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,CAAC;AAEF,IAAM,oBAAoB,GAAG,UAAC,CAAgB;IAC5C,EAAE,CAAC,CAAC,CAAC,eAAK,CAAC,MAAM,CAAC;QAAC,MAAM,CAAC;IAE1B,EAAE,CAAC,CAAC,CAAC,CAAC,GAAG,KAAK,KAAK,IAAI,CAAC,CAAC,QAAQ,CAAC,CAAC,CAAC;QAClC,MAAM,CAAC,oBAAoB,CAAC,CAAC,CAAC,CAAC;IACjC,CAAC;AACH,CAAC,CAAC;AAGF;;GAEG;AACH,IAAM,mBAAmB,GAAG;IAC1B,IAAM,MAAM,GAAe,eAAO,CAAC,MAAM,CAAC,CAAC;IAE3C,EAAE,CAAC,CAAC,MAAM,CAAC,CAAC,CAAC;QACX,MAAM,CAAC,QAAQ,GAAG,CAAC,CAAC;QACpB,MAAM,CAAC,KAAK,EAAE,CAAC;IACjB,CAAC;AACH,CAAC,CAAC;AAEF,IAAM,kBAAkB,GAAG;IACzB,IAAM,KAAK,GAAgB,eAAO,CAAC,KAAK,CAAC,CAAC;IAE1C,IAAM,OAAO,GAAwB,KAAK,CAAC,gBAAgB,CAAC,MAAI,MAAQ,CAAC,CAAC;IAE1E,IAAM,SAAS,GAAW,OAAO,CAAC,MAAM,GAAG,CAAC,CAAC;IAC7C,IAAM,UAAU,GAAQ,OAAO,CAAC,SAAS,CAAC,CAAC;IAE3C,EAAE,CAAC,CAAC,UAAU,CAAC,CAAC,CAAC;QACf,UAAU,CAAC,KAAK,EAAE,CAAC;IACrB,CAAC;AACH,CAAC,CAAC;AAEF,IAAM,uBAAuB,GAAG,UAAC,OAA4B;IAC3D,IAAM,SAAS,GAAW,OAAO,CAAC,MAAM,GAAG,CAAC,CAAC;IAC7C,IAAM,UAAU,GAAY,OAAO,CAAC,SAAS,CAAC,CAAC;IAE/C,UAAU,CAAC,gBAAgB,CAAC,SAAS,EAAE,mBAAmB,CAAC,CAAC;AAC9D,CAAC,CAAC;AAEF,IAAM,wBAAwB,GAAG,UAAC,OAA4B;IAC5D,IAAM,WAAW,GAAY,OAAO,CAAC,CAAC,CAAC,CAAC;IAExC,WAAW,CAAC,gBAAgB,CAAC,SAAS,EAAE,oBAAoB,CAAC,CAAC;AAChE,CAAC,CAAC;AAEF,IAAM,gBAAgB,GAAG;IACvB,IAAM,KAAK,GAAgB,eAAO,CAAC,KAAK,CAAC,CAAC;IAE1C,IAAM,OAAO,GAAwB,KAAK,CAAC,gBAAgB,CAAC,MAAI,MAAQ,CAAC,CAAC;IAE1E,EAAE,CAAC,CAAC,CAAC,OAAO,CAAC,MAAM,CAAC;QAAC,MAAM,CAAC;IAE5B,uBAAuB,CAAC,OAAO,CAAC,CAAC;IACjC,wBAAwB,CAAC,OAAO,CAAC,CAAC;AACpC,CAAC,CAAC;AAEF,IAAM,cAAc,GAAG,UAAC,CAAa;IACnC,IAAM,OAAO,GAAgB,eAAO,CAAC,OAAO,CAAC,CAAC;IAE9C,8BAA8B;IAC9B,EAAE,CAAC,CAAC,OAAO,KAAK,CAAC,CAAC,MAAM,CAAC;QAAC,MAAM,CAAC;IAEjC,MAAM,CAAC,kBAAQ,CAAC,oBAAU,CAAC,CAAC;AAC9B,CAAC,CAAC;AAEF,IAAM,eAAe,GAAG,UAAC,KAAc;IACrC,IAAM,OAAO,GAAgB,eAAO,CAAC,OAAO,CAAC,CAAC;IAE9C,OAAO,CAAC,mBAAmB,CAAC,OAAO,EAAE,cAAc,CAAC,CAAC;IAErD,EAAE,CAAC,CAAC,KAAK,CAAC,CAAC,CAAC;QACV,OAAO,CAAC,gBAAgB,CAAC,OAAO,EAAE,cAAc,CAAC,CAAC;IACpD,CAAC;AACH,CAAC,CAAC;AAEF,IAAM,QAAQ,GAAG,UAAC,EAAU;IAC1B,EAAE,CAAC,CAAC,eAAK,CAAC,KAAK,CAAC,CAAC,CAAC;QAChB,YAAY,CAAC,eAAK,CAAC,KAAK,CAAC,CAAC;IAC5B,CAAC;IAED,EAAE,CAAC,CAAC,EAAE,CAAC,CAAC,CAAC;QACP,eAAK,CAAC,KAAK,GAAG,MAAM,CAAC,UAAU,CAAC;YAC9B,MAAM,CAAC,kBAAQ,CAAC,oBAAU,CAAC,CAAC;QAC9B,CAAC,EAAE,EAAE,CAAC,CAAC;IACT,CAAC;AACH,CAAC,CAAC;AAEF,IAAM,iBAAiB,GAAG,UAAC,IAAiB;IAC1C,EAAE,CAAC,CAAC,IAAI,CAAC,UAAU,CAAC,CAAC,CAAC;QACpB,QAAQ,CAAC,gBAAgB,CAAC,OAAO,EAAE,OAAO,CAAC,CAAC;IAC9C,CAAC;IAAC,IAAI,CAAC,CAAC;QACN,QAAQ,CAAC,mBAAmB,CAAC,OAAO,EAAE,OAAO,CAAC,CAAC;IACjD,CAAC;IAED;;OAEG;IACH,EAAE,CAAC,CAAC,IAAI,CAAC,UAAU,CAAC,CAAC,CAAC;QACpB,mBAAmB,EAAE,CAAC;IACxB,CAAC;IAAC,IAAI,CAAC,CAAC;QACN,kBAAkB,EAAE,CAAC;IACvB,CAAC;IAED,gBAAgB,EAAE,CAAC;IACnB,eAAe,CAAC,IAAI,CAAC,mBAAmB,CAAC,CAAC;IAC1C,QAAQ,CAAC,IAAI,CAAC,KAAK,CAAC,CAAC;AACvB,CAAC,CAAC;AAEF,kBAAe,iBAAiB,CAAC;;;;;;;;;;AC/IjC,qCAIkB;AAElB,uCAImB;AAEnB,wCAGmB;AAiBlB,CAAC;AAEF,IAAM,WAAW,GAAgB;IAC/B,KAAK,EAAE,IAAI;IACX,IAAI,EAAE,IAAI;IACV,IAAI,EAAE,IAAI;IACV,OAAO,EAAE,2BAAiB;IAC1B,OAAO,EAAE,IAAI;IACb,SAAS,EAAE,IAAI;IACf,mBAAmB,EAAE,IAAI;IACzB,UAAU,EAAE,IAAI;IAChB,UAAU,EAAE,KAAK;IACjB,KAAK,EAAE,IAAI;CACZ,CAAC;AAEF;;GAEG;AACH,IAAI,YAAY,GAAgB,MAAM,CAAC,MAAM,CAAC,EAAE,EAAE,WAAW,CAAC,CAAC;AAElD,mBAAW,GAAG,UAAC,IAAY;IACtC,YAAY,GAAG,MAAM,CAAC,MAAM,CAAC,EAAE,EAAE,WAAW,EAAE,IAAI,CAAC,CAAC;AACtD,CAAC,CAAC;AAGF;;;GAGG;AACH,IAAM,eAAe,GAAG,UAAC,IAAS;IAChC,IAAM,YAAY,GAAkB,IAAI,IAAI,IAAI,CAAC,MAAM,CAAC;IACxD,IAAM,UAAU,GAAW,IAAI,IAAI,IAAI,CAAC,OAAO,CAAC;IAEhD,EAAE,CAAC,CAAC,YAAY,KAAK,SAAS,IAAI,UAAU,KAAK,SAAS,CAAC,CAAC,CAAC;QAC3D,gBAAQ,CAAC,iDAAiD,CAAC,CAAC;IAC9D,CAAC;IAED,EAAE,CAAC,CAAC,YAAY,KAAK,SAAS,CAAC,CAAC,CAAC;QAC/B,MAAM,CAAC;YACL,OAAO,EAAE,YAAY;SACtB,CAAC;IACJ,CAAC;IAAC,IAAI,CAAC,CAAC;QACN,MAAM,CAAC,UAAU,CAAC;IACpB,CAAC;AACH,CAAC,CAAC;AAEF,mBAAmB;AACnB,IAAM,cAAc,GAAG,UAAC,KAAa,IAAa,8BAAe,CAAC,KAAK,GAAG,CAAC,CAAC,EAA1B,CAA0B,CAAC;AAE7E,IAAM,YAAY,GAAG,UAAC,KAAU,EAAE,KAAa;IAC7C,gBAAQ,CAAI,cAAc,CAAC,KAAK,CAAC,oBAAe,KAAK,kBAAe,CAAC,CAAC;AACxE,CAAC,CAAC;AAEF,IAAM,2BAA2B,GAAG,UAAC,KAAa,EAAE,SAAqB;IACvE,IAAI,SAAS,GAAG,CAAC,KAAK,GAAG,CAAC,CAAC,CAAC;IAC5B,IAAI,SAAS,GAAG,SAAS,CAAC,SAAS,CAAC,CAAC;IAErC,EAAE,CAAC,CAAC,CAAC,qBAAa,CAAC,SAAS,CAAC,IAAI,SAAS,KAAK,SAAS,CAAC,CAAC,CAAC;QACzD,gBAAQ,CAAC,cAAY,cAAc,CAAC,SAAS,CAAC,oBAAe,SAAS,4BAAyB,CAAC,CAAC;IACnG,CAAC;AACH,CAAC,CAAC;AAEF,IAAM,kBAAkB,GAAG,UAAC,KAAa,EAAE,SAAqB;IAC9D,IAAI,SAAS,GAAG,CAAC,KAAK,GAAG,CAAC,CAAC,CAAC;IAC5B,IAAI,SAAS,GAAG,SAAS,CAAC,SAAS,CAAC,CAAC;IAErC,EAAE,CAAC,CAAC,SAAS,KAAK,SAAS,CAAC,CAAC,CAAC;QAC5B,gBAAQ,CAAC,gBAAc,cAAc,CAAC,SAAS,CAAC,mBAAc,SAAS,MAAG,CAAC,CAAC;IAC9E,CAAC;AACH,CAAC,CAAC;AAEF;;;GAGG;AACH,IAAM,aAAa,GAAG,UAAC,IAAS,EAAE,KAAU,EAAE,KAAa,EAAE,SAAqB;IAEhF,IAAM,SAAS,GAAG,CAAC,OAAO,KAAK,CAAC,CAAC;IACjC,IAAM,QAAQ,GAAG,CAAC,SAAS,KAAK,QAAQ,CAAC,CAAC;IAC1C,IAAM,SAAS,GAAG,CAAC,KAAK,YAAY,OAAO,CAAC,CAAC;IAE7C,EAAE,CAAC,CAAC,QAAQ,CAAC,CAAC,CAAC;QACb,EAAE,CAAC,CAAC,KAAK,KAAK,CAAC,CAAC,CAAC,CAAC;YAChB,8BAA8B;YAC9B,MAAM,CAAC;gBACL,IAAI,EAAE,KAAK;aACZ,CAAC;QACJ,CAAC;QAED,IAAI,CAAC,EAAE,CAAC,CAAC,KAAK,KAAK,CAAC,CAAC,CAAC,CAAC;YACrB,+DAA+D;YAC/D,wCAAwC;YACxC,MAAM,CAAC;gBACL,IAAI,EAAE,KAAK;gBACX,KAAK,EAAE,SAAS,CAAC,CAAC,CAAC;aACpB,CAAC;QACJ,CAAC;QAED,IAAI,CAAC,EAAE,CAAC,CAAC,KAAK,KAAK,CAAC,CAAC,CAAC,CAAC;YACrB,sDAAsD;YACtD,2BAA2B,CAAC,KAAK,EAAE,SAAS,CAAC,CAAC;YAE9C,MAAM,CAAC;gBACL,IAAI,EAAE,KAAK;aACZ,CAAC;QACJ,CAAC;QAED,IAAI,CAAC,CAAC;YACJ,YAAY,CAAC,KAAK,EAAE,KAAK,CAAC,CAAC;QAC7B,CAAC;IACH,CAAC;IAED,IAAI,CAAC,EAAE,CAAC,CAAC,SAAS,IAAI,KAAK,KAAK,CAAC,CAAC,CAAC,CAAC;QAClC,8BAA8B;QAC9B,2BAA2B,CAAC,KAAK,EAAE,SAAS,CAAC,CAAC;QAE9C,MAAM,CAAC;YACL,OAAO,EAAE,KAAK;SACf,CAAC;IACJ,CAAC;IAED,IAAI,CAAC,EAAE,CAAC,CAAC,qBAAa,CAAC,KAAK,CAAC,CAAC,CAAC,CAAC;QAC9B,kBAAkB,CAAC,KAAK,EAAE,SAAS,CAAC,CAAC;QAErC,MAAM,CAAC,KAAK,CAAC;IACf,CAAC;IAED,IAAI,CAAC,CAAC;QACJ,YAAY,CAAC,KAAK,EAAE,KAAK,CAAC,CAAC;IAC7B,CAAC;AAEH,CAAC,CAAC;AAEF;;;;;GAKG;AACU,eAAO,GAAG;IAAC,gBAAqB;SAArB,UAAqB,EAArB,qBAAqB,EAArB,IAAqB;QAArB,2BAAqB;;IAC3C,IAAI,IAAI,GAAQ,EAAE,CAAC;IAEnB,MAAM,CAAC,OAAO,CAAC,UAAC,KAAK,EAAE,KAAK;QAC1B,IAAI,OAAO,GAAW,aAAa,CAAC,IAAI,EAAE,KAAK,EAAE,KAAK,EAAE,MAAM,CAAC,CAAC;QAChE,MAAM,CAAC,MAAM,CAAC,IAAI,EAAE,OAAO,CAAC,CAAC;IAC/B,CAAC,CAAC,CAAC;IAEH,0CAA0C;IAC1C,sBAAsB;IACtB,IAAI,cAAc,GAAG,eAAe,CAAC,IAAI,CAAC,CAAC;IAC3C,IAAI,CAAC,OAAO,GAAG,2BAAiB,CAAC,cAAc,CAAC,CAAC;IACjD,OAAO,IAAI,CAAC,MAAM,CAAC;IAEnB,IAAI,CAAC,OAAO,GAAG,wBAAc,CAAC,IAAI,CAAC,OAAO,CAAC,CAAC;IAE5C,MAAM,CAAC,MAAM,CAAC,MAAM,CAAC,EAAE,EAAE,WAAW,EAAE,YAAY,EAAE,IAAI,CAAC,CAAC;AAC5D,CAAC,CAAC;;;;;;;;;;AC9LF,qCAEkB;AAKjB,CAAC;AAEF,IAAM,mBAAmB,GAAmB;IAC1C,OAAO,EAAE,OAAO;IAChB,UAAU,EAAE;QACV,WAAW,EAAE,EAAE;KAChB;CACF,CAAC;AAEW,sBAAc,GAAG,UAAC,YAA2B;IACxD,IAAI,IAAI,GAAQ,EAAE,CAAC;IAEnB,EAAE,CAAC,CAAC,qBAAa,CAAC,YAAY,CAAC,CAAC,CAAC,CAAC;QAChC,MAAM,CAAC,MAAM,CAAC,MAAM,CAAC,IAAI,EAAE,YAAY,CAAC,CAAC;IAC3C,CAAC;IAED,EAAE,CAAC,CAAC,YAAY,YAAY,OAAO,CAAC,CAAC,CAAC;QACpC,MAAM,CAAC;YACL,OAAO,EAAE,YAAY;SACtB,CAAC;IACJ,CAAC;IAED,EAAE,CAAC,CAAC,YAAY,KAAK,OAAO,CAAC,CAAC,CAAC;QAC7B,MAAM,CAAC,mBAAmB,CAAC;IAC7B,CAAC;IAED,MAAM,CAAC,IAAI,CAAC;AACd,CAAC,CAAC","file":"sweetalert.js","sourcesContent":["(function webpackUniversalModuleDefinition(root, factory) {\n\tif(typeof exports === 'object' && typeof module === 'object')\n\t\tmodule.exports = factory();\n\telse if(typeof define === 'function' && define.amd)\n\t\tdefine([], factory);\n\telse if(typeof exports === 'object')\n\t\texports[\"swal\"] = factory();\n\telse\n\t\troot[\"swal\"] = factory();\n})(this, function() {\nreturn \n\n\n// WEBPACK FOOTER //\n// webpack/universalModuleDefinition"," \t// The module cache\n \tvar installedModules = {};\n\n \t// The require function\n \tfunction \_\_webpack\_require\_\_(moduleId) {\n\n \t\t// Check if module is in cache\n \t\tif(installedModules[moduleId]) {\n \t\t\treturn installedModules[moduleId].exports;\n \t\t}\n \t\t// Create a new module (and put it into the cache)\n \t\tvar module = installedModules[moduleId] = {\n \t\t\ti: moduleId,\n \t\t\tl: false,\n \t\t\texports: {}\n \t\t};\n\n \t\t// Execute the module function\n \t\tmodules[moduleId].call(module.exports, module, module.exports, \_\_webpack\_require\_\_);\n\n \t\t// Flag the module as loaded\n \t\tmodule.l = true;\n\n \t\t// Return the exports of the module\n \t\treturn module.exports;\n \t}\n\n\n \t// expose the modules object (\_\_webpack\_modules\_\_)\n \t\_\_webpack\_require\_\_.m = modules;\n\n \t// expose the module cache\n \t\_\_webpack\_require\_\_.c = installedModules;\n\n \t// define getter function for harmony exports\n \t\_\_webpack\_require\_\_.d = function(exports, name, getter) {\n \t\tif(!\_\_webpack\_require\_\_.o(exports, name)) {\n \t\t\tObject.defineProperty(exports, name, {\n \t\t\t\tconfigurable: false,\n \t\t\t\tenumerable: true,\n \t\t\t\tget: getter\n \t\t\t});\n \t\t}\n \t};\n\n \t// getDefaultExport function for compatibility with non-harmony modules\n \t\_\_webpack\_require\_\_.n = function(module) {\n \t\tvar getter = module && module.\_\_esModule ?\n \t\t\tfunction getDefault() { return module['default']; } :\n \t\t\tfunction getModuleExports() { return module; };\n \t\t\_\_webpack\_require\_\_.d(getter, 'a', getter);\n \t\treturn getter;\n \t};\n\n \t// Object.prototype.hasOwnProperty.call\n \t\_\_webpack\_require\_\_.o = function(object, property) { return Object.prototype.hasOwnProperty.call(object, property); };\n\n \t// \_\_webpack\_public\_path\_\_\n \t\_\_webpack\_require\_\_.p = \"\";\n\n \t// Load entry module and return exports\n \treturn \_\_webpack\_require\_\_(\_\_webpack\_require\_\_.s = 8);\n\n\n\n// WEBPACK FOOTER //\n// webpack/bootstrap 96e2ae81b5a010119b20","/\*\n \* List of class names that we\n \* use throughout the library to\n \* manipulate the DOM.\n \*/\n\nexport interface ClassNameList {\n [key: string]: string,\n};\n\nconst OVERLAY: string = 'swal-overlay';\nconst BUTTON: string = 'swal-button';\nconst ICON: string = 'swal-icon';\n\nexport const CLASS\_NAMES: ClassNameList = {\n MODAL: 'swal-modal',\n OVERLAY,\n SHOW\_MODAL: `${OVERLAY}--show-modal`,\n\n MODAL\_TITLE: `swal-title`,\n MODAL\_TEXT: `swal-text`,\n ICON,\n ICON\_CUSTOM: `${ICON}--custom`,\n\n CONTENT: 'swal-content',\n\n FOOTER: 'swal-footer',\n BUTTON\_CONTAINER: 'swal-button-container',\n BUTTON,\n CONFIRM\_BUTTON: `${BUTTON}--confirm`,\n CANCEL\_BUTTON: `${BUTTON}--cancel`,\n DANGER\_BUTTON: `${BUTTON}--danger`,\n BUTTON\_LOADING: `${BUTTON}--loading`,\n BUTTON\_LOADER: `${BUTTON}\_\_loader`,\n};\n\nexport default CLASS\_NAMES;\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/class-list/index.ts","/\*\n \* Get a DOM element from a class name:\n \*/\nexport const getNode = (className: string): HTMLElement => {\n const selector = `.${className}`;\n\n return <HTMLElement>document.querySelector(selector);\n};\n\nexport const stringToNode = (html: string): HTMLElement => {\n let wrapper: HTMLElement = document.createElement('div');\n wrapper.innerHTML = html.trim();\n\n return <HTMLElement>wrapper.firstChild;\n};\n\nexport const insertAfter = (newNode: Node, referenceNode: Node) => {\n let nextNode = referenceNode.nextSibling;\n let parentNode = referenceNode.parentNode;\n\n parentNode.insertBefore(newNode, nextNode);\n};\n\nexport const removeNode = (node: Node) => {\n node.parentElement.removeChild(node);\n};\n\nexport const throwErr = (message: string) => {\n // Remove multiple spaces:\n message = message.replace(/ +(?= )/g,'');\n message = message.trim();\n\n throw `SweetAlert: ${message}`;\n};\n\n/\*\n \* Match plain objects ({}) but NOT null\n \*/\nexport const isPlainObject = (value: any): boolean => {\n if (Object.prototype.toString.call(value) !== '[object Object]') {\n return false;\n } else {\n var prototype = Object.getPrototypeOf(value);\n return prototype === null || prototype === Object.prototype;\n }\n};\n\n/\*\n \* Take a number and return a version with ordinal suffix\n \* Example: 1 => 1st\n \*/\nexport const ordinalSuffixOf = (num: number): string => {\n let j = num % 10;\n let k = num % 100;\n\n if (j === 1 && k !== 11) {\n return `${num}st`;\n }\n\n if (j === 2 && k !== 12) {\n return `${num}nd`;\n }\n\n if (j === 3 && k !