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\nconst width,\n getFullHeightMedia = (width, height, screenHeight) => ({\n width,\n height: Math.max(height, screenHeight),\n});\nfunction getMaxRotateBounds(width, height, angleInDeg) const angleInRad = deg2rad(angleInDeg);\n const radius = Math.hypot(width, height) / 2;\n const travelAngle = Math.acos(width / 2 / radius);\n const boundingWidth = width * Math.abs(Math.cos(angleInRad)) +\n height * Math.abs(Math.sin(angleInRad));\n boundingHeight = width * Math.abs(Math.sin(angleInRad)) +\n height * Math.abs(Math.cos(angleInRad));\n const minimalWidth = Math.ceil(angleInRad < travelAngle ?</pre> boundingWidth : radius * 2);\n const minimalHeight = Math.ceil(angleInRad < deg2rad(90) -</pre> travelAngle ? boundingHeight : radius * 2);\n return { width: minimalWidth, height:

```
Pretty-print
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height \;\n\ nconst panSpeed = 0.2;\nconst rotateAngle = 22;\nconst skewAngle = 20;\nconst
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hasParallax: true,\n
BackgroundParallaxZoom = {\n
                                            hasParallax: true,\n
                                                                              qetMediaDimensions:
getFullHeightMedia,\n};\nconst BackgroundReveal = {\n
                                                                               hasParallax: true,\n
getMediaDimensions: getFullHeightMedia,\n};\nconst BgCloseUp = { getMediaDimensions };\nconst
BqExpand = { getMediaDimensions };\nconst BqFabeBack = { getMediaDimensions };\nconst BqFadeIn
= { getMediaDimensions };\nconst BgFadeOut = { getMediaDimensions };\nconst BgFake3D = {\n
                                 getMediaDimensions: getFullHeightMedia,\n};\nconst BgPanLeft = {\n
hasParallax: true,\n
getMediaDimensions: (width, height) => ({\n
                                                                       width: width * (1 + panSpeed),\n
                  }),\n};\nconst BgPanRight = {\n
                                                                   getMediaDimensions: (width, height) => ({\n
width: width * (1 + panSpeed),\n
                                                       height,\n
                                                                          }),\n};\nconst BgParallax = {\n
hasParallax: true,\n
                                 getMediaDimensions: getFullHeightMedia,\n};\nconst BgPullBack = {
getMediaDimensions };\nconst BgReveal = {\n
                                                                 hasParallax: true,\n
                                                                                                   getMediaDimensions:
getFullHeightMedia,\n};\nconst BgRotate = {\n
                                                                    getMediaDimensions: (width, height) =>
getMaxRotateBounds(width, height, rotateAngle),\n};\nconst BgShrink = { getMediaDimensions
};\nconst BgSkew = {\n
                                    getMediaDimensions: (width, height) => getMaxSkewYBounds(width,
\label{lem:height, skewAngle), $$ height, skewAngle), $$ nconst BgUnwind = { getMediaDimensions }; nconst BgZoomIn = { ncons
hasParallax: true,\n
                                 getMediaDimensions: getFullHeightMedia,\n};\nconst BgZoomOut = {\n
getMediaDimensions: (width, height) => ({\n
                                                                       width: width * zoomScale,\n
height * zoomScale,\n
                                  }),\n};\nconst ImageParallax = {\n
                                                                                        getMediaDimensions: (width,
                                                      height: height * IMAGE PARALLAX HEIGHT FACTOR,\n
height) => (\{ \n
                                width,\n
}),\n};\nconst ImageReveal = {\n
                                                  qetMediaDimensions: (width, height, screenHeight) => ({\n
                      height: screenHeight,\n
                                                            }),\n};\nexport { \n// Legacy\nBackgroundParallax,
width,\n
BackgroundParallaxZoom, BackgroundReveal, \n// New\nBgCloseUp, BgExpand, BgFabeBack, BgFadeIn,
BgFadeOut, BgFake3D, BgPanLeft, BgPanRight, BgParallax, BgPullBack, BgReveal, BgRotate,
BgShrink, BgSkew, BgUnwind, BgZoomIn, BgZoomOut, ImageParallax, ImageReveal, };\n//#
sourceMappingURL=mediaResizeMap.js.map","import { alignTypes, fittingTypes, getData, isWEBP,
getFileExtension, fileType, } from '@wix/image-kit';\nimport { camelToKebab } from
 ../utils';\nconst CSS NUMERIC VALUES = {\n
                                                                  columnCount: 1,\n
                                                                                               columns: 1,\n
                            lineHeight: 1,\n
                                                        opacity: 1,\n
                                                                                                      zoom: 1,\n};\nconst
fontWeight: 1,\n
                                                                               zIndex: 1,\n
pick = (obj, props) => {\n
                                          const propsArr = Array.isArray(props) ? props : [props];\n
