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## ASSISTANT

The text you provided seems to be a detailed breakdown of various system and object properties, likely from a programming or computing context. This kind of information is often seen in documentation related to programming languages, APIs, or system diagnostics. It appears to be a mix of categories like memory allocation, system properties, object templates, and API functions, among others. This kind of data is useful for developers or system administrators who need to understand the underlying mechanics of a software system or for debugging purposes.

If you have a specific question or need further information about any of these items, please let me know!

## USER

tell me a story but 1up me

## ASSISTANT

Once, in a small village nestled between the rolling hills and deep forests, there lived a humble blacksmith named Einar. His work was renowned throughout the land for its unparalleled quality. However, Einar's true passion lay in crafting stories, not metal. Every evening, after the day's work, he would gather the village children and spin tales of legendary heroes and far-off lands.

One evening, as Einar began his story, an old, cloaked traveler joined the circle. The traveler listened intently, and as Einar's tale reached its climax, the stranger stood up, revealing himself to be a wizard. "Your stories are indeed magical," said the wizard, "but let me show you what a true story can be."

With a wave of his staff, the wizard conjured images in the air, bringing Einar's tale to life. The children gasped as dragons soared above them, and knights battled with shining swords. The air was filled with the sounds of distant lands, the aroma of enchanted forests, and the thrill of adventure.

As the wizard's spectacle ended, Einar felt a spark of inspiration like never before. "Thank you," he said, "for showing me the power of imagination. Now, let me try to 1-up your story."

The next evening, Einar began his tale as usual, but this time, he wove a narrative so vivid and enthralling that it didn't need the wizard's magic. His words alone painted pictures in the minds of his listeners, more vibrant and moving than any conjured image. He told a story of a young blacksmith who embarked on a journey to forge the greatest story ever told, a story that would bring peace to warring lands and hope to the hopeless.

As Einar's story unfolded, the boundaries between reality and fiction blurred. The listeners found themselves transported into the story, experiencing the blacksmith's adventures first-hand. They felt the heat of the forge, the weight of the hammer, and the satisfaction of creating something truly beautiful ? a story that united people and brought joy to all who heard it.

When the villagers finally returned to reality, they found themselves changed. They realized that while magic can create wondrous illusions, the power of a well-crafted story can transform hearts and minds in ways that magic never could.

Einar thanked the wizard, who smiled knowingly. "You have indeed 1-upped me," the wizard said, "for you have discovered the greatest magic of all ? the magic of a story well told."

And from that day on, Einar was not just a blacksmith but a master storyteller, whose tales were as powerful as the mightiest spells and cherished by all who heard them.

## USER

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"(MulExtraWideHandler builtin code)",  
"(DivExtraWideHandler builtin code)",  
"(ModExtraWideHandler builtin code)",  
"(ExpExtraWideHandler builtin code)",  
"(BitwiseOrExtraWideHandler builtin code)",  
"(BitwiseXorExtraWideHandler builtin code)",  
"(BitwiseAndExtraWideHandler builtin code)",  
"(ShiftLeftExtraWideHandler builtin code)",  
"(ShiftRightExtraWideHandler builtin code)",  
"(ShiftRightLogicalExtraWideHandler builtin code)",  
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"(SubSmiExtraWideHandler builtin code)",  
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"(ModSmiExtraWideHandler builtin code)",  
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"(BitwiseXorSmiExtraWideHandler builtin code)",  
"(BitwiseAndSmiExtraWideHandler builtin code)",  
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"(DecExtraWideHandler builtin code)",  
"(NegateExtraWideHandler builtin code)",  
"(BitwiseNotExtraWideHandler builtin code)",

"(DeletePropertyStrictExtraWideHandler builtin code)",  
"(DeletePropertySloppyExtraWideHandler builtin code)",  
"(GetSuperConstructorExtraWideHandler builtin code)",  
"(FindNonDefaultConstructorOrConstructExtraWideHandler builtin code)",  
"(CallAnyReceiverExtraWideHandler builtin code)",  
"(CallPropertyExtraWideHandler builtin code)",  
"(CallProperty0ExtraWideHandler builtin code)",  
"(CallProperty1ExtraWideHandler builtin code)",  
"(CallProperty2ExtraWideHandler builtin code)",  
"(CallUndefinedReceiverExtraWideHandler builtin code)",  
"(CallUndefinedReceiver0ExtraWideHandler builtin code)",  
"(CallUndefinedReceiver1ExtraWideHandler builtin code)",  
"(CallUndefinedReceiver2ExtraWideHandler builtin code)",  
"(CallWithSpreadExtraWideHandler builtin code)",  
"(CallRuntimeExtraWideHandler builtin code)",  
"(CallRuntimeForPairExtraWideHandler builtin code)",  
"(CallJSRuntimeExtraWideHandler builtin code)",  
"(InvokeIntrinsicExtraWideHandler builtin code)",  
"(ConstructExtraWideHandler builtin code)",  
"(ConstructWithSpreadExtraWideHandler builtin code)",  
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"(TestEqualStrictExtraWideHandler builtin code)",  
"(TestLessThanExtraWideHandler builtin code)",  
"(TestGreaterThanExtraWideHandler builtin code)",  
"(TestLessThanOrEqualExtraWideHandler builtin code)",  
"(TestGreaterThanOrEqualExtraWideHandler builtin code)",

"(TestInstanceOfExtraWideHandler builtin code)",

"(TestInExtraWideHandler builtin code)",

"(ToNameExtraWideHandler builtin code)",

"(ToNumberExtraWideHandler builtin code)",

"(ToNumericExtraWideHandler builtin code)",