== 13) {\n return `${num}rd`;\n }\n\n return `${num}th`;\n};\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/utils.ts","export \* from './modal';\n\nexport {\n default as overlayMarkup\n} from './overlay';\n\nexport \* from './icons';\n\nexport \* from './content';\n\nexport \* from './buttons';\n\nimport CLASS\_NAMES from '../class-list';\n\nconst {\n MODAL\_TITLE,\n MODAL\_TEXT,\n ICON,\n FOOTER,\n} = CLASS\_NAMES;\n\nexport const iconMarkup: string = `\n <div class=\"${ICON}\"></div>`\n;\n\nexport const titleMarkup: string = `\n <div class=\"${MODAL\_TITLE}\"></div>\n`;\n\nexport const textMarkup: string = `\n <div class=\"${MODAL\_TEXT}\"></div>`\n;\n\nexport const footerMarkup: string = `\n <div class=\"${FOOTER}\"></div>\n`;\n\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/markup/index.ts","import { isPlainObject, throwErr } from '../utils';\n\nexport interface ButtonOptions {\n visible: boolean,\n text: string,\n value: any,\n className: string,\n closeModal: boolean,\n};\n\nexport interface ButtonList {\n [buttonNamespace: string]: ButtonOptions,\n};\n\nexport const CONFIRM\_KEY = 'confirm';\nexport const CANCEL\_KEY = 'cancel';\n\nconst defaultButton: ButtonOptions = {\n visible: true,\n text: null,\n value: null,\n className: '',\n closeModal: true,\n};\n\nconst defaultCancelButton: ButtonOptions = Object.assign({},\n defaultButton, {\n visible: false,\n text: \"Cancel\",\n value: null,\n }\n);\n\nconst defaultConfirmButton: ButtonOptions = Object.assign({},\n defaultButton, {\n text: \"OK\",\n value: true,\n }\n);\n\nexport const defaultButtonList: ButtonList = {\n cancel: defaultCancelButton,\n confirm: defaultConfirmButton,\n};\n\nconst getDefaultButton = (key: string): ButtonOptions => {\n switch (key) {\n case CONFIRM\_KEY:\n return defaultConfirmButton;\n\n case CANCEL\_KEY:\n return defaultCancelButton;\n\n default:\n // Capitalize:\n const text = key.charAt(0).toUpperCase() + key.slice(1);\n\n return Object.assign({}, defaultButton, {\n text,\n value: key,\n });\n }\n};\n\nconst normalizeButton = (key: string, param: string|object|boolean): ButtonOptions => {\n const button: ButtonOptions = getDefaultButton(key);\n\n /\*\n \* Use the default button + make it visible\n \*/\n if (param === true) {\n return Object.assign({}, button, {\n visible: true,\n });\n }\n\n /\* Set the text of the button: \*/\n if (typeof param === \"string\") {\n return Object.assign({}, button, {\n visible: true,\n text: param,\n });\n }\n\n /\* A specified button should always be visible,\n \* unless \"visible\" is explicitly set to \"false\"\n \*/\n if (isPlainObject(param)) {\n return Object.assign({\n visible: true,\n }, button, param);\n }\n\n return Object.assign({}, button, {\n visible: false,\n });\n};\n\nconst normalizeButtonListObj = (obj: any): ButtonList => {\n let buttons: ButtonList = {};\n\n for (let key of Object.keys(obj)) {\n const opts: any = obj[key];\n const button: ButtonOptions = normalizeButton(key, opts);\n buttons[key] = button;\n }\n\n /\*\n \* We always need a cancel action,\n \* even if the button isn't visible\n \*/\n if (!buttons.cancel) {\n buttons.cancel = defaultCancelButton;\n }\n\n return buttons;\n};\n\nconst normalizeButtonArray = (arr: any[]): ButtonList => {\n let buttonListObj: ButtonList = {};\n\n switch (arr.length) {\n /\* input: [\"Accept\"]\n \* result: only set the confirm button text to \"Accept\"\n \*/\n case 1:\n buttonListObj[CANCEL\_KEY] = Object.assign({}, defaultCancelButton, {\n visible: false,\n });\n\n break;\n\n /\* input: [\"No\", \"Ok!\"]\n \* result: Set cancel button to \"No\", and confirm to \"Ok!\"\n \*/\n case 2:\n buttonListObj[CANCEL\_KEY] = normalizeButton(CANCEL\_KEY, arr[0]);\n buttonListObj[CONFIRM\_KEY] = normalizeButton(CONFIRM\_KEY, arr[1]);\n\n break;\n\n default:\n throwErr(`Invalid number of 'buttons' in array (${arr.length}).\n If you want more than 2 buttons, you need to use an object!`);\n }\n\n return buttonListObj;\n};\n\nexport const getButtonListOpts = (opts: string|object|boolean): ButtonList => {\n let buttonListObj: ButtonList = defaultButtonList;\n\n if (typeof opts === \"string\") {\n buttonListObj[CONFIRM\_KEY] = normalizeButton(CONFIRM\_KEY, opts);\n } else if (Array.isArray(opts)) {\n buttonListObj = normalizeButtonArray(opts);\n } else if (isPlainObject(opts)) {\n buttonListObj = normalizeButtonListObj(opts);\n } else if (opts === true) {\n buttonListObj = normalizeButtonArray([true, true]);\n } else if (opts === false) {\n buttonListObj = normalizeButtonArray([false, false]);\n } else if (opts === undefined){\n buttonListObj = defaultButtonList;\n }\n\n return buttonListObj;\n};\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/options/buttons.ts","import { stringToNode, getNode } from '../utils';\nimport { modalMarkup } from '../markup';\nimport { SwalOptions } from '../options';\n\nimport CLASS\_NAMES from '../class-list';\nconst { MODAL, OVERLAY } = CLASS\_NAMES;\n\nimport initIcon from './icon';\nimport { initTitle, initText } from './text';\nimport initButtons from './buttons';\nimport initContent from './content';\n\nexport const injectElIntoModal = (markup: string): HTMLElement => {\n const modal: Element = getNode(MODAL);\n const el: HTMLElement = stringToNode(markup);\n\n modal.appendChild(el);\n\n return el;\n};\n\n/\*\n \* Remove eventual added classes +\n \* reset all content inside:\n \*/\nconst resetModalElement = (modal: Element): void => {\n modal.className = MODAL;\n modal.textContent = '';\n};\n\n/\*\n \* Add custom class to modal element\n \*/\nconst customizeModalElement = (modal: Element, opts: SwalOptions): void => {\n resetModalElement(modal);\n\n const { className } = opts;\n\n if (className) {\n modal.classList.add(className);\n }\n};\n\n/\*\n \* It's important to run the following functions in this particular order,\n \* so that the elements get appended one after the other.\n \*/\nexport const initModalContent = (opts: SwalOptions): void => {\n // Start from scratch:\n const modal: Element = getNode(MODAL);\n customizeModalElement(modal, opts);\n\n initIcon(opts.icon);\n initTitle(opts.title);\n initText(opts.text);\n initContent(opts.content);\n initButtons(opts.buttons, opts.dangerMode);\n};\n\nconst initModalOnce = (): void => {\n const overlay: Element = getNode(OVERLAY);\n const modal = stringToNode(modalMarkup);\n\n overlay.appendChild(modal);\n};\n\nexport default initModalOnce;\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/init/modal.ts","import { CONFIRM\_KEY } from './options/buttons';\n\nexport interface SwalState {\n isOpen: boolean,\n promise: {\n resolve?(value: string): void,\n reject?(): void,\n },\n actions: {\n [namespace: string]: {\n value?: string | any,\n closeModal?: boolean\n },\n },\n timer: number,\n};\n\nexport interface ActionOptions {\n [buttonNamespace: string]: {\n value?: string,\n closeModal?: boolean\n },\n};\n\nconst defaultState: SwalState = {\n isOpen: false,\n promise: null,\n actions: {},\n timer: null,\n};\n\nlet state: SwalState = Object.assign({}, defaultState);\n\nexport const resetState = (): void => {\n state = Object.assign({}, defaultState);\n}\n\n/\*\n \* Change what the promise resolves to when the user clicks the button.\n \* This is called internally when using { input: true } for example.\n \*/\nexport const setActionValue = (opts: string|ActionOptions) => {\n\n if (typeof opts === \"string\") {\n return setActionValueForButton(CONFIRM\_KEY, opts);\n }\n\n for (let namespace in opts) {\n setActionValueForButton(namespace, opts[namespace]);\n }\n};\n\nconst setActionValueForButton = (namespace: string, value: string | any) => {\n if (!state.actions[namespace]) {\n state.actions[namespace] = {};\n }\n\n Object.assign(state.actions[namespace], {\n value,\n });\n};\n\n/\*\n \* Sets other button options, e.g.\n \* whether the button should close the modal or not\n \*/\nexport const setActionOptionsFor = (buttonKey: string, {\n closeModal = true,\n} = {}) => {\n Object.assign(state.actions[buttonKey], {\n closeModal,\n });\n};\n\nexport default state;\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/state.ts","import { getNode } from './utils';\nimport { CANCEL\_KEY } from './options/buttons';\n\nimport CLASS\_NAMES from './class-list';\n\nconst {\n OVERLAY,\n SHOW\_MODAL,\n BUTTON,\n BUTTON\_LOADING,\n} = CLASS\_NAMES;\n\nimport state, { SwalState } from './state';\n\nexport const openModal = (): void => {\n let overlay = getNode(OVERLAY);\n overlay.classList.add(SHOW\_MODAL); \n\n state.isOpen = true;\n};\n\nconst hideModal = (): void => {\n let overlay = getNode(OVERLAY);\n overlay.classList.remove(SHOW\_MODAL); \n\n state.isOpen = false;\n};\n\n/\*\n \* Triggers when the user presses any button, or\n \* hits Enter inside the input:\n \*/\nexport const onAction = (namespace: string = CANCEL\_KEY): void => {\n const { value, closeModal } = state.actions[namespace];\n\n if (closeModal === false) {\n const buttonClass = `${BUTTON}--${namespace}`;\n const button = getNode(buttonClass);\n button.classList.add(BUTTON\_LOADING);\n } else {\n hideModal();\n }\n\n state.promise.resolve(value);\n};\n\n/\*\n \* Filter the state object. Remove the stuff\n \* that's only for internal use\n \*/\nexport const getState = (): SwalState => {\n const publicState = Object.assign({}, state);\n delete publicState.promise;\n delete publicState.timer;\n\n return publicState;\n};\n\n/\*\n \* Stop showing loading animation on button\n \* (to display error message in input for example)\n \*/\nexport const stopLoading = (): void => {\n const buttons: NodeListOf<Element> = document.querySelectorAll(`.${BUTTON}`);\n\n for (let i = 0; i < buttons.length; i++) {\n const button: Element = buttons[i];\n button.classList.remove(BUTTON\_LOADING);\n }\n};\n\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/actions.ts","var g;\r\n\r\n// This works in non-strict mode\r\ng = (function() {\r\n\treturn this;\r\n})();\r\n\r\ntry {\r\n\t// This works if eval is allowed (see CSP)\r\n\tg = g || Function(\"return this\")() || (1,eval)(\"this\");\r\n} catch(e) {\r\n\t// This works if the window reference is available\r\n\tif(typeof window === \"object\")\r\n\t\tg = window;\r\n}\r\n\r\n// g can still be undefined, but nothing to do about it...\r\n// We return undefined, instead of nothing here, so it's\r\n// easier to handle this case. if(!global) { ...}\r\n\r\nmodule.exports = g;\r\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/webpack/buildin/global.js\n// module id = 7\n// module chunks = 0","module.exports = global[\"sweetAlert\"] = require(\"-!/Users/lionralfs/Documents/projects/sweetalert/node\_modules/expose-loader/index.js?swal!./sweetalert.js\");\n\n\n//////////////////\n// WEBPACK FOOTER\n// ./sweetalert.js\n// module id = 8\n// module chunks = 0","module.exports = global[\"swal\"] = require(\"-!./sweetalert.js\");\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/expose-loader?swal!./sweetalert.js\n// module id = 9\n// module chunks = 0","/\*\n \* This makes sure that we can use the global\n \* swal() function, instead of swal.default()\n \* See: https://github.com/webpack/webpack/issues/3929\n \*/\n\nif (typeof window !