return propsArr.reduce((sub0bj, prop) => {\n
                                                                         const val = obj[prop];\n
                                                                                                                      return val
!== undefined ? Object.assign(subObj, { [prop]: val }) : subObj;\n
                                                                                                  }, {});\n};\nconst
: value.toString();\nconst setStyle =
(node, styleProperties) => node &&\n
                                                        styleProperties &&\n
Object.keys(styleProperties).forEach((prop) => {\n
                                                                                 const styleProp = prop;\n
const propValue = styleProperties[styleProp];\n
                                                                             if (propValue !== undefined) {\n
node.style[styleProp] = addDefaultUnitIfNeeded(styleProp, propValue);\n
                                                                                                                              else
                     node.style.removeProperty(styleProp);\n
                                                                                       }\n
                                                                                                });\nconst
getScreenHeight = (heightOverride) => heightOverride ||\n
document.documentElement.clientHeight ||\n window.innerHeight ||\n
                                                                                                      0;\nconst
getImageComputedProperties = (extendedImageInfo, envConsts, htmlTag) => {\n
                                                                                                              // todo: CLNT-
5323 , wixapp sildergallery proxy is generating image data without uri\n
(!extendedImageInfo.targetWidth ||\n
                                                             !extendedImageInfo.targetHeight ||\n
!extendedImageInfo.imageData.uri) {\n
                                                               return { uri: '', css: {}, transformed: false
                     const { imageData } = extendedImageInfo;\n
                                                                                     const fittingType =
extendedImageInfo.displayMode || fittingTypes.SCALE_TO_FILL;\n const imageOptions =
Object.assign(pick(imageData, ['upscaleMethod']), pick(extendedImageInfo, ['filters',
                                                                                            const imageOptions =
'encoding']),        extendedImageInfo.quality || imageData.quality, {\n
                                                                                                      hasAnimation:
extendedImageInfo?.hasAnimation || imageData?.hasAnimation,\n
                                                                                                       const
devicePixelRatioFromData = extendedImageInfo.imageData.devicePixelRatio ||
envConsts.devicePixelRatio;\n
                                              const devicePixelRatio =
getDevicePixelRatio(devicePixelRatioFromData);\n
                                                                        const src = Object.assign(pick(imageData,
['width', 'height', 'crop', 'name', 'focalPoint']), { id: imageData.uri });\n const target
                  width: extendedImageInfo.targetWidth,\n
                                                                                   height:
extendedImageInfo.targetHeight,\n
                                                      htmlTag: (htmlTag || 'img'),\n
pixelAspectRatio: devicePixelRatio,\n
                                                               alignment: extendedImageInfo.alignType ||
alignTypes.CENTER,\n
                                             const imageComputedProperties = getData(fittingType, src,
                                };\n
target, imageOptions);\n
                                      imageComputedProperties.uri =
getMediaUrlByContext(imageComputedProperties.uri, envConsts.staticMediaUrl,
envConsts.mediaRootUrl);\n
                                          return imageComputedProperties;\n};\nconst getMediaUrlByContext
```

```
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return imageuri;\n
       let path = `${staticMediaUrl}/`;\n
                                            if (imageUri) {\n
(/^micons\\//.test(imageUri)) {\n
                                            path = mediaRootUrl;\n
                                                                                     else if
                                                                          }\n
(/[^.]+$/.exec(imageUri)?.[0] === 'ico') {\n}
                                                       // if the image is an icon then it's
taken from a slightly different place\n
                                                  path = path.replace('media', 'ficons');\n
             return path + imageUri;\n};\nconst getDevicePixelRatio = (devicePixelRatio) =>
       // we should be able to force devicePixelRatio from url by using the query param -\n
{\n
const queryParams = window.location.search\n
                                                   .split('&')\n
