export declare const top: "top";

export declare const bottom: "bottom";

export declare const right: "right";

export declare const left: "left";

export declare const auto: "auto";

export declare type BasePlacement = typeof top | typeof bottom | typeof right | typeof left;

export declare const basePlacements: Array<BasePlacement>;

export declare const start: "start";

export declare const end: "end";

export declare type Variation = typeof start | typeof end;

export declare const clippingParents: "clippingParents";

export declare const viewport: "viewport";

export declare type Boundary = Element | Array<Element> | typeof clippingParents;

export declare type RootBoundary = typeof viewport | "document";

export declare const popper: "popper";

export declare const reference: "reference";

export declare type Context = typeof popper | typeof reference;

export declare type VariationPlacement = "top-start" | "top-end" | "bottom-start" | "bottom-end" | "right-start" | "right-end" | "left-start" | "left-end";

export declare type AutoPlacement = "auto" | "auto-start" | "auto-end";

export declare type ComputedPlacement = VariationPlacement | BasePlacement;

export declare type Placement = AutoPlacement | BasePlacement | VariationPlacement;

export declare const variationPlacements: Array<VariationPlacement>;

export declare const placements: Array<Placement>;

export declare const beforeRead: "beforeRead";

export declare const read: "read";

export declare const afterRead: "afterRead";

export declare const beforeMain: "beforeMain";

export declare const main: "main";

export declare const afterMain: "afterMain";

export declare const beforeWrite: "beforeWrite";

export declare const write: "write";

export declare const afterWrite: "afterWrite";

export declare const modifierPhases: Array<ModifierPhases>;

export declare type ModifierPhases = typeof beforeRead | typeof read | typeof afterRead | typeof beforeMain | typeof main | typeof afterMain | typeof beforeWrite | typeof write | typeof afterWrite;