import type { Placement, Boundary, RootBoundary } from "../enums";

import type { Modifier, Padding } from "../types";

export declare type Options = {

mainAxis: boolean;

altAxis: boolean;

fallbackPlacements: Array<Placement>;

padding: Padding;

boundary: Boundary;

rootBoundary: RootBoundary;

altBoundary: boolean;

flipVariations: boolean;

allowedAutoPlacements: Array<Placement>;

};

export declare type FlipModifier = Modifier<"flip", Options>;

declare const \_default: FlipModifier;

export default \_default;