                                                                        .map((query) =>
query.split('='));\n
                       const devicePixelRatioQueryParam = queryParams.find((query) =>
query[0]?.toLowerCase().includes('devicepixelratio'));\n
                                                           const
devicePixelRatioValueForceFromUrl = devicePixelRatioQueryParam?.[1]\n
Number(devicePixelRatioQueryParam[1])\n
                                             : null;∖n
                                                          return
devicePixelRatioValueForceFromUrl || devicePixelRatio || 1;\n};\nconst getImageSrc =
(imageNode) => imageNode.getAttribute('src');\nconst isTransformedWEBP = (imageNode, imageUri)
         const src = getImageSrc(imageNode) || '';\n const isTransformed =
!!src.match(/.webp\)/v1\);
                                  return isWEBP(imageUri) && isTransformed;\n};\nconst
imageIsAnimated = (uri, hasAnimation) => getFileExtension(uri) === fileType.GIF ||\n
(getFileExtension(uri) === fileType.WEBP && hasAnimation);\nconst getMediaSizeQueryString =
                 return Object.entries(media)\n
                                                       .filter(([_, value]) => value || value
(media) => {\n}
                .map(([key, value]) \Rightarrow `(\{\text{camelToKebab(key)}\}: \{\{\text{value}\}px\})\n
=== 0) \n
and ');\n;\nexport { \n// TODO(ameerabuf) - move methods that are not custom-element logic to
a more general image util lib\ngetMediaSizeQueryString, getMediaUrlByContext, getScreenHeight,
setStyle, getImageComputedProperties, getImageSrc, isTransformedWEBP, imageIsAnimated, };\n//#
sourceMappingURL=utils.js.map","import { getScreenHeight, setStyle,
getImageComputedProperties, getImageSrc, imageIsAnimated, } from './utils';\nconst
MOBILE SAFE ADDRESSBAR HEIGHT = 80;\nfunction getHeightOverride(height,
mediaHeightOverrideType) {\n // on mobile, documentElement.clientHeight changes when
scrolling, because of address bar collapsing.\n // avoiding re-fetching image by returning
the same height\n
                    return mediaHeightOverrideType === 'fixed' ||\n
mediaHeightOverrideType === 'viewport'\n
                                               ? document.documentElement.clientHeight +
MOBILE SAFE ADDRESSBAR HEIGHT\n : height;\n}\nfunction
computeScaleOverrides(imageStyle, targetScale = 1) {\n
                                                         return targetScale !== 1\n
                                                                                           ?
                                          width: '100%',\n
                                                                      height: '100%',\n
{\n
               ...imageStyle,\n
}\n
           : imageStyle;\n}\n/**\n * compute specific overrides\n */\nfunction
computeStyleOverrides(mediaHeightOverrideType, imageStyle, displayMode, targetScale,
                    // image scaling override\n const styleWithScale =
s(imageStyle, targetScale);\n if (isResponsive) {\n
isResponsive) {\n
computeScaleOverrides(imageStyle, targetScale);\n
                                                                                delete
                               styleWithScale.width = '100%';\n
styleWithScale.height;\n
                                                                   }\n
                                                                          if
(!mediaHeightOverrideType) {\n
                                     return styleWithScale;\n
                                                                 }\n
                                                                       // siteBackground on
           const style = { ...styleWithScale };\n if (displayMode === 'fill') {\n
                                 style.top = '0';\n
style.position = 'absolute';\n
                                                          }\n
                                                                  else if (displayMode ===
                 'fit') {\n
          // eliminates white gap when address bar is collapsing\n
                                                                          style['will-
change'] = 'transform';\n
                            }\n
                                   // force image alignment to include top\n
(style.objectPosition) {\n
                                 style.objectPosition =
imageStyle.objectPosition.replace(/(center|bottom)$/, 'top');\n
                                                                  }\n
style;\n}\nfunction getSourceSetsTargetHeightByEffect(sourceSets, offsetWidth, offsetHeight,
screenHeight, services) {\n
                            const sourceSetsTargetHeights = {};\n
                                                                      sourceSets.forEach(({
mediaQuery, scrollEffect }) => {
}
                                         sourceSetsTargetHeights[mediaQuery] =\n
services.getMediaDimensionsByEffect?.(scrollEffect, offsetWidth, offsetHeight,
screenHeight).height || offsetHeight;\n
                                         });\n
                                                   return
sourceSetsTargetHeights;\n}\nfunction computeSrcSets(measures, imageInfo, envConsts) {\n
const { sourceSets } = imageInfo;\n