== 'undefined') {\n require('./sweetalert.css');\n}\n\nrequire('./polyfills');\n\nvar swal = require('./core').default;\n\nmodule.exports = swal;\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ./sweetalert.js\n// module id = 10\n// module chunks = 0","// style-loader: Adds some css to the DOM by adding a <style> tag\n\n// load the styles\nvar content = require(\"!!../node\_modules/css-loader/index.js??ref--3-1!../node\_modules/postcss-loader/index.js!./sweetalert.css\");\nif(typeof content === 'string') content = [[module.id, content, '']];\n// Prepare cssTransformation\nvar transform;\n\nvar options = {\"insertAt\":\"top\"}\noptions.transform = transform\n// add the styles to the DOM\nvar update = require(\"!../node\_modules/style-loader/lib/addStyles.js\")(content, options);\nif(content.locals) module.exports = content.locals;\n// Hot Module Replacement\nif(module.hot) {\n\t// When the styles change, update the <style> tags\n\tif(!content.locals) {\n\t\tmodule.hot.accept(\"!!../node\_modules/css-loader/index.js??ref--3-1!../node\_modules/postcss-loader/index.js!./sweetalert.css\", function() {\n\t\t\tvar newContent = require(\"!!../node\_modules/css-loader/index.js??ref--3-1!../node\_modules/postcss-loader/index.js!./sweetalert.css\");\n\t\t\tif(typeof newContent === 'string') newContent = [[module.id, newContent, '']];\n\t\t\tupdate(newContent);\n\t\t});\n\t}\n\t// When the module is disposed, remove the <style> tags\n\tmodule.hot.dispose(function() { update(); });\n}\n\n\n//////////////////\n// WEBPACK FOOTER\n// ./sweetalert.css\n// module id = 11\n// module chunks = 0","exports = module.exports = require(\"../node\_modules/css-loader/lib/css-base.js\")(undefined);\n// imports\n\n\n// module\nexports.push([module.id, \".swal-icon--error {\\n border-color: #F27474;\\n -webkit-animation: animateErrorIcon 0.5s;\\n animation: animateErrorIcon 0.5s\\n}\\n\\n.swal-icon--error\_\_x-mark {\\n position: relative;\\n display: block;\\n -webkit-animation: animateXMark 0.5s;\\n animation: animateXMark 0.5s\\n}\\n\\n.swal-icon--error\_\_line {\\n position: absolute;\\n height: 5px;\\n width: 47px;\\n background-color: #F27474;\\n display: block;\\n top: 37px;\\n border-radius: 2px\\n}\\n\\n.swal-icon--error\_\_line--left {\\n -webkit-transform: rotate(45deg);\\n transform: rotate(45deg);\\n left: 17px\\n}\\n\\n.swal-icon--error\_\_line--right {\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg);\\n transform: rotate(-45deg);\\n right: 16px\\n}\\n\\n@-webkit-keyframes animateErrorIcon {\\n from {\\n -webkit-transform: rotateX(100deg);\\n transform: rotateX(100deg);\\n opacity: 0;\\n }\\n to {\\n -webkit-transform: rotateX(0deg);\\n transform: rotateX(0deg);\\n opacity: 1;\\n }\\n}\\n\\n@keyframes animateErrorIcon {\\n from {\\n -webkit-transform: rotateX(100deg);\\n transform: rotateX(100deg);\\n opacity: 0;\\n }\\n to {\\n -webkit-transform: rotateX(0deg);\\n transform: rotateX(0deg);\\n opacity: 1;\\n }\\n}\\n\\n@-webkit-keyframes animateXMark {\\n 0% {\\n -webkit-transform: scale(0.4);\\n transform: scale(0.4);\\n margin-top: 26px;\\n opacity: 0;\\n }\\n 50% {\\n -webkit-transform: scale(0.4);\\n transform: scale(0.4);\\n margin-top: 26px;\\n opacity: 0;\\n }\\n 80% {\\n -webkit-transform: scale(1.15);\\n transform: scale(1.15);\\n margin-top: -6px;\\n }\\n 100% {\\n -webkit-transform: scale(1);\\n transform: scale(1);\\n margin-top: 0;\\n opacity: 1;\\n }\\n}\\n\\n@keyframes animateXMark {\\n 0% {\\n -webkit-transform: scale(0.4);\\n transform: scale(0.4);\\n margin-top: 26px;\\n opacity: 0;\\n }\\n 50% {\\n -webkit-transform: scale(0.4);\\n transform: scale(0.4);\\n margin-top: 26px;\\n opacity: 0;\\n }\\n 80% {\\n -webkit-transform: scale(1.15);\\n transform: scale(1.15);\\n margin-top: -6px;\\n }\\n 100% {\\n -webkit-transform: scale(1);\\n transform: scale(1);\\n margin-top: 0;\\n opacity: 1;\\n }\\n}\\n\\n.swal-icon--warning {\\n border-color: #F8BB86;\\n -webkit-animation: pulseWarning 0.75s infinite alternate;\\n animation: pulseWarning 0.75s infinite alternate\\n\\n /\* Exclamation mark \*/\\n}\\n\\n.swal-icon--warning\_\_body {\\n position: absolute;\\n width: 5px;\\n height: 47px;\\n left: 50%;\\n top: 10px;\\n border-radius: 2px;\\n margin-left: -2px;\\n background-color: #F8BB86\\n}\\n\\n.swal-icon--warning\_\_dot {\\n position: absolute;\\n width: 7px;\\n height: 7px;\\n border-radius: 50%;\\n margin-left: -4px;\\n left: 50%;\\n bottom: -11px;\\n background-color: #F8BB86\\n}\\n\\n@-webkit-keyframes pulseWarning {\\n from {\\n border-color: #F8D486;\\n }\\n to {\\n border-color: #F8BB86;\\n }\\n}\\n\\n@keyframes pulseWarning {\\n from {\\n border-color: #F8D486;\\n }\\n to {\\n border-color: #F8BB86;\\n }\\n}\\n\\n.swal-icon--success {\\n border-color: #A5DC86\\n\\n /\* Moving circular line \*/\\n\\n /\* Ring \*/\\n\\n /\* Hide corners left from animation \*/\\n}\\n\\n.swal-icon--success::before,\\n .swal-icon--success::after {\\n content: '';\\n border-radius: 50%;\\n position: absolute;\\n width: 60px;\\n height: 120px;\\n background: white;\\n -webkit-transform: rotate(45deg);\\n transform: rotate(45deg)\\n}\\n\\n.swal-icon--success::before {\\n border-radius: 120px 0 0 120px;\\n top: -7px;\\n left: -33px;\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg);\\n -webkit-transform-origin: 60px 60px;\\n transform-origin: 60px 60px\\n}\\n\\n.swal-icon--success::after {\\n border-radius: 0 120px 120px 0;\\n top: -11px;\\n left: 30px;\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg);\\n -webkit-transform-origin: 0px 60px;\\n transform-origin: 0px 60px;\\n -webkit-animation: rotatePlaceholder 4.25s ease-in;\\n animation: rotatePlaceholder 4.25s ease-in\\n}\\n\\n.swal-icon--success\_\_ring {\\n width: 80px;\\n height: 80px;\\n border: 4px solid rgba(165, 220, 134, 0.2);\\n border-radius: 50%;\\n box-sizing: content-box;\\n position: absolute;\\n left: -4px;\\n top: -4px;\\n z-index: 2\\n}\\n\\n.swal-icon--success\_\_hide-corners {\\n width: 5px;\\n height: 90px;\\n background-color: white;\\n padding: 1px;\\n position: absolute;\\n left: 28px;\\n top: 8px;\\n z-index: 1;\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg)\\n}\\n\\n.swal-icon--success\_\_line {\\n height: 5px;\\n background-color: #A5DC86;\\n display: block;\\n border-radius: 2px;\\n position: absolute;\\n z-index: 2\\n}\\n\\n.swal-icon--success\_\_line--tip {\\n width: 25px;\\n left: 14px;\\n top: 46px;\\n -webkit-transform: rotate(45deg);\\n transform: rotate(45deg);\\n -webkit-animation: animateSuccessTip 0.75s;\\n animation: animateSuccessTip 0.75s\\n}\\n\\n.swal-icon--success\_\_line--long {\\n width: 47px;\\n right: 8px;\\n top: 38px;\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg);\\n -webkit-animation: animateSuccessLong 0.75s;\\n animation: animateSuccessLong 0.75s\\n}\\n\\n@-webkit-keyframes rotatePlaceholder {\\n 0% {\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg);\\n }\\n 5% {\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg);\\n }\\n 12% {\\n -webkit-transform: rotate(-405deg);\\n transform: rotate(-405deg);\\n }\\n 100% {\\n -webkit-transform: rotate(-405deg);\\n transform: rotate(-405deg);\\n }\\n}\\n\\n@keyframes rotatePlaceholder {\\n 0% {\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg);\\n }\\n 5% {\\n -webkit-transform: rotate(-45deg);\\n transform: rotate(-45deg);\\n }\\n 12% {\\n -webkit-transform: rotate(-405deg);\\n transform: rotate(-405deg);\\n }\\n 100% {\\n -webkit-transform: rotate(-405deg);\\n transform: rotate(-405deg);\\n }\\n}\\n\\n@-webkit-keyframes animateSuccessTip {\\n 0% {\\n width: 0;\\n left: 1px;\\n top: 19px;\\n }\\n 54% {\\n width: 0;\\n left: 1px;\\n top: 19px;\\n }\\n 70% {\\n width: 50px;\\n left: -8px;\\n top: 37px;\\n }\\n 84% {\\n width: 17px;\\n left: 21px;\\n top: 48px;\\n }\\n 100% {\\n width: 25px;\\n left: 14px;\\n top: 45px;\\n }\\n}\\n\\n@keyframes animateSuccessTip {\\n 0% {\\n width: 0;\\n left: 1px;\\n top: 19px;\\n }\\n 54% {\\n width: 0;\\n left: 1px;\\n top: 19px;\\n }\\n 70% {\\n width: 50px;\\n left: -8px;\\n top: 37px;\\n }\\n 84% {\\n width: 17px;\\n left: 21px;\\n top: 48px;\\n }\\n 100% {\\n width: 25px;\\n left: 14px;\\n top: 45px;\\n }\\n}\\n\\n@-webkit-keyframes animateSuccessLong {\\n 0% {\\n width: 0;\\n right: 46px;\\n top: 54px;\\n }\\n 65% {\\n width: 0;\\n right: 46px;\\n top: 54px;\\n }\\n 84% {\\n width: 55px;\\n right: 0px;\\n top: 35px;\\n }\\n 100% {\\n width: 47px;\\n right: 8px;\\n top: 38px;\\n }\\n}\\n\\n@keyframes animateSuccessLong {\\n 0% {\\n width: 0;\\n right: 46px;\\n top: 54px;\\n }\\n 65% {\\n width: 0;\\n right: 46px;\\n top: 54px;\\n }\\n 84% {\\n width: 55px;\\n right: 0px;\\n top: 35px;\\n }\\n 100% {\\n width: 47px;\\n right: 8px;\\n top: 38px;\\n }\\n}\\n\\n.swal-icon--info {\\n border-color: #C9DAE1\\n\\n /\* \\\"i\\\"-letter body \*/\\n /\* \\\"i\\\"-letter dot \*/\\n}\\n\\n.swal-icon--info::before {\\n content: \\\"\\\";\\n position: absolute;\\n width: 5px;\\n height: 29px;\\n left: 50%;\\n bottom: 17px;\\n border-radius: 2px;\\n margin-left: -2px;\\n background-color: #C9DAE1\\n}\\n\\n.swal-icon--info::after {\\n content: \\\"\\\";\\n position: absolute;\\n width: 7px;\\n height: 7px;\\n border-radius: 50%;\\n margin-left: -3px;\\n top: 19px;\\n background-color: #C9DAE1;\\n left: 50%\\n}\\n\\n.swal-icon {\\n width: 80px;\\n height: 80px;\\n border-width: 4px;\\n border-style: solid;\\n border-radius: 50%;\\n padding: 0;\\n position: relative;\\n box-sizing: content-box;\\n margin: 20px auto\\n}\\n\\n.swal-icon:first-child {\\n margin-top: 32px\\n}\\n\\n.swal-icon--custom {\\n width: auto;\\n height: auto;\\n max-width: 100%;\\n border: none;\\n border-radius: 0\\n}\\n\\n.swal-icon img {\\n max-width: 100%;\\n max-height: 100%\\n}\\n\\n.swal-title {\\n color: rgba(0, 0, 0, 0.65);\\n font-weight: 600;\\n text-transform: none;\\n position: relative;\\n display: block;\\n padding: 13px 16px;\\n font-size: 27px;\\n line-height: normal;\\n text-align: center;\\n margin-bottom: 0px\\n}\\n\\n.swal-title:first-child {\\n margin-top: 26px\\n}\\n\\n.swal-title:not(:first-child) {\\n padding-bottom: 0\\n}\\n\\n.swal-title:not(:last-child) {\\n margin-bottom: 13px\\n}\\n\\n.swal-text {\\n font-size: 16px;\\n position: relative;\\n float: none;\\n line-height: normal;\\n vertical-align: top;\\n text-align: left;\\n display: inline-block;\\n margin: 0;\\n padding: 0 10px;\\n font-weight: 400;\\n color: rgba(0, 0, 0, 0.64);\\n max-width: calc(100% - 20px);\\n overflow-wrap: break-word;\\n box-sizing: border-box\\n}\\n\\n.swal-text:first-child {\\n margin-top: 45px\\n}\\n\\n.swal-text:last-child {\\n margin-bottom: 45px\\n}\\n\\n.swal-footer {\\n text-align: right;\\n padding-top: 13px;\\n margin-top: 13px;\\n padding: 13px 16px;\\n border-radius: inherit;\\n border-top-left-radius: 0;\\n border-top-right-radius: 0;\\n}\\n\\n.swal-button-container {\\n margin: 5px;\\n display: inline-block;\\n position: relative;\\n}\\n\\n.swal-button {\\n background-color: #7cd1f9;\\n color: white;\\n border: none;\\n box-shadow: none;\\n border-radius: 5px;\\n font-weight: 600;\\n font-size: 14px;\\n padding: 10px 24px;\\n margin: 0;\\n cursor: pointer\\n /\* Remove ugly dotted lines in FireFox: \*/\\n}\\n\\n.swal-button[not:disabled]:hover {\\n background-color: rgb(120, 203, 242)\\n}\\n\\n.swal-button:active {\\n background-color: rgb(112, 188, 224)\\n}\\n\\n.swal-button:focus {\\n outline: none;\\n box-shadow: 0px 0px 0px 1px white, \\n 0px 0px 0px 3px rgba(43, 114, 165, 0.29)\\n}\\n\\n.swal-button[disabled] {\\n opacity: 0.5;\\n cursor: default\\n}\\n\\n.swal-button::-moz-focus-inner {\\n border: 0\\n}\\n\\n.swal-button--cancel {\\n color: #555555;\\n background-color: #EFEFEF\\n}\\n\\n.swal-button--cancel[not:disabled]:hover {\\n background-color: rgb(232, 232, 232)\\n}\\n\\n.swal-button--cancel:active {\\n background-color: rgb(215, 215, 215)\\n}\\n\\n.swal-button--cancel:focus {\\n box-shadow: 0px 0px 0px 1px white, \\n 0px 0px 0px 3px rgba(116, 136, 150, 0.29)\\n}\\n\\n.swal-button--danger {\\n background-color: #e64942\\n}\\n\\n.swal-button--danger[not:disabled]:hover {\\n background-color: rgb(223, 71, 64)\\n}\\n\\n.swal-button--danger:active {\\n background-color: rgb(207, 66, 59)\\n}\\n\\n.swal-button--danger:focus {\\n box-shadow: 0px 0px 0px 1px white, \\n 0px 0px 0px 3px rgba(165, 43, 43, 0.29)\\n}\\n\\n.swal-content {\\n padding: 0 20px;\\n margin-top: 20px;\\n font-size: initial\\n}\\n\\n.swal-content:last-child {\\n margin-bottom: 20px\\n}\\n\\n.swal-content\_\_input,\\n .swal-content\_\_textarea {\\n -webkit-appearance: none;\\n background-color: white;\\n border: none;\\n font-size: 14px;\\n display: block;\\n box-sizing: border-box;\\n width: 100%;\\n border: 1px solid rgba(0, 0, 0, 0.14);\\n padding: 10px 13px;\\n border-radius: 2px;\\n transition: border-color 0.2s\\n}\\n\\n.swal-content\_\_input:focus, .swal-content\_\_textarea:focus {\\n outline: none;\\n border-color: #6DB8FF\\n}\\n\\n.swal-content\_\_textarea {\\n resize: vertical\\n}\\n\\n.swal-button--loading {\\n color: transparent\\n}\\n\\n.swal-button--loading ~ .swal-button\_\_loader {\\n opacity: 1\\n}\\n\\n.swal-button\_\_loader {\\n position: absolute;\\n height: auto;\\n width: 43px;\\n z-index: 2;\\n left: 50%;\\n top: 50%;\\n -webkit-transform: translateX(-50%) translateY(-50%);\\n transform: translateX(-50%) translateY(-50%);\\n text-align: center;\\n pointer-events: none;\\n opacity: 0\\n}\\n\\n.swal-button\_\_loader div {\\n display: inline-block;\\n float: none;\\n vertical-align: baseline;\\n width: 9px;\\n height: 9px;\\n padding: 0;\\n border: none;\\n margin: 2px;\\n opacity: 0.4;\\n border-radius: 7px;\\n background-color: rgba(255, 255, 255, 0.9);\\n transition: background 0.2s;\\n -webkit-animation: swal-loading-anim 1s infinite;\\n animation: swal-loading-anim 1s infinite\\n}\\n\\n.swal-button\_\_loader div:nth-child(3n+2) {\\n -webkit-animation-delay: 0.15s;\\n animation-delay: 0.15s\\n}\\n\\n.swal-button\_\_loader div:nth-child(3n+3) {\\n -webkit-animation-delay: 0.3s;\\n animation-delay: 0.3s\\n}\\n\\n@-webkit-keyframes swal-loading-anim {\\n 0% { opacity: 0.4; }\\n 20% { opacity: 0.4; }\\n 50% { opacity: 1.0; }\\n 100% { opacity: 0.4; }\\n}\\n\\n@keyframes swal-loading-anim {\\n 0% { opacity: 0.4; }\\n 20% { opacity: 0.4; }\\n 50% { opacity: 1.0; }\\n 100% { opacity: 0.4; }\\n}\\n\\n.swal-overlay {\\n position: fixed;\\n top: 0;\\n bottom: 0;\\n left: 0;\\n right: 0;\\n text-align: center;\\n font-size: 0; /\* Remove gap between inline-block elements \*/\\n overflow-y: scroll;\\n\\n background-color: rgba(0, 0, 0, 0.4);\\n z-index: 10000;\\n pointer-events: none;\\n opacity: 0;\\n transition: opacity 0.3s\\n}\\n\\n.swal-overlay::before {\\n content: ' ';\\n display: inline-block;\\n vertical-align: middle;\\n\\n /\* vertical alignment of the inline element \*/\\n height: 100%\\n}\\n\\n.swal-overlay--show-modal {\\n opacity: 1;\\n pointer-events: auto\\n}\\n\\n.swal-overlay--show-modal .swal-modal {\\n opacity: 1;\\n pointer-events: auto;\\n box-sizing: border-box;\\n -webkit-animation: showSweetAlert 0.3s;\\n animation: showSweetAlert 0.3s;\\n will-change: transform\\n}\\n\\n.swal-modal {\\n width: 478px;\\n opacity: 0;\\n pointer-events: none;\\n background-color: white;\\n text-align: center;\\n border-radius: 5px;\\n\\n position: static;\\n margin: 20px auto;\\n display: inline-block;\\n vertical-align: middle;\\n\\n -webkit-transform: scale(1);\\n\\n transform: scale(1);\\n -webkit-transform-origin: 50% 50%;\\n transform-origin: 50% 50%;\\n z-index: 10001;\\n transition: opacity 0.2s, -webkit-transform 0.3s;\\n transition: transform 0.3s, opacity 0.2s;\\n transition: transform 0.3s, opacity 0.2s, -webkit-transform 0.3s\\n}\\n\\n@media all and (max-width: 500px) {\\n\\n .swal-modal {\\n width: calc(100% - 20px)\\n }\\n }\\n\\n@-webkit-keyframes showSweetAlert {\\n 0% {\\n -webkit-transform: scale(1);\\n transform: scale(1);\\n }\\n 1% {\\n -webkit-transform: scale(0.5);\\n transform: scale(0.5);\\n }\\n\\n 45% {\\n -webkit-transform: scale(1.05);\\n transform: scale(1.05);\\n }\\n\\n 80% {\\n -webkit-transform: scale(0.95);\\n transform: scale(0.95);\\n }\\n\\n 100% {\\n -webkit-transform: scale(1);\\n transform: scale(1);\\n }\\n}\\n\\n@keyframes showSweetAlert {\\n 0% {\\n -webkit-transform: scale(1);\\n transform: scale(1);\\n }\\n 1% {\\n -webkit-transform: scale(0.5);\\n transform: scale(0.5);\\n }\\n\\n 45% {\\n -webkit-transform: scale(1.05);\\n transform: scale(1.05);\\n }\\n\\n 80% {\\n -webkit-transform: scale(0.95);\\n transform: scale(0.95);\\n }\\n\\n 100% {\\n -webkit-transform: scale(1);\\n transform: scale(1);\\n }\\n}\\n\", \"\"]);\n\n// exports\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/css-loader?{\"importLoaders\":1}!../node\_modules/postcss-loader!./sweetalert.css\n// module id = 12\n// module chunks = 0","/\*\n\tMIT License http://www.opensource.org/licenses/mit-license.php\n\tAuthor Tobias Koppers @sokra\n\*/\n// css base code, injected by the css-loader\nmodule.exports = function(useSourceMap) {\n\tvar list = [];\n\n\t// return the list of modules as css string\n\tlist.toString = function toString() {\n\t\treturn this.map(function (item) {\n\t\t\tvar content = cssWithMappingToString(item, useSourceMap);\n\t\t\tif(item[2]) {\n\t\t\t\treturn \"@media \" + item[2] + \"{\" + content + \"}\";\n\t\t\t} else {\n\t\t\t\treturn content;\n\t\t\t}\n\t\t}).join(\"\");\n\t};\n\n\t// import a list of modules into the list\n\tlist.i = function(modules, mediaQuery) {\n\t\tif(typeof modules === \"string\")\n\t\t\tmodules = [[null, modules, \"\"]];\n\t\tvar alreadyImportedModules = {};\n\t\tfor(var i = 0; i < this.length; i++) {\n\t\t\tvar id = this[i][0];\n\t\t\tif(typeof id === \"number\")\n\t\t\t\talreadyImportedModules[id] = true;\n\t\t}\n\t\tfor(i = 0; i < modules.length; i++) {\n\t\t\tvar item = modules[i];\n\t\t\t// skip already imported module\n\t\t\t// this implementation is not 100% perfect for weird media query combinations\n\t\t\t// when a module is imported multiple times with different media queries.\n\t\t\t// I hope this will never occur (Hey this way we have smaller bundles)\n\t\t\tif(typeof item[0] !== \"number\" || !alreadyImportedModules[item[0]]) {\n\t\t\t\tif(mediaQuery && !item[2]) {\n\t\t\t\t\titem[2] = mediaQuery;\n\t\t\t\t} else if(mediaQuery) {\n\t\t\t\t\titem[2] = \"(\" + item[2] + \") and (\" + mediaQuery + \")\";\n\t\t\t\t}\n\t\t\t\tlist.push(item);\n\t\t\t}\n\t\t}\n\t};\n\treturn list;\n};\n\nfunction cssWithMappingToString(item, useSourceMap) {\n\tvar content = item[1] || '';\n\tvar cssMapping = item[3];\n\tif (!cssMapping) {\n\t\treturn content;\n\t}\n\n\tif (useSourceMap && typeof btoa === 'function') {\n\t\tvar sourceMapping = toComment(cssMapping);\n\t\tvar sourceURLs = cssMapping.sources.map(function (source) {\n\t\t\treturn '/\*# sourceURL=' + cssMapping.sourceRoot + source + ' \*/'\n\t\t});\n\n\t\treturn [content].concat(sourceURLs).concat([sourceMapping]).join('\\n');\n\t}\n\n\treturn [content].join('\\n');\n}\n\n// Adapted from convert-source-map (MIT)\nfunction toComment(sourceMap) {\n\t// eslint-disable-next-line no-undef\n\tvar base64 = btoa(unescape(encodeURIComponent(JSON.stringify(sourceMap))));\n\tvar data = 'sourceMappingURL=data:application/json;charset=utf-8;base64,' + base64;\n\n\treturn '/\*# ' + data + ' \*/';\n}\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/css-loader/lib/css-base.js\n// module id = 13\n// module chunks = 0","/\*\n\tMIT License http://www.opensource.org/licenses/mit-license.php\n\tAuthor Tobias Koppers @sokra\n\*/\n\nvar stylesInDom = {};\n\nvar\tmemoize = function (fn) {\n\tvar memo;\n\n\treturn function () {\n\t\tif (typeof memo === \"undefined\") memo = fn.apply(this, arguments);\n\t\treturn memo;\n\t};\n};\n\nvar isOldIE = memoize(function () {\n\t// Test for IE <= 9 as proposed by Browserhacks\n\t// @see http://browserhacks.com/#hack-e71d8692f65334173fee715c222cb805\n\t// Tests for existence of standard globals is to allow style-loader\n\t// to operate correctly into non-standard environments\n\t// @see https://github.com/webpack-contrib/style-loader/issues/177\n\treturn window && document && document.all && !window.atob;\n});\n\nvar getElement = (function (fn) {\n\tvar memo = {};\n\n\treturn function(selector) {\n\t\tif (typeof memo[selector] === \"undefined\") {\n\t\t\tmemo[selector] = fn.call(this, selector);\n\t\t}\n\n\t\treturn memo[selector]\n\t};\n})(function (target) {\n\treturn document.querySelector(target)\n});\n\nvar singleton = null;\nvar\tsingletonCounter = 0;\nvar\tstylesInsertedAtTop = [];\n\nvar\tfixUrls = require(\"./urls\");\n\nmodule.exports = function(list, options) {\n\tif (typeof DEBUG !== \"undefined\" && DEBUG) {\n\t\tif (typeof document !== \"object\") throw new Error(\"The style-loader cannot be used in a non-browser environment\");\n\t}\n\n\toptions = options || {};\n\n\toptions.attrs = typeof options.attrs === \"object\" ? options.attrs : {};\n\n\t// Force single-tag solution on IE6-9, which has a hard limit on the # of <style>\n\t// tags it will allow on a page\n\tif (!options.singleton) options.singleton = isOldIE();\n\n\t// By default, add <style> tags to the <head> element\n\tif (!options.insertInto) options.insertInto = \"head\";\n\n\t// By default, add <style> tags to the bottom of the target\n\tif (!options.insertAt) options.insertAt = \"bottom\";\n\n\tvar styles = listToStyles(list, options);\n\n\taddStylesToDom(styles, options);\n\n\treturn function update (newList) {\n\t\tvar mayRemove = [];\n\n\t\tfor (var i = 0; i < styles.length; i++) {\n\t\t\tvar item = styles[i];\n\t\t\tvar domStyle = stylesInDom[item.id];\n\n\t\t\tdomStyle.refs--;\n\t\t\tmayRemove.push(domStyle);\n\t\t}\n\n\t\tif(newList) {\n\t\t\tvar newStyles = listToStyles(newList, options);\n\t\t\taddStylesToDom(newStyles, options);\n\t\t}\n\n\t\tfor (var i = 0; i < mayRemove.length; i++) {\n\t\t\tvar domStyle = mayRemove[i];\n\n\t\t\tif(domStyle.refs === 0) {\n\t\t\t\tfor (var j = 0; j < domStyle.parts.length; j++) domStyle.parts[j]();\n\n\t\t\t\tdelete stylesInDom[domStyle.id];\n\t\t\t}\n\t\t}\n\t};\n};\n\nfunction addStylesToDom (styles, options) {\n\tfor (var i = 0; i < styles.length; i++) {\n\t\tvar item = styles[i];\n\t\tvar domStyle = stylesInDom[item.id];\n\n\t\tif(domStyle) {\n\t\t\tdomStyle.refs++;\n\n\t\t\tfor(var j = 0; j < domStyle.parts.length; j++) {\n\t\t\t\tdomStyle.parts[j](item.parts[j]);\n\t\t\t}\n\n\t\t\tfor(; j < item.parts.length; j++) {\n\t\t\t\tdomStyle.parts.push(addStyle(item.parts[j], options));\n\t\t\t}\n\t\t} else {\n\t\t\tvar parts = [];\n\n\t\t\tfor(var j = 0; j < item.parts.length; j++) {\n\t\t\t\tparts.push(addStyle(item.parts[j], options));\n\t\t\t}\n\n\t\t\tstylesInDom[item.id] = {id: item.id, refs: 1, parts: parts};\n\t\t}\n\t}\n}\n\nfunction listToStyles (list, options) {\n\tvar styles = [];\n\tvar newStyles = {};\n\n\tfor (var i = 0; i < list.length; i++) {\n\t\tvar item = list[i];\n\t\tvar id = options.base ? item[0] + options.base : item[0];\n\t\tvar css = item[1];\n\t\tvar media = item[2];\n\t\tvar sourceMap = item[3];\n\t\tvar part = {css: css, media: media, sourceMap: sourceMap};\n\n\t\tif(!newStyles[id]) styles.push(newStyles[id] = {id: id, parts: [part]});\n\t\telse newStyles[id].parts.push(part);\n\t}\n\n\treturn styles;\n}\n\nfunction insertStyleElement (options, style) {\n\tvar target = getElement(options.insertInto)\n\n\tif (!target) {\n\t\tthrow new Error(\"Couldn't find a style target. This probably means that the value for the 'insertInto' parameter is invalid.\");\n\t}\n\n\tvar lastStyleElementInsertedAtTop = stylesInsertedAtTop[stylesInsertedAtTop.length - 1];\n\n\tif (options.insertAt === \"top\") {\n\t\tif (!lastStyleElementInsertedAtTop) {\n\t\t\ttarget.insertBefore(style, target.firstChild);\n\t\t} else if (lastStyleElementInsertedAtTop.nextSibling) {\n\t\t\ttarget.insertBefore(style, lastStyleElementInsertedAtTop.nextSibling);\n\t\t} else {\n\t\t\ttarget.appendChild(style);\n\t\t}\n\t\tstylesInsertedAtTop.push(style);\n\t} else if (options.insertAt === \"bottom\") {\n\t\ttarget.appendChild(style);\n\t} else {\n\t\tthrow new Error(\"Invalid value for parameter 'insertAt'. Must be 'top' or 'bottom'.\");\n\t}\n}\n\nfunction removeStyleElement (style) {\n\tif (style.parentNode === null) return false;\n\tstyle.parentNode.removeChild(style);\n\n\tvar idx = stylesInsertedAtTop.indexOf(style);\n\tif(idx >= 0) {\n\t\tstylesInsertedAtTop.splice(idx, 1);\n\t}\n}\n\nfunction createStyleElement (options) {\n\tvar style = document.createElement(\"style\");\n\n\toptions.attrs.type = \"text/css\";\n\n\taddAttrs(style, options.attrs);\n\tinsertStyleElement(options, style);\n\n\treturn style;\n}\n\nfunction createLinkElement (options) {\n\tvar link = document.createElement(\"link\");\n\n\toptions.attrs.type = \"text/css\";\n\toptions.attrs.rel = \"stylesheet\";\n\n\taddAttrs(link, options.attrs);\n\tinsertStyleElement(options, link);\n\n\treturn link;\n}\n\nfunction addAttrs (el, attrs) {\n\tObject.keys(attrs).forEach(function (key) {\n\t\tel.setAttribute(key, attrs[key]);\n\t});\n}\n\nfunction addStyle (obj, options) {\n\tvar style, update, remove, result;\n\n\t// If a transform function was defined, run it on the css\n\tif (options.transform && obj.css) {\n\t result = options.transform(obj.css);\n\n\t if (result) {\n\t \t// If transform returns a value, use that instead of the original css.\n\t \t// This allows running runtime transformations on the css.\n\t \tobj.css = result;\n\t } else {\n\t \t// If the transform function returns a falsy value, don't add this css.