

The screenshot displays the Visual Studio Code interface during a development session. On the left, the Explorer sidebar shows a project structure with folders like 'github.com', 'kabarakh', and 'manifest.json'. The main editor area contains a JavaScript file with code related to webpack chunks and DOM manipulation. The code includes a function definition and several calls to jQuery's \$.fn method. The right-hand side of the interface features the Debug Console, which is currently empty, and the Call Stack, which shows the current execution context. A status bar at the bottom indicates that the source map is loaded and provides a link to show more details.

```
1 "use strict";  
- (globalThis.webpackChunk = globalThis.webpackChunk || []).push([["app_assets_modules_github_behaviors_commenting_edit_ts-app_assets_modules_github_behavior  
-   44709: (e, t, s) => {  
-       s.d(t, {  
-         0: () => y  
-       });  
-       var n = s(97797)  
-         , i = s(46208)  
-         , o = s(24791)  
-         , r = s(20451)  
-         , l = s(22247)  
-         , a = s(5221)  
-         , m = s(21403)  
-         , c = s(12559)  
-         , u = s(82939);  
-       let d = [];  
-       function f(e) {  
-         e.querySelector(".js-write-tab").click();  
-         let t = e.querySelector(".js-comment-field");  
-         t.focus(),  
-         (0,  
-         n.h)(t, "change")  
-       }  
-       function j(e) {  
-         return e.querySelector(".js-comment-edit-form-deferred-include-fragment")  
-       }  
-       function g(e) {  
-         j(e)?.setAttribute("loading", "eager")  
-       }  
-       function y(e) {  
-         let t = e.currentTarget.closest("form")  
-           , s = e.currentTarget.getAttribute("data-confirm-text");  
-         if ((0,  
-         a.Av)(t) && !confirm(s))  
-           return !1;  
-         for (let e of t.querySelectorAll("input, textarea"))  
-           e.value = e.defaultValue,  
-           e.classList.contains("session-resumable-cancelled") && (e.classList.add("js-session-resumable"),  
-           e.classList.remove("session-resumable-cancelled"));  
-         let n = e.currentTarget.closest(".js-comment");  
-         return n && n.classList.remove("is-comment-editing"),  
-         !0  
-       }  
-     },
```

Source map loaded. [Don't show again](#)

Show more

Coverage: n/a

Decompiles and disassemblies

Legend of Zelda - Ocarina of Time



<https://github.com/zeldaret/ooot>

Legend of Zelda - Link's Awakening DX



<https://github.com/zladx/LADX-Disassembly>