                                     if (!sourceSets || !sourceSets.length) {\n
return;\n
            }\n
                   const mediaToUri = {};\n
                                               sourceSets.forEach(({ mediaQuery, crop,
focalPoint }) => {\n
                           const imageInfoClone = {\n
                                                                 ...imageInfo,\n
targetHeight: (measures.sourceSetsTargetHeights || {})[mediaQuery] || 0,\n
imageData: {\n
                              ...imageInfo.imageData,\n
focalPoint,\n
                        },\n
                                                const imageComputedProperties =
                                    };\n
getImageComputedProperties(imageInfoClone, envConsts, 'img');\n
                                                                     mediaToUri[mediaQuery]
= imageComputedProperties.uri || '';\n
                                       });\n return mediaToUri;\n}\nfunction measure(id,
measures, domNodes, { containerElm, bgEffect = 'none', sourceSets, }, services) {\n
innerImage = domNodes.image;\n
                                 const wixImage = domNodes[id];\n
                                                                     const screenHeight =
getScreenHeight(services.getScreenHeightOverride?.());\n // override positioning and
scaling of image (SiteBackground mobile override behaviour)\n
                                                                const mediaHeightOverrideType
```

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&& DGETTECT !== 'none') ||\n
                                   (sourcesets && sourcesets.some((srcset) =>
srcset.scrollEffect));\n
                           const sourceOfDimensions = (containerElm && hasBgEffect ?
containerElm : wixImage); // default to self\n
                                                  const cssBqEffect = window\n
.getComputedStyle(wixImage)\n
                                     .getPropertyValue('--bg-scrub-effect');\n
width, height } = services.getMediaDimensionsByEffect?.(cssBgEffect || bgEffect,
sourceOfDimensions.offsetWidth, sourceOfDimensions.offsetHeight, screenHeight) || {\n
width: wixImage.offsetWidth,\n
                                     height: wixImage.offsetHeight,\n
                        measures.sourceSetsTargetHeights =
(sourceSets) {\n
getSourceSetsTargetHeightByEffect(sourceSets, sourceOfDimensions.offsetWidth,
sourceOfDimensions.offsetHeight, screenHeight, services);\n
                                                                      if (!innerImage) {\n
                                                              }\n
                   const imgSrc = getImageSrc(innerImage);\n if (cssBgEffect) {\n
measures.top = 0.5 * (wixImage.offsetHeight - height);\n
                                                               measures.left = 0.5 *
(wixImage.offsetWidth - width);\n
                                  }\n
                                           measures.width = width;\n
                                                                         measures.height =
getHeightOverride(height, mediaHeightOverrideType);\n
                                                        measures.screenHeight =
                  measures.imgSrc = imgSrc;\n
                                                  measures.boundingRect =
wixImage.getBoundingClientRect();\n
                                      measures.mediaHeightOverrideType =
mediaHeightOverrideType;\n
                             measures.srcset = innerImage.srcset;\n}\nfunction patch(id,
measures, domNodes, imageInfo, envConsts, loadImage, isResponsive, bgEffect,
loadImageImmediately) {\n if (!Object.keys(measures).length) {\n
                                                                           return;\n
const { imageData } = imageInfo;\n
                                    const wixImageNode = domNodes[id];\n
                                                                              const image =
domNodes.image;\n
                    // no retina scaling for background scroll effects\n
                                                                             if (bgEffect) {\n
imageData.devicePixelRatio = 1;\n }\n
                                            const targetScale = imageInfo.targetScale || 1;\n
const extendedImageInfo = {\n
                                    ...imageInfo,∖n
                                                           ...(!imageInfo.skipMeasure && {\n
targetWidth: (measures.width || 0) * targetScale,\n
                                                               targetHeight: (measures.height
|| 0) * targetScale,\n
                             }),\n
                                          displayMode: imageData.displayMode,\n
const imageComputedProperties = getImageComputedProperties(extendedImageInfo, envConsts,
            const computedStyle = imageComputedProperties?.css?.img || {};\n
imageStyle = computeStyleOverrides(measures.mediaHeightOverrideType, computedStyle,
imageData.displayMode, targetScale, isResponsive);\n
                                                       setStyle(image, imageStyle);\n
                                                                                          if
(measures.top || measures.left) {\n
