);\n }\n\n const response = readRecord(record).value;\n return response;\n}\n\nexport function getHookSourceLocationKey({\n fileName,\n lineNumber,\n columnNumber,\n}: HookSource): HookSourceLocationKey {\n if (fileName == null || lineNumber == null || columnNumber == null) {\n throw Error('Hook source code location not found.');\n }\n return `${fileName}:${lineNumber}:${columnNumber}`;\n}\n\nexport function clearHookNamesCache(): void {\n map = new WeakMap();\n}\n\n","// @flow\n\nimport {createContext} from 'react';\nimport type {\n LoadHookNamesFunction,\n PurgeCachedHookNamesMetadata,\n} from '../DevTools';\n\nexport type Context = {\n loadHookNames: LoadHookNamesFunction | null,\n purgeCachedMetadata: PurgeCachedHookNamesMetadata | null,\n};\n\nconst HookNamesContext = createContext<Context>({\n loadHookNames: null,\n purgeCachedMetadata: null,\n});\nHookNamesContext.displayName = 'HookNamesContext';\n\nexport default HookNamesContext;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n createContext,\n startTransition,\n unstable_useCacheRefresh as useCacheRefresh,\n useCallback,\n useContext,\n useEffect,\n useMemo,\n useState,\n} from 'react';\nimport {TreeStateContext} from './TreeContext';\nimport {BridgeContext, StoreContext} from '../context';\nimport {\n checkForUpdate,\n inspectElement,\n} from 'react-devtools-shared/src/inspectedElementCache';\nimport {\n clearHookNamesCache,\n hasAlreadyLoadedHookNames,\n loadHookNames,\n} from 'react-devtools-shared/src/hookNamesCache';\nimport HookNamesContext from 'react-devtools-shared/src/devtools/views/Components/HookNamesContext';\nimport {SettingsContext} from '../Settings/SettingsContext';\n\nimport type {HookNames} from 'react-devtools-shared/src/types';\nimport type {ReactNodeList} from 'shared/ReactTypes';\nimport type {\n Element,\n InspectedElement,\n} from 'react-devtools-shared/src/devtools/views/Components/types';\n\ntype Path = Array<string | number>;\ntype InspectPathFunction = (path: Path) => void;\nexport type ToggleParseHookNames = () => void;\n\ntype Context = {|\n hookNames: HookNames | null,\n inspectedElement: InspectedElement | null,\n inspectPaths: InspectPathFunction,\n parseHookNames: boolean,\n toggleParseHookNames: ToggleParseHookNames,\n|};\n\nexport const InspectedElementContext = createContext<Context>(\n ((null: any): Context),\n);\n\nconst POLL_INTERVAL = 1000;\n\nexport type Props = {|\n children: ReactNodeList,\n|};\n\nexport function InspectedElementContextController({children}: Props) {\n const {selectedElementID} = useContext(TreeStateContext);\n const {\n loadHookNames: loadHookNamesFunction,\n purgeCachedMetadata,\n } = useContext(HookNamesContext);\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n const {parseHookNames: parseHookNamesByDefault} = useContext(SettingsContext);\n\n const refresh = useCacheRefresh();\n\n // Temporarily stores most recently-inspected (hydrated) path.\n // The transition that updates this causes the component to re-render and ask the cache->backend for the new path.\n // When a path is sent along with an \"inspectElement\" request,\n // the backend knows to send its dehydrated data even if the element hasn't updated since the last request.\n const [state, setState] = useState<{|\n element: Element | null,\n path: Array<number | string> | null,\n |}>({\n element: null,\n path: null,\n });\n\n const element =\n selectedElementID !== null ? store.getElementByID(selectedElementID) : null;\n\n const alreadyLoadedHookNames =\n element != null && hasAlreadyLoadedHookNames(element);\n\n // Parse the currently inspected element's hook names.\n // This may be enabled by default (for all elements)\n // or it may be opted into on a per-element basis (if it's too slow to be on by default).\n const [parseHookNames,

setParseHookNames] = useState<boolean>(\n parseHookNamesByDefault || alreadyLoadedHookNames,\n);\n\n const elementHasChanged = element !== null && element !== state.element;\n\n // Reset the cached inspected paths when a new element is selected.\n if (elementHasChanged) {\n setState({\n element,\n path: null,\n });\n\n setParseHookNames(parseHookNamesByDefault || alreadyLoadedHookNames);\n }\n\n // Don't load a stale element from the backend; it wastes bridge bandwidth.\n let hookNames: HookNames | null = null;\n let inspectedElement = null;\n if (!elementHasChanged && element !== null) {\n inspectedElement = inspectElement(element, state.path, store, bridge);\n\n if (parseHookNames || alreadyLoadedHookNames) {\n if (\n inspectedElement !== null &&\n inspectedElement.hooks !== null &&\n loadHookNamesFunction !== null\n) {\n hookNames = loadHookNames(\n element,\n inspectedElement.hooks,\n loadHookNamesFunction,\n);\n }\n }\n }\n\n const toggleParseHookNames: ToggleParseHookNames = useCallback<ToggleParseHookNames>(() => {\n startTransition(() => {\n setParseHookNames(value => !value);\n refresh();\n });\n }, [setParseHookNames]);\n\n const inspectPaths: InspectPathFunction = useCallback<InspectPathFunction>(\n (path: Path) => {\n startTransition(() => {\n setState({\n element: state.element,\n path,\n });\n refresh();\n });\n },\n [setState, state],\n);\n\n useEffect(() => {\n if (typeof purgeCachedMetadata === 'function') {\n // When Fast Refresh updates a component, any cached AST metadata may be invalid.\n const fastRefreshScheduled = () => {\n startTransition(() => {\n clearHookNamesCache();\n purgeCachedMetadata();\n refresh();\n });\n };\n bridge.addListener('fastRefreshScheduled', fastRefreshScheduled);\n return () =>\n bridge.removeListener('fastRefreshScheduled', fastRefreshScheduled);\n }\n }, [bridge]);\n\n // Reset path now that we've asked the backend to hydrate it.\n // The backend is stateful, so we don't need to remember this path the next time we inspect.\n useEffect(() => {\n if (state.path !== null) {\n setState({\n element: state.element,\n path: null,\n });\n }\n }, [state]);\n\n // Periodically poll the selected element for updates.\n useEffect(() => {\n if (element !== null) {\n const checkForUpdateWrapper = () => {\n checkForUpdate({bridge, element, refresh, store});\n timeoutID = setTimeout(checkForUpdateWrapper, POLL_INTERVAL);\n };\n let timeoutID = setTimeout(checkForUpdateWrapper, POLL_INTERVAL);\n return () => {\n clearTimeout(timeoutID);\n };\n }\n }, [\n element,\n hookNames,\n // Reset this timer any time the element we're inspecting gets a new response.\n // No sense to ping right away after e.g. inspecting/hydrating a path.\n inspectedElement,\n state,\n]);\n\n const value = useMemo<Context>(\n () => ({\n hookNames,\n inspectedElement,\n inspectPaths,\n parseHookNames,\n toggleParseHookNames,\n }),\n [\n hookNames,\n inspectedElement,\n inspectPaths,\n parseHookNames,\n toggleParseHookNames,\n],\n);\n\n return (\n <InspectedElementContext.Provider value={value}>\n {children}\n </InspectedElementContext.Provider>\n);\n}\n\n"/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useTransition, useContext, useRef, useState} from 'react';\nimport EditableName from './EditableName';\nimport EditableValue from './EditableValue';\nimport NewArrayValue from './NewArrayValue';\nimport NewKeyValue from './NewKeyValue';\nimport LoadingAnimation from './LoadingAnimation';\nimport ExpandCollapseToggle from './ExpandCollapseToggle';\nimport {alphaSortEntries, getMetaValueLabel} from '../utils';\nimport {meta} from '../../../hydration';\nimport useContextMenu from '../../ContextMenu/useContextMenu';\nimport Store from '../../store';\nimport {parseHookPathForEdit} from './utils';\nimport styles from './KeyValue.css';\nimport Button from 'react-devtools-shared/src/devtools/views/Button';\nimport ButtonIcon from 'react-devtools-shared/src/devtools/views/ButtonIcon';\nimport {InspectedElementContext} from './InspectedElementContext';\n\nimport type {InspectedElement} from './types';\nimport type {Element} from 'react-devtools-shared/src/devtools/views/Components/types';\nimport type {Element as ReactElement} from 'react';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\n\ntype Type = 'props' | 'state' | 'context' | 'hooks';\n\ntype KeyValueProps = {|\n alphaSort: boolean,\n bridge: FrontendBridge,\n canDeletePaths: boolean,\n canEditValues: boolean,\n canRenamePaths: boolean,\n canRenamePathsAtDepth?: (depth: number) => boolean,\n depth: number,\n element: Element,\n hidden: boolean,\n hookID?: ?number,\n hookName?:

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?string,\n  inspectedElement: InspectedElement,\n  isDirectChildOfAnArray?: boolean,\n  name: string,\n  path:
Array<any>,\n  pathRoot: Type,\n  store: Store,\n  value: any,\n|};\n\nexport default function KeyValue({\n
alphaSort,\n  bridge,\n  canDeletePaths,\n  canEditValues,\n  canRenamePaths,\n  canRenamePathsAtDepth,\n
depth,\n  element,\n  inspectedElement,\n  isDirectChildOfAnArray,\n  hidden,\n  hookID,\n  hookName,\n  name,\n
path,\n  pathRoot,\n  store,\n  value,\n}: KeyValueProps) {\n  const {id} = inspectedElement;\n\n  const [isOpen,
setIsOpen] = useState<boolean>(false);\n  const contextMenuTriggerRef = useRef(null);\n\n  const {inspectPaths} =
useContext(InspectedElementContext);\n\n  let isInspectable = false;\n  let isReadOnly = false;\n  if (value !== null
&& typeof value === 'object') {\n    isInspectable = value[meta.inspectable] && value[meta.size] !== 0;\n
isReadOnly = value[meta.readonly];\n  }\n\n  const [isInspectPathsPending, startInspectPathsTransition] =
useTransition();\n  const toggleIsOpen = () => {\n    if (isOpen) {\n      setIsOpen(false);\n    } else {\n
setIsOpen(true);\n\n      if (isInspectable) {\n        startInspectPathsTransition(() => {\n          inspectPaths([pathRoot,
...path]);\n        });\n      }\n    }\n  };\n\n  useContextMenu({\n    data: {\n      path: [pathRoot, ...path],\n      type:\n
  value !== null &&\n        typeof value === 'object' &&\n        hasOwnProperty.call(value, meta.type)\n          ?
value[meta.type]\n          : typeof value,\n    },\n    id: 'InspectedElement',\n    ref: contextMenuTriggerRef,\n  });\n\n
const dataType = typeof value;\n  const isSimpleType =\n    dataType === 'number' ||\n    dataType === 'string' ||\n
dataType === 'boolean' ||\n    value == null;\n\n  const style = {\n    paddingLeft: `${(depth - 1) * 0.75}rem`,\n
};\n\n  const overrideValue = (newPath, newValue) => {\n    if (hookID != null) {\n      newPath =
parseHookPathForEdit(newPath);\n    }\n\n    const rendererID = store.getRendererIDForElement(id);\n    if
(rendererID !== null) {\n      bridge.send('overrideValueAtPath', {\n        hookID,\n        id,\n        path: newPath,\n
  rendererID,\n        type: pathRoot,\n        value: newValue,\n      });\n    }\n  };\n\n  const deletePath = pathToDelete
=> {\n    if (hookID != null) {\n      pathToDelete = parseHookPathForEdit(pathToDelete);\n    }\n\n    const
rendererID = store.getRendererIDForElement(id);\n    if (rendererID !== null) {\n      bridge.send('deletePath', {\n
 hookID,\n        id,\n        path: pathToDelete,\n        rendererID,\n        type: pathRoot,\n      });\n    }\n  };\n\n  const
renamePath = (oldPath, newPath) => {\n    if (newPath[newPath.length - 1] === '') {\n      // Deleting the key
suggests an intent to delete the whole path.\n      if (canDeletePaths) {\n        deletePath(oldPath);\n      }\n    } else
{\n      if (hookID != null) {\n        oldPath = parseHookPathForEdit(oldPath);\n        newPath =
parseHookPathForEdit(newPath);\n      }\n\n      const rendererID = store.getRendererIDForElement(id);\n      if
(rendererID !== null) {\n        bridge.send('renamePath', {\n          hookID,\n          id,\n          newPath,\n
oldPath,\n          rendererID,\n          type: pathRoot,\n        });\n      }\n    }\n  };\n\n  // TRICKY This is a bit of a
hack to account for context and hooks.\n  // In these cases, paths can be renamed but only at certain depths.\n  // The
special \"value\" wrapper for context shouldn't be editable.\n  // Only certain types of hooks should be editable.\n  let
canRenameTheCurrentPath = canRenamePaths;\n  if (canRenameTheCurrentPath && typeof
canRenamePathsAtDepth === 'function') {\n    canRenameTheCurrentPath = canRenamePathsAtDepth(depth);\n
}\n\n  let renderedName;\n  if (isDirectChildOfAnArray) {\n    if (canDeletePaths) {\n      renderedName = (\n
<DeleteToggle name={name} deletePath={deletePath} path={path} />\n      );\n    } else {\n      renderedName = (\n
    <span className={styles.Name}>\n          {name}\n          {!!hookName && <span
className={styles.HookName}>({hookName})</span>}\n        </span>\n      );\n    }\n  } else if
(canRenameTheCurrentPath) {\n    renderedName = (\n      <EditableName\n        allowEmpty={canDeletePaths}\n
    className={styles.EditableName}\n        initialValue={name}\n        overrideName={renamePath}\n
path={path}\n      />\n    );\n  } else {\n    renderedName = (\n      <span className={styles.Name}>\n        {name}\n
      {!!hookName && <span className={styles.HookName}>({hookName})</span>}\n      </span>\n    );\n  }\n\n
let children = null;\n  if (isSimpleType) {\n    let displayValue = value;\n    if (dataType === 'string') {\n
displayValue = `\"${value}\"`;\n    } else if (dataType === 'boolean') {\n      displayValue = value ? 'true' : 'false';\n
} else if (value === null) {\n      displayValue = 'null';\n    } else if (value === undefined) {\n      displayValue =
'undefined';\n    }\n\n    children = (\n      <div\n        key=\"root\"\n        className={styles.Item}\n
hidden={hidden}\n        ref={contextMenuTriggerRef}\n        style={style}>\n        <div
className={styles.ExpandCollapseToggleSpacer} />\n        {renderedName}\n        <div
className={styles.AfterName}>:</div>\n        {canEditValues ? (\n          <EditableValue\n
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overrideValue={overrideValue}\n          path={path}\n          value={value}\n        />\n      ) : (\n        <span
className={styles.Value}>{displayValue}</span>\n      )}\n    </div>\n  );\n  } else if (\n
hasOwnProperty.call(value, meta.type) &&\n    !hasOwnProperty.call(value, meta.unserializable)\n  ) {\n    children
= (\n    <div\n      key=\"root\"\n      className={styles.Item}\n      hidden={hidden}\n
ref={contextMenuTriggerRef}\n      style={style}>\n      {isInspectable ? (\n        <ExpandCollapseToggle
isOpen={isOpen} setIsOpen={toggleIsOpen} />\n      ) : (\n        <div
className={styles.ExpandCollapseToggleSpacer} />\n      )}\n      {renderedName}\n      <div
className={styles.AfterName}>:</div>\n      <span\n        className={styles.Value}\n
onClick={isInspectable ? toggleIsOpen : undefined}>\n        {getMetaValueLabel(value)}\n      </span>\n
</div>\n  );\n\n  if (isInspectPathsPending) {\n    children = (\n      <>\n        {children}\n        <div
className={styles.Item} style={style}>\n          <div className={styles.ExpandCollapseToggleSpacer} />\n
  <LoadingAnimation />\n        </div>\n      </>\n    );\n  }\n  } else {\n  if (Array.isArray(value)) {\n    const
hasChildren = value.length > 0 || canEditValues;\n    const displayName = getMetaValueLabel(value);\n\n
children = value.map((innerValue, index) => (\n      <KeyValue\n        key={index}\n
alphaSort={alphaSort}\n        bridge={bridge}\n        canDeletePaths={canDeletePaths && !isReadOnly}\n
canEditValues={canEditValues && !isReadOnly}\n        canRenamePaths={canRenamePaths && !isReadOnly}\n
      canRenamePathsAtDepth={canRenamePathsAtDepth}\n        depth={depth + 1}\n        element={element}\n
      hookID={hookID}\n        inspectedElement={inspectedElement}\n        isDirectChildOfAnArray={true}\n
  hidden={hidden || !isOpen}\n        name={index}\n        path={path.concat(index)}\n
pathRoot={pathRoot}\n        store={store}\n        value={value[index]}\n      />\n    ));\n\n    if (canEditValues
&& !isReadOnly) {\n      children.push(\n        <NewArrayValue\n          key=\"NewKeyValue\"\n
bridge={bridge}\n          depth={depth + 1}\n          hidden={hidden || !isOpen}\n          hookID={hookID}\n
  index={value.length}\n          element={element}\n          inspectedElement={inspectedElement}\n
path={path}\n          store={store}\n          type={pathRoot}\n        />,\n      );\n    }\n\n    children.unshift(\n
  <div\n      key={`${depth}-root`}\n      className={styles.Item}\n      hidden={hidden}\n
ref={contextMenuTriggerRef}\n      style={style}>\n      {hasChildren ? (\n        <ExpandCollapseToggle
isOpen={isOpen} setIsOpen={setIsOpen} />\n      ) : (\n        <div
className={styles.ExpandCollapseToggleSpacer} />\n      )}\n      {renderedName}\n      <div
className={styles.AfterName}>:</div>\n      <span\n        className={styles.Value}\n
onClick={hasChildren ? toggleIsOpen : undefined}>\n        {displayName}\n      </span>\n    </div>,\n
);\n  } else {\n    // TRICKY\n    // It's important to use Object.entries() rather than Object.keys()\n    // because
of the hidden meta Symbols used for hydration and unserializable values.\n    const entries =
Object.entries(value);\n    if (alphaSort) {\n      entries.sort(alphaSortEntries);\n    }\n\n    const hasChildren =
entries.length > 0 || canEditValues;\n    const displayName = getMetaValueLabel(value);\n\n    children =
entries.map<ReactElement<any>>(([key, keyValue]) => (\n      <KeyValue\n        key={key}\n
alphaSort={alphaSort}\n        bridge={bridge}\n        canDeletePaths={canDeletePaths && !isReadOnly}\n
canEditValues={canEditValues && !isReadOnly}\n        canRenamePaths={canRenamePaths && !isReadOnly}\n
      canRenamePathsAtDepth={canRenamePathsAtDepth}\n        depth={depth + 1}\n        element={element}\n
      hookID={hookID}\n        inspectedElement={inspectedElement}\n        hidden={hidden || !isOpen}\n
name={key}\n        path={path.concat(key)}\n        pathRoot={pathRoot}\n        store={store}\n
value={keyValue}\n      />\n    ));\n\n    if (canEditValues && !isReadOnly) {\n      children.push(\n
<NewKeyValue\n          key=\"NewKeyValue\"\n          bridge={bridge}\n          depth={depth + 1}\n
element={element}\n          hidden={hidden || !isOpen}\n          hookID={hookID}\n
inspectedElement={inspectedElement}\n          path={path}\n          store={store}\n          type={pathRoot}\n
  />,\n      );\n    }\n\n    children.unshift(\n      <div\n        key={`${depth}-root`}\n
className={styles.Item}\n        hidden={hidden}\n        ref={contextMenuTriggerRef}\n        style={style}>\n
    {hasChildren ? (\n          <ExpandCollapseToggle isOpen={isOpen} setIsOpen={setIsOpen} />\n        ) : (\n
    <div className={styles.ExpandCollapseToggleSpacer} />\n        )}\n        {renderedName}\n        <div
```

className={styles.AfterName}>: \n <span\n className={styles.Value}\n onClick={hasChildren ? toggleIsOpen : undefined}>\n {displayName}\n \n ,\n);\n }\n }\n\n return children;\n}\n\nfunction DeleteToggle({deletePath, name, path}) {\n const handleClick = event => {\n event.stopPropagation();\n deletePath(path);\n };\n\n return (\n <>\n <Button\n className={styles.DeleteArrayItemButton}\n onClick={handleClick}\n title=\"Delete entry\">\n <ButtonIcon type=\"delete\" />\n </Button>\n {name}\n </>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {copy} from 'clipboard-js';\nimport * as React from 'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport KeyValue from './KeyValue';\nimport {alphaSortEntries, serializeDataForCopy} from '../utils';\nimport Store from '../../store';\nimport styles from './InspectedElementSharedStyles.css';\nimport {\n ElementTypeClass,\n ElementTypeFunction,\n} from 'react-devtools-shared/src/types';\n\nimport type {InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type {Element} from 'react-devtools-shared/src/devtools/views/Components/types';\n\ntype Props = {|\n bridge: FrontendBridge,\n element: Element,\n inspectedElement: InspectedElement,\n store: Store,\n|};\n\nexport default function InspectedElementContextTree({\n bridge,\n element,\n inspectedElement,\n store,\n}: Props) {\n const {hasLegacyContext, context, type} = inspectedElement;\n\n const isReadOnly = type !== ElementTypeClass && type !== ElementTypeFunction;\n\n const entries = context != null ? Object.entries(context) : null;\n if (entries !== null) {\n entries.sort(alphaSortEntries);\n }\n\n const isEmpty = entries === null || entries.length === 0;\n\n const handleCopy = () => copy(serializeDataForCopy(((context: any): Object)));\n\n // We add an object with a \"value\" key as a wrapper around Context data\n // so that we can use the shared <KeyValue> component to display it.\n // This wrapper object can't be renamed.\n const canRenamePathsAtDepth = depth => depth > 1;\n\n if (isEmpty) {\n return null;\n } else {\n return (\n \n \n \n {hasLegacyContext ? 'legacy context' : 'context'}\n \n {!isEmpty && (\n <Button onClick={handleCopy} title=\"Copy to clipboard\">\n <ButtonIcon type=\"copy\" />\n </Button>\n)}\n \n {isEmpty && None }\n {!isEmpty &&\n (entries: any).map(([name, value]) => (\n <KeyValue\n key={name}\n alphaSort={true}\n bridge={bridge}\n canDeletePaths={!isReadOnly}\n canEditValues={!isReadOnly}\n canRenamePaths={!isReadOnly}\n canRenamePathsAtDepth={canRenamePathsAtDepth}\n depth={1}\n element={element}\n hidden={false}\n inspectedElement={inspectedElement}\n name={name}\n path={[name]}\n pathRoot=\"context\"\n store={store}\n type=\"context\"\n value={value}\n />\n))}\n \n);\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n useContext,\n unstable_useCacheRefresh as useCacheRefresh,\n useTransition,\n} from 'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport Store from '../../store';\nimport sharedStyles from './InspectedElementSharedStyles.css';\nimport styles from './InspectedElementErrorsAndWarningsTree.css';\nimport {SettingsContext} from '../Settings/SettingsContext';\nimport {\n clearErrorsForElement as clearErrorsForElementAPI,\n clearWarningsForElement as clearWarningsForElementAPI,\n} from 'react-devtools-shared/src/backendAPI';\n\nimport type {InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\n\ntype Props = {|\n bridge: FrontendBridge,\n inspectedElement: InspectedElement,\n store: Store,\n|};\n\nexport default function InspectedElementErrorsAndWarningsTree({\n bridge,\n inspectedElement,\n store,\n}: Props) {\n const refresh = useCacheRefresh();\n\n const [\n isErrorsTransitionPending,\n startClearErrorsTransition,\n] = useTransition();\n const clearErrorsForInspectedElement = () => {\n const {id} = inspectedElement;\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n startClearErrorsTransition(() => {\n

clearErrorsForElementAPI({\n bridge,\n id,\n rendererID,\n });\n refresh();\n });\n }\n };\n\n const [\n isWarningsTransitionPending,\n startClearWarningsTransition,\n] = useTransition();\n const clearWarningsForInspectedElement = () => {\n const {id} = inspectedElement;\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n startClearWarningsTransition(() => {\n clearWarningsForElementAPI({\n bridge,\n id,\n rendererID,\n });\n refresh();\n });\n }\n };\n\n const {showInlineWarningsAndErrors} = useContext(SettingsContext);\n if (!showInlineWarningsAndErrors) {\n return null;\n }\n\n const {errors, warnings} = inspectedElement;\n\n return (\n <React.Fragment>\n {errors.length > 0 && (\n <Tree\n badgeClassName={styles.ErrorBadge}\n bridge={bridge}\n className={styles.ErrorTree}\n clearMessages={clearErrorsForInspectedElement}\n entries={errors}\n isTransitionPending={isErrorsTransitionPending}\n label=\"errors\"\n messageClassName={styles.Error}\n />\n)}\n {warnings.length > 0 && (\n <Tree\n badgeClassName={styles.WarningBadge}\n bridge={bridge}\n className={styles.WarningTree}\n clearMessages={clearWarningsForInspectedElement}\n entries={warnings}\n isTransitionPending={isWarningsTransitionPending}\n label=\"warnings\"\n messageClassName={styles.Warning}\n />\n)}\n </React.Fragment>\n);\n}\n\ntype TreeProps = {|\n badgeClassName: string,\n actions: React$Node,\n className: string,\n clearMessages: () => {},\n entries: Array<[string, number]>,\n isTransitionPending: boolean,\n label: string,\n messageClassName: string,\n|};\n\nfunction Tree({\n badgeClassName,\n actions,\n className,\n clearMessages,\n entries,\n isTransitionPending,\n label,\n messageClassName,\n}: TreeProps) {\n if (entries.length === 0) {\n return null;\n }\n return (\n <div className={`${sharedStyles.InspectedElementTree} ${className}`}>\n <div className={`${sharedStyles.HeaderRow} ${styles.HeaderRow}`}>\n {label} \n <Button\n disabled={isTransitionPending}\n onClick={clearMessages}\n title={`Clear all ${label} for this component`}>\n <ButtonIcon type=\"clear\" />\n </Button>\n \n {entries.map(([message, count], index) => (\n <ErrorOrWarningView\n key={`${label}-${index}`}\n badgeClassName={badgeClassName}\n className={messageClassName}\n count={count}\n message={message}\n />\n))}\n \n);\n}\n\ntype ErrorOrWarningViewProps = {|\n badgeClassName: string,\n className: string,\n count: number,\n message: string,\n|};\n\nfunction ErrorOrWarningView({\n className,\n badgeClassName,\n count,\n message,\n}: ErrorOrWarningViewProps) {\n return (\n \n {count > 1 && {count} }\n \n {message}\n \n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {copy} from 'clipboard-js';\nimport * as React from 'react';\nimport {useCallback, useContext, useRef, useState} from 'react';\nimport {BridgeContext, StoreContext} from '../context';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport Toggle from '../Toggle';\nimport ExpandCollapseToggle from './ExpandCollapseToggle';\nimport KeyValue from './KeyValue';\nimport {getMetaValueLabel, serializeHooksForCopy} from '../utils';\nimport Store from '../../store';\nimport styles from './InspectedElementHooksTree.css';\nimport useContextMenu from '../../ContextMenu/useContextMenu';\nimport {meta} from '../../../hydration';\nimport {getHookSourceLocationKey} from 'react-devtools-shared/src/hookNamesCache';\nimport {enableProfilerChangedHookIndices} from 'react-devtools-feature-flags';\n\nimport type {InspectedElement} from './types';\nimport type {HooksNode, HooksTree} from 'react-debug-tools/src/ReactDebugHooks';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type {HookNames} from 'react-devtools-shared/src/types';\nimport type {Element} from 'react-devtools-shared/src/devtools/views/Components/types';\nimport type {ToggleParseHookNames} from './InspectedElementContext';\n\ntype HooksTreeViewProps = {|\n bridge: FrontendBridge,\n element: Element,\n hookNames: HookNames | null,\n inspectedElement: InspectedElement,\n parseHookNames: boolean,\n store: Store,\n toggleParseHookNames: ToggleParseHookNames,\n|};\n\nexport function

