import type { PositioningStrategy, Offsets, Modifier, Rect } from "../types";

import { BasePlacement, Variation } from "../enums";

export declare type RoundOffsets = (offsets: Partial<{

x: number;

y: number;

centerOffset: number;

}>) => Offsets;

export declare type Options = {

gpuAcceleration: boolean;

adaptive: boolean;

roundOffsets?: boolean | RoundOffsets;

};

export declare function mapToStyles({ popper, popperRect, placement, variation, offsets, position, gpuAcceleration, adaptive, roundOffsets, isFixed }: {

popper: HTMLElement;

popperRect: Rect;

placement: BasePlacement;

variation: Variation | null | undefined;

offsets: Partial<{

x: number;

y: number;

centerOffset: number;

}>;

position: PositioningStrategy;

gpuAcceleration: boolean;

adaptive: boolean;

roundOffsets: boolean | RoundOffsets;

isFixed: boolean;

}): {

transform: string;

top: string;

right: string;

bottom: string;

left: string;

position: PositioningStrategy;

};

export declare type ComputeStylesModifier = Modifier<"computeStyles", Options>;

declare const \_default: ComputeStylesModifier;

export default \_default;