                                          setStyle(wixImageNode, {\n
                                  left: `${measures.left}px`,\n
 ${measures.top}px`,\n
                                                                       });\n
src = imageComputedProperties?.uri || '';\n
                                              const hasAnimation = imageData?.hasAnimation ||
imageInfo?.hasAnimation;\n
                             const mediaToUri = computeSrcSets(measures, extendedImageInfo,
                                                     // flag that this image has been
envConsts);\n
                 if (loadImageImmediately) {\n
                   image.dataset.ssrSrcDone = 'true';\n
processed\n
                                                           }\n
                                                                  if (imageInfo.isLQIP &&\n
                                     !('transitioned' in wixImageNode.dataset)) {\n
imageInfo.lqipTransition &&\n
wixImageNode.dataset.transitioned = '';\n
                                                 if (image.complete) {\n
image.onload = function () {\n}
                                              image.dataset.loadDone = '';\n
                                                                                        };\n
           else {\n
                               image.onload = function () {\n
(image.complete) {\n
                                        image.dataset.loadDone = '';\n
                                                                                      }\n
                            image.onload = function () {\n
else {\n
image.dataset.loadDone = '';\n
                                                  };\n
                                                                      }\n
           if (loadImage) {\n
                                       if (imageIsAnimated(imageData.uri, hasAnimation)) {\n
       }\n
image.setAttribute('fetchpriority', 'low');\n
                                                        image.setAttribute('loading',
                      image.setAttribute('decoding', 'async');\n
                                                                        }\n
image.setAttribute('fetchpriority', 'high');\n
                                                      }\n
                                                                 image.currentSrc !== src &&
                                         const srcIsMissingFromSrcset = measures.srcset &&\n
image.setAttribute('src', src);\n
                                  .split(', ')\n
                                                                .some((source) =>
!measures.srcset\n
source.split(' ')[0] === src);\n
                                        if (srcIsMissingFromSrcset) {\n
image.setAttribute('srcset', src);\n
                                            }\n
                                                      if (domNodes.picture &&
extendedImageInfo.sourceSets) {\n
Array.from(domNodes.picture.querySelectorAll('source')).forEach((sourceNode) => {\n
const mediaQuery = sourceNode.media || '';\n
                                                            const uri = mediaToUri?.
                               if (sourceNode.srcset !== uri) {\n
sourceNode.setAttribute('srcset', uri || '');\n
                                                                                           }\n
                                                                              });\n
                                        patch,\n};\n//#
}\n}\nexport default {\n measure,\n
sourceMappingURL=imageLayout.js.map","import { getImageSrc } from './utils';\nimport
imageLayout from './imageLayout';\nconst TIMEOUT = 250;\nconst imageEffectMap = {\n
parallax: 'ImageParallax',\n
                             fixed: 'ImageReveal',\n};\nfunction wowImageFactory(services,
environmentConsts, contextWindow) {\n
                                         return class WowImage extends
contextWindow.HTMLElement {\n
                                     constructor() {\n
                                                                  // eslint-disable-line no-
useless-constructor\n
                                 super();\n
                                                       this.childListObserver = null;\n
this.timeoutId = null;\n
                                }\n
                                           attributeChangedCallback(_, oldValue) {\n
if (oldValue) {\n
                                 this.reLayout();\n
```

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tnis.reLayout();\n
                                              else {\n
                              } \ n
this.observeIntersect();\n
                                      }\n
                                                  }\n
                                                             disconnectedCallback() {\n
this.unobserveResize();\n
                                     this.unobserveIntersect();\n
this.unobserveChildren();\n
                                              static get observedAttributes() {\n
                                   }\n
return ['data-image-info'];\n
                                                 reLayout() {\n
                                                                           const domNodes =