```
InspectedElementHooksTree({\n  bridge,\n  element,\n  hookNames,\n  inspectedElement,\n  parseHookNames,\n
store,\n  toggleParseHookNames,\n}: HooksTreeViewProps) {\n  const {hooks, id} = inspectedElement;\n\n  //
Changing parseHookNames is done in a transition, because it suspends.\n  // This value is done outside of the
transition, so the UI toggle feels responsive.\n  const [parseHookNamesOptimistic, setParseHookNamesOptimistic]
= useState(\n    parseHookNames,\n  );\n  const handleChange = () => {\n
setParseHookNamesOptimistic(!parseHookNames);\n    toggleParseHookNames();\n  };\n\n  const
hookParsingFailed = parseHookNames && hookNames === null;\n\n  let toggleTitle;\n  if (hookParsingFailed) {\n
  toggleTitle = 'Hook parsing failed';\n  } else if (parseHookNames) {\n    toggleTitle = 'Parsing hook names ...';\n  }
else {\n    toggleTitle = 'Parse hook names (may be slow)';\n  }\n\n  const handleCopy = () =>
copy(serializeHooksForCopy(hooks));\n\n  if (hooks === null) {\n    return null;\n  } else {\n    return (\n      <div
className={styles.HooksTreeView}>\n        <div className={styles.HeaderRow}>\n          <div
className={styles.Header}>hooks</div>\n          {(!parseHookNames || hookParsingFailed) && (\n
<Toggle\n            className={hookParsingFailed ? styles.ToggleError : null}\n
isChecked={parseHookNamesOptimistic}\n            isDisabled={parseHookNamesOptimistic ||
hookParsingFailed}\n            onChange={handleChange}\n            title={toggleTitle}>\n            <ButtonIcon
type=\"parse-hook-names\" />\n            </Toggle>\n          )}\n          <Button onClick={handleCopy} title=\"Copy to
clipboard\">\n            <ButtonIcon type=\"copy\" />\n          </Button>\n        </div>\n        <InnerHooksTreeView\n
      hookNames={hookNames}\n          hooks={hooks}\n          id={id}\n          element={element}\n
inspectedElement={inspectedElement}\n          path={[]}\n        />\n      </div>\n    );\n  }\n}\n\ntype
InnerHooksTreeViewProps = {|\n  element: Element,\n  hookNames: HookNames | null,\n  hooks: HooksTree,\n  id:
number,\n  inspectedElement: InspectedElement,\n  path: Array<string | number>,\n|};\n\nexport function
InnerHooksTreeView({\n  element,\n  hookNames,\n  hooks,\n  id,\n  inspectedElement,\n  path,\n}:
InnerHooksTreeViewProps) {\n  // $FlowFixMe \"Missing type annotation for U\" whatever that means\n  return
hooks.map((hook, index) => (\n    <HookView\n      key={index}\n      element={element}\n
hook={hooks[index]}\n      hookNames={hookNames}\n      id={id}\n      inspectedElement={inspectedElement}\n
   path={path.concat([index])}\n    />\n  ));\n}\n\ntype HookViewProps = {|\n  element: Element,\n  hook:
HooksNode,\n  hookNames: HookNames | null,\n  id: number,\n  inspectedElement: InspectedElement,\n  path:
Array<string | number>,\n|};\n\nfunction HookView({\n  element,\n  hook,\n  hookNames,\n  id,\n
inspectedElement,\n  path,\n}: HookViewProps) {\n  const {\n    canEditHooks,\n
canEditHooksAndDeletePaths,\n    canEditHooksAndRenamePaths,\n  } = inspectedElement;\n  const {id: hookID,
isStateEditable, subHooks, value} = hook;\n\n  const isReadOnly = hookID == null || !isStateEditable;\n\n  const
canDeletePaths = !isReadOnly && canEditHooksAndDeletePaths;\n  const canEditValues = !isReadOnly &&
canEditHooks;\n  const canRenamePaths = !isReadOnly && canEditHooksAndRenamePaths;\n\n  const bridge =
useContext(BridgeContext);\n  const store = useContext(StoreContext);\n\n  const [isOpen, setIsOpen] =
useState<boolean>(false);\n\n  const toggleIsOpen = useCallback(\n    () => setIsOpen(prevIsOpen =>
!prevIsOpen),\n    [],\n  );\n\n  const contextMenuTriggerRef = useRef(null);\n\n  useContextMenu({\n    data: {\n
path: ['hooks', ...path],\n      type:\n        hook !== null &&\n        typeof hook === 'object' &&\n
hook.hasOwnProperty(meta.type)\n          ? hook[(meta.type: any)]\n          : typeof value,\n    },\n    id:
'InspectedElement',\n    ref: contextMenuTriggerRef,\n  });\n\n  if (hook.hasOwnProperty(meta.inspected)) {\n    //
This Hook is too deep and hasn't been hydrated.\n    if (__DEV__) {\n      console.warn('Unexpected dehydrated
hook; this is a DevTools error.');\n    }\n    return (\n      <div className={styles.Hook}>\n        <div
className={styles.NameValueRow}>\n          <span className={styles.TruncationIndicator}>...</span>\n
</div>\n      </div>\n    );\n  }\n\n  // Certain hooks are not editable at all (as identified by react-debug-tools).\n  //
Primitive hook names (e.g. the \"State\" name for useState) are also never editable.\n  const
canRenamePathsAtDepth = depth => isStateEditable && depth > 1;\n\n  const isCustomHook = subHooks.length >
0;\n\n  let name = hook.name;\n  if (enableProfilerChangedHookIndices) {\n    if (!isCustomHook) {\n      name =
(\n        <>\n          <span className={styles.PrimitiveHookNumber}>{hookID + 1}</span>\n          {name}\n
</>\n      );\n    }\n  }\n\n  const type = typeof value;\n\n  let displayValue;\n  let isComplexDisplayValue = false;\n\n
```

const hookSource = hook.hookSource;\n const hookName =\n   hookNames != null && hookSource != null\n   ? hookNames.get(getHookSourceLocationKey(hookSource))\n   : null;\n const hookDisplayName = hookName ? (\n   <>\n   {name}\n   {!!hookName && ({hookName})}\n </>\n) : (\n   name\n);\n\n // Format data for display to mimic the props/state/context for now.\n if (type === 'string') {\n   displayValue = `\"${((value: any): string)}\"`;\n } else if (type === 'boolean') {\n   displayValue = value ? 'true' : 'false';\n } else if (type === 'number') {\n   displayValue = value;\n } else if (value === null) {\n   displayValue = 'null';\n } else if (value === undefined) {\n   displayValue = null;\n } else if (Array.isArray(value)) {\n   isComplexDisplayValue = true;\n   displayValue = 'Array';\n } else if (type === 'object') {\n   isComplexDisplayValue = true;\n   displayValue = 'Object';\n }\n\n if (isCustomHook) {\n   const subHooksView = Array.isArray(subHooks) ? (\n   <InnerHooksTreeView\n   element={element}\n   hooks={subHooks}\n   hookNames={hookNames}\n   id={id}\n   inspectedElement={inspectedElement}\n   path={path.concat(['subHooks'])}\n   />\n   ) : (\n   <KeyValue\n   alphaSort={false}\n   bridge={bridge}\n   canDeletePaths={canDeletePaths}\n   canEditValues={canEditValues}\n   canRenamePaths={canRenamePaths}\n   canRenamePathsAtDepth={canRenamePathsAtDepth}\n   depth={1}\n   element={element}\n   hookID={hookID}\n   hookName={hookName}\n   inspectedElement={inspectedElement}\n   name=\"subHooks\"\n   path={path.concat(['subHooks'])}\n   store={store}\n   type=\"hooks\"\n   value={subHooks}\n   />\n   );\n\n   if (isComplexDisplayValue) {\n   return (\n   \n   \n   <ExpandCollapseToggle isOpen={isOpen} setIsOpen={setIsOpen} />\n   <span\n   onClick={toggleIsOpen}\n   className={name !== '' ? styles.Name : styles.NameAnonymous}>\n   {hookDisplayName || 'Anonymous'}\n   \n   \n   {isOpen || getMetaValueLabel(value)}\n   \n   \n   \n   <KeyValue\n   alphaSort={false}\n   bridge={bridge}\n   canDeletePaths={canDeletePaths}\n   canEditValues={canEditValues}\n   canRenamePaths={canRenamePaths}\n   canRenamePathsAtDepth={canRenamePathsAtDepth}\n   depth={1}\n   element={element}\n   hookID={hookID}\n   hookName={hookName}\n   inspectedElement={inspectedElement}\n   name=\"DebugValue\"\n   path={path.concat(['value'])}\n   pathRoot=\"hooks\"\n   store={store}\n   value={value}\n   />\n   {subHooksView}\n   \n   \n   );\n   } else {\n   return (\n   \n   \n   <ExpandCollapseToggle isOpen={isOpen} setIsOpen={setIsOpen} />\n   <span\n   onClick={toggleIsOpen}\n   className={name !== '' ? styles.Name : styles.NameAnonymous}>\n   {hookDisplayName || 'Anonymous'}\n   {' '}\n   {/* $FlowFixMe */}\n   \n   {displayValue}\n   \n   \n   \n   {subHooksView}\n   \n   \n   );\n   }\n } else {\n   if (isComplexDisplayValue) {\n   return (\n   \n   <KeyValue\n   alphaSort={false}\n   bridge={bridge}\n   canDeletePaths={canDeletePaths}\n   canEditValues={canEditValues}\n   canRenamePaths={canRenamePaths}\n   canRenamePathsAtDepth={canRenamePathsAtDepth}\n   depth={1}\n   element={element}\n   hookID={hookID}\n   hookName={hookName}\n   inspectedElement={inspectedElement}\n   name={name}\n   path={path.concat(['value'])}\n   pathRoot=\"hooks\"\n   store={store}\n   value={value}\n   />\n   \n   );\n   } else {\n   return (\n   \n   <KeyValue\n   alphaSort={false}\n   bridge={bridge}\n   canDeletePaths={false}\n   canEditValues={canEditValues}\n   canRenamePaths={false}\n   depth={1}\n   element={element}\n   hookID={hookID}\n   hookName={hookName}\n   inspectedElement={inspectedElement}\n   name={name}\n   path={[]}\n   pathRoot=\"hooks\"\n   store={store}\n   value={value}\n   />\n   \n   );\n   }\n }\n}\n\n// $FlowFixMe\nexport default React.memo(InspectedElementHooksTree);\n","/**\n * Copyright

(c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {copy} from 'clipboard-js';\nimport * as React from 'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport KeyValue from './KeyValue';\nimport NewKeyValue from './NewKeyValue';\nimport {alphaSortEntries, serializeDataForCopy} from '../utils';\nimport Store from '../../store';\nimport styles from './InspectedElementSharedStyles.css';\nimport {ElementTypeClass} from 'react-devtools-shared/src/types';\n\nimport type {InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type {Element} from 'react-devtools-shared/src/devtools/views/Components/types';\n\ntype Props = {|\n bridge: FrontendBridge,\n element: Element,\n inspectedElement: InspectedElement,\n store: Store,\n|};\n\nexport default function InspectedElementPropsTree({\n bridge,\n element,\n inspectedElement,\n store,\n}: Props) {\n const {\n   canEditFunctionProps,\n   canEditFunctionPropsDeletePaths,\n   canEditFunctionPropsRenamePaths,\n   props,\n   type,\n } = inspectedElement;\n\n const canDeletePaths =\n   type === ElementTypeClass || canEditFunctionPropsDeletePaths;\n const canEditValues = type === ElementTypeClass || canEditFunctionProps;\n const canRenamePaths =\n   type === ElementTypeClass || canEditFunctionPropsRenamePaths;\n\n const entries = props != null ? Object.entries(props) : null;\n if (entries !== null) {\n   entries.sort(alphaSortEntries);\n }\n\n const isEmpty = entries === null || entries.length === 0;\n\n const handleCopy = () => copy(serializeDataForCopy(((props: any): Object)));\n\n return (\n   \n   \n   props \n   {!isEmpty && (\n   <Button onClick={handleCopy} title=\"Copy to clipboard\">\n   <ButtonIcon type=\"copy\" />\n   </Button>\n   )}\n   \n   {!isEmpty &&\n   (entries: any).map(([name, value]) => (\n   <KeyValue\n   key={name}\n   alphaSort={true}\n   bridge={bridge}\n   canDeletePaths={canDeletePaths}\n   canEditValues={canEditValues}\n   canRenamePaths={canRenamePaths}\n   depth={1}\n   element={element}\n   hidden={false}\n   inspectedElement={inspectedElement}\n   name={name}\n   path={[name]}\n   pathRoot=\"props\"\n   store={store}\n   value={value}\n   />\n   ))}\n   {canEditValues && (\n   <NewKeyValue\n   bridge={bridge}\n   depth={0}\n   hidden={false}\n   inspectedElement={inspectedElement}\n   path={[]}\n   store={store}\n   type=\"props\"\n   />\n   )}\n   \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {copy} from 'clipboard-js';\nimport * as React from 'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport KeyValue from './KeyValue';\nimport {alphaSortEntries, serializeDataForCopy} from '../utils';\nimport Store from '../../store';\nimport styles from './InspectedElementSharedStyles.css';\n\nimport type {InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type {Element} from 'react-devtools-shared/src/devtools/views/Components/types';\n\ntype Props = {|\n bridge: FrontendBridge,\n element: Element,\n inspectedElement: InspectedElement,\n store: Store,\n|};\n\nexport default function InspectedElementStateTree({\n bridge,\n element,\n inspectedElement,\n store,\n}: Props) {\n const {state} = inspectedElement;\n\n const entries = state != null ? Object.entries(state) : null;\n if (entries !== null) {\n   entries.sort(alphaSortEntries);\n }\n\n const isEmpty = entries === null || entries.length === 0;\n\n const handleCopy = () => copy(serializeDataForCopy(((state: any): Object)));\n\n if (isEmpty) {\n   return null;\n } else {\n   return (\n   \n   \n   state \n   {!isEmpty && (\n   <Button onClick={handleCopy} title=\"Copy to clipboard\">\n   <ButtonIcon type=\"copy\" />\n   </Button>\n   )}\n   \n   {isEmpty && None }\n   {!isEmpty &&\n   (entries: any).map(([name, value]) => (\n   <KeyValue\n   key={name}\n   alphaSort={true}\n   bridge={bridge}\n   canDeletePaths={true}\n   canEditValues={true}\n   canRenamePaths={true}\n   depth={1}\n   element={element}\n   hidden={false}\n

inspectedElement={inspectedElement}\n name={name}\n path={[name]}\n pathRoot=\"state\"\n store={store}\n value={value}\n />\n))}\n \n);\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport EditableValue from './EditableValue';\nimport Store from '../../store';\nimport {ElementTypeSuspense} from 'react-devtools-shared/src/types';\nimport styles from './InspectedElementSharedStyles.css';\n\nimport type {InspectedElement} from './types';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\n\ntype Props = {|\n bridge: FrontendBridge,\n inspectedElement: InspectedElement,\n store: Store,\n|};\n\nexport default function InspectedElementSuspenseToggle({\n bridge,\n inspectedElement,\n store,\n}: Props) {\n const {canToggleSuspense, id, state, type} = inspectedElement;\n\n if (type !== ElementTypeSuspense) {\n return null;\n }\n\n const isSuspended = state !== null;\n\n const toggleSuspense = (path, value) => {\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n bridge.send('overrideSuspense', {\n id,\n rendererID,\n forceFallback: value,\n });\n }\n };\n\n return (\n \n \n suspense \n \n \n Suspended\n {canToggleSuspense ? (\n // key is required to keep <EditableValue> and header row toggle button in sync\n <EditableValue\n key={isSuspended}\n overrideValue={toggleSuspense}\n path={['suspense', 'Suspended']}\n value={isSuspended}\n />\n) : (\n {isSuspended ? 'true' : 'false'}\n)}\n \n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n createContext,\n useCallback,\n useContext,\n useEffect,\n useMemo,\n useState,\n} from 'react';\nimport {unstable_batchedUpdates as batchedUpdates} from 'react-dom';\nimport {createResource} from 'react-devtools-shared/src/devtools/cache';\nimport {\n BridgeContext,\n StoreContext,\n} from 'react-devtools-shared/src/devtools/views/context';\nimport {TreeStateContext} from '../TreeContext';\n\nimport type {StateContext} from '../TreeContext';\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type Store from 'react-devtools-shared/src/devtools/store';\nimport type {StyleAndLayout as StyleAndLayoutBackend} from 'react-devtools-shared/src/backend/NativeStyleEditor/types';\nimport type {StyleAndLayout as StyleAndLayoutFrontend} from './types';\nimport type {Element} from 'react-devtools-shared/src/devtools/views/Components/types';\nimport type {\n Resource,\n Thenable,\n} from 'react-devtools-shared/src/devtools/cache';\n\nexport type GetStyleAndLayout = (id: number) => StyleAndLayoutFrontend | null;\n\ntype Context = {|\n getStyleAndLayout: GetStyleAndLayout,\n|};\n\nconst NativeStyleContext = createContext<Context>(((null: any): Context));\nNativeStyleContext.displayName = 'NativeStyleContext';\n\ntype ResolveFn = (styleAndLayout: StyleAndLayoutFrontend) => void;\ntype InProgressRequest = {|\n promise: Thenable<StyleAndLayoutFrontend>,\n resolveFn: ResolveFn,\n|};\n\nconst inProgressRequests: WeakMap<Element, InProgressRequest> = new WeakMap();\nconst resource: Resource<\n Element,\n Element,\n StyleAndLayoutFrontend,\n> = createResource(\n (element: Element) => {\n const request = inProgressRequests.get(element);\n if (request != null) {\n return request.promise;\n }\n\n let resolveFn = ((null: any): ResolveFn);\n const promise = new Promise(resolve => {\n resolveFn = resolve;\n });\n\n inProgressRequests.set(element, {promise, resolveFn});\n\n return promise;\n },\n (element: Element) => element,\n {useWeakMap: true},\n);\n\ntype Props = {|\n children: React$Node,\n|};\n\nfunction NativeStyleContextController({children}: Props) {\n const bridge = useContext<FrontendBridge>(BridgeContext);\n const store = useContext<Store>(StoreContext);\n\n const getStyleAndLayout = useCallback<GetStyleAndLayout>(\n (id: number) => {\n const element = store.getElementByID(id);\n if (element !== null) {\n return resource.read(element);\n } else {\n

return null;\n }\n },\n [store],\n);\n\n // It's very important that this context consumes selectedElementID and not NativeStyleID.\n // Otherwise the effect that sends the \"inspect\" message across the bridge-\n // would itself be blocked by the same render that suspends (waiting for the data).\n const {selectedElementID} = useContext<StateContext>(TreeStateContext);\n\n const [\n currentStyleAndLayout,\n setCurrentStyleAndLayout,\n] = useState<StyleAndLayoutFrontend | null>(null);\n\n // This effect handler invalidates the suspense cache and schedules rendering updates with React.\n useEffect(() => {\n const onStyleAndLayout = ({id, layout, style}: StyleAndLayoutBackend) => {\n const element = store.getElementByID(id);\n if (element !== null) {\n const styleAndLayout: StyleAndLayoutFrontend = {\n layout,\n style,\n };\n const request = inProgressRequests.get(element);\n if (request != null) {\n inProgressRequests.delete(element);\n batchedUpdates(() => {\n request.resolveFn(styleAndLayout);\n setCurrentStyleAndLayout(styleAndLayout);\n });\n } else {\n resource.write(element, styleAndLayout);\n\n // Schedule update with React if the currently-selected element has been invalidated.\n if (id === selectedElementID) {\n setCurrentStyleAndLayout(styleAndLayout);\n }\n }\n }\n };\n\n bridge.addListener('NativeStyleEditor_styleAndLayout', onStyleAndLayout);\n return () =>\n bridge.removeListener(\n 'NativeStyleEditor_styleAndLayout',\n onStyleAndLayout,\n);\n }, [bridge, currentStyleAndLayout, selectedElementID, store]);\n\n // This effect handler polls for updates on the currently selected element.\n useEffect(() => {\n if (selectedElementID === null) {\n return () => {};\n }\n\n const rendererID = store.getRendererIDForElement(selectedElementID);\n\n let timeoutID: TimeoutID | null = null;\n\n const sendRequest = () => {\n timeoutID = null;\n\n if (rendererID !== null) {\n bridge.send('NativeStyleEditor_measure', {\n id: selectedElementID,\n rendererID,\n });\n }\n };\n\n // Send the initial measurement request.\n // We'll poll for an update in the response handler below.\n sendRequest();\n\n const onStyleAndLayout = ({id}: StyleAndLayoutBackend) => {\n // If this is the element we requested, wait a little bit and then ask for another update.\n if (id === selectedElementID) {\n if (timeoutID !== null) {\n clearTimeout(timeoutID);\n }\n timeoutID = setTimeout(sendRequest, 1000);\n }\n };\n\n bridge.addListener('NativeStyleEditor_styleAndLayout', onStyleAndLayout);\n\n return () => {\n bridge.removeListener(\n 'NativeStyleEditor_styleAndLayout',\n onStyleAndLayout,\n);\n\n if (timeoutID !== null) {\n clearTimeout(timeoutID);\n }\n };\n }, [bridge, selectedElementID, store]);\n\n const value = useMemo(\n () => ({getStyleAndLayout}),\n // NativeStyle is used to invalidate the cache and schedule an update with React.\n [currentStyleAndLayout, getStyleAndLayout],\n);\n\n return (\n <NativeStyleContext.Provider value={value}>\n {children}\n </NativeStyleContext.Provider>\n);\n}\n\nexport {NativeStyleContext, NativeStyleContextController};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport styles from './LayoutViewer.css';\n\nimport type {Layout} from './types';\n\ntype Props = {|\n id: number,\n layout: Layout,\n|};\n\nexport default function LayoutViewer({id, layout}: Props) {\n const {height, margin, padding, y, width, x} = layout;\n\n return (\n \n layout \n \n \n <label className={styles.Label}>margin</label>\n\n <label>{margin.top || '-'}</label>\n \n\n \n <label>{margin.left || '-'}</label>\n\n \n \n <label className={styles.Label}>padding</label>\n\n <label>{padding.top || '-'}</label>\n \n\n \n <label>{padding.left || '-'}</label>\n\n \n \n {format(width)} x {format(height)} ({format(x)}, {format(y)})\n \n \n\n <label>{padding.right || '-'}</label>\n \n\n <label>{padding.bottom || '-'}</label>\n \n <label>{margin.right || '-'}</label>\n \n <label>{margin.bottom || '-'}</label>\n \n \n);\n}\n\nfunction format(number: number): string |

number {\n if (Math.round(number) === number) {\n   return number;\n } else {\n   return number.toFixed(1);\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext, useMemo, useRef, useState} from 'react';\nimport {unstable_batchedUpdates as batchedUpdates} from 'react-dom';\nimport {copy} from 'clipboard-js';\nimport {\n BridgeContext,\n StoreContext,\n} from 'react-devtools-shared/src/devtools/views/context';\nimport Button from '../../Button';\nimport ButtonIcon from '../../ButtonIcon';\nimport {serializeDataForCopy} from '../../utils';\nimport AutoSizeInput from './AutoSizeInput';\nimport styles from './StyleEditor.css';\nimport {sanitizeForParse} from '../../../utils';\n\nimport type {Style} from './types';\n\ntype Props = {|\n id: number,\n style: Style,\n|};\n\ntype ChangeAttributeFn = (oldName: string, newName: string, value: any) => void;\ntype ChangeValueFn = (name: string, value: any) => void;\n\nexport default function StyleEditor({id, style}: Props) {\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n\n const changeAttribute = (oldName: string, newName: string, value: any) => {\n   const rendererID = store.getRendererIDForElement(id);\n   if (rendererID !== null) {\n   bridge.send('NativeStyleEditor_renameAttribute', {\n   id,\n   rendererID,\n oldName,\n   newName,\n   value,\n   });\n   }\n };\n\n const changeValue = (name: string, value: any) => {\n   const rendererID = store.getRendererIDForElement(id);\n   if (rendererID !== null) {\n bridge.send('NativeStyleEditor_setValue', {\n   id,\n   rendererID,\n   name,\n   value,\n   });\n   }\n };\n\n const keys = useMemo(() => Array.from(Object.keys(style)), [style]);\n\n const handleCopy = () => copy(serializeDataForCopy(style));\n\n return (\n   \n   \n   \n   {'style {'} \n   \n   <Button onClick={handleCopy} title=\"Copy to clipboard\">\n   <ButtonIcon type=\"copy\" />\n   </Button>\n   \n   {keys.length > 0 &&\n keys.map(attribute => (\n   <Row\n   key={attribute}\n   attribute={attribute}\n changeAttribute={changeAttribute}\n   changeValue={changeValue}\n validAttributes={store.nativeStyleEditorValidAttributes}\n   value={style[attribute]}\n   />\n   ))}\n <NewRow\n   changeAttribute={changeAttribute}\n   changeValue={changeValue}\n validAttributes={store.nativeStyleEditorValidAttributes}\n   />\n   {'}'} \n   \n);\n}\n\ntype NewRowProps = {|\n changeAttribute: ChangeAttributeFn,\n changeValue: ChangeValueFn,\n validAttributes: $ReadOnlyArray<string> | null,\n|};\n\nfunction NewRow({changeAttribute, changeValue, validAttributes}: NewRowProps) {\n const [key, setKey] = useState<number>(0);\n const reset = () => setKey(key + 1);\n\n const newAttributeRef = useRef<string>('');\n\n const changeAttributeWrapper = (\n   oldAttribute: string,\n   newAttribute: string,\n value: any,\n) => {\n   // Ignore attribute changes until a value has been specified\n   newAttributeRef.current = newAttribute;\n };\n\n const changeValueWrapper = (attribute: string, value: any) => {\n   // Blur events should reset/cancel if there's no value or no attribute\n   if (newAttributeRef.current !== '') {\n   if (value !== '') {\n changeValue(newAttributeRef.current, value);\n   }\n   reset();\n   }\n };\n\n return (\n   <Row\n key={key}\n   attribute={''}\n   attributePlaceholder=\"attribute\"\n changeAttribute={changeAttributeWrapper}\n   changeValue={changeValueWrapper}\n validAttributes={validAttributes}\n   value={''}\n   valuePlaceholder=\"value\"\n   />\n);\n}\n\ntype RowProps = {|\n attribute: string,\n attributePlaceholder?: string,\n changeAttribute: ChangeAttributeFn,\n changeValue: ChangeValueFn,\n validAttributes: $ReadOnlyArray<string> | null,\n value: any,\n valuePlaceholder?: string,\n|};\n\nfunction Row({\n attribute,\n attributePlaceholder,\n changeAttribute,\n changeValue,\n validAttributes,\n value,\n valuePlaceholder,\n}: RowProps) {\n // TODO (RN style editor) Use @reach/combobox to auto-complete attributes.\n // The list of valid attributes would need to be injected by RN backend,\n // which would need to require them from ReactNativeViewViewConfig \"validAttributes.style\" keys.\n // This would need to degrade gracefully for react-native-web,\n // although we could let it also inject a custom set of allowed attributes.\n\n const [localAttribute, setLocalAttribute] = useState(attribute);\n const [localValue, setLocalValue] = useState(JSON.stringify(value));\n const [isAttributeValid, setIsAttributeValid] =

useState(true);\n const [isValueValid, setIsValueValid] = useState(true);\n\n const validateAndSetLocalAttribute = newAttribute => {\n   const isValid =\n   newAttribute === '' ||\n   validAttributes === null ||\n validAttributes.indexOf(newAttribute) >= 0;\n\n   batchedUpdates(() => {\n   setLocalAttribute(newAttribute);\n setIsAttributeValid(isValid);\n   });\n };\n\n const validateAndSetLocalValue = newValue => {\n   let isValid = false;\n   try {\n   JSON.parse(sanitizeForParse(newValue));\n   isValid = true;\n   } catch (error) {}\n\n batchedUpdates(() => {\n   setLocalValue(newValue);\n   setIsValueValid(isValid);\n   });\n };\n\n const resetAttribute = () => {\n   setLocalAttribute(attribute);\n };\n\n const resetValue = () => {\n setLocalValue(value);\n };\n\n const submitValueChange = () => {\n   if (isAttributeValid && isValueValid) {\n const parsedLocalValue = JSON.parse(sanitizeForParse(localValue));\n   if (value !== parsedLocalValue) {\n changeValue(attribute, parsedLocalValue);\n   }\n   }\n };\n\n const submitAttributeChange = () => {\n   if (isAttributeValid && isValueValid) {\n   if (attribute !== localAttribute) {\n   changeAttribute(attribute, localAttribute, value);\n   }\n   }\n };\n\n return (\n   \n   <Field\n className={isAttributeValid ? styles.Attribute : styles.Invalid}\n   onChange={validateAndSetLocalAttribute}\n onReset={resetAttribute}\n   onSubmit={submitAttributeChange}\n placeholder={attributePlaceholder}\n   value={localAttribute}\n   />\n   : \n   <Field\n className={isValueValid ? styles.Value : styles.Invalid}\n   onChange={validateAndSetLocalValue}\n onReset={resetValue}\n   onSubmit={submitValueChange}\n   placeholder={valuePlaceholder}\n value={localValue}\n   />\n   ;\n   \n);\n}\n\ntype FieldProps = {|\n className: string,\n onChange: (value: any) => void,\n onReset: () => void,\n onSubmit: () => void,\n placeholder?: string,\n value: any,\n|};\n\nfunction Field({\n className,\n onChange,\n onReset,\n onSubmit,\n placeholder,\n value,\n}: FieldProps) {\n const onKeyDown = event => {\n   switch (event.key) {\n   case 'Enter':\n   onSubmit();\n break;\n   case 'Escape':\n   onReset();\n   break;\n   case 'ArrowDown':\n   case 'ArrowLeft':\n   case 'ArrowRight':\n   case 'ArrowUp':\n   event.stopPropagation();\n   break;\n   default:\n   break;\n   }\n };\n\n return (\n   <AutoSizeInput\n   className={`${className} ${styles.Input}`}\n   onBlur={onSubmit}\n onChange={event => onChange(event.target.value)}\n   onKeyDown={onKeyDown}\n placeholder={placeholder}\n   value={value}\n   />\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext, useMemo} from 'react';\nimport {StoreContext} from 'react-devtools-shared/src/devtools/views/context';\nimport {useSubscription} from 'react-devtools-shared/src/devtools/views/hooks';\nimport {NativeStyleContext} from './context';\nimport LayoutViewer from './LayoutViewer';\nimport StyleEditor from './StyleEditor';\nimport {TreeStateContext} from '../TreeContext';\n\ntype Props = {||};\n\nexport default function NativeStyleEditorWrapper(_: Props) {\n const store = useContext(StoreContext);\n\n const subscription = useMemo(\n   () => ({\n   getCurrentValue: () => store.supportsNativeStyleEditor,\n   subscribe: (callback: Function) => {\n   store.addListener('supportsNativeStyleEditor', callback);\n   return () => {\n store.removeListener('supportsNativeStyleEditor', callback);\n   };\n   },\n   }),\n   [store],\n);\n const supportsNativeStyleEditor = useSubscription<boolean>(subscription);\n\n if (!supportsNativeStyleEditor) {\n return null;\n }\n\n return <NativeStyleEditor />;\n}\n\nfunction NativeStyleEditor(_: Props) {\n const {getStyleAndLayout} = useContext(NativeStyleContext);\n\n const {inspectedElementID} = useContext(TreeStateContext);\n if (inspectedElementID === null) {\n   return null;\n }\n\n const maybeStyleAndLayout = getStyleAndLayout(inspectedElementID);\n if (maybeStyleAndLayout === null) {\n return null;\n }\n\n const {layout, style} = maybeStyleAndLayout;\n\n return (\n   <Fragment>\n   {layout !== null && (\n   <LayoutViewer id={inspectedElementID} layout={layout} />\n   )}\n   {style !== null && (\n   <StyleEditor\n   id={inspectedElementID}\n   style={style !== null ? style : {}}\n   />\n   )}\n </Fragment>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {copy} from 'clipboard-js';\nimport * as React from 'react';\nimport {Fragment, useCallback, useContext} from 'react';\nimport {TreeDispatcherContext} from './TreeContext';\nimport {BridgeContext,

