import type { Placement } from "../enums";

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

export declare type OffsetsFunction = (arg0: {

popper: Rect;

reference: Rect;

placement: Placement;

}) => [number | null | undefined, number | null | undefined];

declare type Offset = OffsetsFunction | [number | null | undefined, number | null | undefined];

export declare type Options = {

offset: Offset;

};

export declare function distanceAndSkiddingToXY(placement: Placement, rects: {

popper: Rect;

reference: Rect;

}, offset: Offset): Offsets;

export declare type OffsetModifier = Modifier<"offset", Options>;

declare const \_default: OffsetModifier;

export default \_default;