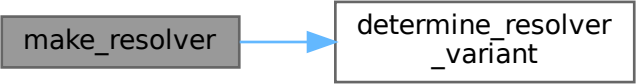


make_resolver



```
graph LR; A[make_resolver] --> B[determine_resolver_variant]
```

determine_resolver
_variant