```
ContextMenuContext, StoreContext} from '../context';\nimport ContextMenu from
'../../ContextMenu/ContextMenu';\nimport ContextMenuItem from '../../ContextMenu/ContextMenuItem';\nimport
Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport Icon from '../Icon';\nimport HocBadges
from './HocBadges';\nimport InspectedElementContextTree from './InspectedElementContextTree';\nimport
InspectedElementErrorsAndWarningsTree from './InspectedElementErrorsAndWarningsTree';\nimport
InspectedElementHooksTree from './InspectedElementHooksTree';\nimport InspectedElementPropsTree from
'./InspectedElementPropsTree';\nimport InspectedElementStateTree from './InspectedElementStateTree';\nimport
InspectedElementSuspenseToggle from './InspectedElementSuspenseToggle';\nimport NativeStyleEditor from
'./NativeStyleEditor';\nimport Badge from './Badge';\nimport {useHighlightNativeElement} from '../hooks';\nimport
{\n  copyInspectedElementPath as copyInspectedElementPathAPI,\n  storeAsGlobal as storeAsGlobalAPI,\n} from
'react-devtools-shared/src/backendAPI';\n\nimport styles from './InspectedElementView.css';\n\nimport type
{ContextMenuContextType} from '../context';\nimport type {Element, InspectedElement, SerializedElement} from
'./types';\nimport type {ElementType, HookNames} from 'react-devtools-shared/src/types';\nimport type
{ToggleParseHookNames} from './InspectedElementContext';\n\nexport type CopyPath = (path: Array<string |
number>) => void;\nexport type InspectPath = (path: Array<string | number>) => void;\n\ntype Props = {|\n
element: Element,\n  hookNames: HookNames | null,\n  inspectedElement: InspectedElement,\n  parseHookNames:
boolean,\n  toggleParseHookNames: ToggleParseHookNames,\n|};\n\nexport default function
InspectedElementView({\n  element,\n  hookNames,\n  inspectedElement,\n  parseHookNames,\n
toggleParseHookNames,\n}: Props) {\n  const {id} = element;\n  const {\n    owners,\n    rendererPackageName,\n
rendererVersion,\n    rootType,\n    source,\n  } = inspectedElement;\n\n  const bridge =
useContext(BridgeContext);\n  const store = useContext(StoreContext);\n\n  const {\n
isEnabledForInspectedElement: isContextMenuEnabledForInspectedElement,\n    viewAttributeSourceFunction,\n
} = useContext<ContextMenuContextType>(ContextMenuContext);\n\n  const rendererLabel =\n
rendererPackageName !== null && rendererVersion !== null\n      ?
`${rendererPackageName}@${rendererVersion}`\n      : null;\n  const showOwnersList = owners !== null &&
owners.length > 0;\n  const showRenderedBy =\n    showOwnersList || rendererLabel !== null || rootType !==
null;\n\n  return (\n    <Fragment>\n      <div className={styles.InspectedElement}>\n        <HocBadges
element={element} />\n\n        <InspectedElementPropsTree\n          bridge={bridge}\n          element={element}\n
      inspectedElement={inspectedElement}\n          store={store}\n        />\n\n
<InspectedElementSuspenseToggle\n          bridge={bridge}\n          inspectedElement={inspectedElement}\n
store={store}\n        />\n\n        <InspectedElementStateTree\n          bridge={bridge}\n          element={element}\n
      inspectedElement={inspectedElement}\n          store={store}\n        />\n\n        <InspectedElementHooksTree\n
      bridge={bridge}\n          element={element}\n          hookNames={hookNames}\n
inspectedElement={inspectedElement}\n          parseHookNames={parseHookNames}\n          store={store}\n
toggleParseHookNames={toggleParseHookNames}\n        />\n\n        <InspectedElementContextTree\n
bridge={bridge}\n          element={element}\n          inspectedElement={inspectedElement}\n          store={store}\n
    />\n\n        <InspectedElementErrorsAndWarningsTree\n          bridge={bridge}\n          element={element}\n
 inspectedElement={inspectedElement}\n          store={store}\n        />\n\n        <NativeStyleEditor />\n\n
{showRenderedBy && (\n          <div className={styles.Owners}>\n            <div
className={styles.OwnersHeader}>rendered by</div>\n            {showOwnersList &&\n              ((owners: any):
Array<SerializedElement>).map(owner => (\n                <OwnerView\n                key={owner.id}\n
displayName={owner.displayName || 'Anonymous'}\n                hocDisplayNames={owner.hocDisplayNames}\n
            id={owner.id}\n                isInStore={store.containsElement(owner.id)}\n                type={owner.type}\n
            />\n              ))}\n            {rootType !== null && (\n              <div
className={styles.OwnersMetaField}>{rootType}</div>\n            )}\n            {rendererLabel !== null && (\n
    <div className={styles.OwnersMetaField}>{rendererLabel}</div>\n            )}\n          </div>\n        )}\n\n
{source !== null && (\n          <Source fileName={source.fileName} lineNumber={source.lineNumber} />\n
)}\n      </div>\n\n      {isContextMenuEnabledForInspectedElement && (\n        <ContextMenu
```

id=\"InspectedElement\">\n ({path, type: pathType}) => {\n const copyInspectedElementPath = () => {\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n copyInspectedElementPathAPI({\n bridge,\n id,\n path,\n rendererID,\n });\n }\n };\n\n const storeAsGlobal = () => {\n const rendererID = store.getRendererIDForElement(id);\n if (rendererID !== null) {\n storeAsGlobalAPI({\n bridge,\n id,\n path,\n rendererID,\n });\n }\n };\n\n return (\n <Fragment>\n <ContextMenuItem\n onClick={copyInspectedElementPath}\n title=\"Copy value to clipboard\">\n <Icon className={styles.ContextMenuIcon} type=\"copy\" /> Copy\n value to clipboard\n </ContextMenuItem>\n <ContextMenuItem\n onClick={storeAsGlobal}\n title=\"Store as global variable\">\n <Icon\n className={styles.ContextMenuIcon}\n type=\"store-as-global-variable\"\n />{' '}\n Store as global variable\n </ContextMenuItem>\n {viewAttributeSourceFunction !== null &&\n pathType === 'function' && (\n <ContextMenuItem\n onClick={() => viewAttributeSourceFunction(id, path)}\n title=\"Go to definition\">\n <Icon className={styles.ContextMenuIcon} type=\"code\" /> Go\n to definition\n </ContextMenuItem>\n)}\n </Fragment>\n);\n }}\n </ContextMenu>\n)}\n </Fragment>\n);\n}\n\n// This function is based on describeComponentFrame() in packages/shared/ReactComponentStackFrame\nfunction formatSourceForDisplay(fileName: string, lineNumber: string) {\n const BEFORE_SLASH_RE = /^(.*)[\\\\\\/]/;\n\n let nameOnly = fileName.replace(BEFORE_SLASH_RE, '');\n\n // In DEV, include code for a common special case:\n // prefer \"folder/index.js\" instead of just \"index.js\".\n if (/^index\\./.test(nameOnly)) {\n const match = fileName.match(BEFORE_SLASH_RE);\n if (match) {\n const pathBeforeSlash = match[1];\n if (pathBeforeSlash) {\n const folderName = pathBeforeSlash.replace(BEFORE_SLASH_RE, '');\n nameOnly = folderName + '/' + nameOnly;\n }\n }\n }\n\n return `${nameOnly}:${lineNumber}`;\n}\n\ntype SourceProps = {|\n fileName: string,\n lineNumber: string,\n|};\n\nfunction Source({fileName, lineNumber}: SourceProps) {\n const handleCopy = () => copy(`${fileName}:${lineNumber}`);\n return (\n \n \n source \n <Button onClick={handleCopy} title=\"Copy to clipboard\">\n <ButtonIcon type=\"copy\" />\n </Button>\n \n \n {formatSourceForDisplay(fileName, lineNumber)}\n \n \n);\n}\n\ntype OwnerViewProps = {|\n displayName: string,\n hocDisplayNames: Array<string> | null,\n id: number,\n isInStore: boolean,\n type: ElementType,\n|};\n\nfunction OwnerView({\n displayName,\n hocDisplayNames,\n id,\n isInStore,\n type,\n}: OwnerViewProps) {\n const dispatch = useContext(TreeDispatcherContext);\n const {\n highlightNativeElement,\n clearHighlightNativeElement,\n } = useHighlightNativeElement();\n\n const handleClick = useCallback(\n () =>\n dispatch({\n type: 'SELECT_ELEMENT_BY_ID',\n payload: id,\n }),\n [dispatch, id],\n);\n\n const onMouseEnter = () => highlightNativeElement(id);\n\n const onMouseLeave = clearHighlightNativeElement;\n\n return (\n <Button\n key={id}\n className={styles.OwnerButton}\n disabled={!isInStore}\n onClick={handleClick}\n onMouseEnter={onMouseEnter}\n onMouseLeave={onMouseLeave}>\n \n <span\n className={`${styles.Owner} ${isInStore ? '' : styles.NotInStore}`}\n title={displayName}>\n {displayName}\n \n <Badge hocDisplayNames={hocDisplayNames} type={type} />\n \n </Button>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext} from 'react';\nimport {TreeDispatcherContext, TreeStateContext} from './TreeContext';\nimport {BridgeContext, StoreContext} from '../context';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport {ModalDialogContext} from '../ModalDialog';\nimport ViewElementSourceContext from './ViewElementSourceContext';\nimport Toggle from '../Toggle';\nimport

{ElementTypeSuspense} from 'react-devtools-shared/src/types';\nimport CannotSuspendWarningMessage from './CannotSuspendWarningMessage';\nimport InspectedElementView from './InspectedElementView';\nimport {InspectedElementContext} from './InspectedElementContext';\n\nimport styles from './InspectedElement.css';\n\nimport type {InspectedElement} from './types';\n\nexport type Props = {||};\n\n// TODO Make edits and deletes also use transition API!\n\nexport default function InspectedElementWrapper(_: Props) {\n const {inspectedElementID} = useContext(TreeStateContext);\n const dispatch = useContext(TreeDispatcherContext);\n const {canViewElementSourceFunction, viewElementSourceFunction} = useContext(\n ViewElementSourceContext,\n);\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n const {dispatch: modalDialogDispatch} = useContext(ModalDialogContext);\n\n const {\n hookNames,\n inspectedElement,\n parseHookNames,\n toggleParseHookNames,\n } = useContext(InspectedElementContext);\n\n const element =\n inspectedElementID !== null\n ? store.getElementByID(inspectedElementID)\n : null;\n\n const highlightElement = useCallback(() => {\n if (element !== null && inspectedElementID !== null) {\n const rendererID = store.getRendererIDForElement(inspectedElementID);\n if (rendererID !== null) {\n bridge.send('highlightNativeElement', {\n displayName: element.displayName,\n hideAfterTimeout: true,\n id: inspectedElementID,\n openNativeElementsPanel: true,\n rendererID,\n scrollIntoView: true,\n });\n }\n }\n }, [bridge, element, inspectedElementID, store]);\n\n const logElement = useCallback(() => {\n if (inspectedElementID !== null) {\n const rendererID = store.getRendererIDForElement(inspectedElementID);\n if (rendererID !== null) {\n bridge.send('logElementToConsole', {\n id: inspectedElementID,\n rendererID,\n });\n }\n }\n }, [bridge, inspectedElementID, store]);\n\n const viewSource = useCallback(() => {\n if (viewElementSourceFunction != null && inspectedElement !== null) {\n viewElementSourceFunction(\n inspectedElement.id,\n ((inspectedElement: any): InspectedElement),\n);\n }\n }, [inspectedElement, viewElementSourceFunction]);\n\n // In some cases (e.g. FB internal usage) the standalone shell might not be able to view the source.\n // To detect this case, we defer to an injected helper function (if present).\n const canViewSource =\n inspectedElement !== null &&\n inspectedElement.canViewSource &&\n viewElementSourceFunction !== null &&\n (canViewElementSourceFunction === null ||\n canViewElementSourceFunction(inspectedElement));\n\n const isErrored = inspectedElement != null && inspectedElement.isErrored;\n const targetErrorBoundaryID =\n inspectedElement != null ? inspectedElement.targetErrorBoundaryID : null;\n\n const isSuspended =\n element !== null &&\n element.type === ElementTypeSuspense &&\n inspectedElement != null &&\n inspectedElement.state != null;\n\n const canToggleError =\n inspectedElement != null && inspectedElement.canToggleError;\n\n const canToggleSuspense =\n inspectedElement != null && inspectedElement.canToggleSuspense;\n\n const toggleErrored = useCallback(() => {\n if (inspectedElement == null || targetErrorBoundaryID == null) {\n return;\n }\n\n const rendererID = store.getRendererIDForElement(targetErrorBoundaryID);\n if (rendererID !== null) {\n if (targetErrorBoundaryID !== inspectedElement.id) {\n // Update tree selection so that if we cause a component to error,\n // the nearest error boundary will become the newly selected thing.\n dispatch({\n type: 'SELECT_ELEMENT_BY_ID',\n payload: targetErrorBoundaryID,\n });\n }\n\n // Toggle error.\n bridge.send('overrideError', {\n id: targetErrorBoundaryID,\n rendererID,\n forceError: !isErrored,\n });\n }\n }, [bridge, dispatch, isErrored, targetErrorBoundaryID]);\n\n // TODO (suspense toggle) Would be nice to eventually use a two setState pattern here as well.\n const toggleSuspended = useCallback(() => {\n let nearestSuspenseElement = null;\n let currentElement = element;\n while (currentElement !== null) {\n if (currentElement.type === ElementTypeSuspense) {\n nearestSuspenseElement = currentElement;\n break;\n } else if (currentElement.parentID > 0) {\n currentElement = store.getElementByID(currentElement.parentID);\n } else {\n currentElement = null;\n }\n }\n\n // If we didn't find a Suspense ancestor, we can't suspend.\n // Instead we can show a warning to the user.\n if (nearestSuspenseElement === null) {\n modalDialogDispatch({\n id: 'InspectedElement',\n type: 'SHOW',\n content: <CannotSuspendWarningMessage />,\n });\n } else {\n const

nearestSuspenseElementID = nearestSuspenseElement.id;\n\n // If we're suspending from an arbitrary (non-Suspense) component, select the nearest Suspense element in the Tree.\n // This way when the fallback UI is shown and the current element is hidden, something meaningful is selected.\n if (nearestSuspenseElement !== element) {\n dispatch({\n type: 'SELECT_ELEMENT_BY_ID',\n payload: nearestSuspenseElementID,\n });\n }\n\n const rendererID = store.getRendererIDForElement(\n nearestSuspenseElementID,\n);\n\n // Toggle suspended\n if (rendererID !== null) {\n bridge.send('overrideSuspense', {\n id: nearestSuspenseElementID,\n rendererID,\n forceFallback: !isSuspended,\n });\n }\n }\n }, [bridge, dispatch, element, isSuspended, modalDialogDispatch, store]);\n\n if (element === null) {\n return (\n \n \n \n);\n }\n\n return (\n \n \n {element.key && (\n <>\n <div className={styles.Key} title={`key \"${element.key}\"`}>\n {element.key}\n \n \n </>\n)}\n\n \n \n {element.displayName}\n \n \n\n {canToggleError && (\n <Toggle\n className={styles.IconButton}\n isChecked={isErrored}\n onChange={toggleErrored}\n title={\n isErrored\n ? 'Clear the forced error'\n : 'Force the selected component into an errored state'\n }>\n <ButtonIcon type=\"error\" />\n </Toggle>\n)}\n {canToggleSuspense && (\n <Toggle\n className={styles.IconButton}\n isChecked={isSuspended}\n onChange={toggleSuspended}\n title={\n isSuspended\n ? 'Unsuspend the selected component'\n : 'Suspend the selected component'\n }>\n <ButtonIcon type=\"suspend\" />\n </Toggle>\n)}\n {store.supportsNativeInspection && (\n <Button\n className={styles.IconButton}\n onClick={highlightElement}\n title=\"Inspect the matching DOM element\">\n <ButtonIcon type=\"view-dom\" />\n </Button>\n)}\n <Button\n className={styles.IconButton}\n onClick={logElement}\n title=\"Log this component data to the console\">\n <ButtonIcon type=\"log-data\" />\n </Button>\n <Button\n className={styles.IconButton}\n disabled={!canViewSource}\n onClick={viewSource}\n title=\"View source for this element\">\n <ButtonIcon type=\"view-source\" />\n </Button>\n \n\n {inspectedElement === null && (\n Loading... \n)}\n\n {inspectedElement !== null && (\n <InspectedElementView\n key={\n inspectedElementID /* Force reset when selected Element changes */\n }\n element={element}\n hookNames={hookNames}\n inspectedElement={inspectedElement}\n parseHookNames={parseHookNames}\n toggleParseHookNames={toggleParseHookNames}\n />\n)}\n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useCallback} from 'react';\nimport Tooltip from '@reach/tooltip';\nimport Icon from './Icon';\n\nimport styles from './TabBar.css';\nimport tooltipStyles from './Tooltip.css';\n\nimport type {IconType} from './Icon';\n\ntype TabInfo = {|\n icon: IconType,\n id: string,\n label: string,\n title?: string,\n|};\n\nexport type Props = {|\n currentTab: any,\n disabled?: boolean,\n id: string,\n selectTab: (tabID: any) => void,\n tabs: Array<TabInfo>,\n type: 'navigation' | 'profiler' | 'settings',\n|};\n\nexport default function TabBar({\n currentTab,\n disabled = false,\n id: groupName,\n selectTab,\n tabs,\n type,\n}: Props) {\n if (!tabs.some(tab => tab.id === currentTab)) {\n selectTab(tabs[0].id);\n }\n\n const onChange = useCallback(\n ({currentTarget}) => selectTab(currentTarget.value),\n [selectTab],\n);\n\n const handleKeyDown = useCallback(event => {\n switch (event.key) {\n case 'ArrowDown':\n case 'ArrowLeft':\n case 'ArrowRight':\n case 'ArrowUp':\n event.stopPropagation();\n break;\n default:\n break;\n }\n }, []);\n\n let iconSizeClassName;\n let tabLabelClassName;\n let tabSizeClassName;\n switch (type) {\n case 'navigation':\n iconSizeClassName = styles.IconSizeNavigation;\n tabLabelClassName = styles.TabLabelNavigation;\n tabSizeClassName = styles.TabSizeNavigation;\n

break;\n case 'profiler':\n   iconSizeClassName = styles.IconSizeProfiler;\n   tabLabelClassName = styles.TabLabelProfiler;\n   tabSizeClassName = styles.TabSizeProfiler;\n   break;\n case 'settings':\n iconSizeClassName = styles.IconSizeSettings;\n   tabLabelClassName = styles.TabLabelSettings;\n tabSizeClassName = styles.TabSizeSettings;\n   break;\n default:\n   throw Error(`Unsupported type \"${type}\"`);\n }\n\n return (\n <Fragment>\n   {tabs.map(({icon, id, label, title}) => {\n   let button = (\n <label\n   className={[\n   tabSizeClassName,\n   disabled ? styles.TabDisabled : styles.Tab,\n   !disabled && currentTab === id ? styles.TabCurrent : '',\n   ].join(' ')}\n key={id}\n   onKeyDown={handleKeyDown}\n   onMouseDown={() => selectTab(id)}>\n <input\n   type=\"radio\"\n   className={styles.Input}\n   checked={currentTab === id}\n disabled={disabled}\n   name={groupName}\n   value={id}\n   onChange={onChange}\n />\n   <Icon\n   className={`${\n            disabled ? styles.IconDisabled : ''\n          } ${iconSizeClassName}`}\n   type={icon}\n   />\n   {label}\n   </label>\n   );\n\n   if (title) {\n   button = (\n <Tooltip key={id} className={tooltipStyles.Tooltip} label={title}>\n   {button}\n   </Tooltip>\n);\n   }\n\n   return button;\n   })}\n </Fragment>\n);\n}\n\n"," /**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n useCallback,\n useContext,\n useEffect,\n useMemo,\n useRef,\n useState,\n} from 'react';\nimport {useSubscription} from '../hooks';\nimport {StoreContext} from '../context';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport Toggle from '../Toggle';\nimport {SettingsContext} from '../Settings/SettingsContext';\nimport {\n ComponentFilterDisplayName,\n ComponentFilterElementType,\n ComponentFilterHOC,\n ComponentFilterLocation,\n ElementTypeClass,\n ElementTypeContext,\n ElementTypeFunction,\n ElementTypeForwardRef,\n ElementTypeHostComponent,\n ElementTypeMemo,\n ElementTypeOtherOrUnknown,\n ElementTypeProfiler,\n ElementTypeSuspense,\n} from 'react-devtools-shared/src/types';\n\nimport styles from './SettingsShared.css';\n\nimport type {\n BooleanComponentFilter,\n ComponentFilter,\n ComponentFilterType,\n ElementType,\n ElementTypeComponentFilter,\n RegExpComponentFilter,\n} from 'react-devtools-shared/src/types';\n\nexport default function ComponentsSettings(_: {||}) {\n const store = useContext(StoreContext);\n const {parseHookNames, setParseHookNames} = useContext(SettingsContext);\n\n const collapseNodesByDefaultSubscription = useMemo(\n   () => ({\n   getCurrentValue: () => store.collapseNodesByDefault,\n   subscribe: (callback: Function) => {\n   store.addListener('collapseNodesByDefault', callback);\n   return () => store.removeListener('collapseNodesByDefault', callback);\n   },\n   }),\n   [store],\n);\n const collapseNodesByDefault = useSubscription<boolean>(\n   collapseNodesByDefaultSubscription,\n);\n\n const updateCollapseNodesByDefault = useCallback(\n   ({currentTarget}) => {\n   store.collapseNodesByDefault = !currentTarget.checked;\n   },\n   [store],\n);\n\n const updateParseHookNames = useCallback(\n ({currentTarget}) => {\n   setParseHookNames(currentTarget.checked);\n   },\n   [setParseHookNames],\n);\n\n const [componentFilters, setComponentFilters] = useState<\n   Array<ComponentFilter>,\n >(() => [...store.componentFilters]);\n\n const addFilter = useCallback(() => {\n setComponentFilters(prevComponentFilters => {\n   return [\n   ...prevComponentFilters,\n   {\n   type: ComponentFilterElementType,\n   value: ElementTypeHostComponent,\n   isEnabled: true,\n   },\n];\n   });\n }, []);\n\n const changeFilterType = useCallback(\n   (componentFilter: ComponentFilter, type: ComponentFilterType) => {\n   setComponentFilters(prevComponentFilters => {\n   const cloned: Array<ComponentFilter> = [...prevComponentFilters];\n   const index = prevComponentFilters.indexOf(componentFilter);\n   if (index >= 0) {\n   if (type === ComponentFilterElementType) {\n   cloned[index] = {\n   type: ComponentFilterElementType,\n isEnabled: componentFilter.isEnabled,\n   value: ElementTypeHostComponent,\n   };\n   } else if (type === ComponentFilterDisplayName) {\n   cloned[index] = {\n   type: ComponentFilterDisplayName,\n   isEnabled: componentFilter.isEnabled,\n   isValid: true,\n

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value: '',\n            };\n          } else if (type === ComponentFilterLocation) {\n            cloned[index] = {\n
type: ComponentFilterLocation,\n              isEnabled: componentFilter.isEnabled,\n              isValid: true,\n
value: '',\n            };\n          } else if (type === ComponentFilterHOC) {\n            cloned[index] = {\n              type:
ComponentFilterHOC,\n              isEnabled: componentFilter.isEnabled,\n              isValid: true,\n            };\n
}\n        }\n        return cloned;\n      });\n    },\n    [],\n  );\n\n  const updateFilterValueElementType = useCallback(\n
  (componentFilter: ComponentFilter, value: ElementType) => {\n      if (componentFilter.type !==
ComponentFilterElementType) {\n        throw Error('Invalid value for element type filter');\n      }\n\n
setComponentFilters(prevComponentFilters => {\n        const cloned: Array<ComponentFilter> =
[...prevComponentFilters];\n        if (componentFilter.type === ComponentFilterElementType) {\n          const index
= prevComponentFilters.indexOf(componentFilter);\n          if (index >= 0) {\n            cloned[index] = {\n
...componentFilter,\n              value,\n            };\n          }\n        }\n        return cloned;\n      });\n    },\n    [],\n  );\n\n
const updateFilterValueRegExp = useCallback(\n    (componentFilter: ComponentFilter, value: string) => {\n      if
(componentFilter.type === ComponentFilterElementType) {\n        throw Error('Invalid value for element type
filter');\n      }\n\n      setComponentFilters(prevComponentFilters => {\n        const cloned:
Array<ComponentFilter> = [...prevComponentFilters];\n        if (\n          componentFilter.type ===
ComponentFilterDisplayName ||\n          componentFilter.type === ComponentFilterLocation\n        ) {\n          const
index = prevComponentFilters.indexOf(componentFilter);\n          if (index >= 0) {\n            let isValid = true;\n
  try {\n              new RegExp(value); // eslint-disable-line no-new\n            } catch (error) {\n              isValid =
false;\n            }\n            cloned[index] = {\n              ...componentFilter,\n              isValid,\n              value,\n
};\n          }\n        }\n        return cloned;\n      });\n    },\n    [],\n  );\n\n  const removeFilter = useCallback((index:
number) => {\n    setComponentFilters(prevComponentFilters => {\n      const cloned: Array<ComponentFilter> =
[...prevComponentFilters];\n      cloned.splice(index, 1);\n      return cloned;\n    });\n  }, []);\n\n  const
toggleFilterIsEnabled = useCallback(\n    (componentFilter: ComponentFilter, isEnabled: boolean) => {\n
setComponentFilters(prevComponentFilters => {\n        const cloned: Array<ComponentFilter> =
[...prevComponentFilters];\n        const index = prevComponentFilters.indexOf(componentFilter);\n        if (index >=
0) {\n          if (componentFilter.type === ComponentFilterElementType) {\n            cloned[index] = {\n
...((cloned[index]: any): ElementTypeComponentFilter),\n              isEnabled,\n            };\n          } else if (\n
componentFilter.type === ComponentFilterDisplayName ||\n          componentFilter.type ===
ComponentFilterLocation\n          ) {\n            cloned[index] = {\n              ...((cloned[index]: any):
RegExpComponentFilter),\n              isEnabled,\n            };\n          } else if (componentFilter.type ===
ComponentFilterHOC) {\n            cloned[index] = {\n              ...((cloned[index]: any): BooleanComponentFilter),\n
          isEnabled,\n            };\n          }\n        }\n        return cloned;\n      });\n    },\n    [],\n  );\n\n  // Filter updates
are expensive to apply (since they impact the entire tree).\n  // Only apply them on unmount.\n  // The Store will
avoid doing any expensive work unless they've changed.\n  // We just want to batch the work in the event that they
do change.\n  const componentFiltersRef = useRef<Array<ComponentFilter>>(componentFilters);\n  useEffect(()
=> {\n    componentFiltersRef.current = componentFilters;\n    return () => {};\n  }, [componentFilters]);\n
useEffect(\n    () => () => {\n      store.componentFilters = [...componentFiltersRef.current];\n    },\n    [store],\n
);\n\n  return (\n    <div className={styles.Settings}>\n      <label className={styles.Setting}>\n        <input\n
type=\"checkbox\"\n          checked={!collapseNodesByDefault}\n
onChange={updateCollapseNodesByDefault}\n        />{' '}\n        Expand component tree by default\n
</label>\n\n      <label className={styles.Setting}>\n        <input\n          type=\"checkbox\"\n
checked={parseHookNames}\n          onChange={updateParseHookNames}\n        />{' '}\n        Always parse hook
names from source{' '}\n        <span className={styles.Warning}>(may be slow)</span>\n      </label>\n\n      <div
className={styles.Header}>Hide components where...</div>\n\n      <table className={styles.Table}>\n
<tbody>\n          {componentFilters.length === 0 && (\n            <tr className={styles.TableRow}>\n              <td
className={styles.NoFiltersCell}>\n                No filters have been added.\n              </td>\n            </tr>\n
)}\n          {componentFilters.map((componentFilter, index) => (\n            <tr className={styles.TableRow}
key={index}>\n              <td className={styles.TableCell}>\n                <Toggle\n                  className={\n
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componentFilter.isValid !== false\n ? "\n : styles.InvalidRegExp\n }\n
isChecked={componentFilter.isEnabled}\n onChange={isEnabled =>\n
toggleFilterIsEnabled(componentFilter, isEnabled)\n }\n title={\n
componentFilter.isValid === false\n ? 'Filter invalid'\n : componentFilter.isEnabled\n
? 'Filter enabled'\n : 'Filter disabled'\n }>\n <ToggleIcon\n
isEnabled={componentFilter.isEnabled}\n isValid={\n componentFilter.isValid == null ||\n
componentFilter.isValid === true\n }\n />\n </Toggle>\n
</td>\n <td className={styles.TableCell}>\n <select\n className={styles.Select}\n
value={componentFilter.type}\n onChange={({currentTarget}) =>\n
changeFilterType(\n componentFilter,\n ((parseInt(\n currentTarget.value,\n
10,\n ): any): ComponentFilterType),\n )\n }>\n <option
value={ComponentFilterLocation}>location</option>\n <option
value={ComponentFilterDisplayName}>name</option>\n <option
value={ComponentFilterElementType}>type</option>\n <option
value={ComponentFilterHOC}>hoc</option>\n </select>\n </td>\n <td
className={styles.TableCell}>\n {componentFilter.type === ComponentFilterElementType &&\n
'equals'}\n {(componentFilter.type === ComponentFilterLocation ||\n componentFilter.type
=== ComponentFilterDisplayName) &&\n 'matches'}\n </td>\n <td
className={styles.TableCell}>\n {componentFilter.type === ComponentFilterElementType && (\n
<select\n className={styles.Select}\n value={componentFilter.value}\n
onChange={({currentTarget}) =>\n updateFilterValueElementType(\n
componentFilter,\n ((parseInt(currentTarget.value, 10): any): ElementType),\n )\n
}>\n <option value={ElementTypeClass}>class</option>\n <option
value={ElementTypeContext}>context</option>\n <option
value={ElementTypeFunction}>function</option>\n <option
value={ElementTypeForwardRef}>forward ref</option>\n <option
value={ElementTypeHostComponent}>\n host (e.g. &lt;div&gt;)\n </option>\n
<option value={ElementTypeMemo}>memo</option>\n <option
value={ElementTypeOtherOrUnknown}>other</option>\n <option
value={ElementTypeProfiler}>profiler</option>\n <option
value={ElementTypeSuspense}>suspense</option>\n </select>\n )}\n
{(componentFilter.type === ComponentFilterLocation ||\n componentFilter.type ===
ComponentFilterDisplayName) && (\n <input\n className={styles.Input}\n
type=\"text\"\n placeholder=\"Regular expression\"\n onChange={({currentTarget}) =>\n
updateFilterValueRegExp(\n componentFilter,\n currentTarget.value,\n
)\n }\n value={componentFilter.value}\n />\n )}\n </td>\n
<td className={styles.TableCell}>\n <Button\n onClick={() => removeFilter(index)}\n
title=\"Delete filter\">\n <ButtonIcon type=\"delete\" />\n </Button>\n </td>\n
</tr>\n ))}\n </tbody>\n </table>\n\n <Button onClick={addFilter}>\n <ButtonIcon
className={styles.ButtonIcon} type=\"add\" />\n Add filter\n </Button>\n </div>\n );\n}\n\ntype
ToggleIconProps = {|\n isEnabled: boolean,\n isValid: boolean,\n|};\nfunction ToggleIcon({isEnabled, isValid}:
ToggleIconProps) {\n let className;\n if (isValid) {\n className = isEnabled ? styles.ToggleOn :
styles.ToggleOff;\n } else {\n className = isEnabled ? styles.ToggleOnInvalid : styles.ToggleOffInvalid;\n }\n
return (\n <div className={className}>\n <div\n className={isEnabled ? styles.ToggleInsideOn :
styles.ToggleInsideOff}\n />\n </div>\n );\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n
* This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport
{SettingsContext} from './SettingsContext';\n\nimport styles from './SettingsShared.css';\n\nexport default function
```

DebuggingSettings(_: {||}) {\n const {\n   appendComponentStack,\n   breakOnConsoleErrors,\n
setAppendComponentStack,\n   setBreakOnConsoleErrors,\n   setShowInlineWarningsAndErrors,\n
showInlineWarningsAndErrors,\n } = useContext(SettingsContext);\n\n return (\n   <div
className={styles.Settings}>\n   \n   <label>\n   <input\n
type=\"checkbox\"\n   checked={appendComponentStack}\n   onChange={({currentTarget}) =>\n
setAppendComponentStack(currentTarget.checked)\n   }\n   />{' '}\n   Append component stacks to
console warnings and errors.\n   </label>\n   \n\n   \n   <label>\n
<input\n   type=\"checkbox\"\n   checked={showInlineWarningsAndErrors}\n
onChange={({currentTarget}) =>\n   setShowInlineWarningsAndErrors(currentTarget.checked)\n   }\n
/>{' '}\n   Show inline warnings and errors.\n   </label>\n   \n\n   <div
className={styles.Setting}>\n   <label>\n   <input\n   type=\"checkbox\"\n
checked={breakOnConsoleErrors}\n   onChange={({currentTarget}) =>\n
setBreakOnConsoleErrors(currentTarget.checked)\n   }\n   />{' '}\n   Break on warnings\n
</label>\n   \n\n   \n   These settings require DevTools
to override native console APIs.\n   \n   \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its
affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext} from
'react';\nimport {SettingsContext} from './SettingsContext';\nimport {StoreContext} from '../context';\nimport
{CHANGE_LOG_URL} from 'react-devtools-shared/src/constants';\n\nimport styles from
'./SettingsShared.css';\n\nexport default function GeneralSettings(_: {||}) {\n const {\n   displayDensity,\n
setDisplayDensity,\n   setTheme,\n   setTraceUpdatesEnabled,\n   theme,\n   traceUpdatesEnabled,\n } =
useContext(SettingsContext);\n\n const {supportsTraceUpdates} = useContext(StoreContext);\n\n return (\n   <div
className={styles.Settings}>\n   \n   <div
className={styles.RadioLabel}>Theme \n   <select\n   className={styles.Select}\n
value={theme}\n   onChange={({currentTarget}) => setTheme(currentTarget.value)}>\n   <option
value=\"auto\">Auto</option>\n   <option value=\"light\">Light</option>\n   <option
value=\"dark\">Dark</option>\n   </select>\n   \n\n   \n   <div
className={styles.RadioLabel}>Display density \n   <select\n   className={styles.Select}\n
value={displayDensity}\n   onChange={({currentTarget}) =>\n
setDisplayDensity(currentTarget.value)\n   }>\n   <option value=\"compact\">Compact</option>\n
<option value=\"comfortable\">Comfortable</option>\n   </select>\n   \n\n   {supportsTraceUpdates
&& (\n   \n   <label>\n   <input\n   type=\"checkbox\"\n
checked={traceUpdatesEnabled}\n   onChange={({currentTarget}) =>\n
setTraceUpdatesEnabled(currentTarget.checked)\n   }\n   />{' '}\n   Highlight updates when
components render.\n   </label>\n   \n   )}\n\n   \n
<a\n   className={styles.ReleaseNotesLink}\n   target=\"_blank\"\n   rel=\"noopener noreferrer\"\n
href={CHANGE_LOG_URL}>\n   View release notes\n   {' '}\n   for DevTools version
{process.env.DEVTOOLS_VERSION}\n   \n   \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and
its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {createContext,
useCallback, useContext, useMemo, useState} from 'react';\nimport {unstable_batchedUpdates as batchedUpdates}
from 'react-dom';\nimport {useLocalStorage, useSubscription} from '../hooks';\nimport {\n
TreeDispatcherContext,\n TreeStateContext,\n} from '../Components/TreeContext';\nimport {StoreContext} from
'../context';\n\nimport type {ProfilingDataFrontend} from './types';\n\nexport type TabID = 'flame-chart' | 'ranked-
chart';\n\nexport type Context = {|\n // Which tab is selected in the Profiler UI?\n selectedTabID: TabID,\n
selectTab(id: TabID): void,\n\n // Store subscription based values.\n // The isProfiling value may be modified by
the record button in the Profiler toolbar,\n // or from the backend itself (after a reload-and-profile action).\n // It is
synced between the backend and frontend via a Store subscription.\n didRecordCommits: boolean,\n

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isProcessingData: boolean,\n  isProfiling: boolean,\n  profilingData: ProfilingDataFrontend | null,\n  startProfiling(): void,\n  stopProfiling(): void,\n  supportsProfiling: boolean,\n\n  // Which root should profiling data be shown for?\n  // This value should be initialized to either:\n  // 1. The selected root in the Components tree (if it has any profiling data) or\n  // 2. The first root in the list with profiling data.\n  rootID: number | null,\n  setRootID: (id: number) => void,\n\n  // Controls whether commits are filtered by duration.\n  // This value is controlled by a filter toggle UI in the Profiler toolbar.\n  // It impacts the commit selector UI as well as the fiber commits bar chart.\n  isCommitFilterEnabled: boolean,\n  setIsCommitFilterEnabled: (value: boolean) => void,\n  minCommitDuration: number,\n  setMinCommitDuration: (value: number) => void,\n\n  // Which commit is currently selected in the commit selector UI.\n  // Note that this is the index of the commit in all commits (non-filtered) that were profiled.\n  // This value is controlled by the commit selector UI in the Profiler toolbar.\n  // It impacts the flame graph and ranked charts.\n  selectedCommitIndex: number | null,\n  selectCommitIndex: (value: number | null) => void,\n\n  // Which fiber is currently selected in the Ranked or Flamegraph charts?\n  selectedFiberID: number | null,\n  selectedFiberName: string | null,\n  selectFiber: (id: number | null, name: string | null) => void,\n|};\n\nconst ProfilerContext = createContext<Context>(((null: any): Context));\nProfilerContext.displayName = 'ProfilerContext';\n\ntype StoreProfilingState = {|\n  didRecordCommits: boolean,\n  isProcessingData: boolean,\n  isProfiling: boolean,\n  profilingData: ProfilingDataFrontend | null,\n  supportsProfiling: boolean,\n|};\n\ntype Props = {|\n  children: React$Node,\n|};\n\nfunction ProfilerContextController({children}: Props) {\n  const store = useContext(StoreContext);\n  const {selectedElementID} = useContext(TreeStateContext);\n  const dispatch = useContext(TreeDispatcherContext);\n\n  const {profilerStore} = store;\n\n  const subscription = useMemo(\n    () => ({\n      getCurrentValue: () => ({\n        didRecordCommits: profilerStore.didRecordCommits,\n        isProcessingData: profilerStore.isProcessingData,\n        isProfiling: profilerStore.isProfiling,\n        profilingData: profilerStore.profilingData,\n        supportsProfiling: store.supportsProfiling,\n      }),\n      subscribe: (callback: Function) => {\n        profilerStore.addListener('profilingData', callback);\n        profilerStore.addListener('isProcessingData', callback);\n        profilerStore.addListener('isProfiling', callback);\n        store.addListener('supportsProfiling', callback);\n        return () => {\n          profilerStore.removeListener('profilingData', callback);\n          profilerStore.removeListener('isProcessingData', callback);\n          profilerStore.removeListener('isProfiling', callback);\n          store.removeListener('supportsProfiling', callback);\n        };\n      },\n    }),\n    [profilerStore, store],\n  );\n  const {\n    didRecordCommits,\n    isProcessingData,\n    isProfiling,\n    profilingData,\n    supportsProfiling,\n  } = useSubscription<StoreProfilingState>(subscription);\n\n  const [\n    prevProfilingData,\n    setPrevProfilingData,\n  ] = useState<ProfilingDataFrontend | null>(null);\n  const [rootID, setRootID] = useState<number | null>(null);\n  const [selectedFiberID, selectFiberID] = useState<number | null>(null);\n  const [selectedFiberName, selectFiberName] = useState<string | null>(null);\n\n  const selectFiber = useCallback(\n    (id: number | null, name: string | null) => {\n      selectFiberID(id);\n      selectFiberName(name);\n\n      // Sync selection to the Components tab for convenience.\n      // Keep in mind that profiling data may be from a previous session.\n      // If data has been imported, we should skip the selection sync.\n      if (\n        id !== null &&\n        profilingData !== null &&\n        profilingData.imported === false\n      ) {\n        // We should still check to see if this element is still in the store.\n        // It may have been removed during profiling.\n        if (store.containsElement(id)) {\n          dispatch({\n            type: 'SELECT_ELEMENT_BY_ID',\n            payload: id,\n          });\n        }\n      }\n    },\n    [dispatch, selectFiberID, selectFiberName, store, profilingData],\n  );\n\n  const setRootIDAndClearFiber = useCallback(\n    (id: number | null) => {\n      selectFiber(null, null);\n      setRootID(id);\n    },\n    [setRootID, selectFiber],\n  );\n\n  if (prevProfilingData !== profilingData) {\n    batchedUpdates(() => {\n      setPrevProfilingData(profilingData);\n\n      const dataForRoots =\n        profilingData !== null ? profilingData.dataForRoots : null;\n      if (dataForRoots != null) {\n        const firstRootID = dataForRoots.keys().next().value || null;\n\n        if (rootID === null || !dataForRoots.has(rootID)) {\n          let selectedElementRootID = null;\n          if (selectedElementID !== null) {\n            selectedElementRootID = store.getRootIDForElement(\n              selectedElementID,\n              );\n          }\n          if (\n            selectedElementRootID !== null &&\n            dataForRoots.has(selectedElementRootID)\n          ) {\n            setRootIDAndClearFiber(selectedElementRootID);\n          } else {\n
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setRootIDAndClearFiber(firstRootID);\n }\n }\n }\n });\n }\n\n const startProfiling = useCallback(\n () => store.profilerStore.startProfiling(),\n [store],\n);\n const stopProfiling = useCallback(() => store.profilerStore.stopProfiling(), [\n store,\n]);\n\n const [\n isCommitFilterEnabled,\n setIsCommitFilterEnabled,\n] = useLocalStorage<boolean>('React::DevTools::isCommitFilterEnabled', false);\n const [minCommitDuration, setMinCommitDuration] = useLocalStorage<number>(\n 'minCommitDuration',\n 0,\n);\n\n const [selectedCommitIndex, selectCommitIndex] = useState<number | null>(\n null,\n);\n const [selectedTabID, selectTab] = useState<TabID>('flame-chart');\n\n if (isProfiling) {\n batchedUpdates(() => {\n if (selectedCommitIndex !== null) {\n selectCommitIndex(null);\n }\n if (selectedFiberID !== null) {\n selectFiberID(null);\n selectFiberName(null);\n }\n });\n }\n\n const value = useMemo(\n () => ({\n selectedTabID,\n selectTab,\n\n didRecordCommits,\n isProcessingData,\n isProfiling,\n profilingData,\n startProfiling,\n stopProfiling,\n supportsProfiling,\n\n rootID,\n setRootID: setRootIDAndClearFiber,\n\n isCommitFilterEnabled,\n setIsCommitFilterEnabled,\n minCommitDuration,\n setMinCommitDuration,\n\n selectedCommitIndex,\n selectCommitIndex,\n\n selectedFiberID,\n selectedFiberName,\n selectFiber,\n }),\n [\n selectedTabID,\n selectTab,\n\n didRecordCommits,\n isProcessingData,\n isProfiling,\n profilingData,\n startProfiling,\n stopProfiling,\n supportsProfiling,\n\n rootID,\n setRootID,\n setRootIDAndClearFiber,\n\n isCommitFilterEnabled,\n setIsCommitFilterEnabled,\n minCommitDuration,\n setMinCommitDuration,\n\n selectedCommitIndex,\n selectCommitIndex,\n\n selectedFiberID,\n selectedFiberName,\n selectFiber,\n],\n);\n\n return (\n <ProfilerContext.Provider value={value}>\n {children}\n </ProfilerContext.Provider>\n);\n}\n\nexport {ProfilerContext, ProfilerContextController};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext, useMemo, useRef} from 'react';\nimport {useSubscription} from '../hooks';\nimport {StoreContext} from '../context';\nimport {ProfilerContext} from 'react-devtools-shared/src/devtools/views/Profiler/ProfilerContext';\n\nimport styles from './SettingsShared.css';\n\nexport default function ProfilerSettings(_: {||}) {\n const {\n isCommitFilterEnabled,\n minCommitDuration,\n setIsCommitFilterEnabled,\n setMinCommitDuration,\n } = useContext(ProfilerContext);\n const store = useContext(StoreContext);\n\n const recordChangeDescriptionsSubscription = useMemo(\n () => ({\n getCurrentValue: () => store.recordChangeDescriptions,\n subscribe: (callback: Function) => {\n store.addListener('recordChangeDescriptions', callback);\n return () => store.removeListener('recordChangeDescriptions', callback);\n },\n }),\n [store],\n);\n const recordChangeDescriptions = useSubscription<boolean>(\n recordChangeDescriptionsSubscription,\n);\n\n const updateRecordChangeDescriptions = useCallback(\n ({currentTarget}) => {\n store.recordChangeDescriptions = currentTarget.checked;\n },\n [store],\n);\n const updateMinCommitDuration = useCallback(\n (event: SyntheticEvent<HTMLInputElement>) => {\n const newValue = parseFloat(event.currentTarget.value);\n setMinCommitDuration(\n Number.isNaN(newValue) || newValue <= 0 ? 0 : newValue,\n);\n },\n [setMinCommitDuration],\n);\n const updateIsCommitFilterEnabled = useCallback(\n (event: SyntheticEvent<HTMLInputElement>) => {\n const checked = event.currentTarget.checked;\n setIsCommitFilterEnabled(checked);\n if (checked) {\n if (minCommitDurationInputRef.current !== null) {\n minCommitDurationInputRef.current.focus();\n }\n }\n },\n [setIsCommitFilterEnabled],\n);\n\n const minCommitDurationInputRef = useRef<HTMLInputElement | null>(null);\n\n return (\n \n \n <label>\n <input\n type=\"checkbox\"\n checked={recordChangeDescriptions}\n onChange={updateRecordChangeDescriptions}\n />{' '}\n Record why each component rendered while profiling.\n </label>\n \n\n \n <label>\n <input\n checked={isCommitFilterEnabled}\n onChange={updateIsCommitFilterEnabled}\n type=\"checkbox\"\n />{' '}\n Hide commits below\n </label>{' '}\n <input\n

className={styles.Input}\n onChange={updateMinCommitDuration}\n ref={minCommitDurationInputRef}\n type=\"number\"\n value={minCommitDuration}\n />{' '}\n (ms)\n \n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext, useEffect, useMemo, useRef} from 'react';\nimport {SettingsModalContext} from './SettingsModalContext';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport TabBar from '../TabBar';\nimport {StoreContext} from '../context';\nimport {\n useLocalStorage,\n useModalDismissSignal,\n useSubscription,\n} from '../hooks';\nimport ComponentsSettings from './ComponentsSettings';\nimport DebuggingSettings from './DebuggingSettings';\nimport GeneralSettings from './GeneralSettings';\nimport ProfilerSettings from './ProfilerSettings';\n\nimport styles from './SettingsModal.css';\n\ntype TabID = 'general' | 'components' | 'profiler';\n\nexport default function SettingsModal(_: {||}) {\n const {isModalShowing, setIsModalShowing} = useContext(SettingsModalContext);\n const store = useContext(StoreContext);\n const {profilerStore} = store;\n\n // Updating preferences while profiling is in progress could break things (e.g. filtering)\n // Explicitly disallow it for now.\n const isProfilingSubscription = useMemo(\n () => ({\n getCurrentValue: () => profilerStore.isProfiling,\n subscribe: (callback: Function) => {\n profilerStore.addListener('isProfiling', callback);\n return () => profilerStore.removeListener('isProfiling', callback);\n },\n }),\n [profilerStore],\n);\n const isProfiling = useSubscription<boolean>(isProfilingSubscription);\n if (isProfiling && isModalShowing) {\n setIsModalShowing(false);\n }\n\n if (!isModalShowing) {\n return null;\n }\n\n return <SettingsModalImpl />;\n}\n\nfunction SettingsModalImpl(_: {||}) {\n const {setIsModalShowing} = useContext(SettingsModalContext);\n const dismissModal = useCallback(() => setIsModalShowing(false), [\n setIsModalShowing,\n]);\n\n const [selectedTabID, selectTab] = useLocalStorage<TabID>(\n 'React::DevTools::selectedSettingsTabID',\n 'general',\n);\n\n const modalRef = useRef<HTMLDivElement | null>(null);\n useModalDismissSignal(modalRef, dismissModal);\n\n useEffect(() => {\n if (modalRef.current !== null) {\n modalRef.current.focus();\n }\n }, [modalRef]);\n\n let view = null;\n switch (selectedTabID) {\n case 'components':\n view = <ComponentsSettings />;\n break;\n case 'debugging':\n view = <DebuggingSettings />;\n break;\n case 'general':\n view = <GeneralSettings />;\n break;\n case 'profiler':\n view = <ProfilerSettings />;\n break;\n default:\n break;\n }\n\n return (\n \n \n \n <TabBar\n currentTab={selectedTabID}\n id=\"Settings\"\n selectTab={selectTab}\n tabs={tabs}\n type=\"settings\"\n />\n \n <Button onClick={dismissModal} title=\"Close settings dialog\">\n <ButtonIcon type=\"close\" />\n </Button>\n \n {view} \n \n \n);\n}\n\nconst tabs = [\n {\n id: 'general',\n icon: 'settings',\n label: 'General',\n },\n {\n id: 'debugging',\n icon: 'bug',\n label: 'Debugging',\n },\n {\n id: 'components',\n icon: 'components',\n label: 'Components',\n },\n {\n id: 'profiler',\n icon: 'profiler',\n label: 'Profiler',\n },\n];\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {\n Fragment,\n Suspense,\n useEffect,\n useLayoutEffect,\n useReducer,\n useRef,\n} from 'react';\nimport Tree from './Tree';\nimport {OwnersListContextController} from './OwnersListContext';\nimport portaledContent from '../portaledContent';\nimport {SettingsModalContextController} from 'react-devtools-shared/src/devtools/views/Settings/SettingsModalContext';\nimport {\n localStorageGetItem,\n localStorageSetItem,\n} from 'react-devtools-shared/src/storage';\nimport InspectedElementErrorBoundary from './InspectedElementErrorBoundary';\nimport InspectedElement from './InspectedElement';\nimport {InspectedElementContextController} from './InspectedElementContext';\nimport {ModalDialog} from '../ModalDialog';\nimport SettingsModal from 'react-devtools-shared/src/devtools/views/Settings/SettingsModal';\nimport {NativeStyleContextController} from

