**🎨 Interactive Image Editor with FLUX.**

What does this do?

* **Starts with a Webhook:** It listens for inpainting requests at the "flux-fill" endpoint, so when you send an image along with a mask and a text prompt, the process begins.
* **Delivers an Editor Page:** It serves up an HTML-based image editor (built with Konva.js and other tools) where you can choose an image—either upload your own or pick from a set of default mockups.
* **Calls the FLUX-Fill API:** It sends your image, mask, and creative instructions (like the prompt, number of steps, and guidance level) to the FLUX-fill API, which performs the inpainting (filling in missing parts of the image).
* **Waits and Checks the Result:** After the API call, it waits a few seconds and then checks if the inpainting process is finished by querying the status.
* **Retrieves the Edited Image:** Once the result is ready, it fetches the newly generated, inpainted image.
* **Sends the Final Image Back:** Finally, it responds to your initial request by sending back the edited image as binary data, so you can see the transformation immediately.

In short, this workflow lets you modify images by "filling" or inpainting parts of them—complete with a user-friendly editor and automatic processing through the FLUX-fill API!