

ElementsConsoleSourcesNetworkPerformanceMemoryApplicationPrivacy and securityLighthouseReduxComponents*Profiler*

Workspace >> app_assets_modu...67e0f340e27.js ×

github.com

kabarakh

manifest.json

Bitwarden Passwortm...

React Developer Tools

Redux DevTools

Vue.js devtools

Wappalyzer - Technol...

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github.githubassets.c...

assets

app

node_modules

ui/packages

webpack

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chunk-lazy-react-...

chunk-node_mod...

chunk-ui-packag...

1 "use strict";

– (globalThis.webpackChunk = globalThis.webpackChunk || []).push([["app_assets_modules_github_behaviors_commenting_edit_ts-app_assets_modules_github_behavio

– 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-canceled") && (e.classList.add("js-session-resumable"),

– e.classList.remove("session-resumable-canceled"));

– let n = e.currentTarget.closest(".js-comment");

– return n && n.classList.remove("is-comment-editing"),

– !0

– }

– ,

▶ Watch

▼ Breakpoints

☐ Pause on uncaught exce

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▼ Scope

Not paused

▼ Call Stack

Not paused

▶ XHR/fetch Breakpoints

▶ DOM Breakpoints

▶ Global Listeners

▶ Event Listener Breakpoint

▶ CSP Violation Breakpoints

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>

