# , S = Symbol.for("react.element")

# >> , O = Symbol.for("react.portal")

# >> , w = Symbol.for("react.fragment")

# >> , \_ = Symbol.for("react.strict\_mode")

# >> , I = Symbol.for("react.profiler")

# >> , E = Symbol.for("react.provider")

# >> , j = Symbol.for("react.context")

# >> , x = Symbol.for("react.forward\_ref")

# >> , k = Symbol.for("react.suspense")

# >> , T = Symbol.for("react.suspense\_list")

# >> , L = Symbol.for("react.memo")

# >> , A = Symbol.for("react.lazy");

# >> Symbol.for("react.scope"),

# >> Symbol.for("react.debug\_trace\_mode");

# >> var P = Symbol.for("react.offscreen");

# >> Symbol.for("react.legacy\_hidden"),

# >> Symbol.for("react.cache"),

# >> Symbol.for("react.tracing\_marker");

# >> var N = Symbol.iterator;

# >> function F(e) {

# >> return null === e || "object" != typeof e ? null : "function" == typeof (e = N && e[N] || e["@@iterator"]) ? e : null

# >> }

# >> var R, D = Object.assign;

# >> function M(e) {

# >> if (void 0 === R)

# >> try {

# >> throw Error()

# >> } catch (e) {

# >> var t = e.stack.trim().match(/\n( \*(at )?)/);

# >> R = t && t[1] || ""

# >> }

# >> return "\n" + R + e

# >> }

# >> var B = !1;

# >> function z(e, t) {

# >> if (!e || B)

# >> return "";

# >> B = !0;

# >> var n = Error.prepareStackTrace;

# >> Error.prepareStackTrace = void 0;

# >> try {

# >> if (t)

# >> if (t = function() {

# >> throw Error()

# >> }

# >> ,

# >> Object.defineProperty(t.prototype, "props", {

# >> set: function() {

# >> throw Error()

# >> }

# >> }),

# >> "object" == typeof Reflect && Reflect.construct) {

# >> try {

# >> Reflect.construct(t, [])

# >> } catch (e) {

# >> var r = e

# >> }

# >> Reflect.construct(e, [], t)

# >> } else {

# >> try {

# >> t.call()

# >> } catch (e) {

# >> r = e

# >> }

# >> e.call(t.prototype)

# >> }

# >> else {

# >> try {

# >> throw Error()

# >> } catch (e) {

# >> r = e

# >> }

# >> e()

# >> }

# >> } catch (t) {

# >> if (t && r && "string" == typeof t.stack) {

# >> for (var i = t.stack.split("\n"), o = r.stack.split("\n"), a = i.length - 1, s = o.length - 1; 1 <= a && 0 <= s && i[a] !== o[s]; )

# >> s--;

# >> for (; 1 <= a && 0 <= s; a--,

# >> s--)

# >> if (i[a] !== o[s]) {

# >> if (1 !== a || 1 !== s)

# >> do {

# >> if (a--,

# >> 0 > --s || i[a] !== o[s]) {

# >> var l = "\n" + i[a].replace(" at new ", " at ");

# >> return e.displayName && l.includes("<anonymous>") && (l = l.replace("<anonymous>", e.displayName)),

# >> l

# >> }

# >> } while (1 <= a && 0 <= s);

# >> break

# >> }

# >> }

# >> } finally {

# >> B = !1,

# >> Error.prepareStackTrace = n

# >> }

# >> return (e = e ? e.displayName || e.name : "") ? M(e) : ""

# >> }

# >> function q(e) {

# >> switch (e.tag) {

# >> case 5:

# >> return M(e.type);

# >> case 16:

# >> return M("Lazy");

# >> case 13:

# >> return M("Suspense");

# >> case 19:

# >> return M("SuspenseList");

# >> case 0:

# >> case 2:

# >> case 15:

# >> return e = z(e.type, !1);

# >> case 11:

# >> return e = z(e.type.render, !1);

# >> case 1:

# >> return e = z(e.type, !0);

# >> default:

# >> return ""

# >> }

# >> }

# >> function H(e) {

# >> var t = e.type;

# >> switch (e.tag) {

# >> case 24:

# >> return "Cache";

# >> case 9:

# >> return (t.displayName || "Context") + ".Consumer";

# >> case 10:

# >> return (t.\_context.displayName || "Context") + ".Provider";

# >> case 18:

# >> return "DehydratedFragment";

# >> case 11:

# >> return e = (e = t.render).displayName || e.name || "",

# >> t.displayName || ("" !== e ? "ForwardRef(" + e + ")" : "ForwardRef");

# >> case 7:

# >> return "Fragment";

# >> case 5:

# >> return t;

# >> case 4:

# >> return "Portal";

# >> case 3:

# >> return "Root";

# >> case 6:

# >> return "Text";

# >> case 16:

# >> return function e(t) {

# >> if (null == t)

# >> return null;

# >> if ("function" == typeof t)

# >> return t.displayName || t.name || null;

# >> if ("string" == typeof t)

# >> return t;

# >> switch (t) {

# >> case w:

# >> return "Fragment";

# >> case O:

# >> return "Portal";

# >> case I:

# >> return "Profiler";

# >> case \_:

# >> return "StrictMode";

# >> case k:

# >> return "Suspense";

# >> case T:

# >> return "SuspenseList"

# >> }

# >> if ("object" == typeof t)

# >> switch (t.$$typeof) {

# >> case j:

# >> return (t.displayName || "Context") + ".Consumer";

# >> case E:

# >> return (t.\_context.displayName || "Context") + ".Provider";

# >> case x:

# >> var n = t.render;

# >> return (t = t.displayName) || (t = "" !== (t = n.displayName || n.name || "") ? "ForwardRef(" + t + ")" : "ForwardRef"),

# >> t;

# >> case L:

# >> return null !== (n = t.displayName || null) ? n : e(t.type) || "Memo";

# >> case A:

# >> n = t.\_payload,

# >> t = t.\_init;

# >> try {

# >> return e(t(n))

# >> } catch (e) {}

# >> }

# >> return null

# >> }(t);

# >> case 8:

# >> return t === \_ ? "StrictMode" : "Mode";

# >> case 22:

# >> return "Offscreen";

# >> case 12:

# >> return "Profiler";

# >> case 21:

# >> return "Scope";

# >> case 13:

# >> return "Suspense";

# >> case 19:

# >> return "SuspenseList";

# >> case 25:

# >> return "TracingMarker";

# >> case 1:

# >> case 0:

# >> case 17:

# >> case 2:

# >> case 14:

# >> case 15:

# >> if ("function" == typeof t)

# >> return t.displayName || t.name || null;

# >> if ("string" == typeof t)

# >> return t

# >> }

# >> return null

# >> }

# >> function U(e) {

# >> switch (typeof e) {

# >> case "boolean":

# >> case "number":

# >> case "string":

# >> case "undefined":

# >> case "object":

# >> return e;

# >> default:

# >> return ""

# >> }

# >> }

# >> function V(e) {

# >> var t = e.type;

# >> return (e = e.nodeName) && "input" === e.toLowerCase() && ("checkbox" === t || "radio" === t)

# >> }

# >> function W(e) {

# >> e.\_valueTracker || (e.\_valueTracker = function(e) {

# >> var t = V(e) ? "checked" : "value"

# >> , n = Object.getOwnPropertyDescriptor(e.constructor.prototype, t)

# >> , r = "" + e[t];

# >> if (!e.hasOwnProperty(t) && void 0 !== n && "function" == typeof n.get && "function" == typeof n.set) {

# >> var i = n.get

# >>

# Oops, something went wrong. Please report this bug with the details below.

# Report on GitHub: https://github.com/PowerShell/PSReadLine/issues/new

# ### Environment

# PSReadLine: 2.0.0

# PowerShell: 5.1.22621.2506

# OS: Microsoft Windows 10.0.22631

# Last 200 Keys

# ```

# t t o n " , Spacebar [ " t h e m e " , Spacebar " s t y l e s " ] , Spacebar ! 0 ) ] , Spacebar t ) Enter

# Spacebar Spacebar Spacebar Spacebar } ( i . C o m p o n e n t ) Enter

# } Enter

# ] ) ; Enter

# / / # Spacebar s o u r c e M a p p i n g U R L = c o n t e n t . j s . m a p Enter

# P E R S O N A L Spacebar A T T A T C H M E N T Spacebar F O R Spacebar C A L I F O R N I A Spacebar I D E N T I F I C A T I O N Spacebar N U M B E R Spacebar C A Spacebar E Spacebar 2 3 0 8 7 4 2 Spacebar O N L Y Spacebar N O Spacebar E T Spacebar A L Spacebar 6 : 3 7 Spacebar P M Spacebar 1 / 2 1 / 2 0 2 4

# ```

# ### Exception

# ```

# System.ArgumentOutOfRangeException: The value must be greater than or equal to zero and less than the console's buffer size in that dimension.

# Parameter name: top

# Actual value was 88.

# at System.Console.SetCursorPosition(Int32 left, Int32 top)

# at Microsoft.PowerShell.PSConsoleReadLine.CalculateWhereAndWhatToRender(Boolean cursorMovedToInitialPos, RenderData renderData, LineInfoForRendering& lineInfoForRendering)

# at Microsoft.PowerShell.PSConsoleReadLine.ReallyRender(RenderData renderData, String defaultColor)

# at Microsoft.PowerShell.PSConsoleReadLine.ForceRender()

# at Microsoft.PowerShell.PSConsoleReadLine.Insert(Char c)

# at Microsoft.PowerShell.PSConsoleReadLine.SelfInsert(Nullable`1 key, Object arg)

# at Microsoft.PowerShell.PSConsoleReadLine.ProcessOneKey(PSKeyInfo key, Dictionary`2 dispatchTable, Boolean ignoreIfNoAction, Object arg)

# at Microsoft.PowerShell.PSConsoleReadLine.InputLoop()

# at Microsoft.PowerShell.PSConsoleReadLine.ReadLine(Runspace runspace, EngineIntrinsics engineIntrinsics, CancellationToken cancellationToken)