\n\t \t// This allows conditional loading of css\n\t \treturn function() {\n\t \t\t// noop\n\t \t};\n\t }\n\t}\n\n\tif (options.singleton) {\n\t\tvar styleIndex = singletonCounter++;\n\n\t\tstyle = singleton || (singleton = createStyleElement(options));\n\n\t\tupdate = applyToSingletonTag.bind(null, style, styleIndex, false);\n\t\tremove = applyToSingletonTag.bind(null, style, styleIndex, true);\n\n\t} else if (\n\t\tobj.sourceMap &&\n\t\ttypeof URL === \"function\" &&\n\t\ttypeof URL.createObjectURL === \"function\" &&\n\t\ttypeof URL.revokeObjectURL === \"function\" &&\n\t\ttypeof Blob === \"function\" &&\n\t\ttypeof btoa === \"function\"\n\t) {\n\t\tstyle = createLinkElement(options);\n\t\tupdate = updateLink.bind(null, style, options);\n\t\tremove = function () {\n\t\t\tremoveStyleElement(style);\n\n\t\t\tif(style.href) URL.revokeObjectURL(style.href);\n\t\t};\n\t} else {\n\t\tstyle = createStyleElement(options);\n\t\tupdate = applyToTag.bind(null, style);\n\t\tremove = function () {\n\t\t\tremoveStyleElement(style);\n\t\t};\n\t}\n\n\tupdate(obj);\n\n\treturn function updateStyle (newObj) {\n\t\tif (newObj) {\n\t\t\tif (\n\t\t\t\tnewObj.css === obj.css &&\n\t\t\t\tnewObj.media === obj.media &&\n\t\t\t\tnewObj.sourceMap === obj.sourceMap\n\t\t\t) {\n\t\t\t\treturn;\n\t\t\t}\n\n\t\t\tupdate(obj = newObj);\n\t\t} else {\n\t\t\tremove();\n\t\t}\n\t};\n}\n\nvar replaceText = (function () {\n\tvar textStore = [];\n\n\treturn function (index, replacement) {\n\t\ttextStore[index] = replacement;\n\n\t\treturn textStore.filter(Boolean).join('\\n');\n\t};\n})();\n\nfunction applyToSingletonTag (style, index, remove, obj) {\n\tvar css = remove ? \"\" : obj.css;\n\n\tif (style.styleSheet) {\n\t\tstyle.styleSheet.cssText = replaceText(index, css);\n\t} else {\n\t\tvar cssNode = document.createTextNode(css);\n\t\tvar childNodes = style.childNodes;\n\n\t\tif (childNodes[index]) style.removeChild(childNodes[index]);\n\n\t\tif (childNodes.length) {\n\t\t\tstyle.insertBefore(cssNode, childNodes[index]);\n\t\t} else {\n\t\t\tstyle.appendChild(cssNode);\n\t\t}\n\t}\n}\n\nfunction applyToTag (style, obj) {\n\tvar css = obj.css;\n\tvar media = obj.media;\n\n\tif(media) {\n\t\tstyle.setAttribute(\"media\", media)\n\t}\n\n\tif(style.styleSheet) {\n\t\tstyle.styleSheet.cssText = css;\n\t} else {\n\t\twhile(style.firstChild) {\n\t\t\tstyle.removeChild(style.firstChild);\n\t\t}\n\n\t\tstyle.appendChild(document.createTextNode(css));\n\t}\n}\n\nfunction updateLink (link, options, obj) {\n\tvar css = obj.css;\n\tvar sourceMap = obj.sourceMap;\n\n\t/\*\n\t\tIf convertToAbsoluteUrls isn't defined, but sourcemaps are enabled\n\t\tand there is no publicPath defined then lets turn convertToAbsoluteUrls\n\t\ton by default. Otherwise default to the convertToAbsoluteUrls option\n\t\tdirectly\n\t\*/\n\tvar autoFixUrls = options.convertToAbsoluteUrls === undefined && sourceMap;\n\n\tif (options.convertToAbsoluteUrls || autoFixUrls) {\n\t\tcss = fixUrls(css);\n\t}\n\n\tif (sourceMap) {\n\t\t// http://stackoverflow.com/a/26603875\n\t\tcss += \"\\n/\*# sourceMappingURL=data:application/json;base64,\" + btoa(unescape(encodeURIComponent(JSON.stringify(sourceMap)))) + \" \*/\";\n\t}\n\n\tvar blob = new Blob([css], { type: \"text/css\" });\n\n\tvar oldSrc = link.href;\n\n\tlink.href = URL.createObjectURL(blob);\n\n\tif(oldSrc) URL.revokeObjectURL(oldSrc);\n}\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/style-loader/lib/addStyles.js\n// module id = 14\n// module chunks = 0","\n/\*\*\n \* When source maps are enabled, `style-loader` uses a link element with a data-uri to\n \* embed the css on the page. This breaks all relative urls because now they are relative to a\n \* bundle instead of the current page.\n \*\n \* One solution is to only use full urls, but that may be impossible.\n \*\n \* Instead, this function \"fixes\" the relative urls to be absolute according to the current page location.\n \*\n \* A rudimentary test suite is located at `test/fixUrls.js` and can be run via the `npm test` command.\n \*\n \*/\n\nmodule.exports = function (css) {\n // get current location\n var location = typeof window !== \"undefined\" && window.location;\n\n if (!location) {\n throw new Error(\"fixUrls requires window.location\");\n }\n\n\t// blank or null?\n\tif (!css || typeof css !== \"string\") {\n\t return css;\n }\n\n var baseUrl = location.protocol + \"//\" + location.host;\n var currentDir = baseUrl + location.pathname.replace(/\\/[^\\/]\*$/, \"/\");\n\n\t// convert each url(...)\n\t/\*\n\tThis regular expression is just a way to recursively match brackets within\n\ta string.\n\n\t /url\\s\*\\( = Match on the word \"url\" with any whitespace after it and then a parens\n\t ( = Start a capturing group\n\t (?: = Start a non-capturing group\n\t [^)(] = Match anything that isn't a parentheses\n\t | = OR\n\t \\( = Match a start parentheses\n\t (?: = Start another non-capturing groups\n\t [^)(]+ = Match anything that isn't a parentheses\n\t | = OR\n\t \\( = Match a start parentheses\n\t [^)(]\* = Match anything that isn't a parentheses\n\t \\) = Match a end parentheses\n\t ) = End Group\n \*\\) = Match anything and then a close parens\n ) = Close non-capturing group\n \* = Match anything\n ) = Close capturing group\n\t \\) = Match a close parens\n\n\t /gi = Get all matches, not the first. Be case insensitive.\n\t \*/\n\tvar fixedCss = css.replace(/url\\s\*\\(((?:[^)(]|\\((?:[^)(]+|\\([^)(]\*\\))\*\\))\*)\\)/gi, function(fullMatch, origUrl) {\n\t\t// strip quotes (if they exist)\n\t\tvar unquotedOrigUrl = origUrl\n\t\t\t.trim()\n\t\t\t.replace(/^\"(.\*)\"$/, function(o, $1){ return $1; })\n\t\t\t.replace(/^'(.\*)'$/, function(o, $1){ return $1; });\n\n\t\t// already a full url? no change\n\t\tif (/^(#|data:|http:\\/\\/|https:\\/\\/|file:\\/\\/\\/)/i.test(unquotedOrigUrl)) {\n\t\t return fullMatch;\n\t\t}\n\n\t\t// convert the url to a full url\n\t\tvar newUrl;\n\n\t\tif (unquotedOrigUrl.indexOf(\"//\") === 0) {\n\t\t \t//TODO: should we add protocol?\n\t\t\tnewUrl = unquotedOrigUrl;\n\t\t} else if (unquotedOrigUrl.indexOf(\"/\") === 0) {\n\t\t\t// path should be relative to the base url\n\t\t\tnewUrl = baseUrl + unquotedOrigUrl; // already starts with '/'\n\t\t} else {\n\t\t\t// path should be relative to current directory\n\t\t\tnewUrl = currentDir + unquotedOrigUrl.replace(/^\\.\\//, \"\"); // Strip leading './'\n\t\t}\n\n\t\t// send back the fixed url(...)\n\t\treturn \"url(\" + JSON.stringify(newUrl) + \")\";\n\t});\n\n\t// send back the fixed css\n\treturn fixedCss;\n};\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/style-loader/lib/urls.js\n// module id = 15\n// module chunks = 0","/\*\*\n \* Promise polyfill\n \*/\nvar Promise = require('promise-polyfill');\nif (!window.Promise) {\n window.Promise = Promise;\n}\n\n/\*\*\n \* Object.assign() polyfill\n \*/\nrequire('es6-object-assign/auto');\n\n/\*\*\n \* String.prototype.includes() polyfill\n \* @see https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/String/includes#Polyfill\n \*/\nif (!String.prototype.includes) {\n String.prototype.includes = function(search, start) {\n 'use strict';\n if (typeof start !== 'number') {\n start = 0;\n }\n\n if (start + search.length > this.length) {\n return false;\n } else {\n return this.indexOf(search, start) !== -1;\n }\n };\n}\n\n/\*\*\n \* Array.prototype.includes() polyfill\n \* @see https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Array/includes#Polyfill\n \*/\nif (!Array.prototype.includes) {\n Object.defineProperty(Array.prototype, 'includes', {\n value: function(searchElement, fromIndex) {\n\n // 1. Let O be ? ToObject(this value).\n if (this == null) {\n throw new TypeError('\"this\" is null or not defined');\n }\n\n var o = Object(this);\n\n // 2. Let len be ? ToLength(? Get(O, \"length\")).\n var len = o.length >>> 0;\n\n // 3. If len is 0, return false.\n if (len === 0) {\n return false;\n }\n\n // 4. Let n be ? ToInteger(fromIndex).\n // (If fromIndex is undefined, this step produces the value 0.)\n var n = fromIndex | 0;\n\n // 5. If n ≥ 0, then\n // a. Let k be n.\n // 6. Else n < 0,\n // a. Let k be len + n.\n // b. If k < 0, let k be 0.\n var k = Math.max(n >= 0 ? n : len - Math.abs(n), 0);\n\n function sameValueZero(x, y) {\n return x === y || (typeof x === 'number' && typeof y === 'number' && isNaN(x) && isNaN(y));\n }\n\n // 7. Repeat, while k < len\n while (k < len) {\n // a. Let elementK be the result of ? Get(O, ! ToString(k)).\n // b. If SameValueZero(searchElement, elementK) is true, return true.\n // c. Increase k by 1.\n if (sameValueZero(o[k], searchElement)) {\n return true;\n }\n k++;\n }\n\n // 8. Return false\n return false;\n }\n });\n}\n\n/\*\*\n \* ChildNode.remove() polyfill\n \* @see https://github.com/jserz/js\_piece/blob/master/DOM/ChildNode/remove()/remove().md\n \*/\n(function (arr) {\n arr.forEach(function (item) {\n if (item.hasOwnProperty('remove')) {\n return;\n }\n Object.defineProperty(item, 'remove', {\n configurable: true,\n enumerable: true,\n writable: true,\n value: function remove() {\n this.parentNode.removeChild(this);\n }\n });\n });\n})([Element.prototype, CharacterData.prototype, DocumentType.prototype]);\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ./polyfills.js\n// module id = 16\n// module chunks = 0","(function (root) {\n\n // Store setTimeout reference so promise-polyfill will be unaffected by\n // other code modifying setTimeout (like sinon.useFakeTimers())\n var setTimeoutFunc = setTimeout;\n\n function noop() {}\n \n // Polyfill for Function.prototype.bind\n function bind(fn, thisArg) {\n return function () {\n fn.apply(thisArg, arguments);\n };\n }\n\n function Promise(fn) {\n if (typeof this !== 'object') throw new TypeError('Promises must be constructed via new');\n if (typeof fn !== 'function') throw new TypeError('not a function');\n this.\_state = 0;\n this.\_handled = false;\n this.\_value = undefined;\n this.\_deferreds = [];\n\n doResolve(fn, this);\n }\n\n function handle(self, deferred) {\n while (self.\_state === 3) {\n self = self.\_value;\n }\n if (self.\_state === 0) {\n self.\_deferreds.push(deferred);\n return;\n }\n self.\_handled = true;\n Promise.\_immediateFn(function () {\n var cb = self.\_state === 1 ? deferred.onFulfilled : deferred.onRejected;\n if (cb === null) {\n (self.\_state === 1 ? resolve : reject)(deferred.promise, self.\_value);\n return;\n }\n var ret;\n try {\n ret = cb(self.\_value);\n } catch (e) {\n reject(deferred.promise, e);\n return;\n }\n resolve(deferred.promise, ret);\n });\n }\n\n function resolve(self, newValue) {\n try {\n // Promise Resolution Procedure: https://github.com/promises-aplus/promises-spec#the-promise-resolution-procedure\n if (newValue === self) throw new TypeError('A promise cannot be resolved with itself.');\n if (newValue && (typeof newValue === 'object' || typeof newValue === 'function')) {\n var then = newValue.then;\n if (newValue instanceof Promise) {\n self.\_state = 3;\n self.\_value = newValue;\n finale(self);\n return;\n } else if (typeof then === 'function') {\n doResolve(bind(then, newValue), self);\n return;\n }\n }\n self.\_state = 1;\n self.\_value = newValue;\n finale(self);\n } catch (e) {\n reject(self, e);\n }\n }\n\n function reject(self, newValue) {\n self.\_state = 2;\n self.\_value = newValue;\n finale(self);\n }\n\n function finale(self) {\n if (self.\_state === 2 && self.\_deferreds.length === 0) {\n Promise.\_immediateFn(function() {\n if (!self.\_handled) {\n Promise.\_unhandledRejectionFn(self.\_value);\n }\n });\n }\n\n for (var i = 0, len = self.\_deferreds.length; i < len; i++) {\n handle(self, self.\_deferreds[i]);\n }\n self.\_deferreds = null;\n }\n\n function Handler(onFulfilled, onRejected, promise) {\n this.onFulfilled = typeof onFulfilled === 'function' ? onFulfilled : null;\n this.onRejected = typeof onRejected === 'function' ? onRejected : null;\n this.promise = promise;\n }\n\n /\*\*\n \* Take a potentially misbehaving resolver function and make sure\n \* onFulfilled and onRejected are only called once.\n \*\n \* Makes no guarantees about asynchrony.