                                     }\n
                 const measures = {};\n
                                                    const imageId = this.getAttribute('id');\n
const imageInfo = JSON.parse(this.dataset.imageInfo || '');\n
                                                                          const isResponsive =
this.dataset.isResponsive === 'true';\n
                                                   const { bgEffectName } = this.dataset;\n
const { scrollEffect } = imageInfo.imageData;\n
                                                            const { sourceSets } = imageInfo;\n
const bgEffect = bgEffectName || (scrollEffect && imageEffectMap[scrollEffect]);\n
if (sourceSets && sourceSets.length) {\n
                                                        sourceSets.forEach((sourceSet) => {\n
if (sourceSet.scrollEffect) {\n
                                                        sourceSet.scrollEffect =\n
imageEffectMap[sourceSet.scrollEffect];\n
                                                              }\n
                                                                                 });\n
}\n
               domNodes[imageId] = this;\n
                                                       if (imageInfo.containerId) {\n
domNodes[imageInfo.containerId] =
contextWindow.document.getElementById(`${imageInfo.containerId}`);\n
const containerElm = imageInfo.containerId\n
domNodes[imageInfo.containerId]\n
                                                  : undefined;\n
                                                                            domNodes.image =
this.querySelector('img');\n
                                        domNodes.picture = this.querySelector('picture');\n
if (!domNodes.image) {\n
                                        // missing children, can't layout, wait for children
to be created first\n
                                     const target = this;\n
this.observeChildren(target);\n
                                                return;\n
                                                                                    // clean
                                                                     }\n
                this.unobserveChildren();\n
                                                        // from now on just observe changes to
children of top level\n
                                   this.observeChildren(this);\n
services.mutationService.measure(() => {\n
                                                           imageLayout.measure(imageId,
measures, domNodes, {\n
                                           containerElm,\n
                                                                               bgEffect,\n
                                                                          const patchImage =
sourceSets.\n
                             }, services);\n
                                                         });\n
(shouldLoadImage, loadImageImmediately) => {\n
services.mutationService.mutate(() => {\n
                                                              imageLayout.patch(imageId,
measures, domNodes, imageInfo, environmentConsts, shouldLoadImage, isResponsive, bgEffect,
loadImageImmediately);\n
                                                                          const imageElement =
                                        });\n
                                                         };\n
domNodes.image:\n
                             const ssrSrcNeedProcessing = this.dataset.hasSsrSrc &&
!imageElement.dataset.ssrSrcDone;\n
                                               // if image has no src or current src if from
                                 // load the image immediately, otherwise - debounce the
ssr render stage -\n
reload\n
                    const loadImageImmediately = !getImageSrc(imageElement) ||
ssrSrcNeedProcessing:\n
                                   if (loadImageImmediately) {\n
patchImage(true, true);\n
                                     }\n
                                                    else {\n
this.debounceImageLoad(patchImage);\n
                                                                        /**\n
Debounce consecutive image loads\n
                                                        * @param {function} patchImage closure
for patching the image\n
                                              debounceImageLoad(patchImage) {\n
clearTimeout(this.timeoutId);\n
                                           this.timeoutId = contextWindow.setTimeout(() => {\n
patchImage(true);\n
                               }, TIMEOUT);\n
                                                          patchImage(false);\n
                                                                                      }\n
observeResize() {\n
                               services.resizeService?.observe(this);\n
                                                                                }\n
unobserveResize() {\n
                                 services.resizeService?.unobserve(this);\n
                                                                                    }\n
observeIntersect() {\n
                                  services.intersectionService?.observe(this);\n