# ```

# PS C:\Users\marru> function ut(e) {

# >> return e ? '"' + e.replace(/\"/g, "") + '"' : ""

# >> }

# >> function dt(e, t) {

# >> var n = typeof console !== d.l ? console : He("console");

# >> if (n) {

# >> var r = "log";

# >> n[e] && (r = e),

# >> J(n[r]) && n[r](t)

# >> }

# >> }

# >> var ft = function() {

# >> function e(e, t, n, r) {

# >> void 0 === n && (n = !1);

# >> this.messageId = e,

# >> this.message = (n ? "AI: " : "AI (Internal): ") + e;

# >> var i = "";

# >> Qe() && (i = Xe().stringify(r));

# >> var o = (t ? " message:" + ut(t) : "") + (r ? " props:" + ut(i) : "");

# >> this.message += o

# >> }

# >> return e.dataType = "MessageData",

# >> e

# >> }();

# >> var ht = function() {

# >> function e(t) {

# >> this.identifier = "DiagnosticLogger",

# >> this.queue = [];

# >> var n, r, i, o, a = 0, s = {};

# >> k(e, this, (function(e) {

# >> function l(t, n) {

# >> if (!(a >= i)) {

# >> var o = !0

# >> , l = "AITR\_" + n.messageId;

# >> if (s[l] ? o = !1 : s[l] = !0,

# >> o && (t <= r && (e.queue.push(n),

# >> a++,

# >> c(1 === t ? "error" : "warn", n)),

# >> a === i)) {

# >> var u = "Internal events throttle limit per PageView reached for this app."

# >> , d = new ft(23,u,!1);

# >> e.queue.push(d),

# >> 1 === t ? e.errorToConsole(u) : e.warnToConsole(u)

# >> }

# >> }

# >> }

# >> function c(e, n) {

# >> var r = ct(t || {});

# >> r && r.diagLog && r.diagLog(e, n)

# >> }

# >> !function(e) {

# >> n = xe(e.loggingLevelConsole, 0),

# >> r = xe(e.loggingLevelTelemetry, 1),

# >> i = xe(e.maxMessageLimit, 25),

# >> o = xe(e.enableDebugExceptions, !1)

# >> }(t || {}),

# >> e.consoleLoggingLevel = function() {

# >> return n

# >> }

# >> ,

# >> e.telemetryLoggingLevel = function() {

# >> return r

# >> }

# >> ,

# >> e.maxInternalMessageLimit = function() {

# >> return i

# >> }

# >> ,

# >> e.enableDebugExceptions = function() {

# >> return o

# >> }

# >> ,

# >> e.throwInternal = function(t, r, i, a, u) {

# >> void 0 === u && (u = !1);

# >> var d = new ft(r,i,u,a);

# >> if (o)

# >> throw et(d);

# >> var f = 1 === t ? "errorToConsole" : "warnToConsole";

# >> if (G(d.message))

# >> c("throw" + (1 === t ? "Critical" : "Warning"), d);

# >> else {

# >> if (u) {

# >> var h = +d.messageId;

# >> !s[h] && n >= t && (e[f](d.message),

# >> s[h] = !0)

# >> } else

# >> n >= t && e[f](d.message);

# >> l(t, d)

# >> }

# >> }

# >> ,

# >> e.warnToConsole = function(e) {

# >> dt("warn", e),

# >> c("warning", e)

# >> }

# >> ,

# >> e.errorToConsole = function(e) {

# >> dt("error", e),

# >> c("error", e)

# >> }

# >> ,

# >> e.resetInternalMessageCount = function() {

# >> a = 0,

# >> s = {}

# >> }

# >> ,

# >> e.logInternalMessage = l

# >> }

# >> ))

# >> }

# >> return e.\_\_ieDyn = 1,

# >> e

# >> }();

# >> function pt(e) {

# >> return e || new ht

# >> }

# >> function gt(e, t, n, r, i, o) {

# >> void 0 === o && (o = !1),

# >> pt(e).throwInternal(t, n, r, i, o)

# >> }

# >> function mt(e, t) {

# >> pt(e).warnToConsole(t)

# >> }

# >> var bt = null

# >> , vt = null

# >> , yt = null

# >> , Ct = We()

# >> , St = {}

# >> , Ot = {};

# >> function wt(e, t) {

# >> var n = It.\_ckMgr || Ot.\_ckMgr;

# >> return n || (n = It.\_ckMgr = It(e, t),

# >> Ot.\_ckMgr = n),

# >> n

# >> }

# >> function \_t(e) {

# >> return !e || e.isEnabled()

# >> }

# >> function It(e, t) {

# >> var n, r = function(e) {

# >> var t = e.cookieCfg = e.cookieCfg || {};

# >> if (Ee(t, "domain", e.cookieDomain, $, K),

# >> Ee(t, "path", e.cookiePath || "/", null, K),

# >> K(t.enabled)) {

# >> var n = void 0;

# >> G(e.isCookieUseDisabled) || (n = !e.isCookieUseDisabled),

# >> G(e.disableCookiesUsage) || (n = !e.disableCookiesUsage),

# >> t.enabled = n

# >> }

# >> return t

# >> }(e || Ot), i = r.path || "/", o = r.domain, a = !1 !== r.enabled, s = ((n = {

# >> isEnabled: function() {

# >> var e = a && Et(t)

# >> , n = Ot.\_ckMgr;

# >> return e && n && s !== n && (e = \_t(n)),

# >> e

# >> }

# >> }).setEnabled = function(e) {

# >> a = !1 !== e

# >> }

# >> ,

# >> n.set = function(e, t, n, a, l) {

# >> var c = !1;

# >> if (\_t(s)) {

# >> var u = {}

# >> , d = me(t || "")

# >> , f = d.indexOf(";");

# >> if (-1 !== f && (d = me(t.substring(0, f)),

# >> u = jt(t.substring(f + 1))),

# >> Ee(u, "domain", a || o, ke, G),

# >> !K(n)) {

# >> var h = Ye();

# >> if (G(u.expires)) {

# >> var p = \_e() + 1e3 \* n;

# >> if (p > 0) {

# >> var g = new Date;

# >> g.setTime(p),

# >> Ee(u, "expires", xt(g, h ? "toGMTString" : "toUTCString") || xt(g, h ? "toGMTString" : "toUTCString") || "", ke)

# >> }

# >> }

# >> h || Ee(u, "max-age", "" + n, null, G)

# >> }

# >> var m = Ke();

# >> m && "https:" === m.protocol && (Ee(u, "secure", null, null, G),

# >> null === vt && (vt = !At((Ge() || {}).userAgent)),

# >> vt && Ee(u, "SameSite", "None", null, G)),

# >> Ee(u, "path", l || i, null, G),

# >> (r.setCookie || Lt)(e, kt(d, u)),

# >> c = !0

# >> }

# >> return c

# >> }

# >> ,

# >> n.get = function(e) {

# >> var t = "";

# >> return \_t(s) && (t = (r.getCookie || Tt)(e)),

# >> t

# >> }

# >> ,

# >> n.del = function(e, t) {

# >> var n = !1;

# >> return \_t(s) && (n = s.purge(e, t)),

# >> n

# >> }

# >> ,

# >> n.purge = function(e, n) {

# >> var i, o = !1;

# >> if (Et(t)) {

# >> var a = ((i = {}).path = n || "/",

# >> i.expires = "Thu, 01 Jan 1970 00:00:01 GMT",

# >> i);

# >> Ye() || (a["max-age"] = "0"),

# >> (r.delCookie || Lt)(e, kt("", a)),

# >> o = !0

# >> }

# >> return o

# >> }

# >> ,

# >> n);

# >> return s.\_ckMgr = s,

# >> s

# >> }

# >> function Et(e) {

# >> if (null === bt) {

# >> bt = !1;

# >> try {

# >> bt = void 0 !== (Ct || {}).cookie

# >> } catch (t) {

# >> gt(e, 2, 68, "Cannot access document.cookie - " + Ie(t), {

# >> exception: et(t)

# >> })

# >> }

# >> }

# >> return bt

# >> }

# >> function jt(e) {

# >> var t = {};

# >> e && e.length && fe(me(e).split(";"), (function(e) {

# >> if (e = me(e || "")) {

# >> var n = e.indexOf("=");

# >> -1 === n ? t[e] = null : t[me(e.substring(0, n))] = me(e.substring(n + 1))

# >> }

# >> }

# >> ));

# >> return t

# >> }

# >> function xt(e, t) {

# >> return J(e[t]) ? e[t]() : null

# >> }

# >> function kt(e, t) {

# >> var n = e || "";

# >> return ee(t, (function(e, t) {

# >> n += "; " + e + (K(t) ? "" : "=" + t)

# >> }

# >> )),

# >> n

# >> }

# >> function Tt(e) {

# >> var t = "";

# >> if (Ct) {

# >> var n = Ct.cookie || "";

# >> yt !== n && (St = jt(n),

# >> yt = n),

# >> t = me(St[e] || "")

# >> }

# >> return t

# >> }

# >> function Lt(e, t) {

# >> Ct && (Ct.cookie = e + "=" + t)

# >> }

# >> function At(e) {

# >> return !!se(e) && (!(!re(e, "CPU iPhone OS 12") && !re(e, "iPad; CPU OS 12")) || (!!(re(e, "Macintosh; Intel Mac OS X 10\_14") && re(e, "Version/") && re(e, "Safari")) || (!(!re(e, "Macintosh; Intel Mac OS X 10\_14") || !te(e, "AppleWebKit/605.1.15 (KHTML, like Gecko)")) || (!(!re(e, "Chrome/5") && !re(e, "Chrome/6")) || (!(!re(e, "UnrealEngine") || re(e, "Chrome")) || !(!re(e, "UCBrowser/12") && !re(e, "UCBrowser/11")))))))

# >> }

# >> var Pt = !1

# >> , Nt = 123456789

# >> , Ft = 987654321;

# >> function Rt(e) {

# >> e < 0 && (e >>>= 0),

# >> Nt = 123456789 + e & 4294967295,

# >> Ft = 987654321 - e & 4294967295,

# >> Pt = !0

# >> }

# >> function Dt() {

# >> try {

# >> var e = 2147483647 & \_e();

# >> Rt((4294967296 \* Math.random() ^ e) + e)

# >> } catch (e) {}

# >> }

# >> function Mt(e) {

# >> return e > 0 ? Math.floor(Bt() / 4294967295 \* (e + 1)) >>> 0 : 0

# >> }

# >> function Bt(e) {

# >> var t = 0

# >> , n = He("crypto") || He("msCrypto");

# >> return n && n.getRandomValues && (t = 4294967295 & n.getRandomValues(new Uint32Array(1))[0]),

# >> 0 === t && Ye() && (Pt || Dt(),

# >> t = 4294967295 & qt()),

# >> 0 === t && (t = Math.floor(4294967296 \* Math.random() | 0)),

# >> e || (t >>>= 0),

# >> t

# >> }

# >> function zt(e) {

# >> e ? Rt(e) : Dt()

# >> }

# >> function qt(e) {

# >> var t = ((Ft = 36969 \* (65535 & Ft) + (Ft >> 16) & 4294967295) << 16) + (65535 & (Nt = 18e3 \* (65535 & Nt) + (Nt >> 16) & 4294967295)) >>> 0 & 4294967295 | 0;