\n \*/\n function doResolve(fn, self) {\n var done = false;\n try {\n fn(function (value) {\n if (done) return;\n done = true;\n resolve(self, value);\n }, function (reason) {\n if (done) return;\n done = true;\n reject(self, reason);\n });\n } catch (ex) {\n if (done) return;\n done = true;\n reject(self, ex);\n }\n }\n\n Promise.prototype['catch'] = function (onRejected) {\n return this.then(null, onRejected);\n };\n\n Promise.prototype.then = function (onFulfilled, onRejected) {\n var prom = new (this.constructor)(noop);\n\n handle(this, new Handler(onFulfilled, onRejected, prom));\n return prom;\n };\n\n Promise.all = function (arr) {\n var args = Array.prototype.slice.call(arr);\n\n return new Promise(function (resolve, reject) {\n if (args.length === 0) return resolve([]);\n var remaining = args.length;\n\n function res(i, val) {\n try {\n if (val && (typeof val === 'object' || typeof val === 'function')) {\n var then = val.then;\n if (typeof then === 'function') {\n then.call(val, function (val) {\n res(i, val);\n }, reject);\n return;\n }\n }\n args[i] = val;\n if (--remaining === 0) {\n resolve(args);\n }\n } catch (ex) {\n reject(ex);\n }\n }\n\n for (var i = 0; i < args.length; i++) {\n res(i, args[i]);\n }\n });\n };\n\n Promise.resolve = function (value) {\n if (value && typeof value === 'object' && value.constructor === Promise) {\n return value;\n }\n\n return new Promise(function (resolve) {\n resolve(value);\n });\n };\n\n Promise.reject = function (value) {\n return new Promise(function (resolve, reject) {\n reject(value);\n });\n };\n\n Promise.race = function (values) {\n return new Promise(function (resolve, reject) {\n for (var i = 0, len = values.length; i < len; i++) {\n values[i].then(resolve, reject);\n }\n });\n };\n\n // Use polyfill for setImmediate for performance gains\n Promise.\_immediateFn = (typeof setImmediate === 'function' && function (fn) { setImmediate(fn); }) ||\n function (fn) {\n setTimeoutFunc(fn, 0);\n };\n\n Promise.\_unhandledRejectionFn = function \_unhandledRejectionFn(err) {\n if (typeof console !== 'undefined' && console) {\n console.warn('Possible Unhandled Promise Rejection:', err); // eslint-disable-line no-console\n }\n };\n\n /\*\*\n \* Set the immediate function to execute callbacks\n \* @param fn {function} Function to execute\n \* @deprecated\n \*/\n Promise.\_setImmediateFn = function \_setImmediateFn(fn) {\n Promise.\_immediateFn = fn;\n };\n\n /\*\*\n \* Change the function to execute on unhandled rejection\n \* @param {function} fn Function to execute on unhandled rejection\n \* @deprecated\n \*/\n Promise.\_setUnhandledRejectionFn = function \_setUnhandledRejectionFn(fn) {\n Promise.\_unhandledRejectionFn = fn;\n };\n \n if (typeof module !== 'undefined' && module.exports) {\n module.exports = Promise;\n } else if (!root.Promise) {\n root.Promise = Promise;\n }\n\n})(this);\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/promise-polyfill/promise.js\n// module id = 17\n// module chunks = 0","var apply = Function.prototype.apply;\n\n// DOM APIs, for completeness\n\nexports.setTimeout = function() {\n return new Timeout(apply.call(setTimeout, window, arguments), clearTimeout);\n};\nexports.setInterval = function() {\n return new Timeout(apply.call(setInterval, window, arguments), clearInterval);\n};\nexports.clearTimeout =\nexports.clearInterval = function(timeout) {\n if (timeout) {\n timeout.close();\n }\n};\n\nfunction Timeout(id, clearFn) {\n this.\_id = id;\n this.\_clearFn = clearFn;\n}\nTimeout.prototype.unref = Timeout.prototype.ref = function() {};\nTimeout.prototype.close = function() {\n this.\_clearFn.call(window, this.\_id);\n};\n\n// Does not start the time, just sets up the members needed.\nexports.enroll = function(item, msecs) {\n clearTimeout(item.\_idleTimeoutId);\n item.\_idleTimeout = msecs;\n};\n\nexports.unenroll = function(item) {\n clearTimeout(item.\_idleTimeoutId);\n item.\_idleTimeout = -1;\n};\n\nexports.\_unrefActive = exports.active = function(item) {\n clearTimeout(item.\_idleTimeoutId);\n\n var msecs = item.\_idleTimeout;\n if (msecs >= 0) {\n item.\_idleTimeoutId = setTimeout(function onTimeout() {\n if (item.\_onTimeout)\n item.\_onTimeout();\n }, msecs);\n }\n};\n\n// setimmediate attaches itself to the global object\nrequire(\"setimmediate\");\nexports.setImmediate = setImmediate;\nexports.clearImmediate = clearImmediate;\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/node-libs-browser/node\_modules/timers-browserify/main.js\n// module id = 18\n// module chunks = 0","(function (global, undefined) {\n \"use strict\";\n\n if (global.setImmediate) {\n return;\n }\n\n var nextHandle = 1; // Spec says greater than zero\n var tasksByHandle = {};\n var currentlyRunningATask = false;\n var doc = global.document;\n var registerImmediate;\n\n function setImmediate(callback) {\n // Callback can either be a function or a string\n if (typeof callback !== \"function\") {\n callback = new Function(\"\" + callback);\n }\n // Copy function arguments\n var args = new Array(arguments.length - 1);\n for (var i = 0; i < args.length; i++) {\n args[i] = arguments[i + 1];\n }\n // Store and register the task\n var task = { callback: callback, args: args };\n tasksByHandle[nextHandle] = task;\n registerImmediate(nextHandle);\n return nextHandle++;\n }\n\n function clearImmediate(handle) {\n delete tasksByHandle[handle];\n }\n\n function run(task) {\n var callback = task.callback;\n var args = task.args;\n switch (args.length) {\n case 0:\n callback();\n break;\n case 1:\n callback(args[0]);\n break;\n case 2:\n callback(args[0], args[1]);\n break;\n case 3:\n callback(args[0], args[1], args[2]);\n break;\n default:\n callback.apply(undefined, args);\n break;\n }\n }\n\n function runIfPresent(handle) {\n // From the spec: \"Wait until any invocations of this algorithm started before this one have completed.\"\n // So if we're currently running a task, we'll need to delay this invocation.\n if (currentlyRunningATask) {\n // Delay by doing a setTimeout. setImmediate was tried instead, but in Firefox 7 it generated a\n // \"too much recursion\" error.\n setTimeout(runIfPresent, 0, handle);\n } else {\n var task = tasksByHandle[handle];\n if (task) {\n currentlyRunningATask = true;\n try {\n run(task);\n } finally {\n clearImmediate(handle);\n currentlyRunningATask = false;\n }\n }\n }\n }\n\n function installNextTickImplementation() {\n registerImmediate = function(handle) {\n process.nextTick(function () { runIfPresent(handle); });\n };\n }\n\n function canUsePostMessage() {\n // The test against `importScripts` prevents this implementation from being installed inside a web worker,\n // where `global.postMessage` means something completely different and can't be used for this purpose.\n if (global.postMessage && !global.importScripts) {\n var postMessageIsAsynchronous = true;\n var oldOnMessage = global.onmessage;\n global.onmessage = function() {\n postMessageIsAsynchronous = false;\n };\n global.postMessage(\"\", \"\*\");\n global.onmessage = oldOnMessage;\n return postMessageIsAsynchronous;\n }\n }\n\n function installPostMessageImplementation() {\n // Installs an event handler on `global` for the `message` event: see\n // \* https://developer.mozilla.org/en/DOM/window.postMessage\n // \* http://www.whatwg.org/specs/web-apps/current-work/multipage/comms.html#crossDocumentMessages\n\n var messagePrefix = \"setImmediate$\" + Math.random() + \"$\";\n var onGlobalMessage = function(event) {\n if (event.source === global &&\n typeof event.data === \"string\" &&\n event.data.indexOf(messagePrefix) === 0) {\n runIfPresent(+event.data.slice(messagePrefix.length));\n }\n };\n\n if (global.addEventListener) {\n global.addEventListener(\"message\", onGlobalMessage, false);\n } else {\n global.attachEvent(\"onmessage\", onGlobalMessage);\n }\n\n registerImmediate = function(handle) {\n global.postMessage(messagePrefix + handle, \"\*\");\n };\n }\n\n function installMessageChannelImplementation() {\n var channel = new MessageChannel();\n channel.port1.onmessage = function(event) {\n var handle = event.data;\n runIfPresent(handle);\n };\n\n registerImmediate = function(handle) {\n channel.port2.postMessage(handle);\n };\n }\n\n function installReadyStateChangeImplementation() {\n var html = doc.documentElement;\n registerImmediate = function(handle) {\n // Create a <script> element; its readystatechange event will be fired asynchronously once it is inserted\n // into the document. Do so, thus queuing up the task. Remember to clean up once it's been called.\n var script = doc.createElement(\"script\");\n script.onreadystatechange = function () {\n runIfPresent(handle);\n script.onreadystatechange = null;\n html.removeChild(script);\n script = null;\n };\n html.appendChild(script);\n };\n }\n\n function installSetTimeoutImplementation() {\n registerImmediate = function(handle) {\n setTimeout(runIfPresent, 0, handle);\n };\n }\n\n // If supported, we should attach to the prototype of global, since that is where setTimeout et al. live.\n var attachTo = Object.getPrototypeOf && Object.getPrototypeOf(global);\n attachTo = attachTo && attachTo.setTimeout ? attachTo : global;\n\n // Don't get fooled by e.g. browserify environments.\n if ({}.toString.call(global.process) === \"[object process]\") {\n // For Node.js before 0.9\n installNextTickImplementation();\n\n } else if (canUsePostMessage()) {\n // For non-IE10 modern browsers\n installPostMessageImplementation();\n\n } else if (global.MessageChannel) {\n // For web workers, where supported\n installMessageChannelImplementation();\n\n } else if (doc && \"onreadystatechange\" in doc.createElement(\"script\")) {\n // For IE 6–8\n installReadyStateChangeImplementation();\n\n } else {\n // For older browsers\n installSetTimeoutImplementation();\n }\n\n attachTo.setImmediate = setImmediate;\n attachTo.clearImmediate = clearImmediate;\n}(typeof self === \"undefined\" ? typeof global === \"undefined\" ? this : global : self));\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/setimmediate/setImmediate.js\n// module id = 19\n// module chunks = 0","// shim for using process in browser\nvar process = module.exports = {};\n\n// cached from whatever global is present so that test runners that stub it\n// don't break things. But we need to wrap it in a try catch in case it is\n// wrapped in strict mode code which doesn't define any globals. It's inside a\n// function because try/catches deoptimize in certain engines.\n\nvar cachedSetTimeout;\nvar cachedClearTimeout;\n\nfunction defaultSetTimout() {\n throw new Error('setTimeout has not been defined');\n}\nfunction defaultClearTimeout () {\n throw new Error('clearTimeout has not been defined');\n}\n(function () {\n try {\n if (typeof setTimeout === 'function') {\n cachedSetTimeout = setTimeout;\n } else {\n cachedSetTimeout = defaultSetTimout;\n }\n } catch (e) {\n cachedSetTimeout = defaultSetTimout;\n }\n try {\n if (typeof clearTimeout === 'function') {\n cachedClearTimeout = clearTimeout;\n } else {\n cachedClearTimeout = defaultClearTimeout;\n }\n } catch (e) {\n cachedClearTimeout = defaultClearTimeout;\n }\n} ())\nfunction runTimeout(fun) {\n if (cachedSetTimeout === setTimeout) {\n //normal enviroments in sane situations\n return setTimeout(fun, 0);\n }\n // if setTimeout wasn't available but was latter defined\n if ((cachedSetTimeout === defaultSetTimout || !cachedSetTimeout) && setTimeout) {\n cachedSetTimeout = setTimeout;\n return setTimeout(fun, 0);\n }\n try {\n // when when somebody has screwed with setTimeout but no I.E. maddness\n return cachedSetTimeout(fun, 0);\n } catch(e){\n try {\n // When we are in I.E. but the script has been evaled so I.E. doesn't trust the global object when called normally\n return cachedSetTimeout.call(null, fun, 0);\n } catch(e){\n // same as above but when it's a version of I.E. that must have the global object for 'this', hopfully our context correct otherwise it will throw a global error\n return cachedSetTimeout.call(this, fun, 0);\n }\n }\n\n\n}\nfunction runClearTimeout(marker) {\n if (cachedClearTimeout === clearTimeout) {\n //normal enviroments in sane situations\n return clearTimeout(marker);\n }\n // if clearTimeout wasn't available but was latter defined\n if ((cachedClearTimeout === defaultClearTimeout || !cachedClearTimeout) && clearTimeout) {\n cachedClearTimeout = clearTimeout;\n return clearTimeout(marker);\n }\n try {\n // when when somebody has screwed with setTimeout but no I.E. maddness\n return cachedClearTimeout(marker);\n } catch (e){\n try {\n // When we are in I.E. but the script has been evaled so I.E. doesn't trust the global object when called normally\n return cachedClearTimeout.call(null, marker);\n } catch (e){\n // same as above but when it's a version of I.E. that must have the global object for 'this', hopfully our context correct otherwise it will throw a global error.