                                                                                         }\n
unobserveIntersect() {\n
                                    services.intersectionService?.unobserve(this);\n
                         * Observe DOM mutations to wait for addition of missing children\n
}\n
*\n
            * @param {HTMLElement} parent\n
                                                                 observeChildren(parent) {\n
if (!this.childListObserver) {\n
                                                this.childListObserver = new
contextWindow.MutationObserver(() => {\n
                                                             this.reLayout();\n
                                this.childListObserver.observe(parent, { childList: true });\n
});\n
                 }\n
           /**\n
}\n
                         * Remove DOM MutationObserver if one was created\n
unobserveChildren() {\n
                                   if (this.childListObserver) {\n
this.childListObserver.disconnect();\n
                                                      this.childListObserver = null;\n
                  };\n}\nexport default wowImageFactory;\n//#
sourceMappingURL=WowImage.js.map","import init from './custom-element/registry';\nconst
getDevicePixelRatio = () => {\n
                                 const isMSMobileDevice =
/iemobile/i.test(navigator.userAgent);\n
                                            if (isMSMobileDevice) {\n
Math.round(window.screen.availWidth /\n
                                                    (window.screen.width ||
window.document.documentElement.clientWidth));\n
window.devicePixelRatio;\n};\nconst STATIC MEDIA URL =
'https://static.wixstatic.com/media';\nconst MEDIA ROOT URL =
'https://static.wixstatic.com';\nfunction initCustomElement(services = {}, contextWindow =
null, envConsts = \{\}) {\n
                             if (typeof window === 'undefined') {\n
                                                                            return;\n
```

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MEDIA KUUT UKL, \N
                         experiments: {},\n
                                                    devicerixe(katio: getDevicerixe(katio(),\n
...envConsts,\n
                   };\n
                           const define = init(contextWindow, services);\n
                  }\n}\nexport { initCustomElement };\n//#
define(env);\n
sourceMappingURL=customElementInit.js.map","import wowImageFactory from './WowImage';\nimport
fastdom from 'fastdom';\nexport default function init(contextWindow, services) {\n
elementName = 'wow-image';\n
                                contextWindow = contextWindow || window;\n
(contextWindow.customElements.get(elementName) === undefined) {\n
                                                                           let resizeObserver;\n
if (contextWindow.ResizeObserver) {\n
                                                  resizeObserver = new
contextWindow.ResizeObserver((entries) => entries.map((entry) => entry.target.reLayout()));\n
           let intersectionObserver;\n
                                               if (contextWindow.IntersectionObserver) {\n
intersectionObserver = new IntersectionObserver((entries) => entries.map((entry) => {\n
                                                  const wowImage = entry.target;\n
if (entry.isIntersecting) {\n
wowImage.unobserveIntersect();\n
                                                     // resize Observe will invoke relayout
imidiatly.\n
                                // \"Observation will fire when observation starts if Element
is being rendered, and Element's size is not 0,0,\"\n
https://drafts.csswq.org/resize-observer/#dom-resizeobserver-observe\n
wowImage.observeResize();\n
                                            }\n
                                                                return entry;\n
                                                                                            }),
                                          * old: 50% from 1080 (desktop) is 540px, 800 (mobile)
{\n
                         * new: 150% from 1080 (desktop) is 1620, 800 (mobile) 1200\n
400px\n
* chrome [loading=lazy]: 4g - 1250px, lower then 3g - 2500px\n
https://web.dev/articles/browser-level-image-lazy-loading#improved-thresholds\n
*/\n
                    rootMargin: '150% 100%',\n
                                                           });\n
                                                                                    return
function (env) {\n
                               const WowImage = wowImageFactory({\n
resizeService: resizeObserver,\n
                                                 intersectionService: intersectionObserver,\n
                                                                       }, env, contextWindow);\n
mutationService: fastdom,\n
                                            ...services,\n
contextWindow.customElements.define(elementName, WowImage);\n
                                                                       };\n
                                                                               }\n
return;\n}\n//# sourceMappingURL=registry.js.map","/**\n * Round a number to the closest