# >> return e || (t >>>= 0),

# >> t

# >> }

# >> function Ht(e) {

# >> void 0 === e && (e = 22);

# >> for (var t = Bt() >>> 0, n = 0, r = ""; r.length < e; )

# >> n++,

# >> r += "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/".charAt(63 & t),

# >> t >>>= 6,

# >> 5 === n && (t = (Bt() << 2 & 4294967295 | 3 & t) >>> 0,

# >> n = 0);

# >> return r

# >> }

# >> var Ut = d.d

# >> , Vt = "." + Ht(6)

# >> , Wt = 0;

# >> function Zt(e) {

# >> return 1 === e.nodeType || 9 === e.nodeType || !+e.nodeType

# >> }

# >> function Gt(e, t) {

# >> var n = t[e.id];

# >> if (!n) {

# >> n = {};

# >> try {

# >> Zt(t) && (function(e, t, n) {

# >> if (Ut)

# >> try {

# >> return Ut(e, t, {

# >> value: n,

# >> enumerable: !1,

# >> configurable: !0

# >> }),

# >> !0

# >> } catch (e) {}

# >> return !1

# >> }(t, e.id, n) || (t[e.id] = n))

# >> } catch (e) {}

# >> }

# >> return n

# >> }

# >> function Kt(e, t) {

# >> return void 0 === t && (t = !1),

# >> Y(e + Wt++ + (t ? ".2.8.6" : "") + Vt)

# >> }

# >> function $t(e) {

# >> var t = {

# >> id: Kt("\_aiData-" + (e || "") + ".2.8.6"),

# >> accept: function(e) {

# >> return Zt(e)

# >> },

# >> get: function(e, n, r, i) {

# >> var o = e[t.id];

# >> return o ? o[Y(n)] : (i && ((o = Gt(t, e))[Y(n)] = r),

# >> r)

# >> },

# >> kill: function(e, t) {

# >> if (e && e[t])

# >> try {

# >> delete e[t]

# >> } catch (e) {}

# >> }

# >> };

# >> return t

# >> }

# >> var Qt = Kt("aiEvtPageHide")

# >> , Xt = Kt("aiEvtPageShow")

# >> , Jt = /\.[\.]+/g

# >> , Yt = /[\.]+$/

# >> , en = 1

# >> , tn = $t("events")

# >> , nn = /^([^.]\*)(?:\.(.+)|)/;

# >> function rn(e) {

# >> return e && e.replace ? e.replace(/^\s\*\.\*|\.\*\s\*$/g, "") : e

# >> }

# >> function on(e, t) {

# >> var n;

# >> if (t) {

# >> var r = "";

# >> oe(t) ? (r = "",

# >> fe(t, (function(e) {

# >> (e = rn(e)) && ("." !== e[0] && (e = "." + e),

# >> r += e)

# >> }

# >> ))) : r = rn(t),

# >> r && ("." !== r[0] && (r = "." + r),

# >> e = (e || "") + r)

# >> }

# >> var i = nn.exec(e || "") || [];

# >> return (n = {}).type = i[1],

# >> n.ns = (i[2] || "").replace(Jt, ".").replace(Yt, "").split(".").sort().join("."),

# >> n

# >> }

# >> function an(e, t, n) {

# >> void 0 === n && (n = !0);

# >> var r = tn.get(e, "events", {}, n)

# >> , i = r[t];

# >> return i || (i = r[t] = []),

# >> i

# >> }

# >> function sn(e, t, n, r) {

# >> e && t && t.type && (e.removeEventListener ? e.removeEventListener(t.type, n, r) : e.detachEvent && e.detachEvent("on" + t.type, n))

# >> }

# >> function ln(e, t, n, r) {

# >> for (var i = t.length; i--; ) {

# >> var o = t[i];

# >> o && (n.ns && n.ns !== o.evtName.ns || r && !r(o) || (sn(e, o.evtName, o.handler, o.capture),

# >> t.splice(i, 1)))

# >> }

# >> }

# >> function cn(e, t) {

# >> return t ? on("xx", oe(t) ? [e].concat(t) : [e, t]).ns.split(".") : e

# >> }

# >> function un(e, t, n, r, i) {

# >> var o;

# >> void 0 === i && (i = !1);

# >> var a = !1;

# >> if (e)

# >> try {

# >> var s = on(t, r);

# >> if ((a = function(e, t, n, r) {

# >> var i = !1;

# >> return e && t && t.type && n && (e.addEventListener ? (e.addEventListener(t.type, n, r),

# >> i = !0) : e.attachEvent && (e.attachEvent("on" + t.type, n),

# >> i = !0)),

# >> i

# >> }(e, s, n, i)) && tn.accept(e)) {

# >> var l = ((o = {

# >> guid: en++,

# >> evtName: s

# >> }).handler = n,

# >> o.capture = i,

# >> o);

# >> an(e, s.type).push(l)

# >> }

# >> } catch (e) {}

# >> return a

# >> }

# >> function dn(e, t, n, r, i) {

# >> if (void 0 === i && (i = !1),

# >> e)

# >> try {

# >> var o = on(t, r)

# >> , a = !1;

# >> !function(e, t, n) {

# >> if (t.type)

# >> ln(e, an(e, t.type), t, n);

# >> else {

# >> var r = tn.get(e, "events", {});

# >> ee(r, (function(r, i) {

# >> ln(e, i, t, n)

# >> }

# >> )),

# >> 0 === ye(r).length && tn.kill(e, "events")

# >> }

# >> }(e, o, (function(e) {

# >> return !((!o.ns || n) && e.handler !== n) && (a = !0,

# >> !0)

# >> }

# >> )),

# >> a || sn(e, o, n, i)

# >> } catch (e) {}

# >> }

# >> function fn(e, t, n) {

# >> var r = !1

# >> , i = Ve();

# >> i && (r = un(i, e, t, n),

# >> r = un(i.body, e, t, n) || r);

# >> var o = We();

# >> return o && (r = un(o, e, t, n) || r),

# >> r

# >> }

# >> function hn(e, t, n, r) {

# >> var i = !1;

# >> return t && e && e.length > 0 && fe(e, (function(e) {

# >> e && (n && -1 !== he(n, e) || (i = fn(e, t, r) || i))

# >> }

# >> )),

# >> i

# >> }

# >> function pn(e, t, n) {

# >> e && oe(e) && fe(e, (function(e) {

# >> e && function(e, t, n) {

# >> var r = Ve();

# >> r && (dn(r, e, t, n),

# >> dn(r.body, e, t, n));

# >> var i = We();

# >> i && dn(i, e, t, n)

# >> }(e, t, n)

# >> }

# >> ))

# >> }

# >> function gn(e, t, n) {

# >> return function(e, t, n, r) {

# >> var i = !1;

# >> return t && e && oe(e) && !(i = hn(e, t, n, r)) && n && n.length > 0 && (i = hn(e, t, null, r)),

# >> i

# >> }(["beforeunload", "unload", "pagehide"], e, t, n)

# >> }

# >> var mn, bn = null;

# >> d.l;

# >> function vn() {

# >> var e = Cn();

# >> return e.substring(0, 8) + "-" + e.substring(8, 12) + "-" + e.substring(12, 16) + "-" + e.substring(16, 20) + "-" + e.substring(20)

# >> }

# >> function yn() {

# >> var e = $e();

# >> return e && e.now ? e.now() : \_e()

# >> }

# >> function Cn() {

# >> for (var e, t = ["0", "1", "2", "3", "4", "5", "6", "7", "8", "9", "a", "b", "c", "d", "e", "f"], n = "", r = 0; r < 4; r++)

# >> n += t[15 & (e = Bt())] + t[e >> 4 & 15] + t[e >> 8 & 15] + t[e >> 12 & 15] + t[e >> 16 & 15] + t[e >> 20 & 15] + t[e >> 24 & 15] + t[e >> 28 & 15];