\n // Some versions of I.E. have different rules for clearTimeout vs setTimeout\n return cachedClearTimeout.call(this, marker);\n }\n }\n\n\n\n}\nvar queue = [];\nvar draining = false;\nvar currentQueue;\nvar queueIndex = -1;\n\nfunction cleanUpNextTick() {\n if (!draining || !currentQueue) {\n return;\n }\n draining = false;\n if (currentQueue.length) {\n queue = currentQueue.concat(queue);\n } else {\n queueIndex = -1;\n }\n if (queue.length) {\n drainQueue();\n }\n}\n\nfunction drainQueue() {\n if (draining) {\n return;\n }\n var timeout = runTimeout(cleanUpNextTick);\n draining = true;\n\n var len = queue.length;\n while(len) {\n currentQueue = queue;\n queue = [];\n while (++queueIndex < len) {\n if (currentQueue) {\n currentQueue[queueIndex].run();\n }\n }\n queueIndex = -1;\n len = queue.length;\n }\n currentQueue = null;\n draining = false;\n runClearTimeout(timeout);\n}\n\nprocess.nextTick = function (fun) {\n var args = new Array(arguments.length - 1);\n if (arguments.length > 1) {\n for (var i = 1; i < arguments.length; i++) {\n args[i - 1] = arguments[i];\n }\n }\n queue.push(new Item(fun, args));\n if (queue.length === 1 && !draining) {\n runTimeout(drainQueue);\n }\n};\n\n// v8 likes predictible objects\nfunction Item(fun, array) {\n this.fun = fun;\n this.array = array;\n}\nItem.prototype.run = function () {\n this.fun.apply(null, this.array);\n};\nprocess.title = 'browser';\nprocess.browser = true;\nprocess.env = {};\nprocess.argv = [];\nprocess.version = ''; // empty string to avoid regexp issues\nprocess.versions = {};\n\nfunction noop() {}\n\nprocess.on = noop;\nprocess.addListener = noop;\nprocess.once = noop;\nprocess.off = noop;\nprocess.removeListener = noop;\nprocess.removeAllListeners = noop;\nprocess.emit = noop;\nprocess.prependListener = noop;\nprocess.prependOnceListener = noop;\n\nprocess.listeners = function (name) { return [] }\n\nprocess.binding = function (name) {\n throw new Error('process.binding is not supported');\n};\n\nprocess.cwd = function () { return '/' };\nprocess.chdir = function (dir) {\n throw new Error('process.chdir is not supported');\n};\nprocess.umask = function() { return 0; };\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/node-libs-browser/node\_modules/process/browser.js\n// module id = 20\n// module chunks = 0","'use strict';\n\nrequire('./index').polyfill();\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/es6-object-assign/auto.js\n// module id = 21\n// module chunks = 0","/\*\*\n \* Code refactored from Mozilla Developer Network:\n \* https://developer.mozilla.org/en-US/docs/Web/JavaScript/Reference/Global\_Objects/Object/assign\n \*/\n\n'use strict';\n\nfunction assign(target, firstSource) {\n if (target === undefined || target === null) {\n throw new TypeError('Cannot convert first argument to object');\n }\n\n var to = Object(target);\n for (var i = 1; i < arguments.length; i++) {\n var nextSource = arguments[i];\n if (nextSource === undefined || nextSource === null) {\n continue;\n }\n\n var keysArray = Object.keys(Object(nextSource));\n for (var nextIndex = 0, len = keysArray.length; nextIndex < len; nextIndex++) {\n var nextKey = keysArray[nextIndex];\n var desc = Object.getOwnPropertyDescriptor(nextSource, nextKey);\n if (desc !== undefined && desc.enumerable) {\n to[nextKey] = nextSource[nextKey];\n }\n }\n }\n return to;\n}\n\nfunction polyfill() {\n if (!Object.assign) {\n Object.defineProperty(Object, 'assign', {\n enumerable: false,\n configurable: true,\n writable: true,\n value: assign\n });\n }\n}\n\nmodule.exports = {\n assign: assign,\n polyfill: polyfill\n};\n\n\n\n//////////////////\n// WEBPACK FOOTER\n// ../node\_modules/es6-object-assign/index.js\n// module id = 22\n// module chunks = 0","/\*\n \* SweetAlert\n \* 2014-2017 – Tristan Edwards\n \* https://github.com/t4t5/sweetalert\n \*/\n\nimport init from './modules/init';\n\nimport {\n openModal,\n onAction,\n getState,\n stopLoading,\n} from './modules/actions';\n\nimport state, {\n setActionValue,\n ActionOptions,\n SwalState,\n} from './modules/state';\n\nimport {\n SwalOptions,\n getOpts,\n setDefaults,\n} from './modules/options';\n\nexport type SwalParams = (string|Partial<SwalOptions>)[];\n\nexport interface SweetAlert {\n (...params: SwalParams): Promise<any>,\n close? (namespace: string): void,\n getState? (): SwalState,\n setActionValue? (opts: string|ActionOptions): void,\n stopLoading? (): void,\n setDefaults? (opts: object): void,\n};\n\nconst swal:SweetAlert = (...args) => {\n\n // Prevent library to be run in Node env:\n if (typeof window === 'undefined') return;\n\n const opts: SwalOptions = getOpts(...args);\n\n return new Promise<any>((resolve, reject) => {\n state.promise = { resolve, reject };\n\n init(opts);\n\n // For fade animation to work:\n setTimeout(() => {\n openModal();\n });\n\n });\n};\n\nswal.close = onAction;\nswal.getState = getState;\nswal.setActionValue = setActionValue;\nswal.stopLoading = stopLoading;\nswal.setDefaults = setDefaults;\n\nexport default swal;\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./core.ts","import { getNode } from '../utils';\nimport { SwalOptions } from '../options';\n\nimport CLASS\_NAMES from '../class-list';\nconst { MODAL } = CLASS\_NAMES;\n\nimport initModalOnce, {\n initModalContent,\n} from './modal';\n\nimport initOverlayOnce from './overlay';\nimport addEventListeners from '../event-listeners';\nimport { throwErr } from '../utils';\n\n/\*\n \* Inject modal and overlay into the DOM\n \* Then format the modal according to the given opts\n \*/\nexport const init = (opts: SwalOptions): void => {\n const modal: Element = getNode(MODAL);\n\n if (!modal) {\n if (!document.body) {\n throwErr(\"You can only use SweetAlert AFTER the DOM has loaded!\");\n }\n\n initOverlayOnce();\n initModalOnce();\n }\n\n initModalContent(opts);\n addEventListeners(opts);\n};\n\nexport default init;\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/init/index.ts","import CLASS\_NAMES from '../class-list';\n\nconst {\n MODAL,\n} = CLASS\_NAMES;\n\nexport const modalMarkup: string =`\n <div class=\"${MODAL}\">` +\n \n // Icon\n\n // Title\n\n // Text\n \n // Content\n \n // Buttons\n\n `</div>`\n;\n\nexport default modalMarkup;\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/markup/modal.ts","import CLASS\_NAMES from '../class-list';\n\nconst {\n OVERLAY,\n} = CLASS\_NAMES;\n\nconst overlay: string =\n `<div \n class=\"${OVERLAY}\"\n tabIndex=\"-1\">\n </div>`\n;\n\nexport default overlay;\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/markup/overlay.ts","import CLASS\_NAMES from '../class-list';\n\nconst { ICON } = CLASS\_NAMES;\n\nexport const errorIconMarkup = (): string => {\n const icon = `${ICON}--error`;\n const line = `${icon}\_\_line`;\n\n const markup = `\n <div class=\"${icon}\_\_x-mark\">\n <span class=\"${line} ${line}--left\"></span>\n <span class=\"${line} ${line}--right\"></span>\n </div>\n `;\n\n return markup;\n}\n\nexport const warningIconMarkup = (): string => {\n const icon = `${ICON}--warning`;\n\n return `\n <span class=\"${icon}\_\_body\">\n <span class=\"${icon}\_\_dot\"></span>\n </span>\n `;\n};\n\nexport const successIconMarkup = (): string => {\n const icon = `${ICON}--success`;\n\n return `\n <span class=\"${icon}\_\_line ${icon}\_\_line--long\"></span>\n <span class=\"${icon}\_\_line ${icon}\_\_line--tip\"></span>\n\n <div class=\"${icon}\_\_ring\"></div>\n <div class=\"${icon}\_\_hide-corners\"></div>\n `;\n};\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/markup/icons.ts","import CLASS\_NAMES from '../class-list';\n\nconst { CONTENT } = CLASS\_NAMES;\n\nexport const contentMarkup: string = `\n <div class=\"${CONTENT}\">\n\n </div>\n`;\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/markup/content.ts","import CLASS\_NAMES from '../class-list';\n\nconst {\n BUTTON\_CONTAINER,\n BUTTON,\n BUTTON\_LOADER,\n} = CLASS\_NAMES;\n\nexport const buttonMarkup: string = `\n <div class=\"${BUTTON\_CONTAINER}\">\n\n <button\n class=\"${BUTTON}\"\n ></button>\n\n <div class=\"${BUTTON\_LOADER}\">\n <div></div>\n <div></div>\n <div></div>\n </div>\n\n </div>\n`;\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/markup/buttons.ts","//import { stringToNode } from '../utils';\nimport { injectElIntoModal } from './modal';\n\nimport {\n iconMarkup,\n errorIconMarkup,\n warningIconMarkup,\n successIconMarkup,\n} from '../markup';\n\nimport CLASS\_NAMES from '../class-list';\nconst { ICON, ICON\_CUSTOM } = CLASS\_NAMES;\n\nconst PREDEFINED\_ICONS: string[] = [\"error\", \"warning\", \"success\", \"info\"];\n\nconst ICON\_CONTENTS: any = {\n error: errorIconMarkup(),\n warning: warningIconMarkup(),\n success: successIconMarkup(),\n}\n\n/\*\n \* Set the warning, error, success or info icons:\n \*/\nconst initPredefinedIcon = (type: string, iconEl: Element): void => {\n const iconTypeClass: string = `${ICON}--${type}`;\n iconEl.classList.add(iconTypeClass);\n\n const iconContent: string = ICON\_CONTENTS[type];\n\n if (iconContent) {\n iconEl.innerHTML = iconContent;\n }\n};\n\nconst initImageURL = (url: string, iconEl: Element): void => {\n iconEl.classList.add(ICON\_CUSTOM);\n\n let img = document.createElement('img');\n img.src = url;\n\n iconEl.appendChild(img);\n};\n\nconst initIcon = (str: string): void => {\n if (!str) return;\n\n let iconEl: Element = injectElIntoModal(iconMarkup);\n\n if (PREDEFINED\_ICONS.includes(str)) {\n initPredefinedIcon(str, iconEl);\n } else {\n initImageURL(str, iconEl);\n }\n\n};\n\nexport default initIcon;\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/init/icon.ts","import {\n titleMarkup,\n textMarkup,\n} from '../markup';\n\nimport { injectElIntoModal } from './modal';\n\n/\*\n \* Fixes a weird bug that doesn't wrap long text in modal\n \* This is visible in the Safari browser for example.\n \* https://stackoverflow.com/a/3485654/2679245\n \*/\nconst webkitRerender = (el: HTMLElement) => {\n if (navigator.userAgent.includes('AppleWebKit')){\n el.style.display = 'none';\n el.offsetHeight;\n el.style.display = '';\n }\n}\n\nexport const initTitle = (title: string): void => {\n if (title) {\n const titleEl: HTMLElement = injectElIntoModal(titleMarkup);\n titleEl.textContent = title;\n\n webkitRerender(titleEl);\n }\n};\n\nexport const initText = (text: string): void => {\n if (text) {\n const textEl: HTMLElement = injectElIntoModal(textMarkup);\n textEl.textContent = text;\n\n webkitRerender(textEl);\n }\n};\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/init/text.ts","import { stringToNode } from '../utils';\nimport { injectElIntoModal } from './modal';\n\nimport CLASS\_NAMES from '../class-list';\nconst { BUTTON, DANGER\_BUTTON } = CLASS\_NAMES;\n\nimport { ButtonList, ButtonOptions, CONFIRM\_KEY } from '../options/buttons';\nimport { footerMarkup, buttonMarkup } from '../markup';\n\nimport { onAction } from '../actions';\nimport { \n setActionValue, \n setActionOptionsFor, \n ActionOptions,\n} from '../state';\n\n/\*\n \* Generate a button, with a container element,\n \* the right class names, the text, and an event listener.\n \* IMPORTANT: This will also add the button's action, which can be triggered even if the button element itself isn't added to the modal.\n \*/\nconst getButton = (namespace: string, {\n text,\n value,\n className,\n closeModal,\n}: ButtonOptions, dangerMode: boolean): Node => {\n const buttonContainer: any = stringToNode(buttonMarkup);\n\n const buttonEl: HTMLElement = buttonContainer.querySelector(`.