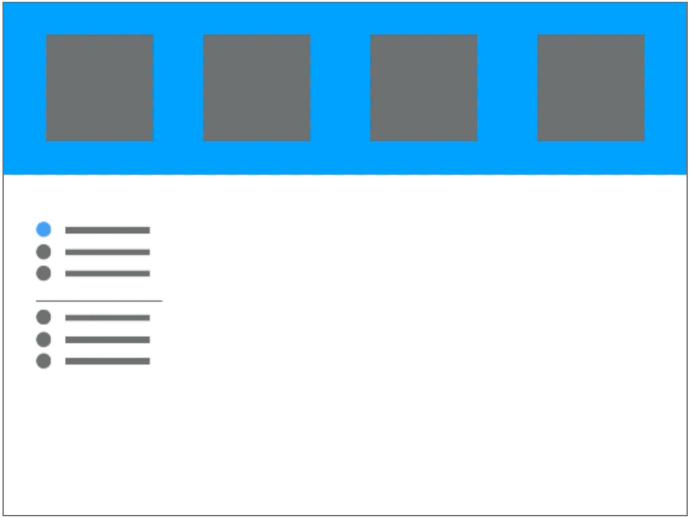
enhancing behavior







live vs. cancel pattern



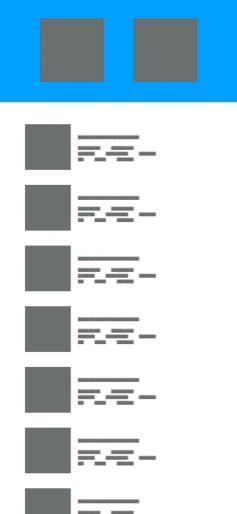


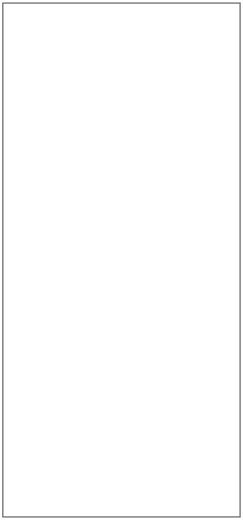












live vs. cancel pattern



enhancing behavior





live vs. cancel pattern



enhancing behavior

```
// reducers/index.js
const cancellable = makeCancellableReducer(
 inputReducer,
  "MARK_STATE_ACTION", // ← mark state to restore
  "CANCEL ACTION" // ← restore it!
);
// state looks like:
type CancellableState<YourState> = {
 markedState: YourState,
 state: YourState // ← select this
};
```