# >> var i = t[8 + (3 & Bt()) | 0];

# >> return n.substr(0, 8) + n.substr(9, 4) + "4" + n.substr(13, 3) + i + n.substr(16, 3) + n.substr(19, 12)

# >> }

# >> var Sn = {

# >> \_canUseCookies: void 0,

# >> isTypeof: Z,

# >> isUndefined: G,

# >> isNullOrUndefined: K,

# >> hasOwnProperty: Q,

# >> isFunction: J,

# >> isObject: X,

# >> isDate: ie,

# >> isArray: oe,

# >> isError: ae,

# >> isString: se,

# >> isNumber: le,

# >> isBoolean: ce,

# >> toISOString: de,

# >> arrForEach: fe,

# >> arrIndexOf: he,

# >> arrMap: pe,

# >> arrReduce: ge,

# >> strTrim: me,

# >> objCreate: f.b,

# >> objKeys: ye,

# >> objDefineAccessors: Ce,

# >> addEventHandler: fn,

# >> dateNow: \_e,

# >> isIE: Ye,

# >> disableCookies: function() {

# >> On().setEnabled(!1)

# >> },

# >> newGuid: vn,

# >> perfNow: yn,

# >> newId: Ht,

# >> randomValue: Mt,

# >> random32: Bt,

# >> mwcRandomSeed: zt,

# >> mwcRandom32: qt,

# >> generateW3CId: Cn

# >> };

# >> function On(e, t) {

# >> var n = wt(e, t)

# >> , r = Sn.\_canUseCookies;

# >> return null === bn && (bn = [],

# >> mn = r,

# >> Ce(Sn, "\_canUseCookies", (function() {

# >> return mn

# >> }

# >> ), (function(e) {

# >> mn = e,

# >> fe(bn, (function(t) {

# >> t.setEnabled(e)

# >> }

# >> ))

# >> }

# >> ))),

# >> -1 === he(bn, n) && bn.push(n),

# >> ce(r) && n.setEnabled(r),

# >> ce(mn) && n.setEnabled(mn),

# >> n

# >> }

# >> var wn, \_n = n(530);

# >> function In(e) {

# >> var t = {};

# >> return ee(e, (function(e, n) {

# >> t[e] = n,

# >> t[n] = e

# >> }

# >> )),

# >> Oe(t)

# >> }

# >> var En = "Failed"

# >> , jn = "Track"

# >> , xn = "Storage"

# >> , kn = (In({

# >> CRITICAL: 1,

# >> WARNING: 2

# >> }),

# >> In(((wn = {})["BrowserDoesNotSupportLocal" + xn] = 0,

# >> wn["BrowserCannotReadLocal" + xn] = 1,

# >> wn["BrowserCannotReadSession" + xn] = 2,

# >> wn["BrowserCannotWriteLocal" + xn] = 3,

# >> wn["BrowserCannotWriteSession" + xn] = 4,

# >> wn["BrowserFailedRemovalFromLocal" + xn] = 5,

# >> wn["BrowserFailedRemovalFromSession" + xn] = 6,

# >> wn.CannotSendEmptyTelemetry = 7,

# >> wn.ClientPerformanceMathError = 8,

# >> wn.ErrorParsingAISessionCookie = 9,

# >> wn.ErrorPVCalc = 10,

# >> wn.ExceptionWhileLoggingError = 11,

# >> wn.FailedAddingTelemetryToBuffer = 12,

# >> wn.FailedMonitorAjaxAbort = 13,

# >> wn.FailedMonitorAjaxDur = 14,

# >> wn.FailedMonitorAjaxOpen = 15,

# >> wn.FailedMonitorAjaxRSC = 16,

# >> wn.FailedMonitorAjaxSend = 17,

# >> wn.FailedMonitorAjaxGetCorrelationHeader = 18,

# >> wn.FailedToAddHandlerForOnBeforeUnload = 19,

# >> wn.FailedToSendQueuedTelemetry = 20,

# >> wn.FailedToReportDataLoss = 21,

# >> wn.FlushFailed = 22,

# >> wn.MessageLimitPerPVExceeded = 23,

# >> wn.MissingRequiredFieldSpecification = 24,

# >> wn.NavigationTimingNotSupported = 25,

# >> wn.OnError = 26,

# >> wn.SessionRenewalDateIsZero = 27,

# >> wn.SenderNotInitialized = 28,

# >> wn.StartTrackEventFailed = 29,

# >> wn.StopTrackEventFailed = 30,

# >> wn["Start" + jn + En] = 31,

# >> wn["Stop" + jn + En] = 32,

# >> wn.TelemetrySampledAndNotSent = 33,

# >> wn[jn + "Event" + En] = 34,

# >> wn[jn + "Exception" + En] = 35,

# >> wn[jn + "Metric" + En] = 36,

# >> wn[jn + "PV" + En] = 37,

# >> wn.TrackPVFailedCalc = 38,

# >> wn[jn + "Trace" + En] = 39,

# >> wn.TransmissionFailed = 40,

# >> wn[En + "ToSet" + xn + "Buffer"] = 41,

# >> wn[En + "ToRestore" + xn + "Buffer"] = 42,

# >> wn.InvalidBackendResponse = 43,

# >> wn.FailedToFixDepricatedValues = 44,

# >> wn.InvalidDurationValue = 45,

# >> wn.TelemetryEnvelopeInvalid = 46,

# >> wn.CreateEnvelopeError = 47,

# >> wn.CannotSerializeObject = 48,

# >> wn.CannotSerializeObjectNonSerializable = 49,

# >> wn.CircularReferenceDetected = 50,

# >> wn.ClearAuthContextFailed = 51,

# >> wn.ExceptionTruncated = 52,

# >> wn.IllegalCharsInName = 53,

# >> wn.ItemNotInArray = 54,

# >> wn.MaxAjaxPerPVExceeded = 55,

# >> wn.MessageTruncated = 56,

# >> wn.NameTooLong = 57,

# >> wn.SampleRateOutOfRange = 58,

# >> wn.SetAuthContextFailed = 59,

# >> wn.SetAuthContextFailedAccountName = 60,

# >> wn.StringValueTooLong = 61,

# >> wn.StartCalledMoreThanOnce = 62,

# >> wn.StopCalledWithoutStart = 63,

# >> wn.TelemetryInitializerFailed = 64,

# >> wn.TrackArgumentsNotSpecified = 65,

# >> wn.UrlTooLong = 66,

# >> wn.SessionStorageBufferFull = 67,

# >> wn.CannotAccessCookie = 68,

# >> wn.IdTooLong = 69,

# >> wn.InvalidEvent = 70,

# >> wn.FailedMonitorAjaxSetRequestHeader = 71,

# >> wn.SendBrowserInfoOnUserInit = 72,

# >> wn.PluginException = 73,

# >> wn.NotificationException = 74,

# >> wn.SnippetScriptLoadFailure = 99,

# >> wn.InvalidInstrumentationKey = 100,

# >> wn.CannotParseAiBlobValue = 101,

# >> wn.InvalidContentBlob = 102,

# >> wn[jn + "PageActionEvent" + En] = 103,

# >> wn.FailedAddingCustomDefinedRequestContext = 104,

# >> wn.InMemoryStorageBufferFull = 105,

# >> wn.InstrumentationKeyDeprecation = 106,

# >> wn)))

# >> , Tn = (In({

# >> NotSet: 0,

# >> Pii\_DistinguishedName: 1,

# >> Pii\_GenericData: 2,

# >> Pii\_IPV4Address: 3,

# >> Pii\_IPv6Address: 4,

# >> Pii\_MailSubject: 5,

# >> Pii\_PhoneNumber: 6,

# >> Pii\_QueryString: 7,

# >> Pii\_SipAddress: 8,

# >> Pii\_SmtpAddress: 9,

# >> Pii\_Identity: 10,

# >> Pii\_Uri: 11,

# >> Pii\_Fqdn: 12,

# >> Pii\_IPV4AddressLegacy: 13,

# >> CustomerContent\_GenericContent: 32

# >> }),

# >> In({

# >> Normal: 1,

# >> CostDeferred: 2,

# >> RealTime: 3,

# >> Immediate: 4

# >> }),

# >> In({

# >> Unspecified: 0,

# >> String: 1,

# >> Int32: 2,

# >> UInt32: 3,

# >> Int64: 4,

# >> UInt64: 5,

# >> Double: 6,

# >> Bool: 7,

# >> Guid: 8,

# >> DateTime: 9

# >> }))

# >> , Ln = (In({

# >> Normal: 1,

# >> Critical: 2

# >> }),

# >> In({

# >> NONE: 0,

# >> ERROR: 1,

# >> WARNING: 2,

# >> INFORMATION: 3

# >> }),

# >> we(Object(\_n.a)(Object(\_n.a)({}, kn), In({

# >> AuthHandShakeError: 501,

# >> AuthRedirectFail: 502,

# >> BrowserCannotReadLocalStorage: 503,

# >> BrowserCannotWriteLocalStorage: 504,

# >> BrowserDoesNotSupportLocalStorage: 505,

# >> CannotParseBiBlobValue: 506,

# >> CannotParseDataAttribute: 507,

# >> CVPluginNotAvailable: 508,

# >> DroppedEvent: 509,

# >> ErrorParsingAISessionCookie: 510,

# >> ErrorProvidedChannels: 511,

# >> FailedToGetCookies: 512,

# >> FailedToInitializeCorrelationVector: 513,

# >> FailedToInitializeSDK: 514,

# >> InvalidContentBlob: 515,

# >> InvalidCorrelationValue: 516,

# >> SessionRenewalDateIsZero: 517,

# >> SendPostOnCompleteFailure: 518,

# >> PostResponseHandler: 519,

# >> SDKNotInitialized: 520

# >> }))),

# >> function(e, t) {

# >> var n = this;

# >> this.eventsProcessed = 0,

# >> this.eventsSent = 0,

# >> this.eventsDiscarded = 0;

# >> var r = []

# >> , a = !1

# >> , l = !0

# >> , d = {

# >> name: "DiagnosticLevel",

# >> processEvent: function(e) {

# >> var t = e.eventFlags.diagnosticLevel;

# >> return a || 10 === t || 110 === t || 120 === t

# >> }

# >> }

# >> , f = {}

# >> , h = vn();

# >> this.init = function() {

# >> return l = l && function(e) {

# >> function t(t) {

# >> return "string" == typeof e[t] || (s(t),

# >> !1)

# >> }

# >> var n = t("App.Name") && t("App.Version") && t("App.Platform") && t("Session.Id")

# >> , r = e["User.IsAnonymous"];

# >> if (!1 !== r && void 0 !== r || (n = n && t("User.PrimaryIdentityHash") && t("User.PrimaryIdentitySpace")),

# >> !n)

# >> return n;

# >> var i = e["App.Version"];

# >> /^(\d+\.){3}\d+(-?[a-zA-Z0-9]+)?$/.test(i) || (s("App.Version"),

# >> n = !1);

# >> var o = /^[0-9a-fA-F]{8}-([0-9a-fA-F]{4}-){3}[0-9a-fA-F]{12}$/

# >> , a = e["User.TenantId"];

# >> return !a || t("User.TenantId") && o.test(a) || (s("User.TenantId"),

# >> n = !1),

# >> o.test(e["Session.Id"]) || (s("Session.Id"),

# >> n = !1),

# >> n

# >> }(f)

# >> }

# >> ,

# >> this.getOneDSTelemetryEvent = function(e) {

# >> return p(e, {

# >> eventType: 1

# >> })

# >> }

# >> ,

# >> this.getOneDSCustomerContent = function(e) {

# >> if (t.enableCustomerContent && e.telemetryProperties.customerContentVersion && Math.floor(e.telemetryProperties.customerContentVersion) <= 1 && 1 === e.telemetryProperties.customerContentType)

# >> return p(e, {

# >> eventType: 2

# >> })

# >> }

# >> ;

# >> var p = function(e, t) {

# >> var a, s = Object(c.b)(e);

# >> if (function(e, t) {

# >> for (var n = function(n) {

# >> var r = t[n];

# >> if (!r.processEvent(e))

# >> return Object(i.b)(2, 1, (function() {

# >> return "".concat(e.eventName, " suppressed by ").concat(r.name)

# >> }

# >> )),

# >> {

# >> value: !1

# >> }

# >> }, r = 0; r < t.length; r++) {

# >> var o = n(r);

# >> if ("object" == typeof o)

# >> return o.value

# >> }

# >> return !0

# >> }(s, r)) {

# >> var l = (a = s,

# >> a.timestamp ? new Date(a.timestamp) : new Date).toISOString()

# >> , u = {

# >> "Event.Name": s.eventName,

# >> "Event.Source": "OTelJS",

# >> "Event.Time": {

# >> value: l,

# >> propertyType: Tn.DateTime

# >> }

# >> };

# >> for (var d in n.eventsProcessed++,

# >> u["Event.Sequence"] = {

# >> value: n.eventsProcessed,

# >> propertyType: Tn.Int64

# >> },

# >> u["Event.Id"] = h + "." + n.eventsProcessed,

# >> f)

# >> u[d] = f[d];

# >> if (!o(u, s.dataFields, !0, t.eventType))

# >> return void Object(i.b)(0, 1, (function() {

# >> return "Dropping Event: " + s.eventName

# >> }

# >> ));

# >> var p = "custom";

# >> s.eventContract && (s.eventContract.name && (u["Event.Contract"] = s.eventContract.name,

# >> p += "." + s.eventContract.name.toLowerCase().replace(/\./g, "\_")),

# >> o(u, s.eventContract.dataFields, !1, t.eventType));

# >> var g = function(e, t) {

# >> return 2 === t ? "b22a201c3f1d41d28ccc399ba6cc9ca2-1972c77f-1f79-4283-a0f9-b4ddc4646f55-7121" : e.telemetryProperties && (1 !== t || e.telemetryProperties.ariaTenantToken) ? 1 === t ? e.telemetryProperties.ariaTenantToken : void 0 : void Object(i.b)(0, 1, (function() {