${BUTTON}`);\n\n const btnNamespaceClass = `${BUTTON}--${namespace}`;\n buttonEl.classList.add(btnNamespaceClass);\n\n if (className) {\n buttonEl.classList.add(className);\n }\n\n if (dangerMode && namespace === CONFIRM\_KEY) {\n buttonEl.classList.add(DANGER\_BUTTON);\n }\n\n buttonEl.textContent = text;\n\n let actionValues: ActionOptions = {};\n actionValues[namespace] = value;\n setActionValue(actionValues);\n\n setActionOptionsFor(namespace, {\n closeModal,\n });\n\n buttonEl.addEventListener('click', () => {\n return onAction(namespace);\n });\n\n return buttonContainer;\n};\n\n/\*\n \* Create the buttons-container,\n \* then loop through the ButtonList object\n \* and append every button to it.\n \*/\nconst initButtons = (buttons: ButtonList, dangerMode: boolean): void => {\n\n const footerEl: Element = injectElIntoModal(footerMarkup);\n\n for (let key in buttons) {\n const buttonOpts: ButtonOptions = buttons[key];\n const buttonEl: Node = getButton(key, buttonOpts, dangerMode);\n\n if (buttonOpts.visible) {\n footerEl.appendChild(buttonEl);\n }\n }\n\n /\*\n \* If the footer has no buttons, there's no\n \* point in keeping it:\n \*/\n if (footerEl.children.length === 0) {\n footerEl.remove();\n }\n};\n\nexport default initButtons;\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/init/buttons.ts","import { ContentOptions } from '../options/content';\nimport { CONFIRM\_KEY } from '../options/buttons';\nimport { injectElIntoModal } from './modal';\nimport { contentMarkup } from '../markup';\nimport { setActionValue } from '../state';\nimport { onAction } from '../actions';\n\nimport CLASS\_NAMES from '../class-list';\nconst { CONTENT } = CLASS\_NAMES;\n\n/\*\n \* Add an <input> to the content container.\n \* Update the \"promised\" value of the confirm button whenever\n \* the user types into the input (+ make it \"\" by default)\n \* Set the default focus on the input.\n \*/\nconst addInputEvents = (input: HTMLElement): void => {\n\n input.addEventListener('input', (e) => {\n const target = e.target as HTMLInputElement;\n const text = target.value;\n setActionValue(text);\n });\n\n input.addEventListener('keyup', (e) => {\n if (e.key === \"Enter\") {\n return onAction(CONFIRM\_KEY);\n }\n });\n\n /\*\n \* FIXME (this is a bit hacky)\n \* We're overwriting the default value of confirm button,\n \* as well as overwriting the default focus on the button\n \*/\n setTimeout(() => {\n input.focus();\n setActionValue('');\n }, 0);\n\n};\n\nconst initPredefinedContent = (content: Node, elName: string, attrs: any): void => {\n const el: HTMLElement = document.createElement(elName);\n\n const elClass = `${CONTENT}\_\_${elName}`;\n el.classList.add(elClass);\n\n // Set things like \"placeholder\":\n for (let key in attrs) {\n let value: string = attrs[key];\n\n (<any>el)[key] = value;\n }\n\n if (elName === \"input\") {\n addInputEvents(el);\n }\n\n content.appendChild(el);\n};\n\nconst initContent = (opts: ContentOptions): void => {\n if (!opts) return;\n\n const content: Node = injectElIntoModal(contentMarkup);\n\n const { element, attributes } = opts;\n\n if (typeof element === \"string\") {\n initPredefinedContent(content, element, attributes);\n } else {\n content.appendChild(element);\n }\n};\n\nexport default initContent;\n\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/init/content.ts","import { stringToNode } from '../utils';\nimport { overlayMarkup } from '../markup';\n\nconst initOverlayOnce = (): void => {\n const overlay = stringToNode(overlayMarkup);\n\n document.body.appendChild(overlay);\n};\n\nexport default initOverlayOnce;\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/init/overlay.ts","import state from './state';\nimport { onAction } from './actions';\nimport { getNode } from './utils';\nimport { SwalOptions } from './options';\nimport { CANCEL\_KEY } from './options/buttons';\n\nimport CLASS\_NAMES from './class-list';\nconst { MODAL, BUTTON, OVERLAY } = CLASS\_NAMES;\n\nconst onTabAwayLastButton = (e: KeyboardEvent): void => {\n e.preventDefault();\n setFirstButtonFocus();\n};\n\nconst onTabBackFirstButton = (e: KeyboardEvent): void => {\n e.preventDefault();\n setLastButtonFocus();\n};\n\nconst onKeyUp = (e: KeyboardEvent):void => {\n if (!state.isOpen) return;\n\n switch (e.key) {\n case \"Escape\": return onAction(CANCEL\_KEY);\n }\n};\n\nconst onKeyDownLastButton = (e: KeyboardEvent): void => {\n if (!state.isOpen) return;\n\n switch (e.key) {\n case \"Tab\": return onTabAwayLastButton(e);\n }\n};\n\nconst onKeyDownFirstButton = (e: KeyboardEvent): void => {\n if (!state.isOpen) return;\n\n if (e.key === \"Tab\" && e.shiftKey) {\n return onTabBackFirstButton(e);\n }\n};\n\n\n/\*\n \* Set default focus on Confirm-button\n \*/\nconst setFirstButtonFocus = (): void => {\n const button:HTMLElement = getNode(BUTTON);\n\n if (button) {\n button.tabIndex = 0;\n button.focus();\n }\n};\n\nconst setLastButtonFocus = (): void => {\n const modal: HTMLElement = getNode(MODAL);\n\n const buttons: NodeListOf<Element> = modal.querySelectorAll(`.${BUTTON}`);\n\n const lastIndex: number = buttons.length - 1;\n const lastButton: any = buttons[lastIndex];\n\n if (lastButton) {\n lastButton.focus();\n }\n};\n\nconst setTabbingForLastButton = (buttons: NodeListOf<Element>): void => {\n const lastIndex: number = buttons.length - 1;\n const lastButton: Element = buttons[lastIndex];\n\n lastButton.addEventListener('keydown', onKeyDownLastButton);\n};\n\nconst setTabbingForFirstButton = (buttons: NodeListOf<Element>): void => {\n const firstButton: Element = buttons[0];\n\n firstButton.addEventListener('keydown', onKeyDownFirstButton);\n};\n\nconst setButtonTabbing = (): void => {\n const modal: HTMLElement = getNode(MODAL);\n\n const buttons: NodeListOf<Element> = modal.querySelectorAll(`.${BUTTON}`);\n\n if (!buttons.length) return;\n\n setTabbingForLastButton(buttons);\n setTabbingForFirstButton(buttons);\n};\n\nconst onOutsideClick = (e: MouseEvent): void => {\n const overlay: HTMLElement = getNode(OVERLAY);\n\n // Don't trigger for children:\n if (overlay !== e.target) return;\n\n return onAction(CANCEL\_KEY);\n};\n\nconst setClickOutside = (allow: boolean): void => {\n const overlay: HTMLElement = getNode(OVERLAY);\n\n overlay.removeEventListener('click', onOutsideClick);\n\n if (allow) {\n overlay.addEventListener('click', onOutsideClick);\n }\n};\n\nconst setTimer = (ms: number): void => {\n if (state.timer) {\n clearTimeout(state.timer);\n }\n\n if (ms) {\n state.timer = window.setTimeout(() => {\n return onAction(CANCEL\_KEY);\n }, ms);\n }\n};\n\nconst addEventListeners = (opts: SwalOptions):void => {\n if (opts.closeOnEsc) {\n document.addEventListener('keyup', onKeyUp);\n } else {\n document.removeEventListener('keyup', onKeyUp);\n }\n\n /\* So that you don't accidentally confirm something\n \* dangerous by clicking enter\n \*/\n if (opts.dangerMode) {\n setFirstButtonFocus();\n } else {\n setLastButtonFocus();\n }\n\n setButtonTabbing();\n setClickOutside(opts.closeOnClickOutside);\n setTimer(opts.timer);\n};\n\nexport default addEventListeners;\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/event-listeners.ts","import { SwalParams } from '../../core';\n\nimport {\n throwErr,\n isPlainObject,\n ordinalSuffixOf,\n} from '../utils';\n\nimport {\n ButtonList,\n getButtonListOpts,\n defaultButtonList\n} from './buttons';\n\nimport {\n getContentOpts,\n ContentOptions,\n} from './content';\n\n\n/\*\n \* The final object that we transform the given params into\n \*/\nexport interface SwalOptions {\n title: string,\n text: string,\n icon: string,\n buttons: ButtonList,\n content: ContentOptions,\n className: string,\n closeOnClickOutside: boolean,\n closeOnEsc: boolean,\n dangerMode: boolean,\n timer: number,\n};\n\nconst defaultOpts: SwalOptions = {\n title: null,\n text: null,\n icon: null,\n buttons: defaultButtonList,\n content: null,\n className: null,\n closeOnClickOutside: true,\n closeOnEsc: true,\n dangerMode: false,\n timer: null,\n};\n\n/\*\n \* Default options customizeable through \"setDefaults\":\n \*/\nlet userDefaults: SwalOptions = Object.assign({}, defaultOpts);\n\nexport const setDefaults = (opts: object): void => {\n userDefaults = Object.assign({}, defaultOpts, opts);\n};\n\n\n/\*\n \* Since the user can set both \"button\" and \"buttons\",\n \* we need to make sure we pick one of the options\n \*/\nconst pickButtonParam = (opts: any): object => {\n const singleButton: string|object = opts && opts.button;\n const buttonList: object = opts && opts.buttons;\n\n if (singleButton !== undefined && buttonList !== undefined) {\n throwErr(`Cannot set both 'button' and 'buttons' options!`);\n }\n\n if (singleButton !== undefined) {\n return {\n confirm: singleButton,\n };\n } else {\n return buttonList;\n }\n};\n\n// Example 0 -> 1st\nconst indexToOrdinal = (index: number): string => ordinalSuffixOf(index + 1);\n\nconst invalidParam = (param: any, index: number): void => {\n throwErr(`${indexToOrdinal(index)} argument ('${param}') is invalid`);\n};\n\nconst expectOptionsOrNothingAfter = (index: number, allParams: SwalParams): void => {\n let nextIndex = (index + 1);\n let nextParam = allParams[nextIndex];\n\n if (!isPlainObject(nextParam) && nextParam !== undefined) {\n throwErr(`Expected ${indexToOrdinal(nextIndex)} argument ('${nextParam}') to be a plain object`);\n }\n};\n\nconst expectNothingAfter = (index: number, allParams: SwalParams): void => {\n let nextIndex = (index + 1);\n let nextParam = allParams[nextIndex];\n\n if (nextParam !== undefined) {\n throwErr(`Unexpected ${indexToOrdinal(nextIndex)} argument (${nextParam})`);\n }\n};\n\n/\*\n \* Based on the number of arguments, their position and their type,\n \* we return an object that's merged into the final SwalOptions\n \*/\nconst paramToOption = (opts: any, param: any, index: number, allParams: SwalParams): object => {\n\n const paramType = (typeof param);\n const isString = (paramType === \"string\");\n const isDOMNode = (param instanceof Element);\n\n if (isString) {\n if (index === 0) {\n // Example: swal(\"Hi there!\");\n return {\n text: param,\n };\n }\n\n else if (index === 1) {\n // Example: swal(\"Wait!\", \"Are you sure you want to do this?\");\n // (The text is now the second argument)\n return {\n text: param,\n title: allParams[0],\n };\n }\n\n else if (index === 2) {\n // Example: swal(\"Wait!\", \"Are you sure?\", \"warning\");\n expectOptionsOrNothingAfter(index, allParams);\n\n return {\n icon: param,\n };\n }\n\n else {\n invalidParam(param, index);\n }\n }\n\n else if (isDOMNode && index === 0) {\n // Example: swal(<DOMNode />);\n expectOptionsOrNothingAfter(index, allParams);\n\n return {\n content: param,\n };\n }\n\n else if (isPlainObject(param)) {\n expectNothingAfter(index, allParams);\n\n return param;\n }\n\n else {\n invalidParam(param, index);\n }\n\n};\n\n/\*\n \* No matter if the user calls swal with\n \* - swal(\"Oops!\", \"An error occured!\", \"error\") or\n \* - swal({ title: \"Oops!\", text: \"An error occured!\", icon: \"error\" })\n \* ... we always want to transform the params into the second version\n \*/\nexport const getOpts = (...params: SwalParams): SwalOptions => {\n let opts = <any>{};\n\n params.forEach((param, index) => {\n let changes: object = paramToOption(opts, param, index, params);\n Object.assign(opts, changes);\n });\n\n // Since Object.assign doesn't deep clone,\n // we need to do this:\n let buttonListOpts = pickButtonParam(opts);\n opts.buttons = getButtonListOpts(buttonListOpts);\n delete opts.button;\n\n opts.content = getContentOpts(opts.content);\n\n return Object.assign({}, defaultOpts, userDefaults, opts);\n};\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/options/index.ts","import {\n isPlainObject,\n} from '../utils';\n\nexport interface ContentOptions {\n element: string|Node,\n attributes?: object,\n};\n\nconst defaultInputOptions: ContentOptions = {\n element: 'input',\n attributes: {\n placeholder: \"\",\n },\n};\n\nexport const getContentOpts = (contentParam: string|object): ContentOptions => {\n let opts = <any>{};\n\n if (isPlainObject(contentParam)) {\n return Object.assign(opts, contentParam);\n }\n\n if (contentParam instanceof Element) {\n return {\n element: contentParam,\n };\n }\n\n if (contentParam === 'input') {\n return defaultInputOptions;\n }\n\n return null;\n};\n\n\n\n// WEBPACK FOOTER //\n// ../node\_modules/tslint-loader??ref--1!./modules/options/content.ts"],"sourceRoot":""}