'./NativeStyleEditor/context';\n\nimport styles from './Components.css';\n\ntype Orientation = 'horizontal' | 'vertical';\n\ntype ResizeActionType =\n | 'ACTION_SET_DID_MOUNT'\n | 'ACTION_SET_IS_RESIZING'\n | 'ACTION_SET_HORIZONTAL_PERCENTAGE'\n | 'ACTION_SET_VERTICAL_PERCENTAGE';\n\ntype ResizeAction = {|\n type: ResizeActionType,\n payload: any,\n|};\n\ntype ResizeState = {|\n horizontalPercentage: number,\n isResizing: boolean,\n verticalPercentage: number,\n|};\n\nfunction Components(_: {||}) {\n const wrapperElementRef = useRef<null | HTMLElement>(null);\n const resizeElementRef = useRef<null | HTMLElement>(null);\n\n const [state, dispatch] = useReducer<ResizeState, any, ResizeAction>(\n   resizeReducer,\n   null,\n   initResizeState,\n);\n\n const {horizontalPercentage, verticalPercentage} = state;\n\n useLayoutEffect(() => {\n   const resizeElement = resizeElementRef.current;\n\n   setResizeCSSVariable(\n   resizeElement,\n   'horizontal',\n   horizontalPercentage * 100,\n   );\n   setResizeCSSVariable(resizeElement, 'vertical', verticalPercentage * 100);\n }, []);\n\n useEffect(() => {\n   const timeoutID = setTimeout(() => {\n   localStorageSetItem(\n   LOCAL_STORAGE_KEY,\n   JSON.stringify({\n   horizontalPercentage,\n   verticalPercentage,\n   }),\n   );\n   }, 500);\n\n   return () => clearTimeout(timeoutID);\n }, [horizontalPercentage, verticalPercentage]);\n\n const {isResizing} = state;\n\n const onResizeStart = () =>\n   dispatch({type: 'ACTION_SET_IS_RESIZING', payload: true});\n\n let onResize;\n let onResizeEnd;\n if (isResizing) {\n   onResizeEnd = () =>\n   dispatch({type: 'ACTION_SET_IS_RESIZING', payload: false});\n\n   onResize = event => {\n   const resizeElement = resizeElementRef.current;\n   const wrapperElement = wrapperElementRef.current;\n\n   if (!isResizing || wrapperElement === null || resizeElement === null) {\n   return;\n   }\n\n   event.preventDefault();\n\n   const orientation = getOrientation(wrapperElement);\n\n   const {height, width, left, top} = wrapperElement.getBoundingClientRect();\n\n   const currentMousePosition =\n   orientation === 'horizontal'\n   ? event.clientX - left\n   : event.clientY - top;\n\n   const boundaryMin = MINIMUM_SIZE;\n   const boundaryMax =\n   orientation === 'horizontal'\n   ? width - MINIMUM_SIZE\n   : height - MINIMUM_SIZE;\n\n   const isMousePositionInBounds =\n   currentMousePosition > boundaryMin &&\n   currentMousePosition < boundaryMax;\n\n   if (isMousePositionInBounds) {\n   const resizedElementDimension =\n   orientation === 'horizontal' ? width : height;\n   const actionType =\n   orientation === 'horizontal'\n   ? 'ACTION_SET_HORIZONTAL_PERCENTAGE'\n   : 'ACTION_SET_VERTICAL_PERCENTAGE';\n   const percentage =\n   (currentMousePosition / resizedElementDimension) * 100;\n\n   setResizeCSSVariable(resizeElement, orientation, percentage);\n\n   dispatch({\n   type: actionType,\n   payload: currentMousePosition / resizedElementDimension,\n   });\n   }\n   };\n }\n\n return (\n   <SettingsModalContextController>\n   <OwnersListContextController>\n   <div\n   ref={wrapperElementRef}\n   className={styles.Components}\n   onMouseMove={onResize}\n   onMouseLeave={onResizeEnd}\n   onMouseUp={onResizeEnd}>\n   <Fragment>\n   \n   <Tree />\n   \n   \n   \n   \n   \n   <NativeStyleContextController>\n   <InspectedElementErrorBoundary>\n   <Suspense fallback={<Loading />}>\n   <InspectedElementContextController>\n   <InspectedElement />\n   </InspectedElementContextController>\n   </Suspense>\n   </InspectedElementErrorBoundary>\n   </NativeStyleContextController>\n   \n   <ModalDialog />\n   <SettingsModal />\n   </Fragment>\n   \n   </OwnersListContextController>\n   </SettingsModalContextController>\n);\n}\n\nfunction Loading() {\n return Loading... ;\n}\n\nconst LOCAL_STORAGE_KEY = 'React::DevTools::createResizeReducer';\nconst VERTICAL_MODE_MAX_WIDTH = 600;\nconst MINIMUM_SIZE = 50;\n\nfunction initResizeState(): ResizeState {\n let horizontalPercentage = 0.65;\n let verticalPercentage = 0.5;\n\n try {\n   let data = localStorageGetItem(LOCAL_STORAGE_KEY);\n   if (data != null) {\n   data = JSON.parse(data);\n   horizontalPercentage = data.horizontalPercentage;\n   verticalPercentage = data.verticalPercentage;\n   }\n } catch (error) {}\n\n return {\n   horizontalPercentage,\n

isResizing: false,\n verticalPercentage,\n };\n}\n\nfunction resizeReducer(state: ResizeState, action: ResizeAction): ResizeState {\n switch (action.type) {\n case 'ACTION_SET_IS_RESIZING':\n return {\n ...state,\n isResizing: action.payload,\n };\n case 'ACTION_SET_HORIZONTAL_PERCENTAGE':\n return {\n ...state,\n horizontalPercentage: action.payload,\n };\n case 'ACTION_SET_VERTICAL_PERCENTAGE':\n return {\n ...state,\n verticalPercentage: action.payload,\n };\n default:\n return state;\n }\n}\n\nfunction getOrientation(\n wrapperElement: null | HTMLElement,\n): null | Orientation {\n if (wrapperElement != null) {\n const {width} = wrapperElement.getBoundingClientRect();\n return width > VERTICAL_MODE_MAX_WIDTH ? 'horizontal' : 'vertical';\n }\n return null;\n}\n\nfunction setResizeCSSVariable(\n resizeElement: null | HTMLElement,\n orientation: null | Orientation,\n percentage: number,\n): void {\n if (resizeElement !== null && orientation !== null) {\n resizeElement.style.setProperty(\n `--${orientation}-resize-percentage`,\n `${percentage}%`,\n);\n }\n}\n\nexport default portaledContent(Components);\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport {StoreContext} from '../context';\n\nexport default function ClearProfilingDataButton() {\n const store = useContext(StoreContext);\n const {didRecordCommits, isProfiling} = useContext(ProfilerContext);\n const {profilerStore} = store;\n\n const clear = useCallback(() => profilerStore.clear(), [profilerStore]);\n\n return (\n <Button\n disabled={isProfiling || !didRecordCommits}\n onClick={clear}\n title=\"Clear profiling data\">\n <ButtonIcon type=\"clear\" />\n </Button>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\n\nimport styles from './NoCommitData.css';\n\nexport default function NoCommitData(_: {||}) {\n return (\n \n \n There is no data matching the current filter criteria.\n \n \n Try adjusting the commit filter in Profiler settings.\n \n \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\n\nimport styles from './ChartNode.css';\n\ntype Props = {|\n color: string,\n height: number,\n isDimmed?: boolean,\n label: string,\n onClick: (event: SyntheticMouseEvent<*>) => mixed,\n onDoubleClick?: (event: SyntheticMouseEvent<*>) => mixed,\n onMouseEnter: (event: SyntheticMouseEvent<*>) => mixed,\n onMouseLeave: (event: SyntheticMouseEvent<*>) => mixed,\n placeLabelAboveNode?: boolean,\n textStyle?: Object,\n width: number,\n x: number,\n y: number,\n|};\n\nconst minWidthToDisplay = 35;\n\nexport default function ChartNode({\n color,\n height,\n isDimmed = false,\n label,\n onClick,\n onMouseEnter,\n onMouseLeave,\n onDoubleClick,\n textStyle,\n width,\n x,\n y,\n}: Props) {\n return (\n <g className={styles.Group} transform={`translate(${x},${y})`}>\n <rect\n width={width}\n height={height}\n fill={color}\n onClick={onClick}\n onMouseEnter={onMouseEnter}\n onMouseLeave={onMouseLeave}\n onDoubleClick={onDoubleClick}\n className={styles.Rect}\n style={{\n opacity: isDimmed ? 0.5 : 1,\n }}\n />\n {width >= minWidthToDisplay && (\n <foreignObject\n width={width}\n height={height}\n className={styles.ForeignObject}\n style={{\n paddingLeft: x < 0 ? -x : 0,\n opacity: isDimmed ? 0.75 : 1,\n display: width < minWidthToDisplay ? 'none' : 'block',\n }}\n y={0}>\n \n {label}\n \n </foreignObject>\n)}\n </g>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, memo, useCallback, useContext} from 'react';\nimport {areEqual} from 'react-window';\nimport {barWidthThreshold} from './constants';\nimport {getGradientColor} from './utils';\nimport ChartNode from './ChartNode';\nimport {SettingsContext} from '../Settings/SettingsContext';\n\nimport type {ChartNode as ChartNodeType} from

'./FlamegraphChartBuilder';\nimport type {ItemData} from './CommitFlamegraph';\n\ntype Props = {\n data: ItemData,\n index: number,\n style: Object,\n ...\n};\n\nfunction CommitFlamegraphListItem({data, index, style}: Props) {\n const {\n   chartData,\n   onElementMouseEnter,\n   onElementMouseLeave,\n   scaleX,\n   selectedChartNode,\n   selectedChartNodeIndex,\n   selectFiber,\n   width,\n } = data;\n const {renderPathNodes, maxSelfDuration, rows} = chartData;\n\n const {lineHeight} = useContext(SettingsContext);\n\n const handleClick = useCallback(\n   (event: SyntheticMouseEvent<*>, id: number, name: string) => {\n   event.stopPropagation();\n   selectFiber(id, name);\n   },\n   [selectFiber],\n);\n\n const handleMouseEnter = (nodeData: ChartNodeType) => {\n   const {id, name} = nodeData;\n   onElementMouseEnter({id, name});\n };\n\n const handleMouseLeave = () => {\n   onElementMouseLeave();\n };\n\n // List items are absolutely positioned using the CSS \"top\" attribute.\n // The \"left\" value will always be 0.\n // Since height is fixed, and width is based on the node's duration,\n // We can ignore those values as well.\n const top = parseInt(style.top, 10);\n\n const row = rows[index];\n\n const selectedNodeOffset = scaleX(\n   selectedChartNode !== null ? selectedChartNode.offset : 0,\n   width,\n);\n\n return (\n   <Fragment>\n   {row.map(chartNode => {\n   const {\n   didRender,\n   id,\n   label,\n   name,\n   offset,\n   selfDuration,\n   treeBaseDuration,\n   } = chartNode;\n\n   const nodeOffset = scaleX(offset, width);\n   const nodeWidth = scaleX(treeBaseDuration, width);\n\n   // Filter out nodes that are too small to see or click.\n   // This also helps render large trees faster.\n   if (nodeWidth < barWidthThreshold) {\n   return null;\n   }\n\n   // Filter out nodes that are outside of the horizontal window.\n   if (\n   nodeOffset + nodeWidth < selectedNodeOffset ||\n   nodeOffset > selectedNodeOffset + width\n   ) {\n   return null;\n   }\n\n   let color = 'url(#didNotRenderPattern)';\n   let textColor = 'var(--color-commit-did-not-render-pattern-text)';\n   if (didRender) {\n   color = getGradientColor(selfDuration / maxSelfDuration);\n   textColor = 'var(--color-commit-gradient-text)';\n   } else if (renderPathNodes.has(id)) {\n   color = 'var(--color-commit-did-not-render-fill)';\n   textColor = 'var(--color-commit-did-not-render-fill-text)';\n   }\n\n   return (\n   <ChartNode\n   color={color}\n   height={lineHeight}\n   isDimmed={index < selectedChartNodeIndex}\n   key={id}\n   label={label}\n   onClick={event => handleClick(event, id, name)}\n   onMouseEnter={() => handleMouseEnter(chartNode)}\n   onMouseLeave={handleMouseLeave}\n   textStyle={{color: textColor}}\n   width={nodeWidth}\n   x={nodeOffset - selectedNodeOffset}\n   y={top}\n   />\n   );\n   })}\n   </Fragment>\n);\n}\n\nexport default memo<Props>(CommitFlamegraphListItem, areEqual);\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nexport const barWidthThreshold = 2;\nexport const maxBarWidth = 30;\nexport const minBarWidth = 5;\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport {enableProfilerChangedHookIndices} from 'react-devtools-feature-flags';\nimport {ProfilerContext} from '../Profiler/ProfilerContext';\nimport {StoreContext} from '../context';\n\nimport styles from './WhatChanged.css';\n\nfunction hookIndicesToString(indices: Array<number>): string {\n // This is debatable but I think 1-based might ake for a nicer UX.\n const numbers = indices.map(value => value + 1);\n\n switch (numbers.length) {\n   case 0:\n   return 'No hooks changed';\n   case 1:\n   return `Hook ${numbers[0]} changed`;\n   case 2:\n   return `Hooks ${numbers[0]} and ${numbers[1]} changed`;\n   default:\n   return `Hooks ${numbers.slice(0, numbers.length - 1).join(', ')} and ${\n        numbers[numbers.length - 1]\n      } changed`;\n }\n}\n\ntype Props = {|\n fiberID: number,\n|};\n\nexport default function WhatChanged({fiberID}: Props) {\n const {profilerStore} = useContext(StoreContext);\n const {rootID, selectedCommitIndex} = useContext(ProfilerContext);\n\n // TRICKY\n // Handle edge case where no commit is selected because of a min-duration filter update.\n // If the commit index is null, suspending for data below would throw an error.\n // TODO (ProfilerContext) This check should not be necessary.\n if (selectedCommitIndex === null) {\n   return null;\n }\n\n const {changeDescriptions} = profilerStore.getCommitData(\n   ((rootID: any): number),\n   selectedCommitIndex,\n);\n\n if (changeDescriptions === null) {\n   return null;\n }\n\n const changeDescription

= changeDescriptions.get(fiberID);\n if (changeDescription == null) {\n   return null;\n }\n\n const {\n context,\n   didHooksChange,\n   hooks,\n   isFirstMount,\n   props,\n   state,\n } = changeDescription;\n\n if (isFirstMount) {\n   return (\n   \n   <label className={styles.Label}>Why did this render?</label>\n   \n   This is the first time the component rendered.\n   \n   \n   );\n }\n\n const changes = [];\n\n if (context === true) {\n   changes.push(\n   <div key=\"context\" className={styles.Item}>\n   • Context changed\n ,\n   );\n } else if (\n   typeof context === 'object' &&\n   context !== null &&\n   context.length !== 0\n) {\n   changes.push(\n   <div key=\"context\" className={styles.Item}>\n   • Context changed:\n {context.map(key => (\n   \n   {key}\n   \n))}\n   ,\n   );\n }\n\n if (didHooksChange) {\n   if (enableProfilerChangedHookIndices && Array.isArray(hooks)) {\n   changes.push(\n   <div key=\"hooks\" className={styles.Item}>\n   • {hookIndicesToString(hooks)}\n   ,\n   );\n   } else {\n   changes.push(\n   <div key=\"hooks\" className={styles.Item}>\n   • Hooks changed\n   ,\n   );\n   }\n }\n\n if (props !== null && props.length !== 0) {\n   changes.push(\n   <div key=\"props\" className={styles.Item}>\n   • Props changed:\n   {props.map(key => (\n   \n   {key}\n \n   ))}\n   ,\n   );\n }\n\n if (state !== null && state.length !== 0) {\n   changes.push(\n <div key=\"state\" className={styles.Item}>\n   • State changed:\n   {state.map(key => (\n   \n   {key}\n   \n   ))}\n   ,\n   );\n }\n\n if (changes.length === 0) {\n   changes.push(\n   <div key=\"nothing\" className={styles.Item}>\n   The parent component rendered.\n   ,\n   );\n }\n\n return (\n   \n   <label className={styles.Label}>Why did this render?</label>\n   {changes}\n   \n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\nimport {formatDuration} from './utils';\nimport WhatChanged from './WhatChanged';\nimport {StoreContext} from '../context';\n\nimport styles from './HoveredFiberInfo.css';\n\nimport type {ChartNode} from './FlamegraphChartBuilder';\n\nexport type TooltipFiberData = {|\n id: number,\n name: string,\n|};\n\nexport type Props = {\n fiberData: ChartNode,\n};\n\nexport default function HoveredFiberInfo({fiberData}: Props) {\n const {profilerStore} = useContext(StoreContext);\n const {rootID, selectedCommitIndex} = useContext(ProfilerContext);\n\n const {id, name} = fiberData;\n const {profilingCache} = profilerStore;\n\n const commitIndices = profilingCache.getFiberCommits({\n   fiberID: ((id: any): number),\n   rootID: ((rootID: any): number),\n });\n\n let renderDurationInfo = null;\n let i = 0;\n for (i = 0; i < commitIndices.length; i++) {\n   const commitIndex = commitIndices[i];\n   if (selectedCommitIndex === commitIndex) {\n   const {\n   fiberActualDurations,\n fiberSelfDurations,\n   } = profilerStore.getCommitData(((rootID: any): number), commitIndex);\n   const actualDuration = fiberActualDurations.get(id) || 0;\n   const selfDuration = fiberSelfDurations.get(id) || 0;\n\n renderDurationInfo = (\n   \n {formatDuration(selfDuration)}ms of {formatDuration(actualDuration)}ms\n   \n   );\n\n   break;\n }\n }\n\n return (\n   <Fragment>\n   \n   {name} \n   \n   \n {renderDurationInfo || Did not render. }\n   <WhatChanged fiberID={((id: any): number)} />\n \n   </Fragment>\n);\n}\n","/** @flow */\n\nimport * as React from 'react';\nimport {useRef} from 'react';\n\nimport styles from './Tooltip.css';\n\nconst initialTooltipState = {height: 0, mouseX: 0, mouseY: 0, width: 0};\n\nexport default function Tooltip({children, className, label, style}: any) {\n const containerRef = useRef(null);\n const tooltipRef = useRef(null);\n\n // update the position of the tooltip based on current mouse position\n const updateTooltipPosition = (event: SyntheticMouseEvent<*>) => {\n   const element = tooltipRef.current;\n   if (element != null) {\n   // first find the mouse position\n   const mousePosition = getMousePosition(containerRef.current, event);\n   // use the mouse position to find the position of tooltip\n const {left, top} = getTooltipPosition(element, mousePosition);\n   // update tooltip position\n   element.style.left

= left;\n element.style.top = top;\n }\n };\n\n const onMouseMove = (event: SyntheticMouseEvent<*>) => {\n updateTooltipPosition(event);\n };\n\n const tooltipClassName = label === null ? styles.hidden : '';\n\n return (\n <div\n className={styles.Container}\n onMouseMove={onMouseMove}\n ref={containerRef}>\n <div\n className={`${styles.Tooltip} ${tooltipClassName} ${className || ''}`}\n ref={tooltipRef}\n style={style}>\n {label}\n \n {children}\n \n);\n}\n\nconst TOOLTIP_OFFSET = 5;\n\n// Method used to find the position of the tooltip based on current mouse position\nfunction getTooltipPosition(element, mousePosition) {\n const {height, mouseX, mouseY, width} = mousePosition;\n let top = 0;\n let left = 0;\n\n if (mouseY + TOOLTIP_OFFSET + element.offsetHeight >= height) {\n if (mouseY - TOOLTIP_OFFSET - element.offsetHeight > 0) {\n top = `${mouseY - element.offsetHeight - TOOLTIP_OFFSET}px`;\n } else {\n top = '0px';\n }\n } else {\n top = `${mouseY + TOOLTIP_OFFSET}px`;\n }\n\n if (mouseX + TOOLTIP_OFFSET + element.offsetWidth >= width) {\n if (mouseX - TOOLTIP_OFFSET - element.offsetWidth > 0) {\n left = `${mouseX - element.offsetWidth - TOOLTIP_OFFSET}px`;\n } else {\n left = '0px';\n }\n } else {\n left = `${mouseX + TOOLTIP_OFFSET * 2}px`;\n }\n\n return {left, top};\n}\n\n// method used to find the current mouse position inside the container\nfunction getMousePosition(\n relativeContainer,\n mouseEvent: SyntheticMouseEvent<*>,\n) {\n if (relativeContainer !== null) {\n // Position within the nearest position:relative container.\n let targetContainer = relativeContainer;\n while (targetContainer.parentElement != null) {\n if (targetContainer.style.position === 'relative') {\n break;\n } else {\n targetContainer = targetContainer.parentElement;\n }\n }\n\n const {height, left, top, width} = targetContainer.getBoundingClientRect();\n\n const mouseX = mouseEvent.clientX - left;\n const mouseY = mouseEvent.clientY - top;\n\n return {height, mouseX, mouseY, width};\n } else {\n return initialTooltipState;\n }\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {forwardRef, useCallback, useContext, useMemo, useState} from 'react';\nimport AutoSizer from 'react-virtualized-auto-sizer';\nimport {FixedSizeList} from 'react-window';\nimport {ProfilerContext} from './ProfilerContext';\nimport NoCommitData from './NoCommitData';\nimport CommitFlamegraphListItem from './CommitFlamegraphListItem';\nimport HoveredFiberInfo from './HoveredFiberInfo';\nimport {scale} from './utils';\nimport {useHighlightNativeElement} from '../hooks';\nimport {StoreContext} from '../context';\nimport {SettingsContext} from '../Settings/SettingsContext';\nimport Tooltip from './Tooltip';\n\nimport styles from './CommitFlamegraph.css';\n\nimport type {TooltipFiberData} from './HoveredFiberInfo';\nimport type {ChartData, ChartNode} from './FlamegraphChartBuilder';\nimport type {CommitTree} from './types';\n\nexport type ItemData = {|\n chartData: ChartData,\n onElementMouseEnter: (fiberData: TooltipFiberData) => void,\n onElementMouseLeave: () => void,\n scaleX: (value: number, fallbackValue: number) => number,\n selectedChartNode: ChartNode | null,\n selectedChartNodeIndex: number,\n selectFiber: (id: number | null, name: string | null) => void,\n width: number,\n|};\n\nexport default function CommitFlamegraphAutoSizer(_: {||}) {\n const {profilerStore} = useContext(StoreContext);\n const {rootID, selectedCommitIndex, selectFiber} = useContext(\n ProfilerContext,\n);\n const {profilingCache} = profilerStore;\n\n const deselectCurrentFiber = useCallback(\n event => {\n event.stopPropagation();\n selectFiber(null, null);\n },\n [selectFiber],\n);\n\n let commitTree: CommitTree | null = null;\n let chartData: ChartData | null = null;\n if (selectedCommitIndex !== null) {\n commitTree = profilingCache.getCommitTree({\n commitIndex: selectedCommitIndex,\n rootID: ((rootID: any): number),\n });\n\n chartData = profilingCache.getFlamegraphChartData({\n commitIndex: selectedCommitIndex,\n commitTree,\n rootID: ((rootID: any): number),\n });\n }\n\n if (commitTree != null && chartData != null && chartData.depth > 0) {\n return (\n \n <AutoSizer>\n {({height, width}) => (\n // Force Flow types to avoid checking for `null` here because there's no static proof that\n // by the time this render prop function is called, the values of the `let` variables have not changed.\n <CommitFlamegraph\n chartData={((chartData: any): ChartData)}\n commitTree={((commitTree: any): CommitTree)}\n height={height}\n width={width}\n

/>\n)}\n </AutoSizer>\n \n);\n } else {\n return <NoCommitData />;\n }\n}\n\ntype Props = {|\n chartData: ChartData,\n commitTree: CommitTree,\n height: number,\n width: number,\n|};\n\nfunction CommitFlamegraph({chartData, commitTree, height, width}: Props) {\n const [\n hoveredFiberData,\n setHoveredFiberData,\n] = useState<TooltipFiberData | null>(null);\n const {lineHeight} = useContext(SettingsContext);\n const {selectFiber, selectedFiberID} = useContext(ProfilerContext);\n const {\n highlightNativeElement,\n clearHighlightNativeElement,\n } = useHighlightNativeElement();\n\n const selectedChartNodeIndex = useMemo<number>(() => {\n if (selectedFiberID === null) {\n return 0;\n }\n // The selected node might not be in the tree for this commit,\n // so it's important that we have a fallback plan.\n const depth = chartData.idToDepthMap.get(selectedFiberID);\n return depth !== undefined ? depth - 1 : 0;\n }, [chartData, selectedFiberID]);\n\n const selectedChartNode = useMemo(() => {\n if (selectedFiberID !== null) {\n return (\n chartData.rows[selectedChartNodeIndex].find(\n chartNode => chartNode.id === selectedFiberID,\n) || null\n);\n }\n return null;\n }, [chartData, selectedFiberID, selectedChartNodeIndex]);\n\n const handleElementMouseEnter = useCallback(\n ({id, name}) => {\n highlightNativeElement(id); // Highlight last hovered element.\n setHoveredFiberData({id, name}); // Set hovered fiber data for tooltip\n },\n [highlightNativeElement],\n);\n\n const handleElementMouseLeave = useCallback(() => {\n clearHighlightNativeElement(); // clear highlighting of element on mouse leave\n setHoveredFiberData(null); // clear hovered fiber data for tooltip\n }, [clearHighlightNativeElement]);\n\n const itemData = useMemo<ItemData>(\n () => ({\n chartData,\n onElementMouseEnter: handleElementMouseEnter,\n onElementMouseLeave: handleElementMouseLeave,\n scaleX: scale(\n 0,\n selectedChartNode !== null\n ? selectedChartNode.treeBaseDuration\n : chartData.baseDuration,\n 0,\n width,\n),\n selectedChartNode,\n selectedChartNodeIndex,\n selectFiber,\n width,\n }),\n [\n chartData,\n handleElementMouseEnter,\n handleElementMouseLeave,\n selectedChartNode,\n selectedChartNodeIndex,\n selectFiber,\n width,\n],\n);\n\n // Tooltip used to show summary of fiber info on hover\n const tooltipLabel = useMemo(\n () =>\n hoveredFiberData !== null ? (\n <HoveredFiberInfo fiberData={hoveredFiberData} />\n) : null,\n [hoveredFiberData],\n);\n\n return (\n <Tooltip label={tooltipLabel}>\n <FixedSizeList\n height={height}\n innerElementType={InnerElementType}\n itemCount={chartData.depth}\n itemData={itemData}\n itemSize={lineHeight}\n width={width}>\n {CommitFlamegraphListItem}\n </FixedSizeList>\n </Tooltip>\n);\n}\n\nconst InnerElementType = forwardRef(({children, ...rest}, ref) => (\n <svg ref={ref} {...rest}>\n <defs>\n <pattern\n id=\"didNotRenderPattern\"\n patternUnits=\"userSpaceOnUse\"\n width=\"4\"\n height=\"4\">\n <path\n d=\"M-1,1 l2,-2 M0,4 l4,-4 M3,5 l2,-2\"\n className={styles.PatternPath}\n />\n </pattern>\n </defs>\n {children}\n </svg>\n));\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {memo, useCallback, useContext} from 'react';\nimport {areEqual} from 'react-window';\nimport {minBarWidth} from './constants';\nimport {getGradientColor} from './utils';\nimport ChartNode from './ChartNode';\nimport {SettingsContext} from '../Settings/SettingsContext';\n\nimport type {ItemData} from './CommitRanked';\n\ntype Props = {\n data: ItemData,\n index: number,\n style: Object,\n ...\n};\n\nfunction CommitRankedListItem({data, index, style}: Props) {\n const {\n chartData,\n onElementMouseEnter,\n onElementMouseLeave,\n scaleX,\n selectedFiberIndex,\n selectFiber,\n width,\n } = data;\n\n const node = chartData.nodes[index];\n\n const {lineHeight} = useContext(SettingsContext);\n\n const handleClick = useCallback(\n event => {\n event.stopPropagation();\n const {id, name} = node;\n selectFiber(id, name);\n },\n [node, selectFiber],\n);\n\n const handleMouseEnter = () => {\n const {id, name} = node;\n onElementMouseEnter({id, name});\n };\n\n const handleMouseLeave = () => {\n onElementMouseLeave();\n };\n\n // List items are absolutely positioned using the CSS \"top\" attribute.\n // The \"left\" value will always be 0.\n // Since height is fixed, and width is based on the node's duration,\n // We can ignore those values as well.\n const top = parseInt(style.top, 10);\n\n return (\n <ChartNode\n color={getGradientColor(node.value / chartData.maxValue)}\n height={lineHeight}\n isDimmed={index < selectedFiberIndex}\n

key={node.id}\n label={node.label}\n onClick={handleClick}\n onMouseEnter={handleMouseEnter}\n onMouseLeave={handleMouseLeave}\n width={Math.max(minBarWidth, scaleX(node.value, width))}\n x={0}\n y={top}\n />\n);\n}\n\nexport default memo<Props>(CommitRankedListItem, areEqual);\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext, useMemo, useState} from 'react';\nimport AutoSizer from 'react-virtualized-auto-sizer';\nimport {FixedSizeList} from 'react-window';\nimport {ProfilerContext} from './ProfilerContext';\nimport NoCommitData from './NoCommitData';\nimport CommitRankedListItem from './CommitRankedListItem';\nimport HoveredFiberInfo from './HoveredFiberInfo';\nimport {scale} from './utils';\nimport {StoreContext} from '../context';\nimport {SettingsContext} from '../Settings/SettingsContext';\nimport {useHighlightNativeElement} from '../hooks';\nimport Tooltip from './Tooltip';\n\nimport styles from './CommitRanked.css';\n\nimport type {TooltipFiberData} from './HoveredFiberInfo';\nimport type {ChartData} from './RankedChartBuilder';\nimport type {CommitTree} from './types';\n\nexport type ItemData = {|\n chartData: ChartData,\n onElementMouseEnter: (fiberData: TooltipFiberData) => void,\n onElementMouseLeave: () => void,\n scaleX: (value: number, fallbackValue: number) => number,\n selectedFiberID: number | null,\n selectedFiberIndex: number,\n selectFiber: (id: number | null, name: string | null) => void,\n width: number,\n|};\n\nexport default function CommitRankedAutoSizer(_: {||}) {\n const {profilerStore} = useContext(StoreContext);\n const {rootID, selectedCommitIndex, selectFiber} = useContext(\n ProfilerContext,\n);\n const {profilingCache} = profilerStore;\n\n const deselectCurrentFiber = useCallback(\n event => {\n event.stopPropagation();\n selectFiber(null, null);\n },\n [selectFiber],\n);\n\n let commitTree: CommitTree | null = null;\n let chartData: ChartData | null = null;\n if (selectedCommitIndex !== null) {\n commitTree = profilingCache.getCommitTree({\n commitIndex: selectedCommitIndex,\n rootID: ((rootID: any): number),\n });\n\n chartData = profilingCache.getRankedChartData({\n commitIndex: selectedCommitIndex,\n commitTree,\n rootID: ((rootID: any): number),\n });\n }\n\n if (commitTree != null && chartData != null && chartData.nodes.length > 0) {\n return (\n \n <AutoSizer>\n ({height, width}) => (\n <CommitRanked\n chartData={((chartData: any): ChartData)}\n commitTree={((commitTree: any): CommitTree)}\n height={height}\n width={width}\n />\n)}\n </AutoSizer>\n \n);\n } else {\n return <NoCommitData />;\n }\n}\n\ntype Props = {|\n chartData: ChartData,\n commitTree: CommitTree,\n height: number,\n width: number,\n|};\n\nfunction CommitRanked({chartData, commitTree, height, width}: Props) {\n const [\n hoveredFiberData,\n setHoveredFiberData,\n] = useState<TooltipFiberData | null>(null);\n const {lineHeight} = useContext(SettingsContext);\n const {selectedFiberID, selectFiber} = useContext(ProfilerContext);\n const {\n highlightNativeElement,\n clearHighlightNativeElement,\n } = useHighlightNativeElement();\n\n const selectedFiberIndex = useMemo(\n () => getNodeIndex(chartData, selectedFiberID),\n [chartData, selectedFiberID],\n);\n\n const handleElementMouseEnter = useCallback(\n ({id, name}) => {\n highlightNativeElement(id); // Highlight last hovered element.\n setHoveredFiberData({id, name}); // Set hovered fiber data for tooltip\n },\n [highlightNativeElement],\n);\n\n const handleElementMouseLeave = useCallback(() => {\n clearHighlightNativeElement(); // clear highlighting of element on mouse leave\n setHoveredFiberData(null); // clear hovered fiber data for tooltip\n }, [clearHighlightNativeElement]);\n\n const itemData = useMemo<ItemData>(\n () => ({\n chartData,\n onElementMouseEnter: handleElementMouseEnter,\n onElementMouseLeave: handleElementMouseLeave,\n scaleX: scale(0, chartData.nodes[selectedFiberIndex].value, 0, width),\n selectedFiberID,\n selectedFiberIndex,\n selectFiber,\n width,\n }),\n [\n chartData,\n handleElementMouseEnter,\n handleElementMouseLeave,\n selectedFiberID,\n selectedFiberIndex,\n selectFiber,\n width,\n],\n);\n\n // Tooltip used to show summary of fiber info on hover\n const tooltipLabel = useMemo(\n () =>\n hoveredFiberData !== null ? (\n <HoveredFiberInfo fiberData={hoveredFiberData} />\n) : null,\n [hoveredFiberData],\n);\n\n return (\n <Tooltip label={tooltipLabel}>\n <FixedSizeList\n