multiply of 'step'\n *\n * @param step - The step value to round to\n * @param num - The
number to round\n * @returns The rounded number\n */\nexport function round(step, num) {\n
const mod = step ? num % step : 0;\n return mod > step / 2 ? num - mod + step : num -
mod; \n\n/**\n * Round with decimal precision, default round to integer \n * \n * @param num -
The number to round\n * \alpha param precision - The decimal precision (default: 0)\n * \alpha returns The
rounded number\n */\nexport const roundPrecision = function (num, precision) {\n if
(precision === void 0) {\n
                               precision = 0;\n }\n return
+num.toFixed(precision);\n\;\n\n/**\n * Limit a number between 2 values, inclusive\n *\n *
<code>@param min - The minimum value\n * @param max - The maximum value\n * @param num - The number</code>
to clamp\n * @returns The clamped number\n */\nexport function clamp(min, max, num) {\n
return Math.min(max, Math.max(min, num));\n}\n \n Snap a number by distance to another
number\n *\n * @param to - The target number to snap to\n * @param dist - The distance
threshold\n * @param num - The number to snap\n * @returns The snapped number\n */\nexport
function snap(to, dist, num) {n \cdot \text{math.abs(num - to)}} <= \text{dist ? to : num;} \n} \n/**\n *
Snap a number by distance every multiple of another number\n *\n * @param to - The target
snap\n * @returns The snapped number\n */\nexport function snapEvery(to, dist, num) {\n const
d1 = num % to; n const d2 = to - d1; n return d1 <= dist ? num - d1 : d2 <= dist ? num + d2
: num; n\n * n * Linear Interpolation * If t = 0 returns a, if t = 1 returns b, and
transitions the value in-between\n *\n * @param a - The start value\n * @param b - The end
value\n * @param t - The interpolation factor\n * @returns The interpolated value\n */\nexport
function lerp(a, b, t) \{ n \times (1 - t) + b \times t; n \} n \times map a value from one
range 'a' to different range 'b'\n *\n * @param sourceMin - The minimum value of the source range\n * @param sourceMax - The maximum value of the source range\n * @param targetMin - The
minimum value of the target range\n * @param targetMax - The maximum value of the target
range\n * @param num - The number to map\n * @returns The mapped value\n */\nexport function
mapRange(sourceMin, sourceMax, targetMin, targetMax, num) {\n return (num - sourceMin) *
(targetMax - targetMin) / (sourceMax - sourceMin) + targetMin;\n\n\n/**\n * Map a number from
a range to a fraction between 0 and 1\n *\n * @param start - The start value of the range\n *
<code>@param end - The end value of the range\n * @param num - The number to map\n * @returns The mapped value\n */\nexport function mapPercentage(start, end, num) {\n return mapRange(start, end, num) }  </code>
end, 0, 1, num; n^* n * Get the distance between 2 points <math>n * n * Gparam pl - The first
point [x1, y1]\ * @param p2 - The second point [x2, y2]\ * @returns The distance between the
two points\n */\nexport function distance(\_ref2) {\n let [x1, y1] = \_ref;\n let [x2,
y2] = ref2; \ln return Math.sqrt((x2 - x1)^** 2 + (y2 - y1) ** 2); \ln \ln /* n * Convert
degrees to radians\n *\n * @param angleInDeg - The angle in degrees\n * @returns The angle in
radians\n */\nexport function deg2rad(angleInDeg) {\n return angleInDeg * Math.PI /
```

Pretty-print

return angleInRad * 180 / Math.PI;\n\\n/**\n * Get the angle between 2 points in degrees clamped between 0 and 360\n * Pass the third argument \"offset\" to rotate the angle source,\n st for example use 90 to move angle 0 to the top\n st\n st @param p1 - The first point [x1, y1]\n @param p2 - The second point [x2, y2]\n * @param offset - The angle offset (default: 0)\n * @returns The angle between the two points in degrees\n */\nexport function getAngleInDeg(p1, p2, offset) $\{\n if (p1 === void 0) \{\n \}$ $[0, 0]; \ \$ if (offset === void 0) {\n offset = 0;\n }\n const angle = Math.atan2(p2[1] - p1[1], p2[0] - p1[0]) * 180 / Math.PI;\n return (360 + offset + angle) % 360;\n}\n//# sourceMappingURL=math-and-numbers.js.map"],"names": ["getMediaDimensions", "width", "height", "getFullHeightMedia", "screenHeight", "Math", "max", "Backg roundParallax", "hasParallax", "BackgroundParallaxZoom", "BackgroundReveal", "BgCloseUp", "BgExpand ", "BgFabeBack", "BgFadeIn", "BgFadeOut", "BgFake3D", "BgPanLeft", "BgPanRight", "BgParallax", "BgPull Back", "BgReveal", "BgRotate", "angleInDeg", "angleInRad", "radius", "hypot", "travelAngle", "acos", "b oundingWidth", "abs", "cos", "sin", "boundingHeight", "ceil", "getMaxRotateBounds", "BgShrink", "BgSke w", "tan", "getMaxSkewYBounds", "BgUnwind", "BgZoomIn", "BgZoomOut", "ImageParallax", "ImageReveal", " _height","CSS_NUMERIC_VALUES","columnCount","columns","fontWeight","lineHeight","opacity","zIn dex","zoom","pick","obj","props","Array","isArray","reduce","subObj","prop","val","undefined", "Object", "assign", "setStyle", "node", "styleProperties", "keys", "forEach", "styleProp", "propValue", "style", "value", "toString", "addDefaultUnitIfNeeded", "removeProperty", "getImageComputedPropert ies","extendedImageInfo","envConsts","htmlTag","targetWidth","targetHeight","imageData","uri",
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radians\n * @returns lne angle in degrees\n */\nexport tunction rad/deg(angleinkad) {\n