# >> return "Missing Aria Token"

# >> }

# >> ))

# >> }(s, t.eventType);

# >> if (!g)

# >> return;

# >> return {

# >> iKey: g,

# >> name: s.eventName,

# >> data: u,

# >> time: l,

# >> baseType: p,

# >> ext: {

# >> sdk: {

# >> seq: n.eventsProcessed

# >> }

# >> }

# >> }

# >> }

# >> };

# >> this.addPreprocessor = function(e) {

# >> r.push(e)

# >> }

# >> ,

# >> this.getOneDSPersistentDataFields = function() {

# >> return f

# >> }

# >> ,

# >> this.getPreprocessors = function() {

# >> return r

# >> }

# >> ;

# >> var g = function(e) {

# >> o(f, e, !1, 1)

# >> };

# >> this.addPersistentDataFields = g,

# >> this.setOptionalEventsEnabled = function(e) {

# >> a = e

# >> }

# >> ,

# >> this.setFullEventsEnabled = this.setOptionalEventsEnabled,

# >> t.enableOptionalEvents && (a = !0),

# >> g(e);

# >> var m = t.coreFields;

# >> if (m) {

# >> g(u.b.getFields(m.app)),

# >> g(u.e.getFields(m.user)),

# >> g(u.d.getFields(m.session));

# >> var b = m.release;

# >> b && g(u.c.getFields(b))

# >> }

# >> this.addPreprocessor(d)

# >> }

# >> )

# >> , An = null

# >> , Pn = function() {

# >> function e(t, n, r) {

# >> var i, o = this, a = !1;

# >> (o.start = \_e(),

# >> o.name = t,

# >> o.isAsync = r,

# >> o.isChildEvt = function() {

# >> return !1

# >> }

# >> ,

# >> J(n)) && (a = Ce(o, "payload", (function() {

# >> return !i && J(n) && (i = n(),

# >> n = null),

# >> i

# >> }

# >> )));

# >> o.getCtx = function(t) {

# >> return t ? t === e.ParentContextKey || t === e.ChildrenContextKey ? o[t] : (o.ctx || {})[t] : null

# >> }

# >> ,

# >> o.setCtx = function(t, n) {

# >> if (t)

# >> if (t === e.ParentContextKey)

# >> o[t] || (o.isChildEvt = function() {

# >> return !0

# >> }

# >> ),

# >> o[t] = n;

# >> else if (t === e.ChildrenContextKey)

# >> o[t] = n;

# >> else {

# >> (o.ctx = o.ctx || {})[t] = n

# >> }

# >> }

# >> ,

# >> o.complete = function() {

# >> var t = 0

# >> , r = o.getCtx(e.ChildrenContextKey);

# >> if (oe(r))

# >> for (var i = 0; i < r.length; i++) {

# >> var s = r[i];

# >> s && (t += s.time)

# >> }

# >> o.time = \_e() - o.start,

# >> o.exTime = o.time - t,

# >> o.complete = function() {}

# >> ,

# >> !a && J(n) && (o.payload = n())

# >> }

# >> }

# >> return e.ParentContextKey = "parent",

# >> e.ChildrenContextKey = "childEvts",

# >> e

# >> }()

# >> , Nn = function() {

# >> function e(t) {

# >> this.ctx = {},

# >> k(e, this, (function(e) {

# >> e.create = function(e, t, n) {

# >> return new Pn(e,t,n)

# >> }

# >> ,

# >> e.fire = function(e) {

# >> e && (e.complete(),

# >> t && J(t.perfEvent) && t.perfEvent(e))

# >> }

# >> ,

# >> e.setCtx = function(t, n) {

# >> t && ((e.ctx = e.ctx || {})[t] = n)

# >> }

# >> ,

# >> e.getCtx = function(t) {

# >> return (e.ctx || {})[t]

# >> }

# >> }

# >> ))

# >> }

# >> return e.\_\_ieDyn = 1,

# >> e

# >> }();

# >> function Fn(e, t, n, r, i) {

# >> if (e) {

# >> var o = e;

# >> if (o.getPerfMgr && (o = o.getPerfMgr()),

# >> o) {

# >> var a = void 0

# >> , s = o.getCtx("CoreUtils.doPerf");

# >> try {

# >> if (a = o.create(t(), r, i)) {

# >> if (s && a.setCtx && (a.setCtx(Pn.ParentContextKey, s),

# >> s.getCtx && s.setCtx)) {

# >> var l = s.getCtx(Pn.ChildrenContextKey);

# >> l || (l = [],

# >> s.setCtx(Pn.ChildrenContextKey, l)),

# >> l.push(a)

# >> }

# >> return o.setCtx("CoreUtils.doPerf", a),

# >> n(a)

# >> }

# >> } catch (e) {

# >> a && a.setCtx && a.setCtx("exception", e)

# >> } finally {

# >> a && o.fire(a),

# >> o.setCtx("CoreUtils.doPerf", s)

# >> }

# >> }

# >> }

# >> return n()

# >> }

# >> var Rn = "00000000000000000000000000000000";

# >> function Dn(e, t, n) {

# >> return !(!e || e.length !== t || e === n) && !!e.match(/^[\da-f]\*$/)

# >> }

# >> function Mn(e) {

# >> return Dn(e, 32, Rn)

# >> }

# >> function Bn(e) {

# >> return Dn(e, 16, "0000000000000000")

# >> }

# >> var zn = $t("plugin");

# >> function qn(e) {

# >> return zn.get(e, "state", {}, !0)

# >> }

# >> function Hn(e, t) {

# >> for (var n, r = [], i = null, o = e.getNext(); o; ) {

# >> var a = o.getPlugin();

# >> if (a) {

# >> i && J(i.setNextPlugin) && J(a.processTelemetry) && i.setNextPlugin(a);

# >> (J(a.isInitialized) ? a.isInitialized() : (n = qn(a)).isInitialized) || r.push(a),

# >> i = a,

# >> o = o.getNext()

# >> }

# >> }

# >> fe(r, (function(r) {

# >> var i = e.core();

# >> r.initialize(e.getCfg(), i, t, e.getNext()),

# >> n = qn(r),

# >> r.core || n.core || (n.core = i),

# >> n.isInitialized = !0,

# >> delete n.teardown

# >> }

# >> ))

# >> }

# >> function Un(e) {

# >> return e.sort((function(e, t) {

# >> var n = 0;

# >> if (t) {

# >> var r = J(t.processTelemetry);

# >> J(e.processTelemetry) ? n = r ? e.priority - t.priority : 1 : r && (n = -1)

# >> } else

# >> n = e ? 1 : -1;

# >> return n

# >> }

# >> ))

# >> }

# >> var Vn = 0;

# >> function Wn(e, t, n, r) {

# >> var i = null

# >> , o = [];

# >> null !== r && (i = r ? function(e, t, n) {

# >> for (; e; ) {

# >> if (e.getPlugin() === n)

# >> return e;

# >> e = e.getNext()

# >> }

# >> return $n([n], t.config || {}, t)

# >> }(e, n, r) : e);

# >> var a = {

# >> \_next: function() {

# >> var e = i;

# >> if (i = e ? e.getNext() : null,

# >> !e) {

# >> var t = o;

# >> t && t.length > 0 && (fe(t, (function(e) {

# >> try {

# >> e.func.call(e.self, e.args)

# >> } catch (e) {

# >> gt(n.logger, 2, 73, "Unexpected Exception during onComplete - " + et(e))

# >> }

# >> }

# >> )),

# >> o = [])

# >> }

# >> return e

# >> },

# >> ctx: {

# >> core: function() {

# >> return n

# >> },

# >> diagLog: function() {

# >> return function(e, t) {

# >> return (e || {}).logger || new ht(t)

# >> }(n, t)

# >> },

# >> getCfg: function() {

# >> return t

# >> },

# >> getExtCfg: s,

# >> getConfig: function(e, n, r) {

# >> void 0 === r && (r = !1);

# >> var i, o = s(e, null);

# >> o && !K(o[n]) ? i = o[n] : t && !K(t[n]) && (i = t[n]);

# >> return K(i) ? r : i

# >> },

# >> hasNext: function() {

# >> return !!i

# >> },

# >> getNext: function() {

# >> return i

# >> },

# >> setNext: function(e) {

# >> i = e

# >> },

# >> iterate: function(e) {

# >> var t;

# >> for (; t = a.\_next(); ) {

# >> var n = t.getPlugin();

# >> n && e(n)

# >> }

# >> },

# >> onComplete: function(e, t) {

# >> for (var n = [], r = 2; r < arguments.length; r++)

# >> n[r - 2] = arguments[r];

# >> e && o.push({

# >> func: e,

# >> self: G(t) ? a.ctx : t,

# >> args: n

# >> })

# >> }

# >> }

# >> };

# >> function s(e, n, r) {

# >> var i;

# >> if (void 0 === n && (n = {}),

# >> void 0 === r && (r = 0),

# >> t) {

# >> var o = t.extensionConfig;

# >> o && e && (i = o[e])

# >> }

# >> if (i) {

# >> if (X(n) && 0 !== r) {

# >> var a = Fe(!0, n, i);

# >> t && 2 === r && ee(n, (function(e) {

# >> if (K(a[e])) {

# >> var n = t[e];

# >> K(n) || (a[e] = n)

# >> }

# >> }

# >> )),

# >> i = a

# >> }

# >> } else

# >> i = n;

# >> return i

# >> }

# >> return a

# >> }

# >> function Zn(e, t, n, r) {

# >> var i = Wn(e, t, n, r)

# >> , o = i.ctx;

# >> return o.processNext = function(e) {

# >> var t = i.\_next();

# >> return t && t.processTelemetry(e, o),

# >> !t

# >> }

# >> ,

# >> o.createNew = function(e, r) {

# >> return void 0 === e && (e = null),

# >> oe(e) && (e = $n(e, t, n, r)),

# >> Zn(e || o.getNext(), t, n, r)

# >> }

# >> ,

# >> o

# >> }

# >> function Gn(e, t, n) {

# >> var r = t.config || {}

# >> , i = Wn(e, r, t, n)

# >> , o = i.ctx;

# >> return o.processNext = function(e) {

# >> var t = i.\_next();

# >> return t && t.unload(o, e),

# >> !t

# >> }

# >> ,

# >> o.createNew = function(e, n) {

# >> return void 0 === e && (e = null),

# >> oe(e) && (e = $n(e, r, t, n)),

# >> Gn(e || o.getNext(), t, n)

# >> }

# >> ,

# >> o

# >> }

# >> function Kn(e, t, n) {

# >> var r = t.config || {}

# >> , i = Wn(e, r, t, n).ctx;

# >> return i.processNext = function(e) {

# >> return i.iterate((function(t) {

# >> J(t.update) && t.update(i, e)

# >> }

# >> ))

# >> }

# >> ,

# >> i.createNew = function(e, n) {

# >> return void 0 === e && (e = null),

# >> oe(e) && (e = $n(e, r, t, n)),

# >> Kn(e || i.getNext(), t, n)

# >> }

# >> ,

# >> i

# >> }

# >> function $n(e, t, n, r) {

# >> var i = null

# >> , o = !r;

# >> if (oe(e) && e.length > 0) {

# >> var a = null;

# >> fe(e, (function(e) {

# >> if (o || r !