height={height}\n innerElementType=\"svg\"\n itemCount={chartData.nodes.length}\n itemData={itemData}\n itemSize={lineHeight}\n width={width}>\n {CommitRankedListItem}\n </FixedSizeList>\n </Tooltip>\n);\n}\n\nconst getNodeIndex = (chartData: ChartData, id: number | null): number => {\n if (id === null) {\n return 0;\n }\n const {nodes} = chartData;\n for (let index = 0; index < nodes.length; index++) {\n if (nodes[index].id === id) {\n return index;\n }\n }\n return 0;\n};\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useCallback, useContext} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\n\nimport styles from './RootSelector.css';\n\nexport default function RootSelector(_: {||}) {\n const {profilingData, rootID, setRootID} = useContext(ProfilerContext);\n\n const options = [];\n if (profilingData !== null) {\n profilingData.dataForRoots.forEach((dataForRoot, id) => {\n options.push(\n <option key={id} value={id}>\n {dataForRoot.displayName}\n </option>,\n);\n });\n }\n\n const handleChange = useCallback(\n ({currentTarget}) => {\n setRootID(parseInt(currentTarget.value, 10));\n },\n [setRootID],\n);\n\n if (profilingData === null || profilingData.dataForRoots.size <= 1) {\n // Don't take up visual space if there's only one root.\n return null;\n }\n\n return (\n <Fragment>\n \n <select value={rootID} onChange={handleChange}>\n {options}\n </select>\n </Fragment>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport {ProfilerContext} from './ProfilerContext';\n\nimport styles from './RecordToggle.css';\n\nexport type Props = {|\n disabled?: boolean,\n|};\n\nexport default function RecordToggle({disabled}: Props) {\n const {isProfiling, startProfiling, stopProfiling} = useContext(\n ProfilerContext,\n);\n\n let className = styles.InactiveRecordToggle;\n if (disabled) {\n className = styles.DisabledRecordToggle;\n } else if (isProfiling) {\n className = styles.ActiveRecordToggle;\n }\n\n return (\n <Button\n className={className}\n disabled={disabled}\n onClick={isProfiling ? stopProfiling : startProfiling}\n title={isProfiling ? 'Stop profiling' : 'Start profiling'}>\n <ButtonIcon type=\"record\" />\n </Button>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {useCallback, useContext, useMemo} from 'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport {BridgeContext, StoreContext} from '../context';\nimport {useSubscription} from '../hooks';\n\ntype SubscriptionData = {|\n recordChangeDescriptions: boolean,\n supportsReloadAndProfile: boolean,\n|};\n\nexport default function ReloadAndProfileButton() {\n const bridge = useContext(BridgeContext);\n const store = useContext(StoreContext);\n\n const subscription = useMemo(\n () => ({\n getCurrentValue: () => ({\n recordChangeDescriptions: store.recordChangeDescriptions,\n supportsReloadAndProfile: store.supportsReloadAndProfile,\n }),\n subscribe: (callback: Function) => {\n store.addListener('recordChangeDescriptions', callback);\n store.addListener('supportsReloadAndProfile', callback);\n return () => {\n store.removeListener('recordChangeDescriptions', callback);\n store.removeListener('supportsReloadAndProfile', callback);\n };\n },\n }),\n [store],\n);\n const {\n recordChangeDescriptions,\n supportsReloadAndProfile,\n } = useSubscription<SubscriptionData>(subscription);\n\n const reloadAndProfile = useCallback(() => {\n // TODO If we want to support reload-and-profile for e.g. React Native,\n // we might need to also start profiling here before reloading the app (since DevTools itself isn't reloaded).\n // We'd probably want to do this before reloading though, to avoid sending a message on a disconnected port in the browser.\n // For now, let's just skip doing it entirely to avoid paying snapshot costs for data we don't need.\n // startProfiling();\n\n bridge.send('reloadAndProfile', recordChangeDescriptions);\n }, [bridge, recordChangeDescriptions]);\n\n if (!supportsReloadAndProfile) {\n return null;\n }\n\n return (\n <Button\n disabled={!store.supportsProfiling}\n onClick={reloadAndProfile}\n title=\"Reload and start profiling\">\n

<ButtonIcon type=\"reload\" />\n </Button>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext, useCallback, useRef} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\nimport {ModalDialogContext} from '../ModalDialog';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport {StoreContext} from '../context';\nimport {\n prepareProfilingDataExport,\n prepareProfilingDataFrontendFromExport,\n} from './utils';\nimport {downloadFile} from '../utils';\n\nimport styles from './ProfilingImportExportButtons.css';\n\nimport type {ProfilingDataExport} from './types';\n\nexport default function ProfilingImportExportButtons() {\n const {isProfiling, profilingData, rootID} = useContext(ProfilerContext);\n const store = useContext(StoreContext);\n const {profilerStore} = store;\n\n const inputRef = useRef<HTMLInputElement | null>(null);\n const downloadRef = useRef<HTMLAnchorElement | null>(null);\n\n const {dispatch: modalDialogDispatch} = useContext(ModalDialogContext);\n\n const downloadData = useCallback(() => {\n   if (rootID === null) {\n   return;\n   }\n\n   const anchorElement = downloadRef.current;\n\n   if (profilingData !== null && anchorElement !== null) {\n   const profilingDataExport = prepareProfilingDataExport(profilingData);\n   const date = new Date();\n   const dateString = date\n   .toLocaleDateString(undefined, {\n   year: 'numeric',\n   month: '2-digit',\n   day: '2-digit',\n   })\n   .replace(/\\/g, '-');\n   const timeString = date\n   .toLocaleTimeString(undefined, {\n   hour12: false,\n   })\n   .replace(/:/g, '-');\n   downloadFile(\n   anchorElement,\n   `profiling-data.${dateString}.${timeString}.json`,\n   JSON.stringify(profilingDataExport, null, 2),\n   );\n   }\n }, [rootID, profilingData]);\n\n const uploadData = useCallback(() => {\n   if (inputRef.current !== null) {\n   inputRef.current.click();\n   }\n }, []);\n\n const handleFiles = useCallback(() => {\n   const input = inputRef.current;\n   if (input !== null && input.files.length > 0) {\n   const fileReader = new FileReader();\n   fileReader.addEventListener('load', () => {\n   try {\n   const raw = ((fileReader.result: any): string);\n   const profilingDataExport = ((JSON.parse(\n   raw,\n   ): any): ProfilingDataExport);\n   profilerStore.profilingData = prepareProfilingDataFrontendFromExport(\n   profilingDataExport,\n   );\n   } catch (error) {\n   modalDialogDispatch({\n   id: 'ProfilingImportExportButtons',\n   type: 'SHOW',\n   title: 'Import failed',\n   content: (\n   <Fragment>\n   The profiling data you selected cannot be imported. \n   {error !== null && (\n   {error.message} \n   )}\n   </Fragment>\n   ),\n   });\n   }\n   });\n   // TODO (profiling) Handle fileReader errors.\n   fileReader.readAsText(input.files[0]);\n   }\n }, [modalDialogDispatch, profilerStore]);\n\n return (\n   <Fragment>\n   \n   <input\n   ref={inputRef}\n   className={styles.Input}\n   type=\"file\"\n   onChange={handleFiles}\n   tabIndex={-1}\n   />\n   <a ref={downloadRef} className={styles.Input} />\n   <Button\n   disabled={isProfiling}\n   onClick={uploadData}\n   title=\"Load profile...\">\n   <ButtonIcon type=\"import\" />\n   </Button>\n   <Button\n   disabled={isProfiling || !profilerStore.didRecordCommits}\n   onClick={downloadData}\n   title=\"Save profile...\">\n   <ButtonIcon type=\"export\" />\n   </Button>\n   </Fragment>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {memo} from 'react';\nimport {areEqual} from 'react-window';\nimport {getGradientColor} from './utils';\n\nimport styles from './SnapshotCommitListItem.css';\n\nimport type {ItemData} from './SnapshotCommitList';\n\ntype Props = {\n data: ItemData,\n index: number,\n style: Object,\n ...\n};\n\nfunction SnapshotCommitListItem({data: itemData, index, style}: Props) {\n const {\n   filteredCommitIndices,\n   maxDuration,\n   selectedCommitIndex,\n   selectCommitIndex,\n   setHoveredCommitIndex,\n   startCommitDrag,\n   totalDurations,\n } = itemData;\n\n index = filteredCommitIndices[index];\n\n const totalDuration = totalDurations[index];\n\n // Use natural cbrt for bar height.\n // This prevents one (or a few) outliers from squishing the majority of other commits.\n // So rather than e.g. __ we get something more like e.g. _\n const heightScale =\n   Math.min(\n   1,\n   Math.max(0, Math.cbrt(totalDuration) / Math.cbrt(maxDuration)),\n   ) || 0;\n\n // Use a linear scale for color.\n // This gives

some visual contrast between cheaper and more expensive commits\n // and somewhat compensates for the cbrt scale height.\n const colorScale = Math.min(1, Math.max(0, totalDuration / maxDuration)) || 0;\n\n const isSelected = selectedCommitIndex === index;\n\n // Leave a 1px gap between snapshots\n const width = parseFloat(style.width) - 1;\n\n const handleMouseDown = ({buttons, target}: any) => {\n   if (buttons === 1) {\n selectCommitIndex(index);\n   startCommitDrag({\n   commitIndex: index,\n   left: target.getBoundingClientRect().left,\n   sizeIncrement: parseFloat(style.width),\n   });\n   }\n };\n\n let backgroundColor;\n if (!isSelected && totalDuration > 0) {\n   backgroundColor = getGradientColor(colorScale);\n }\n\n return (\n   <div\n   className={styles.Outer}\n onMouseDown={handleMouseDown}\n   onMouseEnter={() => setHoveredCommitIndex(index)}\n style={{\n   ...style,\n   width,\n   borderBottom: isSelected\n   ? '3px solid var(--color-tab-selected-border)'\n   : undefined,\n   }}>\n   <div\n   className={isSelected ? styles.InnerSelected : styles.Inner}\n   style={{\n   height: `${Math.round(heightScale * 100)}%`,\n   backgroundColor,\n }}\n   />\n   \n);\n}\n\nexport default memo<Props>(SnapshotCommitListItem, areEqual);\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {CommitDataFrontend} from './types';\n\nimport * as React from 'react';\nimport {useEffect, useMemo, useRef, useState} from 'react';\nimport AutoSizer from 'react-virtualized-auto-sizer';\nimport {FixedSizeList} from 'react-window';\nimport SnapshotCommitListItem from './SnapshotCommitListItem';\nimport {minBarWidth} from './constants';\nimport {formatDuration, formatTime} from './utils';\nimport Tooltip from './Tooltip';\n\nimport styles from './SnapshotCommitList.css';\n\nexport type ItemData = {|\n commitTimes: Array<number>,\n filteredCommitIndices: Array<number>,\n maxDuration: number,\n selectedCommitIndex: number | null,\n selectedFilteredCommitIndex: number | null,\n selectCommitIndex: (index: number) => void,\n setHoveredCommitIndex: (index: number) => void,\n startCommitDrag: (newDragState: DragState) => void,\n totalDurations: Array<number>,\n|};\n\ntype Props = {|\n commitData: CommitDataFrontend,\n commitTimes: Array<number>,\n filteredCommitIndices: Array<number>,\n selectedCommitIndex: number | null,\n selectedFilteredCommitIndex: number | null,\n selectCommitIndex: (index: number) => void,\n totalDurations: Array<number>,\n|};\n\nexport default function SnapshotCommitList({\n commitData,\n commitTimes,\n filteredCommitIndices,\n selectedCommitIndex,\n selectedFilteredCommitIndex,\n selectCommitIndex,\n totalDurations,\n}: Props) {\n return (\n   <AutoSizer>\n   {({height, width}) => (\n   <List\n commitData={commitData}\n   commitTimes={commitTimes}\n   height={height}\n filteredCommitIndices={filteredCommitIndices}\n   selectedCommitIndex={selectedCommitIndex}\n selectedFilteredCommitIndex={selectedFilteredCommitIndex}\n   selectCommitIndex={selectCommitIndex}\n   totalDurations={totalDurations}\n   width={width}\n   />\n   )}\n   </AutoSizer>\n);\n}\n\ntype ListProps = {|\n commitData: CommitDataFrontend,\n commitTimes: Array<number>,\n height: number,\n filteredCommitIndices: Array<number>,\n selectedCommitIndex: number | null,\n selectedFilteredCommitIndex: number | null,\n selectCommitIndex: (index: number) => void,\n totalDurations: Array<number>,\n width: number,\n|};\n\ntype DragState = {\n commitIndex: number,\n left: number,\n sizeIncrement: number,\n};\n\nfunction List({\n commitData,\n selectedCommitIndex,\n commitTimes,\n height,\n filteredCommitIndices,\n selectedFilteredCommitIndex,\n selectCommitIndex,\n totalDurations,\n width,\n}: ListProps) {\n const listRef = useRef<FixedSizeList<ItemData> | null>(null);\n const divRef = useRef<HTMLDivElement | null>(null);\n const prevCommitIndexRef = useRef<number | null>(null);\n\n // Make sure a newly selected snapshot is fully visible within the list.\n useEffect(() => {\n   if (selectedFilteredCommitIndex !== prevCommitIndexRef.current) {\n   prevCommitIndexRef.current = selectedFilteredCommitIndex;\n   if (selectedFilteredCommitIndex !== null && listRef.current !== null) {\n listRef.current.scrollToItem(selectedFilteredCommitIndex);\n   }\n   }\n }, [listRef, selectedFilteredCommitIndex]);\n\n const itemSize = useMemo(\n   () => Math.max(minBarWidth, width / filteredCommitIndices.length),\n   [filteredCommitIndices, width],\n);\n const maxDuration = useMemo(\n   () => totalDurations.reduce((max, duration) => Math.max(max, duration), 0),\n   [totalDurations],\n);\n\n const

```
maxCommitIndex = filteredCommitIndices.length - 1;\n\n  const [dragState, setDragState] = useState<DragState |
null>(null);\n\n  const handleDragCommit = ({buttons, pageX}: any) => {\n    if (buttons === 0) {\n
setDragState(null);\n      return;\n    }\n\n    if (dragState !== null) {\n      const {commitIndex, left, sizeIncrement} =
dragState;\n\n      let newCommitIndex = commitIndex;\n      let newCommitLeft = left;\n\n      if (pageX <
newCommitLeft) {\n        while (pageX < newCommitLeft) {\n          newCommitLeft -= sizeIncrement;\n
newCommitIndex -= 1;\n        }\n      } else {\n        let newCommitRectRight = newCommitLeft + sizeIncrement;\n
    while (pageX > newCommitRectRight) {\n          newCommitRectRight += sizeIncrement;\n
newCommitIndex += 1;\n        }\n      }\n\n      if (newCommitIndex < 0) {\n        newCommitIndex = 0;\n      } else
if (newCommitIndex > maxCommitIndex) {\n        newCommitIndex = maxCommitIndex;\n      }\n\n
selectCommitIndex(newCommitIndex);\n    }\n  };\n\n  useEffect(() => {\n    if (dragState === null) {\n      return;\n
  }\n\n    const element = divRef.current;\n    if (element !== null) {\n      const ownerDocument =
element.ownerDocument;\n      ownerDocument.addEventListener('mousemove', handleDragCommit);\n      return ()
=> {\n        ownerDocument.removeEventListener('mousemove', handleDragCommit);\n      };\n    }\n  },
[dragState]);\n\n  const [hoveredCommitIndex, setHoveredCommitIndex] = useState<number | null>(\n    null,\n
);\n\n  // Pass required contextual data down to the ListItem renderer.\n  const itemData = useMemo<ItemData>(\n
() => ({\n      commitTimes,\n      filteredCommitIndices,\n      maxDuration,\n      selectedCommitIndex,\n
selectedFilteredCommitIndex,\n      selectCommitIndex,\n      setHoveredCommitIndex,\n      startCommitDrag:
setDragState,\n      totalDurations,\n    }),\n    [\n      commitTimes,\n      filteredCommitIndices,\n
maxDuration,\n      selectedCommitIndex,\n      selectedFilteredCommitIndex,\n      selectCommitIndex,\n
setHoveredCommitIndex,\n      totalDurations,\n    ],\n  );\n\n  let tooltipLabel = null;\n  if (hoveredCommitIndex
!== null) {\n    const {\n      duration,\n      effectDuration,\n      passiveEffectDuration,\n      priorityLevel,\n
timestamp,\n    } = commitData[hoveredCommitIndex];\n\n    // Only some React versions include commit
durations.\n    // Show a richer tooltip only for builds that have that info.\n    if (effectDuration !== null ||
passiveEffectDuration !== null) {\n      tooltipLabel = (\n        <ul className={styles.TooltipList}>\n
{priorityLevel !== null && (\n            <li className={styles.TooltipListItem}>\n              <label
className={styles.TooltipLabel}>Priority</label>\n              <span
className={styles.TooltipValue}>{priorityLevel}</span>\n            </li>\n          )}\n          <li
className={styles.TooltipListItem}>\n            <label className={styles.TooltipLabel}>Committed at</label>\n
    <span className={styles.TooltipValue}>\n              {formatTime(timestamp)}s\n            </span>\n          </li>\n
      <li className={styles.TooltipListItem}>\n            <div className={styles.DurationsWrapper}>\n
<label className={styles.TooltipLabel}>Durations</label>\n              <ul className={styles.DurationsList}>\n
        <li className={styles.DurationsListItem}>\n                <label
className={styles.DurationsLabel}>Render</label>\n                <span className={styles.DurationsValue}>\n
            {formatDuration(duration)}ms\n                </span>\n              </li>\n              {effectDuration !== null
&& (\n                <li className={styles.DurationsListItem}>\n                  <label
className={styles.DurationsLabel}>\n                    Layout effects\n                  </label>\n                  <span
className={styles.DurationsValue}>\n                    {formatDuration(effectDuration)}ms\n                  </span>\n
            </li>\n              )}\n              {passiveEffectDuration !== null && (\n                <li
className={styles.DurationsListItem}>\n                  <label className={styles.DurationsLabel}>\n
Passive effects\n                  </label>\n                  <span className={styles.DurationsValue}>\n
{formatDuration(passiveEffectDuration)}ms\n                  </span>\n                </li>\n              )}\n
</ul>\n            </div>\n          </li>\n        </ul>\n      );\n    } else {\n      tooltipLabel =
`${formatDuration(duration)}ms at ${formatTime(\n        timestamp,\n      )}s`;\n    }\n  }\n\n  return (\n    <Tooltip
className={styles.Tooltip} label={tooltipLabel}>\n      <div\n        ref={divRef}\n        style={{height, width}}\n
  onMouseLeave={() => setHoveredCommitIndex(null)}>\n        <FixedSizeList\n          className={styles.List}\n
      layout=\"horizontal\"\n          height={height}\n          itemCount={filteredCommitIndices.length}\n
itemData={itemData}\n          itemSize={itemSize}\n          ref={(listRef: any) /* Flow bug? */}\n
width={width}>\n          {SnapshotCommitListItem}\n        </FixedSizeList>\n      </div>\n    </Tooltip>\n
```

);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext, useMemo} from 'react';\nimport Button from '../Button';\nimport ButtonIcon from '../ButtonIcon';\nimport {ProfilerContext} from './ProfilerContext';\nimport SnapshotCommitList from './SnapshotCommitList';\nimport {maxBarWidth} from './constants';\nimport {StoreContext} from '../context';\n\nimport styles from './SnapshotSelector.css';\n\nexport type Props = {||};\n\nexport default function SnapshotSelector(_: Props) {\n const {\n   isCommitFilterEnabled,\n   minCommitDuration,\n   rootID,\n selectedCommitIndex,\n   selectCommitIndex,\n } = useContext(ProfilerContext);\n\n const {profilerStore} = useContext(StoreContext);\n const {commitData} = profilerStore.getDataForRoot(((rootID: any): number));\n\n const totalDurations: Array<number> = [];\n const commitTimes: Array<number> = [];\n commitData.forEach(commitDatum => {\n   totalDurations.push(\n   commitDatum.duration +\n (commitDatum.effectDuration || 0) +\n   (commitDatum.passiveEffectDuration || 0),\n   );\n commitTimes.push(commitDatum.timestamp);\n });\n\n const filteredCommitIndices = useMemo(\n   () =>\n commitData.reduce((reduced, commitDatum, index) => {\n   if (\n   !isCommitFilterEnabled ||\n commitDatum.duration >= minCommitDuration\n   ) {\n   reduced.push(index);\n   }\n   return reduced;\n   }, []),\n   [commitData, isCommitFilterEnabled, minCommitDuration],\n);\n\n const numFilteredCommits = filteredCommitIndices.length;\n\n // Map the (unfiltered) selected commit index to an index within the filtered data.\n const selectedFilteredCommitIndex = useMemo(() => {\n   if (selectedCommitIndex !== null) {\n   for (let i = 0; i < filteredCommitIndices.length; i++) {\n   if (filteredCommitIndices[i] === selectedCommitIndex) {\n   return i;\n   }\n   }\n   }\n   return null;\n }, [filteredCommitIndices, selectedCommitIndex]);\n\n // TODO (ProfilerContext) This should be managed by the context controller (reducer).\n // It doesn't currently know about the filtered commits though (since it doesn't suspend).\n // Maybe this component should pass filteredCommitIndices up?\n if (selectedFilteredCommitIndex === null) {\n   if (numFilteredCommits > 0) {\n   selectCommitIndex(0);\n   } else {\n   selectCommitIndex(null);\n   }\n } else if (selectedFilteredCommitIndex >= numFilteredCommits) {\n   selectCommitIndex(numFilteredCommits === 0 ? null : numFilteredCommits - 1);\n }\n\n let label = null;\n if (numFilteredCommits > 0) {\n   const handleCommitInputChange = event => {\n   const value = parseInt(event.currentTarget.value, 10);\n   if (!isNaN(value)) {\n   const filteredIndex = Math.min(\n   Math.max(value - 1, 0),\n\n   // Snashots are shown to the user as 1-based\n   // but the indices within the profiler data array ar 0-based.\n numFilteredCommits - 1,\n   );\n   selectCommitIndex(filteredCommitIndices[filteredIndex]);\n   }\n   };\n\n   const handleClick = event => {\n   event.currentTarget.select();\n   };\n\n   const handleKeyDown = event => {\n   switch (event.key) {\n   case 'ArrowDown':\n   viewPrevCommit();\n event.stopPropagation();\n   break;\n   case 'ArrowUp':\n   viewNextCommit();\n event.stopPropagation();\n   break;\n   default:\n   break;\n   }\n   };\n\n   const input = (\n   <input\n   className={styles.Input}\n   type=\"text\"\n   inputMode=\"numeric\"\n   pattern=\"[0-9]*\"\n value={selectedFilteredCommitIndex + 1}\n   size={`${numFilteredCommits}`.length}\n onChange={handleCommitInputChange}\n   onClick={handleClick}\n   onKeyDown={handleKeyDown}\n />\n   );\n\n   label = (\n   <Fragment>\n   {input} / {numFilteredCommits}\n   </Fragment>\n   );\n }\n\n const viewNextCommit = () => {\n   let nextCommitIndex = ((selectedFilteredCommitIndex: any): number) + 1;\n if (nextCommitIndex === filteredCommitIndices.length) {\n   nextCommitIndex = 0;\n   }\n selectCommitIndex(filteredCommitIndices[nextCommitIndex]);\n };\n const viewPrevCommit = () => {\n   let nextCommitIndex = ((selectedFilteredCommitIndex: any): number) - 1;\n   if (nextCommitIndex < 0) {\n nextCommitIndex = filteredCommitIndices.length - 1;\n   }\n selectCommitIndex(filteredCommitIndices[nextCommitIndex]);\n };\n\n const handleKeyDown = event => {\n switch (event.key) {\n   case 'ArrowLeft':\n   viewPrevCommit();\n   event.stopPropagation();\n   break;\n   case 'ArrowRight':\n   viewNextCommit();\n   event.stopPropagation();\n   break;\n   default:\n break;\n   }\n };\n\n if (commitData.length === 0) {\n   return null;\n }\n\n return (\n   <Fragment>\n   {label}\n   <Button\n   className={styles.Button}\n

disabled={numFilteredCommits === 0}\n onClick={viewPrevCommit}\n title=\"Select previous commit\">\n <ButtonIcon type=\"previous\" />\n </Button>\n <div\n className={styles.Commits}\n onKeyDown={handleKeyDown}\n style={{\n flex: numFilteredCommits > 0 ? '1 1 auto' : '0 0 auto',\n maxWidth:\n numFilteredCommits > 0\n ? numFilteredCommits * maxBarWidth\n : undefined,\n }}\n tabIndex={0}>\n {numFilteredCommits > 0 && (\n <SnapshotCommitList\n commitData={commitData}\n commitTimes={commitTimes}\n filteredCommitIndices={filteredCommitIndices}\n selectedCommitIndex={selectedCommitIndex}\n selectedFilteredCommitIndex={selectedFilteredCommitIndex}\n selectCommitIndex={selectCommitIndex}\n totalDurations={totalDurations}\n />\n)}\n {numFilteredCommits === 0 && (\n No commits \n)}\n \n <Button\n className={styles.Button}\n disabled={numFilteredCommits === 0}\n onClick={viewNextCommit}\n title=\"Select next commit\">\n <ButtonIcon type=\"next\" />\n </Button>\n </Fragment>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport type {CommitTree} from './types';\nimport type {SerializedElement} from '../Components/types';\n\nimport * as React from 'react';\nimport {useContext} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\nimport styles from './Updaters.css';\n\nexport type Props = {|\n commitTree: CommitTree,\n updaters: Array<SerializedElement>,\n|};\n\nexport default function Updaters({commitTree, updaters}: Props) {\n const {selectFiber} = useContext(ProfilerContext);\n\n const children =\n updaters.length > 0 ? (\n updaters.map<React$Node>((serializedElement: SerializedElement) => {\n const {displayName, id, key} = serializedElement;\n const isVisibleInTree = commitTree.nodes.has(id);\n if (isVisibleInTree) {\n return (\n <button\n key={id}\n className={styles.Updater}\n onClick={() => selectFiber(id, displayName)}>\n {displayName} {key ? `key=\"${key}\"` : ''}\n </button>\n);\n } else {\n return (\n \n {displayName} {key ? `key=\"${key}\"` : ''}\n \n);\n }\n })\n) : (\n <div key=\"none\" className={styles.NoUpdaters}>\n (unknown)\n \n);\n\n return {children} ;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext} from 'react';\nimport {ProfilerContext} from './ProfilerContext';\nimport Updaters from './Updaters';\nimport {formatDuration, formatTime} from './utils';\nimport {StoreContext} from '../context';\nimport {getCommitTree} from './CommitTreeBuilder';\n\nimport styles from './SidebarCommitInfo.css';\n\nexport type Props = {||};\n\nexport default function SidebarCommitInfo(_: Props) {\n const {selectedCommitIndex, rootID} = useContext(ProfilerContext);\n\n const {profilerStore} = useContext(StoreContext);\n\n if (rootID === null || selectedCommitIndex === null) {\n return Nothing selected ;\n }\n\n const {\n duration,\n effectDuration,\n passiveEffectDuration,\n priorityLevel,\n timestamp,\n updaters,\n } = profilerStore.getCommitData(rootID, selectedCommitIndex);\n\n const hasCommitPhaseDurations =\n effectDuration !== null || passiveEffectDuration !== null;\n\n const commitTree =\n updaters !== null\n ? getCommitTree({\n commitIndex: selectedCommitIndex,\n profilerStore,\n rootID,\n })\n : null;\n\n return (\n <Fragment>\n Commit information \n \n <ul className={styles.List}>\n {priorityLevel !== null && (\n <li className={styles.ListItem}>\n <label className={styles.Label}>Priority</label>:{' '}\n {priorityLevel}\n \n)}\n <li className={styles.ListItem}>\n <label className={styles.Label}>Committed at</label>:{' '}\n {formatTime(timestamp)}s\n \n\n {!hasCommitPhaseDurations && (\n <li className={styles.ListItem}>\n <label className={styles.Label}>Render duration</label>:{' '}\n {formatDuration(duration)}ms\n \n)}\n\n

{hasCommitPhaseDurations && (\n <li className={styles.ListItem}>\n <label
className={styles.Label}>Durations</label>\n <ul className={styles.DurationsList}>\n <li
className={styles.DurationsListItem}>\n <label className={styles.Label}>Render</label>:{' '}\n
\n {formatDuration(duration)}ms\n \n
\n {effectDuration !== null && (\n <li className={styles.DurationsListItem}>\n
<label className={styles.Label}>Layout effects</label>:{' '}\n \n
{formatDuration(effectDuration)}ms\n \n \n)}\n
{passiveEffectDuration !== null && (\n <li className={styles.DurationsListItem}>\n <label
className={styles.Label}>Passive effects</label>:{' '}\n \n
{formatDuration(passiveEffectDuration)}ms\n \n \n)}\n
\n \n)}\n\n {updaters !== null && commitTree !== null && (\n <li
className={styles.ListItem}>\n <label className={styles.Label}>What caused this update</label>?\n
<Updaters commitTree={commitTree} updaters={updaters} />\n \n)}\n \n
\n </Fragment>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code
is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n *
@flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext, useEffect, useRef} from
'react';\nimport WhatChanged from './WhatChanged';\nimport {ProfilerContext} from './ProfilerContext';\nimport
{formatDuration, formatTime} from './utils';\nimport {StoreContext} from '../context';\nimport Button from
'../Button';\nimport ButtonIcon from '../ButtonIcon';\n\nimport styles from
'./SidebarSelectedFiberInfo.css';\n\nexport type Props = {||};\n\nexport default function SidebarSelectedFiberInfo(_:
Props) {\n const {profilerStore} = useContext(StoreContext);\n const {\n rootID,\n selectCommitIndex,\n
selectedCommitIndex,\n selectedFiberID,\n selectedFiberName,\n selectFiber,\n } =
useContext(ProfilerContext);\n const {profilingCache} = profilerStore;\n const selectedListItemRef =
useRef<HTMLElement | null>(null);\n\n const commitIndices = profilingCache.getFiberCommits({\n fiberID:
((selectedFiberID: any): number),\n rootID: ((rootID: any): number),\n });\n\n const handleKeyDown = event =>
{\n switch (event.key) {\n case 'ArrowUp':\n if (selectedCommitIndex !== null) {\n const prevIndex
= commitIndices.indexOf(selectedCommitIndex);\n const nextIndex =\n prevIndex > 0 ? prevIndex - 1 :
commitIndices.length - 1;\n selectCommitIndex(commitIndices[nextIndex]);\n }\n
event.preventDefault();\n break;\n case 'ArrowDown':\n if (selectedCommitIndex !== null) {\n
const prevIndex = commitIndices.indexOf(selectedCommitIndex);\n const nextIndex =\n prevIndex <
commitIndices.length - 1 ? prevIndex + 1 : 0;\n selectCommitIndex(commitIndices[nextIndex]);\n }\n
event.preventDefault();\n break;\n default:\n break;\n }\n };\n\n useEffect(() => {\n const
selectedElement = selectedListItemRef.current;\n if (\n selectedElement !== null &&\n typeof
selectedElement.scrollIntoView === 'function'\n) {\n selectedElement.scrollIntoView({block: 'nearest', inline:
'nearest'});\n }\n }, [selectedCommitIndex]);\n\n const listItems = [];\n let i = 0;\n for (i = 0; i <
commitIndices.length; i++) {\n const commitIndex = commitIndices[i];\n\n const {duration, timestamp} =
profilerStore.getCommitData(\n ((rootID: any): number),\n commitIndex,\n);\n\n listItems.push(\n
<button\n key={commitIndex}\n ref={selectedCommitIndex === commitIndex ? selectedListItemRef :
null}\n className={\n selectedCommitIndex === commitIndex\n ? styles.CurrentCommit\n
: styles.Commit\n }\n onClick={() => selectCommitIndex(commitIndex)}>\n
{formatTime(timestamp)}s for {formatDuration(duration)}ms\n </button>,\n);\n }\n\n return (\n
<Fragment>\n \n \n
{selectedFiberName || 'Selected component'}\n \n\n <Button\n
className={styles.IconButton}\n onClick={() => selectFiber(null, null)}\n title=\"Back to commit
view\">\n <ButtonIcon type=\"close\" />\n </Button>\n \n <div className={styles.Content}
onKeyDown={handleKeyDown} tabIndex={0}>\n <WhatChanged fiberID={((selectedFiberID: any):
number)} />\n {listItems.length > 0 && (\n <Fragment>\n <label
className={styles.Label}>Rendered at</label>: {listItems}\n </Fragment>\n)}\n {listItems.length