== e || (o = !0),

# >> o && e && J(e.processTelemetry)) {

# >> var s = function(e, t, n) {

# >> var r, i = null, o = J(e.processTelemetry), a = J(e.setNextPlugin);

# >> r = e ? e.identifier + "-" + e.priority + "-" + Vn++ : "Unknown-0-" + Vn++;

# >> var s = {

# >> getPlugin: function() {

# >> return e

# >> },

# >> getNext: function() {

# >> return i

# >> },

# >> processTelemetry: function(t, n) {

# >> c(n = n || l(), (function(n) {

# >> if (!e || !o)

# >> return !1;

# >> var r = qn(e);

# >> if (r.teardown || r.disabled)

# >> return !1;

# >> a && e.setNextPlugin(i);

# >> return e.processTelemetry(t, n),

# >> !0

# >> }

# >> ), "processTelemetry", (function() {

# >> return {

# >> item: t

# >> }

# >> }

# >> ), !t.sync) || n.processNext(t)

# >> },

# >> unload: function(t, n) {

# >> c(t, (function() {

# >> var r = !1;

# >> if (e) {

# >> var i = qn(e)

# >> , o = e.core || i.core;

# >> !e || o && o !== t.core() || i.teardown || (i.core = null,

# >> i.teardown = !0,

# >> i.isInitialized = !1,

# >> e.teardown && !0 === e.teardown(t, n) && (r = !0))

# >> }

# >> return r

# >> }

# >> ), "unload", (function() {}

# >> ), n.isAsync) || t.processNext(n)

# >> },

# >> update: function(t, n) {

# >> c(t, (function() {

# >> var r = !1;

# >> if (e) {

# >> var i = qn(e)

# >> , o = e.core || i.core;

# >> !e || o && o !== t.core() || i.teardown || e.update && !0 === e.update(t, n) && (r = !0)

# >> }

# >> return r

# >> }

# >> ), "update", (function() {}

# >> ), !1) || t.processNext(n)

# >> },

# >> \_id: r,

# >> \_setNext: function(e) {

# >> i = e

# >> }

# >> };

# >> function l() {

# >> var r;

# >> return e && J(e.\_getTelCtx) && (r = e.\_getTelCtx()),

# >> r || (r = Zn(s, t, n)),

# >> r

# >> }

# >> function c(t, n, o, a, s) {

# >> var l = !1

# >> , c = e ? e.identifier : "TelemetryPluginChain"

# >> , u = t.\_hasRun;

# >> return u || (u = t.\_hasRun = {}),

# >> t.setNext(i),

# >> e && Fn(t.core(), (function() {

# >> return c + ":" + o

# >> }

# >> ), (function() {

# >> u[r] = !0;

# >> try {

# >> var e = i ? i.\_id : "";

# >> e && (u[e] = !1),

# >> l = n(t)

# >> } catch (e) {

# >> var a = !i || u[i.\_id];

# >> a && (l = !0),

# >> i && a || gt(t.diagLog(), 1, 73, "Plugin [" + c + "] failed during " + o + " - " + et(e) + ", run flags: " + et(u))

# >> }

# >> }

# >> ), a, s),

# >> l

# >> }

# >> return we(s)

# >> }(e, t, n);

# >> i || (i = s),

# >> a && a.\_setNext(s),

# >> a = s

# >> }

# >> }

# >> ))

# >> }

# >> return r && !i ? $n([r], t, n) : i

# >> }

# >> function Qn(e, t, n) {

# >> t && oe(t) && t.length > 0 && (fe(t = t.sort((function(e, t) {

# >> return e.priority - t.priority

# >> }

# >> )), (function(e) {

# >> e.priority < 500 && Te("Channel has invalid priority - " + e.identifier)

# >> }

# >> )),

# >> e.push({

# >> queue: we(t),

# >> chain: $n(t, n.config, n)

# >> }))

# >> }

# >> function Xn() {

# >> var e = [];

# >> return {

# >> add: function(t) {

# >> t && e.push(t)

# >> },

# >> run: function(t, n) {

# >> fe(e, (function(e) {

# >> try {

# >> e(t, n)

# >> } catch (e) {

# >> gt(t.diagLog(), 2, 73, "Unexpected error calling unload handler - " + et(e))

# >> }

# >> }

# >> )),

# >> e = []

# >> }

# >> }

# >> }

# >> var Jn = function() {

# >> function e() {

# >> var t, n, r, i, o, a = this;

# >> function s(e) {

# >> void 0 === e && (e = null);

# >> var t = e;

# >> if (!t) {

# >> var i = n || Zn(null, {}, a.core);

# >> t = r && r.getPlugin ? i.createNew(null, r.getPlugin) : i.createNew(null, r)

# >> }

# >> return t

# >> }

# >> function l(e, t, i) {

# >> e && Ee(e, "extensionConfig", [], null, K),

# >> !i && t && (i = t.getProcessTelContext().getNext());

# >> var o = r;

# >> r && r.getPlugin && (o = r.getPlugin()),

# >> a.core = t,

# >> n = Zn(i, e, t, o)

# >> }

# >> function c() {

# >> t = !1,

# >> a.core = null,

# >> n = null,

# >> r = null,

# >> o = [],

# >> i = Xn()

# >> }

# >> c(),

# >> k(e, a, (function(e) {

# >> e.initialize = function(e, n, r, i) {

# >> l(e, n, i),

# >> t = !0

# >> }

# >> ,

# >> e.teardown = function(t, n) {

# >> var a, s = e.core;

# >> if (s && (!t || s === t.core())) {

# >> var l, u = !1, d = t || Gn(null, s, r && r.getPlugin ? r.getPlugin() : r), f = n || ((a = {

# >> reason: 0

# >> }).isAsync = !1,

# >> a);

# >> return e.\_doTeardown && !0 === e.\_doTeardown(d, f, h) ? l = !0 : h(),

# >> l

# >> }

# >> function h() {

# >> if (!u) {

# >> u = !0,

# >> i.run(d, n);

# >> var e = o;

# >> o = [],

# >> fe(e, (function(e) {

# >> e.rm()

# >> }

# >> )),

# >> !0 === l && d.processNext(f),

# >> c()

# >> }

# >> }

# >> }

# >> ,

# >> e.update = function(t, n) {

# >> var i = e.core;

# >> if (i && (!t || i === t.core())) {

# >> var o, a = !1, s = t || Kn(null, i, r && r.getPlugin ? r.getPlugin() : r), c = n || {

# >> reason: 0

# >> };

# >> return e.\_doUpdate && !0 === e.\_doUpdate(s, c, u) ? o = !0 : u(),

# >> o

# >> }

# >> function u() {

# >> a || (a = !0,

# >> l(s.getCfg(), s.core(), s.getNext()))

# >> }

# >> }

# >> ,

# >> e.\_addHook = function(e) {

# >> e && (oe(e) ? o = o.concat(e) : o.push(e))

# >> }

# >> ,

# >> Ae(e, "\_addUnloadCb", (function() {

# >> return i

# >> }

# >> ), "add")

# >> }

# >> )),

# >> a.diagLog = function(e) {

# >> return s(e).diagLog()

# >> }

# >> ,

# >> a.isInitialized = function() {

# >> return t

# >> }

# >> ,

# >> a.setInitialized = function(e) {

# >> t = e

# >> }

# >> ,

# >> a.setNextPlugin = function(e) {

# >> r = e

# >> }

# >> ,

# >> a.processNext = function(e, t) {

# >> t ? t.processNext(e) : r && J(r.processTelemetry) && r.processTelemetry(e, null)

# >> }

# >> ,

# >> a.\_getTelCtx = s

# >> }

# >> return e.\_\_ieDyn = 1,

# >> e

# >> }()

# >> , Yn = function(e) {

# >> function t() {

# >> var n, r, i = e.call(this) || this;

# >> function o() {

# >> n = 0,

# >> r = []

# >> }

# >> return i.identifier = "TelemetryInitializerPlugin",

# >> i.priority = 199,

# >> o(),

# >> k(t, i, (function(e, t) {

# >> e.addTelemetryInitializer = function(e) {

# >> var t = {

# >> id: n++,

# >> fn: e

# >> };

# >> return r.push(t),

# >> {

# >> remove: function() {

# >> fe(r, (function(e, n) {

# >> if (e.id === t.id)

# >> return r.splice(n, 1),

# >> -1

# >> }

# >> ))

# >> }

# >> }

# >> }

# >> ,

# >> e.processTelemetry = function(t, n) {

# >> for (var i = !1, o = r.length, a = 0; a < o; ++a) {

# >> var s = r[a];

# >> if (s)

# >> try {

# >> if (!1 === s.fn.apply(null, [t])) {

# >> i = !0;

# >> break

# >> }

# >> } catch (e) {

# >> gt(n.diagLog(), 1, 64, "One of telemetry initializers failed, telemetry item will not be sent: " + Ie(e), {

# >> exception: et(e)

# >> }, !0)

# >> }

# >> }

# >> i || e.processNext(t, n)

# >> }

# >> ,

# >> e.\_doTeardown = function() {

# >> o()

# >> }

# >> }

# >> )),

# >> i

# >> }

# >> return Object(\_n.b)(t, e),

# >> t.\_\_ieDyn = 1,

# >> t

# >> }(Jn)

# >> , er = {

# >> loggingLevelConsole: 1

# >> };

# >> function tr(e, t) {

# >> return new Nn(t)

# >> }

# >> function nr(e, t) {

# >> var n = !1;

# >> return fe(t, (function(t) {

# >> if (t === e)

# >> return n = !0,

# >> -1

# >> }

# >> )),

# >> n

# >> }

# >> var rr = function() {

# >> function e() {

# >> var t, n, r, i, o, a, s, l, c, u, d, h, p, g, m, b, v, y, C, S, O = 0;

# >> k(e, this, (function(e) {

# >> function w() {

# >> n = !1,

# >> t = Fe(!0, {}, er),

# >> e.config = t,

# >> e.logger = new ht(t),

# >> e.\_extensions = [],

# >> m = new Yn,

# >> r = [],

# >> i = null,

# >> o = null,

# >> a = null,

# >> s = null,

# >> l = null,

# >> u = null,

# >> c = [],

# >> d = null,

# >> h = null,

# >> p = null,

# >> g = !1,

# >> b = null,

# >> v = Kt("AIBaseCore", !0),

# >> y = Xn(),

# >> S = null

# >> }

# >> function \_() {

# >> return Zn(j(), t, e)

# >> }

# >> function I(n) {

# >> var r = function(e, t, n) {

# >> var r, i = [], o = {};

# >> return fe(n, (function(n) {

# >> (K(n) || K(n.initialize)) && Te("Plugins must provide initialize method");

# >> var r = n.priority

# >> , a = n.identifier;

# >> n && r && (K(o[r]) ? o[r] = a : mt(e, "Two extensions have same priority #" + r + " - " + o[r] + ", " + a)),

# >> (!r || r < t) && i.push(n)

# >> }

# >> )),

# >> (r = {

# >> all: n

# >> }).core = i,

# >> r

# >> }(e.logger, 500, c);

# >> u = r.core,

# >> l = null;

# >> var i = r.all;

# >> if (p = we(function(e, t, n) {

# >> var r = [];

# >> if (e && fe(e, (function(e) {

# >> return Qn(r, e, n)

# >> }

# >> )),

# >> t) {

# >> var i = [];

# >> fe(t, (function(e) {

# >> e.priority > 500 && i.push(e)

# >> }

# >> )),

# >> Qn(r, i, n)

# >> }

# >> return r

# >> }(h, i, e)),

# >> d) {

# >> var o = he(i, d);

# >> -1 !== o && i.splice(o, 1),

# >> -1 !== (o = he(u, d)) && u.splice(o, 1),

# >> d.