=== 0 && (\n Did not render during this profiling session. \n)}\n \n
</Fragment>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed
under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n
*/\n\nimport * as React from 'react';\nimport {Fragment, useContext} from 'react';\nimport {ModalDialog} from
'../ModalDialog';\nimport {ProfilerContext} from './ProfilerContext';\nimport TabBar from '../TabBar';\nimport
ClearProfilingDataButton from './ClearProfilingDataButton';\nimport CommitFlamegraph from
'./CommitFlamegraph';\nimport CommitRanked from './CommitRanked';\nimport RootSelector from
'./RootSelector';\nimport RecordToggle from './RecordToggle';\nimport ReloadAndProfileButton from
'./ReloadAndProfileButton';\nimport ProfilingImportExportButtons from './ProfilingImportExportButtons';\nimport
SnapshotSelector from './SnapshotSelector';\nimport SidebarCommitInfo from './SidebarCommitInfo';\nimport
SidebarSelectedFiberInfo from './SidebarSelectedFiberInfo';\nimport SettingsModal from 'react-devtools-
shared/src/devtools/views/Settings/SettingsModal';\nimport SettingsModalContextToggle from 'react-devtools-
shared/src/devtools/views/Settings/SettingsModalContextToggle';\nimport {SettingsModalContextController} from
'react-devtools-shared/src/devtools/views/Settings/SettingsModalContext';\nimport portaledContent from
'../portaledContent';\n\nimport styles from './Profiler.css';\n\nfunction Profiler(_: {||}) {\n const {\n
didRecordCommits,\n isProcessingData,\n isProfiling,\n selectedCommitIndex,\n selectedFiberID,\n
selectedTabID,\n selectTab,\n supportsProfiling,\n } = useContext(ProfilerContext);\n\n let view = null;\n if
(didRecordCommits) {\n switch (selectedTabID) {\n case 'flame-chart':\n view = <CommitFlamegraph
/>;\n break;\n case 'ranked-chart':\n view = <CommitRanked />;\n break;\n default:\n
break;\n }\n } else if (isProfiling) {\n view = <RecordingInProgress />;\n } else if (isProcessingData) {\n
view = <ProcessingData />;\n } else if (supportsProfiling) {\n view = <NoProfilingData />;\n } else {\n view =
<ProfilingNotSupported />;\n }\n\n let sidebar = null;\n if (!isProfiling && !isProcessingData &&
didRecordCommits) {\n switch (selectedTabID) {\n case 'flame-chart':\n case 'ranked-chart':\n //
TRICKY\n // Handle edge case where no commit is selected because of a min-duration filter update.\n // In
that case, the selected commit index would be null.\n // We could still show a sidebar for the previously selected
fiber,\n // but it would be an odd user experience.\n // TODO (ProfilerContext) This check should not be
necessary.\n if (selectedCommitIndex !== null) {\n if (selectedFiberID !== null) {\n sidebar =
<SidebarSelectedFiberInfo />;\n } else {\n sidebar = <SidebarCommitInfo />;\n }\n }\n
break;\n default:\n break;\n }\n }\n\n return (\n <SettingsModalContextController>\n <div
className={styles.Profiler}>\n \n <div
className={styles.Toolbar}>\n <RecordToggle disabled={!supportsProfiling} />\n
<ReloadAndProfileButton />\n <ClearProfilingDataButton />\n <ProfilingImportExportButtons />\n
\n <TabBar\n currentTab={selectedTabID}\n
id=\"Profiler\"\n selectTab={selectTab}\n tabs={tabs}\n type=\"profiler\"\n />\n
<RootSelector />\n \n <SettingsModalContextToggle />\n
{didRecordCommits && (\n <Fragment>\n \n
<SnapshotSelector />\n </Fragment>\n)}\n \n <div
className={styles.Content}>\n {view}\n <ModalDialog />\n \n \n <div
className={styles.RightColumn}>{sidebar} \n <SettingsModal />\n \n
</SettingsModalContextController>\n);\n}\n\nconst tabs = [\n {\n id: 'flame-chart',\n icon: 'flame-chart',\n
label: 'Flamegraph',\n title: 'Flamegraph chart',\n },\n {\n id: 'ranked-chart',\n icon: 'ranked-chart',\n label:
'Ranked',\n title: 'Ranked chart',\n },\n];\n\nconst NoProfilingData = () => (\n <div
className={styles.Column}>\n No profiling data has been recorded. \n
\n Click the record button <RecordToggle /> to start recording.\n \n
\n);\n\nconst ProfilingNotSupported = () => (\n \n <div
className={styles.Header}>Profiling not supported. \n \n Profiling
support requires either a development or production-profiling\n build of React v16.5+.\n \n <p
className={styles.Paragraph}>\n Learn more at{' '}\n <a\n className={styles.Link}\n

href=\"https://reactjs.org/link/profiling\"\n rel=\"noopener noreferrer\"\n target=\"_blank\">\n reactjs.org/link/profiling\n \n .\n \n \n);\n\nconst ProcessingData = () => (\n \n Processing data... \n This should only take a minute. \n \n);\n\nconst RecordingInProgress = () => (\n \n Profiling is in progress... \n \n Click the record button <RecordToggle /> to stop recording.\n \n \n);\n\nexport default portaledContent(Profiler);\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\n\nimport styles from './ReactLogo.css';\n\ntype Props = {|\n className?: string,\n|};\n\nexport default function ReactLogo({className}: Props) {\n return (\n <svg\n xmlns=\"http://www.w3.org/2000/svg\"\n className={`${styles.ReactLogo} ${className || ""}`}\n viewBox=\"-11.5 -10.23174 23 20.46348\">\n <circle cx=\"0\" cy=\"0\" r=\"2.05\" fill=\"currentColor\" />\n <g stroke=\"currentColor\" strokeWidth=\"1\" fill=\"none\">\n <ellipse rx=\"11\" ry=\"4.2\" />\n <ellipse rx=\"11\" ry=\"4.2\" transform=\"rotate(60)\" />\n <ellipse rx=\"11\" ry=\"4.2\" transform=\"rotate(120)\" />\n </g>\n </svg>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext, useEffect} from 'react';\nimport {ModalDialogContext} from './ModalDialog';\nimport {StoreContext} from './context';\nimport {currentBridgeProtocol} from 'react-devtools-shared/src/bridge';\nimport Button from './Button';\nimport ButtonIcon from './ButtonIcon';\nimport {copy} from 'clipboard-js';\nimport styles from './UnsupportedBridgeProtocolDialog.css';\n\nimport type {BridgeProtocol} from 'react-devtools-shared/src/bridge';\n\nconst DEVTOOLS_VERSION = process.env.DEVTOOLS_VERSION;\nconst INSTRUCTIONS_FB_URL =\n 'https://fb.me/devtools-unsupported-bridge-protocol';\nconst MODAL_DIALOG_ID = 'UnsupportedBridgeProtocolDialog';\n\nexport default function UnsupportedBridgeProtocolDialog(_: {||}) {\n const {dialogs, dispatch} = useContext(ModalDialogContext);\n const store = useContext(StoreContext);\n\n const isVisible = !!dialogs.find(dialog => dialog.id === MODAL_DIALOG_ID);\n\n useEffect(() => {\n const updateDialog = () => {\n if (!isVisible) {\n if (store.unsupportedBridgeProtocol !== null) {\n dispatch({\n canBeDismissed: false,\n id: MODAL_DIALOG_ID,\n type: 'SHOW',\n content: (\n <DialogContent\n unsupportedBridgeProtocol={store.unsupportedBridgeProtocol}\n />\n),\n });\n }\n } else {\n if (store.unsupportedBridgeProtocol === null) {\n dispatch({\n type: 'HIDE',\n id: MODAL_DIALOG_ID,\n });\n }\n }\n };\n\n updateDialog();\n\n store.addListener('unsupportedBridgeProtocolDetected', updateDialog);\n return () => {\n store.removeListener('unsupportedBridgeProtocolDetected', updateDialog);\n };\n }, [isVisible, store]);\n\n return null;\n}\n\nfunction DialogContent({\n unsupportedBridgeProtocol,\n}: {|\n unsupportedBridgeProtocol: BridgeProtocol,\n|}) {\n const {version, minNpmVersion, maxNpmVersion} = unsupportedBridgeProtocol;\n\n let instructions;\n if (maxNpmVersion === null) {\n const upgradeInstructions = `npm i -g react-devtools@^${minNpmVersion}`;\n instructions = (\n <>\n \n To fix this, upgrade the DevTools NPM package:\n \n <pre className={styles.NpmCommand}>\n {upgradeInstructions}\n <Button\n onClick={() => copy(upgradeInstructions)}\n title=\"Copy upgrade command to clipboard\">\n <ButtonIcon type=\"copy\" />\n </Button>\n </pre>\n </>\n);\n } else {\n const downgradeInstructions = `npm i -g react-devtools@${maxNpmVersion}`;\n instructions = (\n <>\n \n To fix this, downgrade the DevTools NPM package:\n \n <pre className={styles.NpmCommand}>\n {downgradeInstructions}\n <Button\n onClick={() => copy(downgradeInstructions)}\n title=\"Copy downgrade command to clipboard\">\n <ButtonIcon type=\"copy\" />\n </Button>\n </pre>\n </>\n);\n }\n\n return (\n <Fragment>\n \n Unsupported DevTools backend version \n \n You are running <code>react-

devtools</code> version{' '}\n {DEVTOOLS_VERSION}.\n
\n \n This requires bridge protocol{' '}\n <span
className={styles.Version}>\n version {currentBridgeProtocol.version}\n \n . However
the current backend version uses bridge protocol{' '}\n version
{version}.\n \n {instructions}\n \n Or{' '}\n
<a className={styles.Link} href={INSTRUCTIONS_FB_URL} target=\"_blank\">\n click here\n
{' '}\n for more information.\n \n \n </Fragment>\n);\n}\n","/**\n * Copyright (c)
Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n *
LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport
{Fragment, useContext, useEffect, useState} from 'react';\nimport {unstable_batchedUpdates as batchedUpdates}
from 'react-dom';\nimport {ModalDialogContext} from './ModalDialog';\nimport {StoreContext} from
'./context';\nimport {UNSUPPORTED_VERSION_URL} from 'react-devtools-shared/src/constants';\n\nimport
styles from './UnsupportedVersionDialog.css';\n\ntype DAILOG_STATE = 'dialog-not-shown' | 'show-dialog' |
'dialog-shown';\n\nexport default function UnsupportedVersionDialog(_: {||}) {\n const {dispatch} =
useContext(ModalDialogContext);\n const store = useContext(StoreContext);\n const [state, setState] =
useState<DAILOG_STATE>('dialog-not-shown');\n\n useEffect(() => {\n if (state === 'dialog-not-shown') {\n
const showDialog = () => {\n batchedUpdates(() => {\n setState('show-dialog');\n dispatch({\n
canBeDismissed: true,\n id: 'UnsupportedVersionDialog',\n type: 'SHOW',\n content:
<DialogContent />,\n });\n });\n };\n\n if (store.unsupportedRendererVersionDetected) {\n
showDialog();\n } else {\n store.addListener('unsupportedRendererVersionDetected', showDialog);\n
return () => {\n store.removeListener(\n 'unsupportedRendererVersionDetected',\n
showDialog,\n);\n };\n }\n }\n }, [state, store]);\n\n return null;\n}\n\nfunction DialogContent(_:
{||}) {\n return (\n <Fragment>\n \n \n <div
className={styles.Title}>Unsupported React version detected \n \n This version of React
DevTools supports React DOM v15+ and React\n Native v61+.\n \n \n In order to
use DevTools with an older version of React, you'll need\n to{' '}\n <a\n
className={styles.ReleaseNotesLink}\n target=\"_blank\"\n rel=\"noopener noreferrer\"\n
href={UNSUPPORTED_VERSION_URL}>\n install an older version of the extension\n \n
.\n \n \n \n </Fragment>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its
affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root
directory of this source tree.\n *\n * @flow\n */\n\nimport * as React from 'react';\nimport {Fragment, useContext,
useEffect} from 'react';\nimport {BridgeContext} from './context';\nimport {ModalDialogContext} from
'./ModalDialog';\n\nimport styles from './WarnIfLegacyBackendDetected.css';\n\nexport default function
WarnIfLegacyBackendDetected(_: {||}) {\n const bridge = useContext(BridgeContext);\n const {dispatch} =
useContext(ModalDialogContext);\n\n // Detect pairing with legacy v3 backend.\n // We do this by listening to a
message that it broadcasts but the v4 backend doesn't.\n // In this case the frontend should show upgrade
instructions.\n useEffect(() => {\n // Wall.listen returns a cleanup function\n let unlisten =
bridge.wall.listen(message => {\n switch (message.type) {\n case 'call':\n case 'event':\n case 'many-
events':\n // Any of these types indicate the v3 backend.\n dispatch({\n canBeDismissed: false,\n
id: 'WarnIfLegacyBackendDetected',\n type: 'SHOW',\n title: 'DevTools v4 is incompatible with
this version of React',\n content: <InvalidBackendDetected />,\n });\n\n // Once we've identified
the backend version, it's safe to unsubscribe.\n if (typeof unlisten === 'function') {\n unlisten();\n
unlisten = null;\n }\n break;\n default:\n break;\n }\n\n switch (message.event) {\n
case 'isBackendStorageAPISupported':\n case 'isNativeStyleEditorSupported':\n case 'operations':\n
case 'overrideComponentFilters':\n // Any of these is sufficient to indicate a v4 backend.\n // Once we've
identified the backend version, it's safe to unsubscribe.\n if (typeof unlisten === 'function') {\n
unlisten();\n unlisten = null;\n }\n break;\n default:\n break;\n }\n });\n\n return ()
=> {\n if (typeof unlisten === 'function') {\n unlisten();\n unlisten = null;\n }\n };\n }, [bridge,

dispatch]);\n\n return null;\n}\n\nfunction InvalidBackendDetected(_: {||}) {\n return (\n   <Fragment>\n
Either upgrade React or install React DevTools v3: \n   <code className={styles.Command}>npm install
-d react-devtools@^3</code>\n   </Fragment>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n
*\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this
source tree.\n *\n * @flow\n */\n\n// Reach styles need to come before any component styles.\n// This makes
overriding the styles simpler.\nimport '@reach/menu-button/styles.css';\nimport
'@reach/tooltip/styles.css';\n\nimport * as React from 'react';\nimport {useEffect, useLayoutEffect, useMemo,
useRef} from 'react';\nimport Store from '../store';\nimport {BridgeContext, ContextMenuContext, StoreContext}
from './context';\nimport Components from './Components/Components';\nimport Profiler from
'./Profiler/Profiler';\nimport TabBar from './TabBar';\nimport {SettingsContextController} from
'./Settings/SettingsContext';\nimport {TreeContextController} from './Components/TreeContext';\nimport
ViewElementSourceContext from './Components/ViewElementSourceContext';\nimport HookNamesContext from
'./Components/HookNamesContext';\nimport {ProfilerContextController} from './Profiler/ProfilerContext';\nimport
{ModalDialogContextController} from './ModalDialog';\nimport ReactLogo from './ReactLogo';\nimport
UnsupportedBridgeProtocolDialog from './UnsupportedBridgeProtocolDialog';\nimport UnsupportedVersionDialog
from './UnsupportedVersionDialog';\nimport WarnIfLegacyBackendDetected from
'./WarnIfLegacyBackendDetected';\nimport {useLocalStorage} from './hooks';\n\nimport styles from
'./DevTools.css';\n\nimport './root.css';\n\nimport type {HooksTree} from 'react-debug-
tools/src/ReactDebugHooks';\nimport type {InspectedElement} from 'react-devtools-
shared/src/devtools/views/Components/types';\nimport type {FrontendBridge} from 'react-devtools-
shared/src/bridge';\nimport type {HookNames} from 'react-devtools-shared/src/types';\nimport type {Thenable}
from '../cache';\n\nexport type BrowserTheme = 'dark' | 'light';\nexport type TabID = 'components' |
'profiler';\n\nexport type ViewElementSource = (\n id: number,\n inspectedElement: InspectedElement,\n) =>
void;\nexport type LoadHookNamesFunction = (\n hooksTree: HooksTree,\n) => Thenable<HookNames>;\nexport
type PurgeCachedHookNamesMetadata = () => void;\nexport type ViewAttributeSource = (\n id: number,\n path:
Array<string | number>,\n) => void;\nexport type CanViewElementSource = (\n inspectedElement:
InspectedElement,\n) => boolean;\n\nexport type Props = {|\n bridge: FrontendBridge,\n browserTheme?:
BrowserTheme,\n canViewElementSourceFunction?: ?CanViewElementSource,\n defaultTab?: TabID,\n
enabledInspectedElementContextMenu?: boolean,\n showTabBar?: boolean,\n store: Store,\n
warnIfLegacyBackendDetected?: boolean,\n warnIfUnsupportedVersionDetected?: boolean,\n
viewAttributeSourceFunction?: ?ViewAttributeSource,\n viewElementSourceFunction?: ?ViewElementSource,\n\n
// This property is used only by the web extension target.\n // The built-in tab UI is hidden in that case, in favor of
the browser's own panel tabs.\n // This is done to save space within the app.\n // Because of this, the extension
needs to be able to change which tab is active/rendered.\n overrideTab?: TabID,\n\n // To avoid potential multi-root
trickiness, the web extension uses portals to render tabs.\n // The root <DevTools> app is rendered in the top-level
extension window,\n // but individual tabs (e.g. Components, Profiling) can be rendered into portals within their
browser panels.\n componentsPortalContainer?: Element,\n profilerPortalContainer?: Element,\n\n // Loads and
parses source maps for function components\n // and extracts hook \"names\" based on the variables the hook return
values get assigned to.\n // Not every DevTools build can load source maps, so this property is optional.\n
loadHookNames?: ?LoadHookNamesFunction,\n purgeCachedHookNamesMetadata?:
?PurgeCachedHookNamesMetadata,\n|};\n\nconst componentsTab = {\n id: ('components': TabID),\n icon:
'components',\n label: 'Components',\n title: 'React Components',\n};\nconst profilerTab = {\n id: ('profiler':
TabID),\n icon: 'profiler',\n label: 'Profiler',\n title: 'React Profiler',\n};\n\nconst tabs = [componentsTab,
profilerTab];\n\nexport default function DevTools({\n bridge,\n browserTheme = 'light',\n
canViewElementSourceFunction,\n componentsPortalContainer,\n defaultTab = 'components',\n
enabledInspectedElementContextMenu = false,\n loadHookNames,\n overrideTab,\n profilerPortalContainer,\n
purgeCachedHookNamesMetadata,\n showTabBar = false,\n store,\n warnIfLegacyBackendDetected = false,\n
warnIfUnsupportedVersionDetected = false,\n viewAttributeSourceFunction,\n viewElementSourceFunction,\n}:

Props) {\n const [currentTab, setTab] = useLocalStorage<TabID>(\n   'React::DevTools::defaultTab',\n defaultTab,\n);\n\n let tab = currentTab;\n\n if (overrideTab != null) {\n   tab = overrideTab;\n }\n\n const viewElementSource = useMemo(\n   () => ({\n   canViewElementSourceFunction: canViewElementSourceFunction || null,\n   viewElementSourceFunction: viewElementSourceFunction || null,\n }),\n   [canViewElementSourceFunction, viewElementSourceFunction],\n);\n\n const contextMenu = useMemo(\n   () => ({\n   isEnabledForInspectedElement: enabledInspectedElementContextMenu,\n viewAttributeSourceFunction: viewAttributeSourceFunction || null,\n   }),\n [enabledInspectedElementContextMenu, viewAttributeSourceFunction],\n);\n\n const hookNamesContext = useMemo(\n   () => ({\n   loadHookNames: loadHookNames || null,\n   purgeCachedMetadata: purgeCachedHookNamesMetadata || null,\n   }),\n   [loadHookNames, purgeCachedHookNamesMetadata],\n);\n\n const devToolsRef = useRef<HTMLElement | null>(null);\n\n useEffect(() => {\n   if (!showTabBar) {\n return;\n   }\n\n   const div = devToolsRef.current;\n   if (div === null) {\n   return;\n   }\n\n   const ownerWindow = div.ownerDocument.defaultView;\n   const handleKeyDown = (event: KeyboardEvent) => {\n if (event.ctrlKey || event.metaKey) {\n   switch (event.key) {\n   case '1':\n   setTab(tabs[0].id);\n event.preventDefault();\n   event.stopPropagation();\n   break;\n   case '2':\n setTab(tabs[1].id);\n   event.preventDefault();\n   event.stopPropagation();\n   break;\n   }\n }\n   };\n   ownerWindow.addEventListener('keydown', handleKeyDown);\n   return () => {\n ownerWindow.removeEventListener('keydown', handleKeyDown);\n   };\n }, [showTabBar]);\n\n useLayoutEffect(() => {\n   return () => {\n   try {\n   // Shut the Bridge down synchronously (during unmount).\n   bridge.shutdown();\n   } catch (error) {\n   // Attempting to use a disconnected port.\n   }\n };\n }, [bridge]);\n return (\n   <BridgeContext.Provider value={bridge}>\n   <StoreContext.Provider value={store}>\n   <ContextMenuContext.Provider value={contextMenu}>\n <ModalDialogContextController>\n   <SettingsContextController\n browserTheme={browserTheme}\n   componentsPortalContainer={componentsPortalContainer}\n profilerPortalContainer={profilerPortalContainer}>\n   <ViewElementSourceContext.Provider value={viewElementSource}>\n   <HookNamesContext.Provider value={hookNamesContext}>\n <TreeContextController>\n   <ProfilerContextController>\n   \n   {showTabBar && (\n   \n   <ReactLogo />\n   \n   {process.env.DEVTOOLS_VERSION}\n   \n   \n   <TabBar\n currentTab={tab}\n   id=\"DevTools\"\n   selectTab={setTab}\n tabs={tabs}\n   type=\"navigation\"\n   />\n   \n)}\n   <div\n   className={styles.TabContent}\n   hidden={tab !== 'components'}>\n   <Components\n   portalContainer={componentsPortalContainer}\n   />\n   \n   <div\n   className={styles.TabContent}\n   hidden={tab !== 'profiler'}>\n   <Profiler portalContainer={profilerPortalContainer} />\n   \n   \n   </ProfilerContextController>\n </TreeContextController>\n   </HookNamesContext.Provider>\n </ViewElementSourceContext.Provider>\n   </SettingsContextController>\n <UnsupportedBridgeProtocolDialog />\n   {warnIfLegacyBackendDetected && <WarnIfLegacyBackendDetected />}\n   {warnIfUnsupportedVersionDetected && <UnsupportedVersionDialog />}\n   </ModalDialogContextController>\n </ContextMenuContext.Provider>\n   </StoreContext.Provider>\n   </BridgeContext.Provider>\n);\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {existsSync} from 'fs';\nimport {basename, join, isAbsolute} from 'path';\nimport {execSync, spawn} from 'child_process';\nimport {parse} from 'shell-quote';\n\nfunction isTerminalEditor(editor: string): boolean {\n switch (editor) {\n   case

'vim':\n case 'emacs':\n case 'nano':\n   return true;\n default:\n   return false;\n }\n}\n\n// Map from full process name to binary that starts the process\n// We can't just re-use full process name, because it will spawn a new instance\n// of the app every time\nconst COMMON_EDITORS = {\n '/Applications/Atom.app/Contents/MacOS/Atom': 'atom',\n '/Applications/Atom Beta.app/Contents/MacOS/Atom Beta':\n '/Applications/Atom Beta.app/Contents/MacOS/Atom Beta',\n '/Applications/Sublime Text.app/Contents/MacOS/Sublime Text':\n '/Applications/Sublime Text.app/Contents/SharedSupport/bin/subl',\n '/Applications/Sublime Text 2.app/Contents/MacOS/Sublime Text 2':\n '/Applications/Sublime Text 2.app/Contents/SharedSupport/bin/subl',\n '/Applications/Visual Studio Code.app/Contents/MacOS/Electron': 'code',\n};\n\nfunction getArgumentsForLineNumber(\n editor: string,\n filePath: string,\n lineNumber: number,\n): Array<string> {\n switch (basename(editor)) {\n case 'vim':\n case 'mvim':\n   return [filePath, '+' + lineNumber];\n case 'atom':\n case 'Atom':\n case 'Atom Beta':\n case 'subl':\n case 'sublime':\n case 'wstorm':\n case 'appcode':\n case 'charm':\n case 'idea':\n   return [filePath + ':' + lineNumber];\n case 'joe':\n case 'emacs':\n case 'emacsclient':\n   return ['+' + lineNumber, filePath];\n case 'rmate':\n case 'mate':\n case 'mine':\n   return ['--line', lineNumber + '', filePath];\n case 'code':\n   return ['-g', filePath + ':' + lineNumber];\n default:\n   // For all others, drop the lineNumber until we have\n   // a mapping above, since providing the lineNumber incorrectly\n   // can result in errors or confusing behavior.\n   return [filePath];\n }\n}\n\nfunction guessEditor(): Array<string> {\n // Explicit config always wins\n if (process.env.REACT_EDITOR) {\n return parse(process.env.REACT_EDITOR);\n }\n\n // Using `ps x` on OSX we can find out which editor is currently running.\n // Potentially we could use similar technique for Windows and Linux\n if (process.platform === 'darwin') {\n try {\n   const output = execSync('ps x').toString();\n   const processNames = Object.keys(COMMON_EDITORS);\n   for (let i = 0; i < processNames.length; i++) {\n const processName = processNames[i];\n   if (output.indexOf(processName) !== -1) {\n   return [COMMON_EDITORS[processName]];\n   }\n   }\n } catch (error) {\n   // Ignore...\n }\n }\n\n // Last resort, use old skool env vars\n if (process.env.VISUAL) {\n return [process.env.VISUAL];\n } else if (process.env.EDITOR) {\n return [process.env.EDITOR];\n }\n\n return [];\n}\n\nlet childProcess = null;\n\nexport function getValidFilePath(\n maybeRelativePath: string,\n absoluteProjectRoots: Array<string>,\n): string | null {\n // We use relative paths at Facebook with deterministic builds.\n // This is why our internal tooling calls React DevTools with absoluteProjectRoots.\n // If the filename is absolute then we don't need to care about this.\n if (isAbsolute(maybeRelativePath)) {\n if (existsSync(maybeRelativePath)) {\n   return maybeRelativePath;\n }\n } else {\n for (let i = 0; i < absoluteProjectRoots.length; i++) {\n   const projectRoot = absoluteProjectRoots[i];\n   const joinedPath = join(projectRoot, maybeRelativePath);\n   if (existsSync(joinedPath)) {\n   return joinedPath;\n   }\n }\n }\n\n return null;\n}\n\nexport function doesFilePathExist(\n maybeRelativePath: string,\n absoluteProjectRoots: Array<string>,\n): boolean {\n return getValidFilePath(maybeRelativePath, absoluteProjectRoots) !== null;\n}\n\nexport function launchEditor(\n maybeRelativePath: string,\n lineNumber: number,\n absoluteProjectRoots: Array<string>,\n) {\n const filePath = getValidFilePath(maybeRelativePath, absoluteProjectRoots);\n if (filePath === null) {\n return;\n }\n\n // Sanitize lineNumber to prevent malicious use on win32\n // via: https://github.com/nodejs/node/blob/c3bb4b1aa5e907d489619fb43d233c3336bfc03d/lib/child_process.js#L333\n if (lineNumber && isNaN(lineNumber)) {\n return;\n }\n\n const [editor, ...destructuredArgs] = guessEditor();\n if (!editor) {\n return;\n }\n\n let args = destructuredArgs;\n\n if (lineNumber) {\n args = args.concat(getArgumentsForLineNumber(editor, filePath, lineNumber));\n } else {\n args.push(filePath);\n }\n\n if (childProcess && isTerminalEditor(editor)) {\n // There's an existing editor process already and it's attached\n // to the terminal, so go kill it. Otherwise two separate editor\n // instances attach to the stdin/stdout which gets confusing.\n childProcess.kill('SIGKILL');\n }\n\n if (process.platform === 'win32') {\n // On Windows, launch the editor in a shell because spawn can only\n // launch .exe files.\n childProcess = spawn('cmd.exe', ['/C', editor].concat(args), {\n   stdio: 'inherit',\n });\n } else {\n childProcess = spawn(editor, args, {stdio: 'inherit'});\n }\n childProcess.on('error', function() {});\n childProcess.on('exit', function(errorCode) {\n childProcess = null;\n });\n}\n","/**\n * Install the hook on window, which is an event emitter.\n * Note because

Chrome content scripts cannot directly modify the window object,\n * we are evaling this function by inserting a script tag.\n * That's why we have to inline the whole event emitter implementation here.\n *\n * @flow\n */\n\nimport {\n patch as patchConsole,\n registerRenderer as registerRendererWithConsole,\n} from './backend/console';\n\nimport type {DevToolsHook} from 'react-devtools-shared/src/backend/types';\n\ndeclare var window: any;\n\nexport function installHook(target: any): DevToolsHook | null {\n if (target.hasOwnProperty('__REACT_DEVTOOLS_GLOBAL_HOOK__')) {\n   return null;\n }\n\n function detectReactBuildType(renderer) {\n   try {\n   if (typeof renderer.version === 'string') {\n   // React DOM Fiber (16+)\n   if (renderer.bundleType > 0) {\n   // This is not a production build.\n   // We are currently only using 0 (PROD) and 1 (DEV)\n   // but might add 2 (PROFILE) in the future.\n   return 'development';\n   }\n\n   // React 16 uses flat bundles. If we report the bundle as production\n   // version, it means we also minified and envified it ourselves.\n   return 'production';\n   // Note: There is still a risk that the CommonJS entry point has not\n   // been envified or uglified. In this case the user would have *both*\n   // development and production bundle, but only the prod one would run.\n   // This would be really bad. We have a separate check for this because\n   // it happens *outside* of the renderer injection. See `checkDCE` below.\n   }\n\n   const toString = Function.prototype.toString;\n   if (renderer.Mount && renderer.Mount._renderNewRootComponent) {\n   // React DOM Stack\n   const renderRootCode = toString.call(\n   renderer.Mount._renderNewRootComponent,\n   );\n   // Filter out bad results (if that is even possible):\n   if (renderRootCode.indexOf('function') !== 0) {\n   // Hope for the best if we're not sure.\n   return 'production';\n   }\n   // Check for React DOM Stack < 15.1.0 in development.\n   // If it contains \"storedMeasure\" call, it's wrapped in ReactPerf (DEV only).\n   // This would be true even if it's minified, as method name still matches.\n   if (renderRootCode.indexOf('storedMeasure') !== -1) {\n   return 'development';\n   }\n   // For other versions (and configurations) it's not so easy.\n   // Let's quickly exclude proper production builds.\n   // If it contains a warning message, it's either a DEV build,\n   // or an PROD build without proper dead code elimination.\n   if (renderRootCode.indexOf('should be a pure function') !== -1) {\n   // Now how do we tell a DEV build from a bad PROD build?\n   // If we see NODE_ENV, we're going to assume this is a dev build\n   // because most likely it is referring to an empty shim.\n   if (renderRootCode.indexOf('NODE_ENV') !== -1) {\n   return 'development';\n   }\n   // If we see \"development\", we're dealing with an envified DEV build\n   // (such as the official React DEV UMD).\n   if (renderRootCode.indexOf('development') !== -1) {\n   return 'development';\n   }\n   // I've seen process.env.NODE_ENV !== 'production' being smartly\n   // replaced by `true` in DEV by Webpack. I don't know how that\n   // works but we can safely guard against it because `true` was\n   // never used in the function source since it was written.\n   if (renderRootCode.indexOf('true') !== -1) {\n   return 'development';\n   }\n   // By now either it is a production build that has not been minified,\n   // or (worse) this is a minified development build using non-standard\n   // environment (e.g. \"staging\"). We're going to look at whether\n   // the function argument name is mangled:\n   if (\n   // 0.13 to 15\n   renderRootCode.indexOf('nextElement') !== -1 ||\n   // 0.12\n   renderRootCode.indexOf('nextComponent') !== -1\n   ) {\n   // We can't be certain whether this is a development build or not,\n   // but it is definitely unminified.\n   return 'unminified';\n   } else {\n   // This is likely a minified development build.\n   return 'development';\n   }\n   }\n   // By now we know that it's envified and dead code elimination worked,\n   // but what if it's still not minified? (Is this even possible?)\n   // Let's check matches for the first argument name.\n   if (\n   // 0.13 to 15\n   renderRootCode.indexOf('nextElement') !== -1 ||\n   // 0.12\n   renderRootCode.indexOf('nextComponent') !== -1\n   ) {\n   return 'unminified';\n   }\n   // Seems like we're using the production version.\n   // However, the branch above is Stack-only so this is 15 or earlier.\n   return 'outdated';\n   }\n   } catch (err) {\n   // Weird environments may exist.\n   // This code needs a higher fault tolerance\n   // because it runs even with closed DevTools.\n   // TODO: should we catch errors in all injected code, and not just this part?\n   }\n   return 'production';\n }\n\n function checkDCE(fn: Function) {\n   // This runs for production versions of React.\n   // Needs to be super safe.\n   try {\n   const toString = Function.prototype.toString;\n   const code =

```
toString.call(fn);\n\n      // This is a string embedded in the passed function under DEV-only\n      // condition.
However the function executes only in PROD. Therefore,\n      // if we see it, dead code elimination did not work.\n
  if (code.indexOf('^_^') > -1) {\n        // Remember to report during next injection.\n        hasDetectedBadDCE =
true;\n\n        // Bonus: throw an exception hoping that it gets picked up by a reporting system.\n        // Not
synchronously so that it doesn't break the calling code.\n        setTimeout(function() {\n          throw new Error(\n
    'React is running in production mode, but dead code ' +\n              'elimination has not been applied. Read how to
correctly ' +\n              'configure React for production: ' +\n              'https://reactjs.org/link/perf-use-production-
build',\n          );\n        });\n      }\n    } catch (err) {}\n  }\n\n  let uidCounter = 0;\n\n  function inject(renderer) {\n
const id = ++uidCounter;\n    renderers.set(id, renderer);\n\n    const reactBuildType = hasDetectedBadDCE\n      ?
'deadcode'\n      : detectReactBuildType(renderer);\n\n    // Patching the console enables DevTools to do a few useful
things:\n    // * Append component stacks to warnings and error messages\n    // * Disable logging during re-renders
to inspect hooks (see inspectHooksOfFiber)\n    //\n    // For React Native, we intentionally patch early (during
injection).\n    // This provides React Native developers with components stacks even if they don't run DevTools.\n
// This won't work for DOM though, since this entire file is eval'ed and inserted as a script tag.\n    // In that case,
we'll patch later (when the frontend attaches).\n    //\n    // Don't patch in test environments because we don't want to
interfere with Jest's own console overrides.\n    //\n    // Note that because this function is inlined, this conditional
check must only use static booleans.\n    // Otherwise the extension will throw with an undefined error.\n    // (See
comments in the try/catch below for more context on inlining.)\n    if (!__EXTENSION__ && !__TEST__) {\n
try {\n        const appendComponentStack =\n
window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ !== false;\n        const
breakOnConsoleErrors =\n          window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ ===
true;\n        const showInlineWarningsAndErrors =\n
window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ !== false;\n\n        // The
installHook() function is injected by being stringified in the browser,\n        // so imports outside of this function do
not get included.\n        //\n        // Normally we could check \"typeof patchConsole === 'function'\",\n        // but
Webpack wraps imports with an object (e.g. _backend_console__WEBPACK_IMPORTED_MODULE_0__)\n
// and the object itself will be undefined as well for the reasons mentioned above,\n        // so we use try/catch
instead.\n        if (\n          appendComponentStack ||\n          breakOnConsoleErrors ||\n
showInlineWarningsAndErrors\n        ) {\n          registerRendererWithConsole(renderer);\n          patchConsole({\n
        appendComponentStack,\n              breakOnConsoleErrors,\n              showInlineWarningsAndErrors,\n
});\n        }\n      } catch (error) {}\n    }\n\n    // If we have just reloaded to profile, we need to inject the renderer
interface before the app loads.\n    // Otherwise the renderer won't yet exist and we can skip this step.\n    const
attach = target.__REACT_DEVTOOLS_ATTACH__;\n    if (typeof attach === 'function') {\n      const
rendererInterface = attach(hook, id, renderer, target);\n      hook.rendererInterfaces.set(id, rendererInterface);\n
}\n\n    hook.emit('renderer', {id, renderer, reactBuildType});\n\n    return id;\n  }\n\n  let hasDetectedBadDCE =
false;\n\n  function sub(event, fn) {\n    hook.on(event, fn);\n    return () => hook.off(event, fn);\n  }\n\n  function
on(event, fn) {\n    if (!listeners[event]) {\n      listeners[event] = [];\n    }\n    listeners[event].push(fn);\n  }\n\n
function off(event, fn) {\n    if (!listeners[event]) {\n      return;\n    }\n    const index =
listeners[event].indexOf(fn);\n    if (index !== -1) {\n      listeners[event].splice(index, 1);\n    }\n    if
(!listeners[event].length) {\n      delete listeners[event];\n    }\n  }\n\n  function emit(event, data) {\n    if
(listeners[event]) {\n      listeners[event].map(fn => fn(data));\n    }\n  }\n\n  function getFiberRoots(rendererID) {\n
  const roots = fiberRoots;\n    if (!roots[rendererID]) {\n      roots[rendererID] = new Set();\n    }\n    return
roots[rendererID];\n  }\n\n  function onCommitFiberUnmount(rendererID, fiber) {\n    const rendererInterface =
rendererInterfaces.get(rendererID);\n    if (rendererInterface != null) {\n
rendererInterface.handleCommitFiberUnmount(fiber);\n    }\n  }\n\n  function onCommitFiberRoot(rendererID,
root, priorityLevel) {\n    const mountedRoots = hook.getFiberRoots(rendererID);\n    const current = root.current;\n
  const isKnownRoot = mountedRoots.has(root);\n    const isUnmounting =\n      current.memoizedState == null ||
current.memoizedState.element == null;\n\n    // Keep track of mounted roots so we can hydrate when DevTools
```

connect.\n if (!isKnownRoot && !isUnmounting) {\n   mountedRoots.add(root);\n } else if (isKnownRoot && isUnmounting) {\n   mountedRoots.delete(root);\n }\n const rendererInterface = rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n   rendererInterface.handleCommitFiberRoot(root, priorityLevel);\n }\n }\n\n function onPostCommitFiberRoot(rendererID, root) {\n const rendererInterface = rendererInterfaces.get(rendererID);\n if (rendererInterface != null) {\n   rendererInterface.handlePostCommitFiberRoot(root);\n }\n }\n\n // TODO: More meaningful names for \"rendererInterfaces\" and \"renderers\".\n const fiberRoots = {};\n const rendererInterfaces = new Map();\n const listeners = {};\n const renderers = new Map();\n\n const hook: DevToolsHook = {\n rendererInterfaces,\n listeners,\n\n // Fast Refresh for web relies on this.\n renderers,\n\n emit,\n getFiberRoots,\n inject,\n on,\n off,\n sub,\n\n // This is a legacy flag.\n // React v16 checks the hook for this to ensure DevTools is new enough.\n supportsFiber: true,\n\n // React calls these methods.\n checkDCE,\n onCommitFiberUnmount,\n onCommitFiberRoot,\n onPostCommitFiberRoot,\n };\n\n Object.defineProperty(\n target,\n '__REACT_DEVTOOLS_GLOBAL_HOOK__',\n ({\n   // This property needs to be configurable for the test environment,\n   // else we won't be able to delete and recreate it between tests.\n   configurable: __DEV__,\n   enumerable: false,\n   get() {\n   return hook;\n   },\n }: Object),\n);\n\n return hook;\n}\n","/**\n * Copyright (c) Facebook, Inc. and its affiliates.\n *\n * This source code is licensed under the MIT license found in the\n * LICENSE file in the root directory of this source tree.\n *\n * @flow\n */\n\nimport {createElement} from 'react';\nimport {\n // $FlowFixMe Flow does not yet know about flushSync()\n flushSync,\n // $FlowFixMe Flow does not yet know about createRoot()\n createRoot,\n} from 'react-dom';\nimport Bridge from 'react-devtools-shared/src/bridge';\nimport Store from 'react-devtools-shared/src/devtools/store';\nimport {\n getAppendComponentStack,\n getBreakOnConsoleErrors,\n getSavedComponentFilters,\n getShowInlineWarningsAndErrors,\n} from 'react-devtools-shared/src/utils';\nimport {Server} from 'ws';\nimport {join} from 'path';\nimport {readFileSync} from 'fs';\nimport {installHook} from 'react-devtools-shared/src/hook';\nimport DevTools from 'react-devtools-shared/src/devtools/views/DevTools';\nimport {doesFilePathExist, launchEditor} from './editor';\nimport {__DEBUG__} from 'react-devtools-shared/src/constants';\n\nimport type {FrontendBridge} from 'react-devtools-shared/src/bridge';\nimport type {InspectedElement} from 'react-devtools-shared/src/devtools/views/Components/types';\n\ninstallHook(window);\n\nexport type StatusListener = (message: string) => void;\n\nlet node: HTMLElement = ((null: any): HTMLElement);\nlet nodeWaitingToConnectHTML: string = '';\nlet projectRoots: Array<string> = [];\nlet statusListener: StatusListener = (message: string) => {};\n\nfunction setContentDOMNode(value: HTMLElement) {\n node = value;\n\n // Save so we can restore the exact waiting message between sessions.\n nodeWaitingToConnectHTML = node.innerHTML;\n\n return DevtoolsUI;\n}\n\nfunction setProjectRoots(value: Array<string>) {\n projectRoots = value;\n}\n\nfunction setStatusListener(value: StatusListener) {\n statusListener = value;\n return DevtoolsUI;\n}\n\nlet bridge: FrontendBridge | null = null;\nlet store: Store | null = null;\nlet root = null;\n\nconst log = (...args) => console.log('[React DevTools]', ...args);\nlog.warn = (...args) => console.warn('[React DevTools]', ...args);\nlog.error = (...args) => console.error('[React DevTools]', ...args);\n\nfunction debug(methodName: string, ...args) {\n if (__DEBUG__) {\n   console.log(\n   `%c[core/standalone] %c${methodName}`,\n   'color: teal; font-weight: bold;',\n   'font-weight: bold;',\n   ...args,\n   );\n }\n}\n\nfunction safeUnmount() {\n flushSync(() => {\n   if (root !== null) {\n   root.unmount();\n   }\n });\n root = null;\n}\n\nfunction reload() {\n safeUnmount();\n\n node.innerHTML = '';\n\n setTimeout(() => {\n   root = createRoot(node);\n   root.render(\n   createElement(DevTools, {\n   bridge: ((bridge: any): FrontendBridge),\n   canViewElementSourceFunction,\n   showTabBar: true,\n   store: ((store: any): Store),\n   warnIfLegacyBackendDetected: true,\n   viewElementSourceFunction,\n   }),\n   );\n }, 100);\n}\n\nfunction canViewElementSourceFunction(\n inspectedElement: InspectedElement,\n): boolean {\n if (\n   inspectedElement.canViewSource === false ||\n   inspectedElement.source === null\n) {\n   return false;\n }\n\n const {source} = inspectedElement;\n\n return doesFilePathExist(source.fileName, projectRoots);\n}\n\nfunction viewElementSourceFunction(\n id: number,\n inspectedElement: InspectedElement,\n): void {\n const {source} =

```
inspectedElement;\n  if (source !== null) {\n    launchEditor(source.fileName, source.lineNumber, projectRoots);\n
} else {\n    log.error('Cannot inspect element', id);\n  }\n}\n\nfunction onDisconnected() {\n  safeUnmount();\n\n
node.innerHTML = nodeWaitingToConnectHTML;\n}\n\nfunction onError({code, message}) {\n
safeUnmount();\n\n  if (code === 'EADDRINUSE') {\n    node.innerHTML = `\n      <div class=\"box\">\n        <div
class=\"box-header\">\n          Another instance of DevTools is running.\n        </div>\n        <div class=\"box-
content\">\n          Only one copy of DevTools can be used at a time.\n        </div>\n      </div>\n    `;\n  } else {\n
node.innerHTML = `\n      <div class=\"box\">\n        <div class=\"box-header\">\n          Unknown error\n
</div>\n        <div class=\"box-content\">\n          ${message}\n        </div>\n      </div>\n    `;\n  }\n}\n\nfunction
initialize(socket: WebSocket) {\n  const listeners = [];\n  socket.onmessage = event => {\n    let data;\n    try {\n
if (typeof event.data === 'string') {\n        data = JSON.parse(event.data);\n\n        if (__DEBUG__) {\n
debug('WebSocket.onmessage', data);\n        }\n      } else {\n        throw Error();\n      }\n    } catch (e) {\n
log.error('Failed to parse JSON', event.data);\n      return;\n    }\n    listeners.forEach(fn => {\n      try {\n
fn(data);\n      } catch (error) {\n        log.error('Error calling listener', data);\n        throw error;\n      }\n    });\n
};\n\n  bridge = new Bridge({\n    listen(fn) {\n      listeners.push(fn);\n      return () => {\n        const index =
listeners.indexOf(fn);\n        if (index >= 0) {\n          listeners.splice(index, 1);\n        }\n      };\n    },\n    send(event:
string, payload: any, transferable?: Array<any>) {\n      if (socket.readyState === socket.OPEN) {\n
socket.send(JSON.stringify({event, payload}));\n      }\n    },\n  });\n  ((bridge: any):
FrontendBridge).addListener('shutdown', () => {\n    socket.close();\n  });\n\n  store = new Store(bridge, {\n
checkBridgeProtocolCompatibility: true,\n    supportsNativeInspection: false,\n  });\n\n  log('Connected');\n
reload();\n}\n\nlet startServerTimeoutID: TimeoutID | null = null;\n\nfunction connectToSocket(socket:
WebSocket) {\n  socket.onerror = err => {\n    onDisconnected();\n    log.error('Error with websocket connection',
err);\n  };\n  socket.onclose = () => {\n    onDisconnected();\n    log('Connection to RN closed');\n  };\n
initialize(socket);\n\n  return {\n    close: function() {\n      onDisconnected();\n    },\n  };\n}\n\ntype ServerOptions
= {\n  key?: string,\n  cert?: string,\n};\n\nfunction startServer(\n  port?: number = 8097,\n  host?: string =
'localhost',\n  httpsOptions?: ServerOptions,\n) {\n  const useHttps = !!httpsOptions;\n  const httpServer =
useHttps\n    ? require('https').createServer(httpsOptions)\n    : require('http').createServer();\n  const server = new
Server({server: httpServer});\n  let connected: WebSocket | null = null;\n  server.on('connection', (socket:
WebSocket) => {\n    if (connected !== null) {\n      connected.close();\n      log.warn(\n        'Only one connection
allowed at a time.',\n        'Closing the previous connection',\n      );\n    }\n    connected = socket;\n    socket.onerror
= error => {\n      connected = null;\n      onDisconnected();\n      log.error('Error with websocket connection',
error);\n    };\n    socket.onclose = () => {\n      connected = null;\n      onDisconnected();\n      log('Connection to
RN closed');\n    };\n    initialize(socket);\n  });\n\n  server.on('error', event => {\n    onError(event);\n
log.error('Failed to start the DevTools server', event);\n    startServerTimeoutID = setTimeout(() =>
startServer(port), 1000);\n  });\n\n  httpServer.on('request', (request, response) => {\n    // Serve a file that
immediately sets up the connection.\n    const backendFile = readFileSync(join(__dirname, 'backend.js'));\n\n    //
The renderer interface doesn't read saved component filters directly,\n    // because they are generally stored in
localStorage within the context of the extension.\n    // Because of this it relies on the extension to pass filters, so
include them wth the response here.\n    // This will ensure that saved filters are shared across different web pages.\n
  const savedPreferencesString = `\n      window.__REACT_DEVTOOLS_APPEND_COMPONENT_STACK__ =
${JSON.stringify(\n        getAppendComponentStack(),\n      )};\n
window.__REACT_DEVTOOLS_BREAK_ON_CONSOLE_ERRORS__ = ${JSON.stringify(\n
getBreakOnConsoleErrors(),\n      )};\n      window.__REACT_DEVTOOLS_COMPONENT_FILTERS__ =
${JSON.stringify(\n        getSavedComponentFilters(),\n      )};\n
window.__REACT_DEVTOOLS_SHOW_INLINE_WARNINGS_AND_ERRORS__ = ${JSON.stringify(\n
getShowInlineWarningsAndErrors(),\n      )};`;\n\n    response.end(\n      savedPreferencesString +\n        '\\n;' +\n
  backendFile.toString() +\n        '\\n;' +\n        `ReactDevToolsBackend.connectToDevTools({port: ${port}, host:
'${host}', useHttps: ${\n          useHttps ? 'true' : 'false'\n        }});`,\n    );\n  });\n\n  httpServer.on('error', event =>
{\n    onError(event);\n    statusListener('Failed to start the server.');\n    startServerTimeoutID = setTimeout(() =>
```

startServer(port), 1000);\n });\n\n httpServer.listen(port, () => {\n   statusListener('The server is listening on the port ' + port + '.');\n });\n\n return {\n   close: function() {\n   connected = null;\n   onDisconnected();\n   if (startServerTimeoutID !== null) {\n   clearTimeout(startServerTimeoutID);\n   }\n   server.close();\n   httpServer.close();\n   },\n };\n}\n\nconst DevtoolsUI = {\n connectToSocket,\n setContentDOMNode,\n setProjectRoots,\n setStatusListener,\n startServer,\n};\n\nexport default DevtoolsUI;\n"],"sourceRoot":""}

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1.542 @babel/plugin-transform-for-of 7.14.5

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1.543 ansi-regex 3.0.0

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1.544 compressible 2.0.18

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1.545 options 0.0.6

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*/
```

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options.js

A very light-weight in-code option parsers for node.js.

Usage

```
``` js
var Options = require("options");

// Create an Options object
function foo(options) {
    var default_options = {
        foo : "bar"
    };

    // Create an option object with default value
    var opts = new Options(default_options);

    // Merge options
    opts = opts.merge(options);

    // Reset to default value
    opts.reset();

    // Copy selected attributes out
    var seled_att = opts.copy("foo");

    // Read json options from a file.
```
```

```
    opts.read("options.file"); // Sync
    opts.read("options.file", function(err){ // Async
        if(err){ // If error occurs
            console.log("File error.");
        }else{
            // No error
        }
    });

    // Attributes defined or not
    opts.isDefinedAndNonNull("foobar");
    opts.isDefined("foobar");
}

```


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1.546 fbjs 1.0.0

1.546.1 Available under license :

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1.547 command-exists 1.2.9

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1.548 base 0.11.2

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1.549 @babel/helper-define-polyfill-provider 0.2.3

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1.550 metro-react-native-babel-preset 0.59.0

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1.551 @babel/plugin-syntax-object-rest-spread 7.8.3

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1.552 ansi-regex 4.1.0

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1.553 pkg-up 2.0.0

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1.554 md5-file 3.2.3

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1.555 mime-db 1.23.0

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1.556 typedarray 0.0.6

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// Original can be found at:
//   https://bitbucket.org/lindenlab/llsd
// Modifications by Joshua Bell inexorabletash@gmail.com
//   https://github.com/inexorabletash/polyfill

// ES3/ES5 implementation of the Krhonos Typed Array Specification
//   Ref: http://www.khronos.org/registry/typedarray/specs/latest/
//   Date: 2011-02-01
//
// Variations:
//  * Allows typed_array.get/set() as alias for subscripts (typed_array[])
```

1.557 @hapi/bourne 1.3.2

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1.558 @babel/plugin-proposal-private-methods 7.14.5

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1.559 d3-interpolate-path 2.0.0

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* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-tgz/package/ios/EXLocation/EXLocationPermissionRequester.h
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Changelog

Unpublished

Breaking changes

New features

Bug fixes

9.0.1 — 2020-10-02

Bug fixes

- Redeliver intent when restarting task service. ([#10410](https://github.com/expo/expo/pull/10410) by [@byCedric](https://github.com/byCedric))

9.0.0 — 2020-08-18

Breaking changes

- Add `scope` field in returned value to indicate whether background permissions are granted. Add `android.accuracy` field to determine whether `coarse` or `fine` location permission is granted. ([#9446](https://github.com/expo/expo/pull/9446) by [@mczernek](https://github.com/mczernek))
- `getLastKnownPositionAsync` no longer rejects when the last known location is not available – now it returns `null`. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Removed the deprecated `enableHighAccuracy` option of `getCurrentPositionAsync`. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Removed `maximumAge` and `timeout` options from `getCurrentPositionAsync` – it's been Android only and the same behavior can be achieved on all platforms on the JavaScript side. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Made type and enum names more consistent and in line with our standards — they all are now prefixed by `Location`. The most common ones are still accessible without the prefix, but it's not the recommended way. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- `geocodeAsync` and `reverseGeocodeAsync` no longer falls back to Google Maps API on Android. ([#9444](https://github.com/expo/expo/pull/9444) by [@tsapeta](https://github.com/tsapeta))

New features

- Added missing `altitudeAccuracy` to the location object on Android (requires at least Android 8.0). ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Improved support for Web — added missing methods for requesting permissions and getting last known position. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Added `maxAge` and `requiredAccuracy` options to `getLastKnownPositionAsync`.

([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Google Maps Geocoding API can now be used on all platforms with the new `useGoogleMaps` option. ([#9444](https://github.com/expo/expo/pull/9444) by [@tsapeta](https://github.com/tsapeta))
- Added `district`, `subregion` and `timezone` values to reverse-geocoded address object. ([#9444](https://github.com/expo/expo/pull/9444) by [@tsapeta](https://github.com/tsapeta))

Bug fixes

- Fixed different types being used on Web platform. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- `getLastKnownPositionAsync` no longer requests for the current location on iOS and just returns the last known one as it should be. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Fixed `getCurrentPositionAsync` not resolving on Android when the lowest accuracy is used. ([#9251](https://github.com/expo/expo/pull/9251) by [@tsapeta](https://github.com/tsapeta))
- Fixed `LocationGeocodedAddress` type to reflect the possibility of receiving `null` values. ([#9444](https://github.com/expo/expo/pull/9444) by [@tsapeta](https://github.com/tsapeta))

8.3.0 — 2020-07-16

Bug fixes

- Added some safety checks to prevent `NullPointerExceptions` in background location on Android. ([#8864](https://github.com/expo/expo/pull/8864) by [@mczernek](https://github.com/mczernek))
- Add `isoCountryCode` to `Address` type and reverse lookup. ([#8913](https://github.com/expo/expo/pull/8913) by [@bycedric](https://github.com/bycedric))
- Fix geocoding requests not resolving/rejecting on iOS when the app is in the background or inactive state. It makes it possible to use geocoding in such app states, however it's still discouraged. ([#9178](https://github.com/expo/expo/pull/9178) by [@tsapeta](https://github.com/tsapeta))

8.2.1 — 2020-05-29

This version does not introduce any user-facing changes.

8.2.0 — 2020-05-27

This version does not introduce any user-facing changes.

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* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-tgz/package/ios/EXLocation/TaskConsumers/EXGeofencingTaskConsumer.h

* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-tgz/package/ios/EXLocation/TaskConsumers/EXLocationTaskConsumer.m
* /opt/cola/permits/1168300007_1621973084.81/0/expo-location-9-0-1-tgz/package/ios/EXLocation/TaskConsumers/EXLocationTaskConsumer.h

1.584 unicode-canonical-property-names-ecmascript 1.0.4

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1.585 react-native-appearance 0.3.4

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1.586 path-exists 4.0.0

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1.587 regjsparser 0.6.9

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1.588 jest-serializer 24.9.0

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1.589 metro-config 0.59.0

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* /opt/cola/permits/1168293769_1621972118.28/0/metro-config-0-59-0-tgz/package/src/loadConfig.js
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*
* @flow strict
* @format
*/

'use strict';

const defaultCreateModuleIdFactory = require('metro/src/lib/createModuleIdFactory');

exports.assetExts = [
```

```
 // Image formats
 'bmp',
 'gif',
 'jpg',
 'jpeg',
 'png',
 'psd',
 'svg',
 'webp',
 // Video formats
 'm4v',
 'mov',
 'mp4',
 'mpeg',
 'mpg',
 'webm',
 // Audio formats
 'aac',
 'aiff',
 'caf',
 'm4a',
 'mp3',
 'wav',
 // Document formats
 'html',
 'json',
 'pdf',
 'yaml',
 'yml',
 // Font formats
 'otf',
 'ttf',
 // Archives (virtual files)
 'zip',
];

exports.assetResolutions = ['1', '1.5', '2', '3', '4'];

exports.sourceExts = ['js', 'json', 'ts', 'tsx'];

exports.moduleSystem = (require.resolve(
 'metro/src/lib/polyfills/require.js',
): string);

exports.platforms = ['ios', 'android', 'windows', 'web'];

exports.DEFAULT_METRO_MINIFIER_PATH = 'metro-minify-uglify';
```

```
exports.defaultCreateModuleIdFactory = defaultCreateModuleIdFactory;
```

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* @format
*/

'use strict';

const getDefaultConfig = require('./defaults');

const {loadConfig, resolveConfig, mergeConfig} = require('./loadConfig');

module.exports = {
 loadConfig,
 resolveConfig,
 mergeConfig,
 getDefaultConfig,
};
```

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* @flow
* @format
*/

'use strict';

module.exports = (async () => {
 const defaultConfig = await require('./index')('/path/to/project');
 const validConfig = {
   ...defaultConfig,
   resolver: {
     ...defaultConfig.resolver,
     resolveRequest: function CustomResolver() {},
     hasteImplModulePath: './path',
   },
   transformer: {
     ...defaultConfig.transformer,
     getTransformOptions: function getTransformOptions() {},
   },
   serializer: {
     ...defaultConfig.serializer,
     customSerializer: function customSerializer() {},
   },
 };

 return validConfig;
}: () => any);
```

Found in path(s):
* /opt/cola/permits/1168293769_1621972118.28/0/metro-config-0-59-0-tgz/package/src/defaults/validConfig.js.flow

1.590 babel-preset-expo 8.3.0

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1.591 ob1 0.59.0

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'use strict';

/* eslint-disable no-redeclare */

// A type representing 0-based offsets.
export opaque type Number0 = number;
// A type representing 1-based offsets.
export opaque type Number1 = number;

// Add two offsets or numbers.
```

```
declare function add(a: Number1, b: number): Number1;
declare function add(a: number, b: Number1): Number1;
declare function add(a: Number0, b: number): Number0;
declare function add(a: number, b: Number0): Number0;
declare function add(a: Number1, b: Number0): Number1;
declare function add(a: Number0, b: Number1): Number1;
declare function add(a: Number0, b: Number0): Number0;

function add(a: number, b: number): number {
 return a + b;
}

// Subtract a number or 0-based offset from a 1/0-based offset.
declare function sub(a: Number1, b: number): Number1;
declare function sub(a: Number0, b: number): Number0;
declare function sub(a: number, b: Number0): Number0;
declare function sub(a: Number0, b: number): Number0;
declare function sub(a: Number1, b: Number0): Number1;
declare function sub(a: Number0, b: Number0): Number0;
declare function sub(a: Number1, b: Number1): Number0;

function sub(a: number, b: number): number {
 return a - b;
}

// Get the underlying number of a 0-based offset, casting away the opaque type.
declare function get0(x: Number0): number;
declare function get0(x: void | null): void | null;
function get0(x: number): number {
 return x;
}

// Get the underlying number of a 1-based offset, casting away the opaque type.
declare function get1(x: Number1): number;
declare function get1(x: void | null): void | null;
function get1(x: number): number {
 return x;
}

// Add 1 to a 0-based offset, thus converting it to 1-based.
function add1(x: Number0 | number): Number1 {
 return x + 1;
}

// Subtract 1 from a 1-based offset, thus converting it to 0-based.
function sub1(x: Number1): Number0 {
 return x - 1;
}
```

```
// Negate a 0-based offset.
function neg(x: Number0): Number0 {
 return -x;
}

// Cast a number to a 0-based offset.
function add0(x: number): Number0 {
 return x;
}

// Increment a 0-based offset.
declare function inc(a: Number0): Number0;
// Increment a 1-based offset.
declare function inc(a: Number1): Number1;

function inc(x: number): number {
 return x + 1;
}

module.exports = {add, get0, get1, add1, sub1, sub, neg, add0, inc};
```

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*  strict-local
* @format
* @emails oncall+metro_bundler
*/
```

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* @flow strict-local
```

* @format
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1.592 babel-plugin-transform-flow-strip-types 7.14.5

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1.593 has-values 1.0.0

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1.594 jest-haste-map 24.9.0

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1.595 react-native-iphone-x-helper 1.3.1

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1.596 fs-extra 1.0.0

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1.597 ms 2.1.2

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1.599 lodash 4.17.21

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1.600 @babel/plugin-transform-block-scoping 7.14.5

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1.601 react-native-gesture-handler 1.7.0

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1.602 @babel/plugin-transform-shorthand-properties 7.14.5

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1.603 setprototypeof 1.1.1

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1.604 @unimodules/react-native-adapter 5.6.0

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1.605 walker 1.0.7

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1.606 babel-plugin-proposal-nullish-coalescing-operator 7.14.5

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1.607 bindings 1.5.0

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1.610 lodash-pick 4.4.0

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1.612 metro-cache 0.59.0

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*  strict
* @format
*/
```

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* @format
*/

'use strict';

export type CacheStore<T> = {
 get(key: Buffer): ?T | Promise<?T>,
 set(key: Buffer, value: T): void | Promise<void>,
 clear(): void | Promise<void>,
 ...
};
```

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*
* @format
* @flow
*/

'use strict';

const HttpError = require('./HttpError');
const NetworkError = require('./NetworkError');

const http = require('http');
const https = require('https');
const url = require('url');
const zlib = require('zlib');

import type {Agent as HttpAgent} from 'http';
import type {Agent as HttpsAgent} from 'https';

export type Options = {|
 endpoint: string,
 family?: 4 | 6,
 timeout?: number,
 key?: string | $ReadOnlyArray<string> | Buffer | $ReadOnlyArray<Buffer>,
 cert?: string | $ReadOnlyArray<string> | Buffer | $ReadOnlyArray<Buffer>,
 ca?: string | $ReadOnlyArray<string> | Buffer | $ReadOnlyArray<Buffer>,
|};

const ZLIB_OPTIONS = {
 level: 9,
};

const NULL_BYTE = 0x00;
const NULL_BYTE_BUFFER = Buffer.from([NULL_BYTE]);

class HttpStore<T> {
 static HttpError: typeof HttpError = HttpError;
 static NetworkError: typeof NetworkError = NetworkError;

 _module: typeof http | typeof https;
 _timeout: number;
```

```
_host: string;
_port: number;
_path: string;

_getAgent: HttpAgent | HttpsAgent;
_setAgent: HttpAgent | HttpsAgent;

constructor(options: Options) {
  const uri = url.parse(options.endpoint);
  const module = uri.protocol === 'http:' ? http : https;

  const agentConfig: http$agentOptions = {
    family: options.family,
    keepAlive: true,
    keepAliveMsecs: options.timeout || 5000,
    maxSockets: 64,
    maxFreeSockets: 64,
  };

  if (options.key != null) {
    // $FlowFixMe `key` is missing in the Flow definition
    agentConfig.key = options.key;
  }

  if (options.cert != null) {
    // $FlowFixMe `cert` is missing in the Flow definition
    agentConfig.cert = options.cert;
  }

  if (options.ca != null) {
    // $FlowFixMe `ca` is missing in the Flow definition
    agentConfig.ca = options.ca;
  }

  if (!uri.hostname || !uri.pathname) {
    throw new TypeError('Invalid endpoint: ' + options.endpoint);
  }

  this._module = module;
  this._timeout = options.timeout || 5000;

  this._host = uri.hostname;
  this._path = uri.pathname;
  this._port = +uri.port;

  this._getAgent = new module.Agent(agentConfig);
  this._setAgent = new module.Agent(agentConfig);
}
```

```
get(key: Buffer): Promise<?T> {
  return new Promise((resolve, reject) => {
    const options = {
      agent: this._getAgent,
      host: this._host,
      method: 'GET',
      path: this._path + '/' + key.toString('hex'),
      port: this._port,
      timeout: this._timeout,
    };

    /* $FlowFixMe(>=0.101.0 site=react_native_fb) This comment suppresses an
     * error found when Flow v0.101 was deployed. To see the error, delete
     * this comment and run Flow. */
    const req = this._module.request(options, res => {
      const code = res.statusCode;
      const data = [];

      if (code === 404) {
        res.resume();
        resolve(null);

        return;
      } else if (code !== 200) {
        res.resume();
        reject(new HttpError('HTTP error: ' + code, code));

        return;
      }

      const gunzipped = res.pipe(zlib.createGunzip());

      gunzipped.on('data', chunk => {
        data.push(chunk);
      });

      gunzipped.on('error', err => {
        reject(err);
      });

      gunzipped.on('end', () => {
        try {
          const buffer = Buffer.concat(data);

          if (buffer.length > 0 && buffer[0] === NULL_BYTE) {
            resolve((buffer.slice(1): any));
          } else {
```

```
          resolve(JSON.parse(buffer.toString('utf8')));
        }
      } catch (err) {
        reject(err);
      }
    });

    res.on('error', err => gunzipped.emit('error', err));
  });

  req.on('error', err => {
    reject(new NetworkError(err.message, err.code));
  });

  req.end();
 });
}

set(key: Buffer, value: T): Promise<void> {
 return new Promise((resolve, reject) => {
  const gzip = zlib.createGzip(ZLIB_OPTIONS);

  const options = {
    agent: this._setAgent,
    host: this._host,
    method: 'PUT',
    path: this._path + '/' + key.toString('hex'),
    port: this._port,
    timeout: this._timeout,
  };

  /* $FlowFixMe(>=0.101.0 site=react_native_fb) This comment suppresses an
   * error found when Flow v0.101 was deployed. To see the error, delete
   * this comment and run Flow. */
  const req = this._module.request(options, res => {
    res.on('error', err => {
      reject(err);
    });

    res.on('end', () => {
      resolve();
    });

    // Consume all the data from the response without processing it.
    res.resume();
  });

  gzip.pipe(req);
```

```
    if (value instanceof Buffer) {
      gzip.write(NULL_BYTE_BUFFER);
      gzip.end(value);
    } else {
      gzip.end(JSON.stringify(value) || 'null');
    }
  });
}

clear() {
  // Not implemented.
}
}

module.exports = HttpStore;
```

Found in path(s):
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/HttpStore.js.flow
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*
* @flow strict-local
* @format
*/

'use strict';

const AutoCleanFileStore = require('./stores/AutoCleanFileStore');
const Cache = require('./Cache');
const FileStore = require('./stores/FileStore');
const HttpStore = require('./stores/HttpStore');

const stableHash = require('./stableHash');

export type {Options as FileOptions} from './stores/FileStore';
export type {Options as HttpOptions} from './stores/HttpStore';
export type {CacheStore} from './types.flow';

module.exports.AutoCleanFileStore = AutoCleanFileStore;
module.exports.Cache = Cache;
module.exports.FileStore = FileStore;
module.exports.HttpStore = HttpStore;
```

module.exports.stableHash = stableHash;

Found in path(s):
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/index.js.flow
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* @format
* strict
*/

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* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/NetworkError.js
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/HttpError.js
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* @format
* @flow strict
*/

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* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/NetworkError.js.flow
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* strict-local
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*/

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* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stableHash.js
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* @format
*
*/
```

Found in path(s):
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/FileStore.js
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/AutoCleanFileStore.js
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/HttpStore.js
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* @flow strict-local
* @format
*/

'use strict';

const canonicalize = require('metro-core/src/canonicalize');
const crypto = require('crypto');

function stableHash(value: mixed): Buffer {
 return (
   crypto
     .createHash('md4')
     /* $FlowFixMe(>=0.95.0 site=react_native_fb) This comment suppresses an
      * error found when Flow v0.95 was deployed. To see the error, delete this
      * comment and run Flow. */
     .update(JSON.stringify(value, canonicalize))
     .digest('buffer')
 );
}
```

```
module.exports = stableHash;
```

Found in path(s):
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stableHash.js.flow
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* @flow
* @format
*/

'use strict';

const {Logger} = require('metro-core');

import type {CacheStore} from 'metro-cache';

/**
* Main cache class. Receives an array of cache instances, and sequentially
* traverses them to return a previously stored value. It also ensures setting
* the value in all instances.
*
* All get/set operations are logged via Metro's logger.
*/
class Cache<T> {
 _stores: $ReadOnlyArray<CacheStore<T>>;

 _hits: WeakMap<Buffer, CacheStore<T>>;

 constructor(stores: $ReadOnlyArray<CacheStore<T>>) {
   this._hits = new WeakMap();
   this._stores = stores;
 }

 async get(key: Buffer): Promise<?T> {
   const stores = this._stores;
   const length = stores.length;

   for (let i = 0; i < length; i++) {
     const store = stores[i];
     const name = store.constructor.name + '::' + key.toString('hex');
     let value = null;
```

```
    const logStart = Logger.log(
      Logger.createActionStartEntry({
        action_name: 'Cache get',
        log_entry_label: name,
      }),
    );

    try {
      const valueOrPromise = store.get(key);

      if (valueOrPromise && typeof valueOrPromise.then === 'function') {
        value = await valueOrPromise;
      } else {
        value = valueOrPromise;
      }
    } finally {
      Logger.log(Logger.createActionEndEntry(logStart));

      Logger.log(
        Logger.createEntry({
          action_name: 'Cache ' + (value == null ? 'miss' : 'hit'),
          log_entry_label: name,
        }),
      );

      if (value != null) {
        this._hits.set(key, store);

        return value;
      }
    }
  }

  return null;
}

set(key: Buffer, value: T): void {
  const stores = this._stores;
  const stop = this._hits.get(key);
  const length = stores.length;
  const promises = [];

  for (let i = 0; i < length && stores[i] !== stop; i++) {
    const store = stores[i];
    const name = store.constructor.name + '::' + key.toString('hex');

    Logger.log(
      Logger.createEntry({
```

```
        action_name: 'Cache set',
        log_entry_label: name,
      }),
    );

    promises.push(stores[i].set(key, value));
  }

  Promise.all(promises).catch(err => {
    process.nextTick(() => {
      throw err;
    });
  });
 }
}

module.exports = Cache;
```

Found in path(s):
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* @format
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* @format
* @flow
*/
```

Found in path(s):
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*
* @format
* @flow
*/

'use strict';

const FileStore = require('./FileStore');

const fs = require('fs');
const path = require('path');

import type {Options} from './FileStore';

type CleanOptions = {
 ...Options,
 intervalMs?: number,
 cleanupThresholdMs?: number,
 ...
};

type FileList = {
 path: string,
 stats: fs.Stats,
 ...
};

// List all files in a directory in Node.js recursively in a synchronous fashion
const walkSync = function(
 dir: string,
 filelist: Array<FileList>,
): Array<FileList> {
 const files = fs.readdirSync(dir);
 filelist = filelist || [];
 files.forEach(function(file) {
   const fullPath = path.join(dir, file);
   const stats = fs.statSync(fullPath);
   if (stats.isDirectory()) {
     filelist = walkSync(fullPath + path.sep, filelist);
   } else {
     filelist.push({path: fullPath, stats});
```

```
  }
 });
 return filelist;
};

function get<T>(property: ?T, defaultValue: T): T {
 if (property == null) {
  return defaultValue;
 }

 return property;
}

/**
* A FileStore that cleans itself up in a given interval
*/
class AutoCleanFileStore<T> extends FileStore<T> {
 _intervalMs: number;
 _cleanupThresholdMs: number;
 _root: string;

 constructor(opts: CleanOptions) {
  super({root: opts.root});

  this._intervalMs = get(opts.intervalMs, 10 * 60 * 1000); // 10 minutes
  this._cleanupThresholdMs = get(
   opts.cleanupThresholdMs,
   3 * 24 * 60 * 60 * 1000, // 3 days
  );

  this._scheduleCleanup();
 }

 _scheduleCleanup() {
  setTimeout(this._doCleanup.bind(this), this._intervalMs);
 }

 _doCleanup() {
  const files = walkSync(this._root, []);

  let warned = false;
  files.forEach(file => {
   if (file.stats.mtimeMs < Date.now() - this._cleanupThresholdMs) {
    try {
     fs.unlinkSync(file.path);
    } catch (e) {
     if (!warned) {
      console.warn(
```

```
            'Problem cleaning up cache for ' + file.path + ': ' + e.message,
          );
          warned = true;
        }
      }
    }
  });

  this._scheduleCleanup();
 }
}

module.exports = AutoCleanFileStore;
```

Found in path(s):
* /opt/cola/permits/1168293517_1621972467.53/0/metro-cache-0-59-0-tgz/package/src/stores/AutoCleanFileStore.js.flow

1.613 @babel/plugin-proposal-numeric-separator 7.14.5

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1.614 @babel/plugin-proposal-json-strings 7.14.5

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1.615 babel-plugin-dynamic-import-node 2.3.3

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1.616 is-plain-object 2.0.4

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1.617 unicode-match-property-value-ecmascript 1.2.0

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1.618 find-babel-config 1.2.0

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1.619 fs.realpath 1.0.0

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1.620 is-map 2.0.2

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1.621 cli-cursor 2.1.0

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1.622 @babel/helper-hoist-variables 7.14.5

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1.623 convert-source-map 1.8.0

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1.624 @babel/plugin-transform-react-jsx-source 7.14.5

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1.625 d3-interpolate 1.4.0

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1.628 babel-plugin-syntax-nullish-coalescing-operator 7.8.3

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1.630 union-value 1.0.1

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1.631 mute-stream 0.0.7

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1.632 browserslist 4.16.6

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1.633 @babel/helper-validator-identifier 7.14.8

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1.634 which-boxed-primitive 1.0.2

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1.636 make-dir 2.1.0

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1.638 define-property 2.0.2

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1.639 pouchdb-collections 1.0.1

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1.640 source-map-support 0.5.19

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1.645 is-arrayish 0.3.2

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1.646 nanomatch 1.2.13

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1.648 @babel/plugin-transform-regenerator 7.14.5

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1.649 metro-inspector-proxy 0.59.0

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*
* @flow
* @format
*/

'use strict';

import type {Page, MessageFromDevice, MessageToDevice} from './types';
import WS from 'ws';

const PAGES_POLLING_INTERVAL = 1000;

const debug = require('debug')('Metro:InspectorProxy');
```

```
// Android's stock emulator and other emulators such as genymotion use a standard localhost alias.
const EMULATOR_LOCALHOST_ADDRESSES: Array<string> = ['10.0.2.2', '10.0.3.2'];

// Prefix for script URLs that are alphanumeric IDs. See comment in _processMessageFromDevice method for
// more details.
const FILE_PREFIX = 'file://';

type DebuggerInfo = {
 // Debugger web socket connection
 socket: WS,
 // If we replaced address (like '10.0.2.2') to localhost we need to store original
 // address because Chrome uses URL or urlRegex params (instead of scriptId) to set breakpoints.
 originalSourceURLAddress?: string,
 prependedFilePrefix: boolean,
 pageId: string,
 ...
};

const REACT_NATIVE_RELOADABLE_PAGE = {
 id: '-1',
 title: 'React Native Experimental (Improved Chrome Reloads)',
 vm: "don't use",
 app: "don't use",
};

/**
* Device class represents single device connection to Inspector Proxy. Each device
* can have multiple inspectable pages.
*/
class Device {
 // ID of the device.
 _id: number;

 // Name of the device.
 _name: string;

 // Package name of the app.
 _app: string;

 // Stores socket connection between Inspector Proxy and device.
 _deviceSocket: WS;

 // Stores last list of device's pages.
 _pages: Array<Page>;

 // Stores information about currently connected debugger (if any).
 _debuggerConnection: ?DebuggerInfo = null;
```

```
// Last known Page ID of the React Native page.
// This is used by debugger connections that don't have PageID specified
// (and will interact with the latest React Native page).
_lastReactNativePageId: ?string = null;

// Whether we are in the middle of a reload in the REACT_NATIVE_RELOADABLE_PAGE.
_isReloading: boolean = false;

// The previous "GetPages" message, for deduplication in debug logs.
_lastGetPagesMessage: string = '';

constructor(id: number, name: string, app: string, socket: WS) {
  this._id = id;
  this._name = name;
  this._app = app;
  this._pages = [];
  this._deviceSocket = socket;

  this._deviceSocket.on('message', (message: string) => {
    const parsedMessage = JSON.parse(message);
    if (parsedMessage.event === 'getPages') {
      // There's a 'getPages' message every second, so only show them if they change
      if (message !== this._lastGetPagesMessage) {
        debug(
          '(Debugger)    (Proxy) <- (Device), getPages ping has changed: ' +
            message,
        );
        this._lastGetPagesMessage = message;
      }
    } else {
      debug('(Debugger)    (Proxy) <- (Device): ' + message);
    }
    this._handleMessageFromDevice(parsedMessage);
  });
  this._deviceSocket.on('close', () => {
    // Device disconnected - close debugger connection.
    if (this._debuggerConnection) {
      this._debuggerConnection.socket.close();
      this._debuggerConnection = null;
    }
  });

  this._setPagesPolling();
}

getName(): string {
  return this._name;
```

```
}

getPagesList(): Array<Page> {
  if (this._lastReactNativePageId) {
    return this._pages.concat(REACT_NATIVE_RELOADABLE_PAGE);
  } else {
    return this._pages;
  }
}

// Handles new debugger connection to this device:
// 1. Sends connect event to device
// 2. Forwards all messages from the debugger to device as wrappedEvent
// 3. Sends disconnect event to device when debugger connection socket closes.
handleDebuggerConnection(socket: WS, pageId: string) {
  // Disconnect current debugger if we already have debugger connected.
  if (this._debuggerConnection) {
    this._debuggerConnection.socket.close();
    this._debuggerConnection = null;
  }

  const debuggerInfo = {
    socket,
    prependedFilePrefix: false,
    pageId,
  };
  this._debuggerConnection = debuggerInfo;

  debug(`Got new debugger connection for page ${pageId} of ${this._name}`);

  this._sendMessageToDevice({
    event: 'connect',
    payload: {
      pageId: this._getPageId(pageId),
    },
  });

  socket.on('message', (message: string) => {
    debug('(Debugger) -> (Proxy)    (Device): ' + message);
    const parsedMessage = JSON.parse(message);
    this._processMessageFromDebugger(parsedMessage, debuggerInfo);

    this._sendMessageToDevice({
      event: 'wrappedEvent',
      payload: {
        pageId: this._getPageId(pageId),
        wrappedEvent: JSON.stringify(parsedMessage),
      },
```

```
    });
  });
  socket.on('close', () => {
    debug(`Debugger for page ${pageId} and ${this._name} disconnected.`);
    this._sendMessageToDevice({
      event: 'disconnect',
      payload: {
        pageId: this._getPageId(pageId),
      },
    });
    this._debuggerConnection = null;
  });

  const sendFunc = socket.send;
  socket.send = function(message: string) {
    debug('(Debugger) <- (Proxy)    (Device): ' + message);
    return sendFunc.call(socket, message);
  };
}

// Handles messages received from device:
// 1. For getPages responses updates local _pages list.
// 2. All other messages are forwarded to debugger as wrappedEvent.
//
// In the future more logic will be added to this method for modifying
// some of the messages (like updating messages with source maps and file
// locations).
_handleMessageFromDevice(message: MessageFromDevice) {
  if (message.event === 'getPages') {
    this._pages = message.payload;

    // Check if device have new React Native page.
    // There is usually no more than 2-3 pages per device so this operation
    // is not expensive.
    // TODO(hypuk): It is better for VM to send update event when new page is
    // created instead of manually checking this on every getPages result.
    for (let i = 0; i < this._pages.length; ++i) {
      if (this._pages[i].title.indexOf('React') >= 0) {
        if (this._pages[i].id != this._lastReactNativePageId) {
          this._newReactNativePage(this._pages[i].id);
          break;
        }
      }
    }
  } else if (message.event === 'disconnect') {
    // Device sends disconnect events only when page is reloaded or
    // if debugger socket was disconnected.
    const pageId = message.payload.pageId;
```

```
    const debuggerSocket = this._debuggerConnection
      ? this._debuggerConnection.socket
      : null;
    if (debuggerSocket && debuggerSocket.readyState === WS.OPEN) {
      if (
        this._debuggerConnection != null &&
        this._debuggerConnection.pageId !== REACT_NATIVE_RELOADABLE_PAGE.id
      ) {
        debug(`Page ${pageId} is reloading.`);
        debuggerSocket.send(JSON.stringify({method: 'reload'}));
      }
    }
  } else if (message.event === 'wrappedEvent') {
    if (this._debuggerConnection == null) {
      return;
    }

    // FIXME: Is it possible that we received message for pageID that does not
    // correspond to current debugger connection?

    const debuggerSocket = this._debuggerConnection.socket;
    if (debuggerSocket == null || debuggerSocket.readyState !== WS.OPEN) {
      // TODO(hypuk): Send error back to device?
      return;
    }

    const parsedPayload = JSON.parse(message.payload.wrappedEvent);

    if (this._debuggerConnection) {
      // Wrapping just to make flow happy :)
      this._processMessageFromDevice(parsedPayload, this._debuggerConnection);
    }

    const messageToSend = JSON.stringify(parsedPayload);
    debuggerSocket.send(messageToSend);
  }
}

// Sends single message to device.
_sendMessageToDevice(message: MessageToDevice) {
  try {
    if (message.event !== 'getPages') {
      debug('(Debugger)    (Proxy) -> (Device): ' + JSON.stringify(message));
    }
    this._deviceSocket.send(JSON.stringify(message));
  } catch (error) {}
}
```

```
// Sends 'getPages' request to device every PAGES_POLLING_INTERVAL milliseconds.
_setPagesPolling() {
  setInterval(
    () => this._sendMessageToDevice({event: 'getPages'}),
    PAGES_POLLING_INTERVAL,
  );
}

// We received new React Native Page ID.
_newReactNativePage(pageId: string) {
  debug(`React Native page updated to ${pageId}`);
  if (
    this._debuggerConnection == null ||
    this._debuggerConnection.pageId !== REACT_NATIVE_RELOADABLE_PAGE.id
  ) {
    // We can just remember new page ID without any further actions if no
    // debugger is currently attached or attached debugger is not
    // "Reloadable React Native" connection.
    this._lastReactNativePageId = pageId;
    return;
  }
  const oldPageId = this._lastReactNativePageId;
  this._lastReactNativePageId = pageId;
  this._isReloading = true;

  // We already had a debugger connected to React Native page and a
  // new one appeared - in this case we need to emulate execution context
  // detroy and resend Debugger.enable and Runtime.enable commands to new
  // page.

  if (oldPageId != null) {
    this._sendMessageToDevice({
      event: 'disconnect',
      payload: {
        pageId: oldPageId,
      },
    });
  }

  this._sendMessageToDevice({
    event: 'connect',
    payload: {
      pageId,
    },
  });

  const toSend = [
    {method: 'Runtime.enable', id: 1e9},
```

```
    {method: 'Debugger.enable', id: 1e9},
  ];

  for (const message of toSend) {
    this._sendMessageToDevice({
      event: 'wrappedEvent',
      payload: {
        pageId: this._getPageId(pageId),
        wrappedEvent: JSON.stringify(message),
      },
    });
  }
}

// Allows to make changes in incoming message from device.
// eslint-disable-next-line lint/no-unclear-flowtypes
_processMessageFromDevice(payload: Object, debuggerInfo: DebuggerInfo) {
  // Replace Android addresses for scriptParsed event.
  if (payload.method === 'Debugger.scriptParsed') {
    const params = payload.params || {};
    if ('sourceMapURL' in params) {
      for (let i = 0; i < EMULATOR_LOCALHOST_ADDRESSES.length; ++i) {
        const address = EMULATOR_LOCALHOST_ADDRESSES[i];
        if (params.sourceMapURL.indexOf(address) >= 0) {
          payload.params.sourceMapURL = params.sourceMapURL.replace(
            address,
            'localhost',
          );
          debuggerInfo.originalSourceURLAddress = address;
        }
      }
    }
    if ('url' in params) {
      for (let i = 0; i < EMULATOR_LOCALHOST_ADDRESSES.length; ++i) {
        const address = EMULATOR_LOCALHOST_ADDRESSES[i];
        if (params.url.indexOf(address) >= 0) {
          payload.params.url = params.url.replace(address, 'localhost');
          debuggerInfo.originalSourceURLAddress = address;
        }
      }

      // Chrome doesn't download source maps if URL param is not a valid
      // URL. Some frameworks pass alphanumeric script ID instead of URL which causes
      // Chrome to not download source maps. In this case we want to prepend script ID
      // with 'file://' prefix.
      if (payload.params.url.match(/^[0-9a-z]+$/)) {
        payload.params.url = FILE_PREFIX + payload.params.url;
        debuggerInfo.prependedFilePrefix = true;
```

```
      }
    }

    if (debuggerInfo.pageId == REACT_NATIVE_RELOADABLE_PAGE.id) {
      // Chrome won't use the source map unless it appears to be new.
      payload.params.sourceMapURL +=
        '&cachePrevention=' + this._getPageId(debuggerInfo.pageId);
      payload.params.url +=
        '&cachePrevention=' + this._getPageId(debuggerInfo.pageId);
    }
  }

  if (
    payload.method === 'Runtime.executionContextCreated' &&
    this._isReloading
  ) {
    // The new context is ready. First notify Chrome that we've reloaded so
    // it'll resend its breakpoints. If we do this earlier, we may not be
    // ready to receive them.
    debuggerInfo.socket.send(
      JSON.stringify({method: 'Runtime.executionContextsCleared'}),
    );

    // The VM starts in a paused mode. Ask it to resume.
    // Note that if setting breakpoints in early initialization functions,
    // there's a currently race condition between these functions executing
    // and Chrome re-applying the breakpoints due to the message above.
    //
    // This is not an issue in VSCode/Nuclide where the IDE knows to resume
    // at its convenience.
    this._sendMessageToDevice({
      event: 'wrappedEvent',
      payload: {
        pageId: this._getPageId(debuggerInfo.pageId),
        wrappedEvent: JSON.stringify({method: 'Debugger.resume', id: 0}),
      },
    });

    this._isReloading = false;
  }
}

// Allows to make changes in incoming messages from debugger.
// eslint-disable-next-line lint/no-unclear-flowtypes
_processMessageFromDebugger(payload: Object, debuggerInfo: DebuggerInfo) {
  // If we replaced Android emulator's address to localhost we need to change it back.
  if (
    payload.method === 'Debugger.setBreakpointByUrl' &&
```

```
    debuggerInfo.originalSourceURLAddress
  ) {
    const params = payload.params || {};
    if ('url' in params) {
      payload.params.url = params.url.replace(
        'localhost',
        debuggerInfo.originalSourceURLAddress,
      );

      if (
        payload.params.url.startsWith(FILE_PREFIX) &&
        debuggerInfo.prependedFilePrefix
      ) {
        // Remove fake URL prefix if we modified URL in _processMessageFromDevice.
        payload.params.url = payload.params.url.slice(FILE_PREFIX.length);
      }
    }
    if ('urlRegex' in params) {
      payload.params.urlRegex = params.urlRegex.replace(
        /localhost/g,
        debuggerInfo.originalSourceURLAddress,
      );
    }
  }
}

_getPageId(pageId: string): string {
  if (
    pageId === REACT_NATIVE_RELOADABLE_PAGE.id &&
    this._lastReactNativePageId != null
  ) {
    return this._lastReactNativePageId;
  } else {
    return pageId;
  }
}
}

module.exports = Device;
```

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* /opt/cola/permits/1168297242_1621972688.57/0/metro-inspector-proxy-0-59-0-tgz/package/src/Device.js.flow
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```

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* @flow
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*/

'use strict';

const yargs = require('yargs');

const {runInspectorProxy} = require('./index');

yargs.option('port', {
 alias: 'p',
 describe: 'port to run inspector proxy on',
 type: 'number',
 default: 8081,
});

runInspectorProxy((yargs.argv.port: any));
```

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*
* @flow
* @format
*/

'use strict';

const Device = require('./Device');
const WS = require('ws');

const debug = require('debug')('Metro:InspectorProxy');
const url = require('url');

import type {
 JsonPagesListResponse,
 JsonVersionResponse,
 Page,
 PageDescription,
```

```
} from './types';
import type {Server as HttpServer, IncomingMessage, ServerResponse} from 'http';
import type {Server as HttpsServer} from 'https';

const WS_DEVICE_URL = '/inspector/device';
const WS_DEBUGGER_URL = '/inspector/debug';
const PAGES_LIST_JSON_URL = '/json';
const PAGES_LIST_JSON_URL_2 = '/json/list';
const PAGES_LIST_JSON_VERSION_URL = '/json/version';

const INTERNAL_ERROR_CODE = 1011;

/**
* Main Inspector Proxy class that connects JavaScript VM inside Android/iOS apps and JS debugger.
*/
class InspectorProxy {
 // Maps device ID to Device instance.
 _devices: Map<number, Device>;

 // Internal counter for device IDs -- just gets incremented for each new device.
 _deviceCounter: number = 0;

 // We store server's address with port (like '127.0.0.1:8081') to be able to build URLs
 // (devtoolsFrontendUrl and webSocketDebuggerUrl) for page descriptions. These URLs are used
 // by debugger to know where to connect.
 _serverAddressWithPort: string = '';

 constructor() {
   this._devices = new Map();
 }

 // Process HTTP request sent to server. We only respond to 2 HTTP requests:
 // 1. /json/version returns Chrome debugger protocol version that we use
 // 2. /json and /json/list returns list of page descriptions (list of inspectable apps).
 // This list is combined from all the connected devices.
 processRequest(
   request: IncomingMessage,
   response: ServerResponse,
   next: (?Error) => mixed,
 ) {
   if (
     request.url === PAGES_LIST_JSON_URL ||
     request.url === PAGES_LIST_JSON_URL_2
   ) {
     // Build list of pages from all devices.
     let result = [];
     Array.from(this._devices.entries()).forEach(
       ([deviceId: number, device: Device]) => {
```

```
        result = result.concat(
          device
            .getPagesList()
            .map((page: Page) =>
              this._buildPageDescription(deviceId, device, page),
            ),
        );
      },
    );

    this._sendJsonResponse(response, result);
  } else if (request.url === PAGES_LIST_JSON_VERSION_URL) {
    this._sendJsonResponse(response, {
      Browser: 'Mobile JavaScript',
      'Protocol-Version': '1.1',
    });
  } else {
    next();
  }
}

// Adds websocket listeners to the provided HTTP/HTTPS server.
addWebSocketListener(server: HttpServer | HttpsServer) {
  const {port} = server.address();
  if (server.address().family === 'IPv6') {
    this._serverAddressWithPort = `[::]:${port}`;
  } else {
    this._serverAddressWithPort = `localhost:${port}`;
  }
  this._addDeviceConnectionHandler(server);
  this._addDebuggerConnectionHandler(server);
}

// Converts page information received from device into PageDescription object
// that is sent to debugger.
_buildPageDescription(
  deviceId: number,
  device: Device,
  page: Page,
): PageDescription {
  const debuggerUrl = `${
    this._serverAddressWithPort
  }${WS_DEBUGGER_URL}?device=${deviceId}&page=${page.id}`;
  const webSocketDebuggerUrl = 'ws://' + debuggerUrl;
  const devtoolsFrontendUrl =
    'chrome-devtools://devtools/bundled/inspector.html?experiments=true&v8only=true&ws=' +
    encodeURIComponent(debuggerUrl);
  return {
```

```
    id: `${deviceId}-${page.id}`,
    description: page.app,
    title: page.title,
    faviconUrl: 'https://reactjs.org/favicon.ico',
    devtoolsFrontendUrl,
    type: 'node',
    webSocketDebuggerUrl,
    vm: page.vm,
  };
}

// Sends object as response to HTTP request.
// Just serializes object using JSON and sets required headers.
_sendJsonResponse(
  response: ServerResponse,
  object: JsonPagesListResponse | JsonVersionResponse,
) {
  const data = JSON.stringify(object, null, 2);
  response.writeHead(200, {
    'Content-Type': 'application/json; charset=UTF-8',
    'Cache-Control': 'no-cache',
    'Content-Length': data.length.toString(),
    Connection: 'close',
  });
  response.end(data);
}

// Adds websocket handler for device connections.
// Device connects to /inspector/device and passes device and app names as
// HTTP GET params.
// For each new websocket connection we parse device and app names and create
// new instance of Device class.
_addDeviceConnectionHandler(server: HttpServer | HttpsServer) {
  const wss = new WS.Server({
    server,
    path: WS_DEVICE_URL,
    perMessageDeflate: true,
  });
  wss.on('connection', async (socket: WS) => {
    try {
      const query = url.parse(socket.upgradeReq.url || '', true).query || {};
      const deviceName = query.name || 'Unknown';
      const appName = query.app || 'Unknown';
      const deviceId = this._deviceCounter++;
      this._devices.set(
        deviceId,
        new Device(deviceId, deviceName, appName, socket),
      );
```

```
      debug(`Got new connection: device=${deviceName}, app=${appName}`);

      socket.on('close', () => {
        this._devices.delete(deviceId);
        debug(`Device ${deviceName} disconnected.`);
      });
    } catch (e) {
      console.error('error', e);
      socket.close(INTERNAL_ERROR_CODE, e);
    }
  });
}

// Adds websocket handler for debugger connections.
// Debugger connects to webSocketDebuggerUrl that we return as part of page description
// in /json response.
// When debugger connects we try to parse device and page IDs from the query and pass
// websocket object to corresponding Device instance.
_addDebuggerConnectionHandler(server: HttpServer | HttpsServer) {
  const wss = new WS.Server({
    server,
    path: WS_DEBUGGER_URL,
    perMessageDeflate: false,
  });
  wss.on('connection', async (socket: WS) => {
    try {
      const query = url.parse(socket.upgradeReq.url || '', true).query || {};
      const deviceId = query.device;
      const pageId = query.page;

      if (deviceId == null || pageId == null) {
        throw new Error('Incorrect URL - must provide device and page IDs');
      }

      const device = this._devices.get(parseInt(deviceId, 10));
      if (device == null) {
        throw new Error('Unknown device with ID ' + deviceId);
      }

      device.handleDebuggerConnection(socket, pageId);
    } catch (e) {
      console.error(e);
      socket.close(INTERNAL_ERROR_CODE, e);
    }
  });
}
}
```

```
module.exports = InspectorProxy;
```

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*
* @format
*/
// more details.
```

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*/

'use strict';

const InspectorProxy = require('./InspectorProxy');

// Runs new HTTP Server and attaches Inspector Proxy to it.
// Requires are inlined here because we don't want to import them
// when someone needs only InspectorProxy instance (without starting
// new HTTP server).
function runInspectorProxy(port: number) {
 const inspectorProxy = new InspectorProxy();
 const app = require('connect')();
 app.use(inspectorProxy.processRequest.bind(inspectorProxy));

 const httpServer = require('http').createServer(app);
 httpServer.listen(port, '127.0.0.1', () => {
```

```
  inspectorProxy.addWebSocketListener(httpServer);
 });
}

module.exports = {InspectorProxy, runInspectorProxy};
```

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*/
```

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* /opt/cola/permits/1168297242_1621972688.57/0/metro-inspector-proxy-0-59-0-tgz/package/src/InspectorProxy.js
* /opt/cola/permits/1168297242_1621972688.57/0/metro-inspector-proxy-0-59-0-tgz/package/src/types.js
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* @flow
* @format
*/

'use strict';

// Page information received from the device. New page is created for
// each new instance of VM and can appear when user reloads React Native
// application.
export type Page = {
 id: string,
 title: string,
 vm: string,
 app: string,
 ...
```

```
};

// Chrome Debugger Protocol message/event passed between device and debugger.
export type WrappedEvent = {
 event: 'wrappedEvent',
 payload: {
   pageId: string,
   wrappedEvent: string,
   ...
 },
 ...
};

// Request sent from Inspector Proxy to Device when new debugger is connected
// to particular page.
export type ConnectRequest = {
 event: 'connect',
 payload: {pageId: string, ...},
 ...
};

// Request sent from Inspector Proxy to Device to notify that debugger is
// disconnected.
export type DisconnectRequest = {
 event: 'disconnect',
 payload: {pageId: string, ...},
 ...
};

// Request sent from Inspector Proxy to Device to get a list of pages.
export type GetPagesRequest = {event: 'getPages', ...};

// Response to GetPagesRequest containing a list of page infos.
export type GetPagesResponse = {
 event: 'getPages',
 payload: Array<Page>,
 ...
};

// Union type for all possible messages sent from device to Inspector Proxy.
export type MessageFromDevice =
 | GetPagesResponse
 | WrappedEvent
 | DisconnectRequest;

// Union type for all possible messages sent from Inspector Proxy to device.
export type MessageToDevice =
 | GetPagesRequest
```

```
 | WrappedEvent
 | ConnectRequest
 | DisconnectRequest;

// Page description object that is sent in response to /json HTTP request from debugger.
export type PageDescription = {
 id: string,
 description: string,
 title: string,
 faviconUrl: string,
 devtoolsFrontendUrl: string,
 type: string,
 webSocketDebuggerUrl: string,
 ...
};
export type JsonPagesListResponse = Array<PageDescription>;

// Response to /json/version HTTP request from the debugger specifying browser type and
// Chrome protocol version.
export type JsonVersionResponse = {
 Browser: string,
 'Protocol-Version': string,
 ...
};
```

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1.650 arr-union 2.1.0

1.650.1 Available under license :

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1.651 strict-uri-encode 2.0.0

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1.652 react-animated 0.1.0

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* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/animations/DecayAnimation.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/animations/SpringAnimation.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/NativeAnimatedModule.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/AnimatedEvent.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedValue.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedDivision.js

* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedStyle.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedAddition.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/animations/Animation.js
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* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedInterpolation.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedMultiplication.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/AnimatedMock.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedModulo.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/animations/TimingAnimation.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedProps.js
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* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedDiffClamp.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedSubtraction.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedTracking.js
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* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedFlatList.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/NativeAnimatedHelper.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedSectionList.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedView.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedText.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/nodes/AnimatedWithChildren.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/components/AnimatedScrollView.js
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* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/release/gulpfile.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/polyfills/InteractionManager.js
* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/polyfills/flattenStyle.js
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*/
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* https://github.com/gre/bezier-easing
* @copyright 2014-2015 Gaëtan Renaudeau. MIT License.
*/

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* /opt/cola/permits/1172272461_1623266141.81/0/animated-zip/Animated/src/bezier.js

1.653 types-stack-utils 1.0.1

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1.654 compare-urls 2.0.0

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1.655 path-exists 3.0.0

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1.656 stacktrace-parser 0.1.10

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1.657 on-finished 2.3.0

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1.658 @babel/helper-module-imports 7.14.5

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1.659 unimodules-font-interface 5.3.0

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* /opt/cola/permits/1168297949_1621972136.45/0/unimodules-font-interface-5-3-0-tgz/package/ios/UMFontInterface/UMFontManagerInterface.h
* /opt/cola/permits/1168297949_1621972136.45/0/unimodules-font-interface-5-3-0-tgz/package/ios/UMFontInterface/UMFontScalersManagerInterface.h
* /opt/cola/permits/1168297949_1621972136.45/0/unimodules-font-interface-5-3-0-tgz/package/ios/UMFontInterface/UMFontScalerInterface.h

1.660 requires-port 1.0.0

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1.661 @expo/vector-icons 10.2.1

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1.662 object-inspect 1.11.0

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1.663 jest-types 25.5.0

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1.664 querystringify 2.2.0

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1.665 find-up 4.1.0

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1.666 available-typed-arrays 1.0.4

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1.667 klaw 1.3.1

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1.668 tmp 0.0.33

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1.669 sprintf-js 1.0.3

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1.670 exec-sh 0.3.6

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1.671 safer-buffer 2.1.2

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1.672 supports-color 7.2.0

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1.673 object-visit 1.0.1

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1.674 regenerator-runtime 0.13.9

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* @format
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React Native MaskedView

[![Build Status][build-badge]][build]
[![Version][version-badge]][package]
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[![Lean Core Badge][lean-core-badge]][lean-core-issue]

React Native MaskedView for iOS and Android.

Platforms Supported

- [x] iOS
- [x] Android

Note: React Native MaskedView is not currently supported by Expo unless you "eject".

Getting Started

```
$ yarn add @react-native-community/masked-view
```

or

```
$ npm install --save @react-native-community/masked-view
```

Using React Native >= 0.60

Linking the package manually is not required anymore with [Autolinking](https://github.com/react-native-community/cli/blob/master/docs/autolinking.md).

- **iOS Platform:**

 `$ cd ios && pod install`

Using React Native < 0.60

You then need to link the native parts of the library for the platforms you are using. The easiest way to link the library is using the CLI tool by running this command from the root of your project:

```
$ react-native link @react-native-community/masked-view
```

Usage

Import the `MaskedView` component from `@react-native-community/masked-view` and use it like so:

```jsx
import React from 'react';
import { Text, View } from 'react-native';
import MaskedView from '@react-native-community/masked-view';

export default class App extends React.Component {
 render() {
   return (
     <MaskedView
       style={{ flex: 1, flexDirection: 'row', height: '100%' }}
       maskElement={
         <View
           style={{
             // Transparent background because mask is based off alpha channel.
             backgroundColor: 'transparent',
             flex: 1,
             justifyContent: 'center',
             alignItems: 'center'
           }}
         >
```

```
          <Text
            style={{
              fontSize: 60,
              color: 'black',
              fontWeight: 'bold'
            }}
          >
            Basic Mask
          </Text>
        </View>
      }
    >
      {/* Shows behind the mask, you can put anything here, such as an image */}
      <View style={{ flex: 1, height: '100%', backgroundColor: '#324376' }} />
      <View style={{ flex: 1, height: '100%', backgroundColor: '#F5DD90' }} />
      <View style={{ flex: 1, height: '100%', backgroundColor: '#F76C5E' }} />
      <View style={{ flex: 1, height: '100%', backgroundColor: '#e1e1e1' }} />
    </MaskedView>
  );
 }
}
```

The following image demonstrates that you can put almost anything behind the mask. The three examples shown are masked `<View>`, `<Text>`, and `<Image>`.

<img src="img/example.png" width="200"></img>

Props

- [View props...](https://github.com/facebook/react-native-website/blob/master/docs/view.md#props)

* [`maskElement`](#maskelement)

Reference

Props

`maskElement`

Type	Required
element	Yes

<!-- badges -->

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[lean-core-issue]: https://github.com/facebook/react-native/issues/23313

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* /opt/cola/permits/1109655803_1606461238.21/0/masked-view-0-1-10-tgz/package/ios/RNCMaskedViewManager.h
* /opt/cola/permits/1109655803_1606461238.21/0/masked-view-0-1-10-tgz/package/ios/RNCMaskedView.m
* /opt/cola/permits/1109655803_1606461238.21/0/masked-view-0-1-10-tgz/package/ios/RNCMaskedView.h

1.676 d3-format 1.4.5

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1.677 chalk 2.4.2

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1.679 @babel/plugin-transform-parameters 7.14.5

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1.680 jest-util 24.9.0

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1.681 @babel/plugin-syntax-class-static-block 7.14.5

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1.682 cosmiconfig 5.2.1

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1.684 xtend 4.0.2

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1.685 eslint-config-prettier 6.15.0

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1.687 debug 3.1.0

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1.691 @react-native-community/cli-server-api 4.13.1

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1.692 jsencrypt 3.0.0-rc.1

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1.695 hapi-hoek 8.5.1

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1.696 @babel/plugin-syntax-private-property-in-object 7.14.5

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1.698 sax 1.2.4

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1.703 babel-plugin-proposal-optional-chaining 7.14.5

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1.742 @babel/preset-env 7.14.8

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1.754 @babel/runtime 7.14.8

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1.755 buffer-fill 1.0.0

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1.756 p-locate 2.0.0

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1.757 end-of-stream 1.4.4

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1.759 @babel/plugin-syntax-class-properties 7.12.13

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* /opt/cola/permits/1168297284_1621972914.78/0/hermes-engine-0-5-1-tgz/package/android/include/hermes/Public/GCTripwireContext.h

1.761 wrap-ansi 5.1.0

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1.762 fs-extra 8.1.0

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1.763 commander 5.1.0

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1.764 core-js 1.2.7

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1.765 parse-json 4.0.0

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1.766 expo-file-system 9.2.0

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1.767 compare-versions 3.6.0

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1.768 snapdragon-util 3.0.1

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1.769 colorette 1.2.2

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1.770 d3-path 1.0.9

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1.771 cache-base 1.0.1

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1.773 babel-plugin-react-native-web 0.13.18

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1.775 on-headers 1.0.2

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1.776 @react-native-community/cli-types 4.10.1

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1.777 color 3.2.1

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1.780 color-support 1.1.3

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1.787 @babel/plugin-proposal-logical-assignment-operators 7.14.5

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1.795 glob 7.1.7

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1.797 babel-helper-compilation-targets 7.14.5

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1.798 @babel/plugin-transform-template-literals 7.14.5

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1.801 uuid 7.0.3

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1.809 path-browserify 1.0.1

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1.810 @babel/plugin-proposal-export-namespace-from 7.14.5

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1.811 react-native-drawer 2.5.1

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1.812 color 3.1.4

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1.813 @babel/plugin-proposal-class-static-block 7.14.5

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1.814 has-flag 3.0.0

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1.815 nice-try 1.0.5

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1.816 d3-color 1.4.1

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* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/PropertyTest.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/HeaderWriterTest.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/__tests__/EventTest.js
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* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/TestHelpers.js
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* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/Property.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/Command.js
* /opt/cola/permits/1172272265_1623266357.17/0/msggen-zip/msggen/src/Type.js
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1.819 nocache 2.1.0

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1.821 query-string 6.14.1

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1.822 class-utils 0.3.6

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1.824 promise 7.3.1

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1.833 nanoid 3.1.23

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1.836 @babel/plugin-external-helpers 7.14.5

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1.837 yargs-parser 15.0.3

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1.838 react-native-draggable-flatlist 2.3.2

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1.840 moment 2.23.0

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1.842 @babel/plugin-transform-typeof-symbol 7.14.5

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1.843 react-redux 7.2.4

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1.844 is-negative-zero 2.0.1

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1.845 p-finally 1.0.0

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1.847 posix-character-classes 0.1.1

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1.848 @babel/plugin-transform-sticky-regex 7.14.5

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1.849 react-native-easy-grid 0.2.2

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1.850 uuid 3.3.2

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1.851 semver 7.0.0

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1.859 react-is 16.13.1

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1.860 expo-constants 9.2.0

1.860.1 Available under license :

No license file was found, but licenses were detected in source scan.

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Found in path(s):
* /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/ios/EXConstants/EXConstants.m

* /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/ios/EXConstants/EXConstantsService.h
* /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/android/src/main/java/expo/modules/constants/ConstantsModule.java
* /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/ios/EXConstants/EXConstants.h
* /opt/cola/permits/1168297781_1621972232.47/0/expo-constants-9-2-0-tgz/package/ios/EXConstants/EXConstantsService.m

1.861 is-data-descriptor 1.0.0

1.861.1 Available under license :

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