\_setQueue(p)

# >> } else

# >> d = function(e, t) {

# >> function n() {

# >> return Zn(null, t.config, t, null)

# >> }

# >> function r(e, t, n, r) {

# >> var i = e ? e.length + 1 : 1;

# >> function o() {

# >> 0 === --i && (r && r(),

# >> r = null)

# >> }

# >> i > 0 && fe(e, (function(e) {

# >> if (e && e.queue.length > 0) {

# >> var r = e.chain

# >> , a = t.createNew(r);

# >> a.onComplete(o),

# >> n(a)

# >> } else

# >> i--

# >> }

# >> )),

# >> o()

# >> }

# >> var i = !1;

# >> return {

# >> identifier: "ChannelControllerPlugin",

# >> priority: 500,

# >> initialize: function(t, n, r, o) {

# >> i = !0,

# >> fe(e, (function(e) {

# >> e && e.queue.length > 0 && Hn(Zn(e.chain, t, n), r)

# >> }

# >> ))

# >> },

# >> isInitialized: function() {

# >> return i

# >> },

# >> processTelemetry: function(t, i) {

# >> r(e, i || n(), (function(e) {

# >> e.processNext(t)

# >> }

# >> ), (function() {

# >> i.processNext(t)

# >> }

# >> ))

# >> },

# >> update: function(t, n) {

# >> var i = n || {

# >> reason: 0

# >> };

# >> return r(e, t, (function(e) {

# >> e.processNext(i)

# >> }

# >> ), (function() {

# >> t.processNext(i)

# >> }

# >> )),

# >> !0

# >> },

# >> pause: function() {

# >> r(e, n(), (function(e) {

# >> e.iterate((function(e) {

# >> e.pause && e.pause()

# >> }

# >> ))

# >> }

# >> ), null)

# >> },

# >> resume: function() {

# >> r(e, n(), (function(e) {

# >> e.iterate((function(e) {

# >> e.resume && e.resume()

# >> }

# >> ))

# >> }

# >> ), null)

# >> },

# >> teardown: function(t, n) {

# >> var o = n || {

# >> reason: 0,

# >> isAsync: !1

# >> };

# >> return r(e, t, (function(e) {

# >> e.processNext(o)

# >> }

# >> ), (function() {

# >> t.processNext(o),

# >> i = !1

# >> }

# >> )),

# >> !0

# >> },

# >> getChannel: function(t) {

# >> var n = null;

# >> return e && e.length > 0 && fe(e, (function(e) {

# >> if (e && e.queue.length > 0 && (fe(e.queue, (function(e) {

# >> if (e.identifier === t)

# >> return n = e,

# >> -1

# >> }

# >> )),

# >> n))

# >> return -1

# >> }

# >> )),

# >> n

# >> },

# >> flush: function(t, i, o, a) {

# >> var s = 1

# >> , l = !1

# >> , c = null;

# >> function u() {

# >> s--,

# >> l && 0 === s && (c && (clearTimeout(c),

# >> c = null),

# >> i && i(l),

# >> i = null)

# >> }

# >> return a = a || 5e3,

# >> r(e, n(), (function(e) {

# >> e.iterate((function(e) {

# >> if (e.flush) {

# >> s++;

# >> var n = !1;

# >> e.flush(t, (function() {

# >> n = !0,

# >> u()

# >> }

# >> ), o) || n || (t && null == c ? c = setTimeout((function() {

# >> c = null,

# >> u()

# >> }

# >> ), a) : u())

# >> }

# >> }

# >> ))

# >> }

# >> ), (function() {

# >> l = !0,

# >> u()

# >> }

# >> )),

# >> !0

# >> },

# >> \_setQueue: function(t) {

# >> e = t

# >> }

# >> }

# >> }(p, e);

# >> i.push(d),

# >> u.push(d),

# >> e.\_extensions = Un(i),

# >> d.initialize(t, e, i),

# >> Hn(\_(), i),

# >> e.\_extensions = we(Un(u || [])).slice(),

# >> n && function(t) {

# >> var n = Kn(j(), e);

# >> e.\_updateHook && !0 === e.\_updateHook(n, t) || n.processNext(t)

# >> }(n)

# >> }

# >> function E(t) {

# >> var n, r = null, i = null;

# >> return fe(e.\_extensions, (function(e) {

# >> if (e.identifier === t && e !== d && e !== m)

# >> return i = e,

# >> -1

# >> }

# >> )),

# >> !i && d && (i = d.getChannel(t)),

# >> i && ((n = {

# >> plugin: i

# >> }).setEnabled = function(e) {

# >> qn(i).disabled = !e

# >> }

# >> ,

# >> n.isEnabled = function() {

# >> var e = qn(i);

# >> return !e.teardown && !e.disabled

# >> }

# >> ,

# >> n.remove = function(e, t) {

# >> var n;

# >> void 0 === e && (e = !0);

# >> var r = [i]

# >> , o = ((n = {

# >> reason: 1

# >> }).isAsync = e,

# >> n);

# >> x(r, o, (function(e) {

# >> e && I({

# >> reason: 32,

# >> removed: r

# >> }),

# >> t && t(e)

# >> }

# >> ))

# >> }

# >> ,

# >> r = n),

# >> r

# >> }

# >> function j() {

# >> if (!l) {

# >> var n = (u || []).slice();

# >> -1 === he(n, m) && n.push(m),

# >> l = $n(Un(n), t, e)

# >> }

# >> return l

# >> }

# >> function x(n, r, i) {

# >> if (n && n.length > 0) {

# >> var o = Gn($n(n, t, e), e);

# >> o.onComplete((function() {

# >> var e = !1

# >> , t = [];

# >> fe(c, (function(r, i) {

# >> nr(r, n) ? e = !0 : t.push(r)

# >> }

# >> )),

# >> c = t;

# >> var r = [];

# >> h && (fe(h, (function(t, i) {

# >> var o = [];

# >> fe(t, (function(t) {

# >> nr(t, n) ? e = !0 : o.push(t)

# >> }

# >> )),

# >> r.push(o)

# >> }

# >> )),

# >> h = r),

# >> i && i(e)

# >> }

# >> )),

# >> o.processNext(r)

# >> } else

# >> i(!1)

# >> }

# >> function k() {

# >> var n = e.logger ? e.logger.queue : [];

# >> n && (fe(n, (function(n) {

# >> var r, i = ((r = {}).name = b || "InternalMessageId: " + n.messageId,

# >> r.iKey = xe(t.instrumentationKey),

# >> r.time = de(new Date),

# >> r.baseType = ft.dataType,

# >> r.baseData = {

# >> message: n.message

# >> },

# >> r);

# >> e.track(i)

# >> }

# >> )),

# >> n.length = 0)

# >> }

# >> function T(e, t, n, r) {

# >> return d ? d.flush(e, t, n || 6, r) : (t && t(!1),

# >> !0)

# >> }

# >> function L(t) {

# >> var n = e.logger;

# >> n ? gt(n, 2, 73, t) : Te(t)

# >> }

# >> w(),

# >> e.isInitialized = function() {

# >> return n

# >> }

# >> ,

# >> e.initialize = function(r, o, s, l) {

# >> g && Te("SDK is still unloading..."),

# >> e.isInitialized() && Te("Core should not be initialized more than once"),

# >> t = r || {},

# >> e.config = t,

# >> K(r.instrumentationKey) && Te("Please provide instrumentation key"),

# >> i = l,

# >> e.\_notificationManager = l,

# >> function() {

# >> var e = xe(t.disableDbgExt);

# >> !0 === e && C && (i.removeNotificationListener(C),

# >> C = null);

# >> i && !C && !0 !== e && (C = function(e) {

# >> if (!ot) {

# >> ot = {};

# >> for (var t = 0; t < at.length; t++)

# >> ot[at[t]] = lt(at[t], e)

# >> }

# >> return ot

# >> }(t),

# >> i.addNotificationListener(C))

# >> }(),

# >> function() {

# >> var e = xe(t.enablePerfMgr);

# >> !e && a && (a = null);

# >> e && je(t, "createPerfMgr", tr)

# >> }(),

# >> je(t, "extensionConfig", {}).NotificationManager = i,

# >> s && (e.logger = s);

# >> var u = je(t, "extensions", []);

# >> (c = []).push.apply(c, Object(\_n.c)(Object(\_n.c)([], o, !1), u, !1)),

# >> h = je(t, "channels", []),

# >> I(null),

# >> p && 0 !== p.length || Te("No channels available"),

# >> n = !0,

# >> e.releaseQueue()

# >> }

# >> ,

# >> e.getTransmissionControls = function() {

# >> var e = [];

# >> return p && fe(p, (function(t) {

# >> e.push(t.queue)

# >> }

# >> )),

# >> we(e)

# >> }

# >> ,

# >> e.track = function(n) {

# >> n.iKey = n.iKey || t.instrumentationKey,

# >> n.time = n.time || de(new Date),

# >> n.ver = n.ver || "4.0",

# >> !g && e.isInitialized() ? \_().processNext(n) : r.push(n)

# >> }

# >> ,

# >> e.getProcessTelContext = \_,

# >> e.getNotifyMgr = function() {

# >> var t;

# >> return i || (i = Object(f.b)(((t = {}).addNotificationListener = function(e) {}

# >> ,

# >> t.removeNotificationListener = function(e) {}

# >> ,

# >> t.eventsSent = function(e) {}

# >> ,

# >> t.eventsDiscarded = function(e, t) {}

# >> ,

# >> t.eventsSendRequest = function(e, t) {}

# >> ,

# >> t)),

# >> e.\_notificationManager = i),

# >> i

# >> }

# >> ,

# >> e.addNotificationListener = function(e) {

# >> i && i.addNotificationListener(e)

# >> }

# >> ,

# >> e.removeNotificationListener = function(e) {

# >> i && i.removeNotificationListener(e)

# >> }

# >> ,

# >> e.getCookieMgr = function() {

# >> return s || (s = It(t, e.logger)),

# >> s

# >> }

# >> ,

# >> e.setCookieMgr = function(e) {

# >> s = e

# >> }

# >> ,

# >> e.getPerfMgr = function() {

# >> if (!o && !a && xe(t.enablePerfMgr)) {

# >> var n = xe(t.createPerfMgr);

# >> J(n) && (a = n(e, e.getNotifyMgr()))

# >> }

# >> return o || a || An

# >> }

# >> ,

# >> e.setPerfMgr = function(e) {

# >> o = e

# >> }

# >> ,

# >> e.eventCnt = function() {

# >> return r.length

# >> }

# >> ,

# >> e.releaseQueue = function() {

# >> if (n && r.length > 0) {

# >> var e = r;

# >> r = [],

# >> fe(e, (function(e) {

# >> \_().processNext(e)

# >> }

# >> ))

# >> }

# >> }

# >> ,

# >> e.pollInternalLogs = function(e) {

# >> b = e || null;

# >> var n = xe(t.diagnosticLogInterval);

# >> return n && n > 0 || (n = 1e4),

# >> O && clearInterval(O),

# >> O = setInterval((function() {

# >> k()

# >> }

# >> ), n)

# >> }

# >> ,

# >> e.stopPollingInternalLogs = function() {

# >> O && (clearInterval(O),

# >> O = 0,

# >> k())

# >> }

# >> ,

# >> Pe(e, (function() {

# >> return m

# >> }

# >> ), ["addTelemetryInitializer"]),

# >> e.unload = function(t, r, i) {

# >> var o;

# >> void 0 === t && (t = !0),

# >> n || Te("SDK is not initialized"),

# >> g && Te("SDK is still unloading...");

# >> var a = ((o = {

# >> reason: 50

# >> }).isAsync = t,

# >> o.flushComplete = !1,

# >> o)

# >> , s = Gn(j(), e);

# >> function l(t) {

# >> a.flushComplete = t,

# >> g = !0,

# >> y.run(s, a),

# >> e.stopPollingInternalLogs(),

# >> s.processNext(a)

# >> }

# >> s.onComplete((function() {

# >> w(),

# >> r && r(a)

# >> }

# >> ), e),

# >> T(t, l, 6, i) || l(!1)

# >> }

# >> ,

# >> e.getPlugin = E,

# >> e.addPlugin = function(e, t, n, r) {

# >> if (!e)

# >> return r && r(!1),

# >> void L("Plugins must provide initialize method");

# >> var i = E(e.identifier);

# >> if (i && !t)

# >> return r && r(!1),

# >> void L("Plugin [" + e.identifier + "] is already loaded!");

# >> var o = {

# >> reason: 16

# >> };

# >> function a(t) {

# >> c.push(e),

# >> o.added = [e],

# >> I(o),

# >> r && r(!0)

# >> }

# >> if (i) {

# >> var s = [i.plugin];

# >> x(s, {

# >> reason: 2,

# >> isAsync: !!n

# >> }, (function(e) {

# >> e ? (o.removed = s,

# >> o.reason |= 32,

# >> a()) : r && r(!1)

# >> }

# >> ))

# >> } else

# >> a()

# >> }

# >> ,

# >> e.evtNamespace = function() {

# >> return v

# >> }

# >> ,

# >> e.flush = T,

# >> e.getTraceCtx = function(e) {

# >> var t, n;

# >> return S || (n = {},

# >> S = {

# >> getName: function() {

# >> return n.name

# >> },

# >> setName: function(e) {

# >> t && t.setName(e),

# >> n.name = e

# >> },

# >> getTraceId: function() {

# >> return n.traceId

# >> },

# >> setTraceId: function(e) {

# >> t && t.setTraceId(e),

# >> Mn(e) && (n.traceId = e)

# >> },

# >> getSpanId: function() {

# >> return n.spanId

# >> },

# >> setSpanId: function(e) {

# >> t && t.setSpanId(e),

# >> Bn(e) && (n.spanId = e)

# >> },

# >> getTraceFlags: function() {

# >> return n.traceFlags

# >> },

# >> setTraceFlags: function(e) {

# >> t && t.setTraceFlags(e),

# >> n.traceFlags = e

# >> }

# >> }),

# >> S

# >> }

# >> ,

# >> e.setTraceCtx = function(e) {

# >> S = e || null

# >> }

# >> ,

# >> Ae(e, "addUnloadCb", (function() {

# >> return y

# >> }

# >> ), "add")

# >> }

# >> ))

# >> }

# >> return e.\_\_ieDyn = 1,

# >> e

# >> }();

# >> function ir(e, t, n, r) {

# >> fe(e, (function(e) {

# >> if (e && e[t])

# >> if (n)

# >> setTimeout((function() {

# >> return r(e)

# >> }

# >> ), 0);

# >> else

# >> try {

# >> r(e)

# >> } catch (e) {}

# >> }

# >> ))

# >> }

# >> var or, ar = function() {

# >> function e(t) {

# >> this.listeners = [];

# >> var n = !!(t || {}).perfEvtsSendAll;

# >> k(e, this, (function(e) {

# >> e.addNotificationListener = function(t) {

# >> e.listeners.push(t)

# >> }

# >> ,

# >> e.removeNotificationListener = function(t) {

# >> for (var n = he(e.listeners, t); n > -1; )

# >> e.listeners.splice(n, 1),

# >> n = he(e.listeners, t)

# >> }

# >> ,

# >> e.eventsSent = function(t) {

# >> ir(e.listeners, "eventsSent", !0, (function(e) {

# >> e.eventsSent(t)

# >> }

# >> ))

# >> }

# >> ,

# >> e.eventsDiscarded = function(t, n) {

# >> ir(e.listeners, "eventsDiscarded", !0, (function(e) {

# >> e.eventsDiscarded(t, n)

# >> }

# >> ))

# >> }

# >> ,

# >> e.eventsSendRequest = function(t, n) {

# >> ir(e.listeners, "eventsSendRequest", n, (function(e) {

# >> e.eventsSendRequest(t, n)

# >> }

# >> ))

# >> }

# >> ,

# >> e.perfEvent = function(t) {

# >> t && (!n && t.isChildEvt() || ir(e.listeners, "perfEvent", !1, (function(e) {

# >> t.isAsync ? setTimeout((function() {

# >> return e.perfEvent(t)

# >> }

# >> ), 0) : e.perfEvent(t)

# >> }

# >> )))

# >> }

# >> }

# >> ))

# >> }

# >> return e.\_\_ieDyn = 1,

# >> e

# >> }(), sr = function(e) {

# >> function t() {

# >> var n = e.call(this) || this;

# >> return k(t, n, (function(e, t) {

# >> function n(t) {

# >> var n = e.getNotifyMgr();

# >> n && n.eventsDiscarded([t], 2)

# >> }

# >> e.initialize = function(e, n, r, i) {

# >> t.initialize(e, n, r || new ht(e), i || new ar(e))

# >> }

# >> ,

# >> e.track = function(r) {

# >> Fn(e.getPerfMgr(), (function() {

# >> return "AppInsightsCore:track"

# >> }

# >> ), (function() {

# >> null === r && (n(r),

# >> Te("Invalid telemetry item")),

# >> function(e) {

# >> K(e.name) && (n(e),

# >> Te("telemetry name required"))

# >> }(r),

# >> t.track(r)

# >> }

# >> ), (function() {

# >> return {

# >> item: r

# >> }

# >> }

# >> ), !r.sync)

# >> }

# >> }

# >> )),

# >> n

# >> }

# >> return Object(\_n.b)(t, e),

# >> t.\_\_ieDyn = 1,

# >> t

# >> }(rr), lr = ((or = {})[0] = 0,

# >> or[2] = 6,

# >> or[1] = 1,

# >> or[3] = 7,

# >> or[4098] = 6,

# >> or[4097] = 1,

# >> or[4099] = 7,

# >> or);

# >> Boolean(We()),

# >> Boolean(Ve());

# >> function cr(e) {

# >> return !("" === e || K(e))

# >> }

# >> function ur(e) {

# >> if (e) {

# >> var t = e.indexOf("-");

# >> if (t > -1)

# >> return e.substring(0, t)

# >> }

# >> return ""

# >> }

# >> function dr(e) {

# >> return !!(e && le(e) && e >= 1 && e <= 4)

# >> }

# >> function fr(e, t, n) {

# >> if (!t && !cr(t) || "string" != typeof e)

# >> return null;

# >> var r = typeof t;

# >> if ("string" === r || "number" === r || "boolean" === r || oe(t))

# >> t = {

# >> value: t

# >> };

# >> else if ("object" !== r || d.e.call(t, "value")) {

# >> if (K(t.value) || "" === t.value || !se(t.value) && !le(t.value) && !ce(t.value) && !oe(t.value))

# >> return null

# >> } else

# >> t = {

# >> value: n ? JSON.stringify(t) : t

# >> };

# >> if (oe(t.value) && !br(t.value))

# >> return null;

# >> if (!K(t.kind)) {

# >> if (oe(t.value) || !mr(t.kind))

# >> return null;

# >> t.value = t.value.toString()

# >> }

# >> return t

# >> }

# >> function hr(e, t, n) {

# >> var r = -1;

# >> if (!G(e))

# >> if (t > 0 && (32 === t ? r = 8192 : t <= 13 && (r = t << 5)),

# >> function(e) {

# >> if (e >= 0 && e <= 9)

# >> return !0;

# >> return !1

# >> }(n))

# >> -1 === r && (r = 0),

# >> r |= n;

# >> else {

# >> var i = lr[yr(e)] || -1;

# >> -1 !== r && -1 !== i ? r |= i : 6 === i && (r = i)

# >> }

# >> return r

# >> }

# >> function pr(e, t, n, r, i) {

# >> var o = {}

# >> , a = !1

# >> , s = 0

# >> , l = arguments.length

# >> , c = Object[d.k]

# >> , u = arguments;

# >> for ("[object Boolean]" === c.toString.call(u[0]) && (a = u[0],

# >> s++); s < l; s++) {

# >> ee(e = u[s], (function(e, t) {

# >> a && t && X(t) ? oe(t) ? (o[e] = o[e] || [],

# >> fe(t, (function(t, n) {

# >> t && X(t) ? o[e][n] = pr(!0, o[e][n], t) : o[e][n] = t

# >> }

# >> ))) : o[e] = pr(!0, o[e], t) : o[e] = t

# >> }

# >> ))

# >> }

# >> return o

# >> }

# >> var gr = yn;

# >> function mr(e) {

# >> return 0 === e || e > 0 && e <= 13 || 32 === e

# >> }

# >> function br(e) {

# >> return e.length > 0

# >> }

# >> function vr(e, t) {

# >> var n = e;

# >> n.timings = n.timings || {},

# >> n.timings.processTelemetryStart = n.timings.processTelemetryStart || {},

# >> n.timings.processTelemetryStart[t] = gr()

# >> }

# >> function yr(e) {

# >> var t = 0;

# >> if (null != e) {

# >> var n = typeof e;

# >> "string" === n ? t = 1 : "number" === n ? t = 2 : "boolean" === n ? t = 3 : n === d.j && (t = 4,

# >> oe(e) ? (t = 4096,

# >> e.length > 0 && (t |= yr(e[0]))) : d.e.call(e, "value") && (t = 8192 | yr(e.value)))

# >> }

# >> return t

# >> }

# >> d.l,

# >> d.j,

# >> d.l,

# >> f.b;

# >> var Cr = function(e) {

# >> function t() {

# >> var n = e.call(this) || this;

# >> return n.pluginVersionStringArr = [],

# >> k(t, n, (function(e, t) {

# >> e.logger && e.logger.queue || (e.logger = new ht({

# >> loggingLevelConsole: 1

# >> })),

# >> e.initialize = function(n, r, i, o) {

# >> Fn(e, (function() {

# >> return "AppInsightsCore.initialize"

# >> }

# >> ), (function() {

# >> var a = e.pluginVersionStringArr;

# >> if (n) {

# >> n.endpointUrl || (n.endpointUrl = "https://browser.events.data.microsoft.com/OneCollector/1.0/");

# >> var s = n.propertyStorageOverride;

# >> !s || s.getProperty && s.setProperty || Te("Invalid property storage override passed."),

# >> n.channels && fe(n.channels, (function(e) {

# >> e && fe(e, (function(e) {

# >> if (e.identifier && e.version) {

# >> var t = e.identifier + "=" + e.version;

# >> a.push(t)

# >> }

# >> }

# >> ))

# >> }

# >> ))

# >> }

# >> e.getWParam = function() {

# >> return "undefined" != typeof document || n.enableWParam ? 0 : -1

# >> }

# >> ,

# >> r && fe(r, (function(e) {

# >> if (e && e.identifier && e.version) {

# >> var t = e.identifier + "=" + e.version;

# >> a.push(t)

# >> }

# >> }

# >> )),

# >> e.pluginVersionString = a.join(";"),

# >> e.pluginVersionStringArr = a;

# >> try {

# >> t.initialize(n, r, i, o),

# >> e.pollInternalLogs("InternalLog")

# >> } catch (t) {

# >> var l = e.logger

# >> , c = et(t);

# >> -1 !== c.indexOf("channels") && (c += "\n - Channels must be provided through config.channels only!"),

# >> gt(l, 1, 514, "SDK Initialization Failed - no telemetry will be sent: " + c)

# >> }

# >> }

# >> ), (function() {

# >> return {

# >> config: n,

# >> extensions: r,

# >> logger: i,

# >> notificationManager: o

# >> }

# >> }

# >> ))

# >> }

# >> ,

# >> e.track = function(n) {

# >> Fn(e, (function() {

# >> return "AppInsightsCore.track"

# >> }

# >> ), (function() {

# >> var r = n;

# >> if (r) {

# >> r.timings = r.timings || {},

# >> r.timings.trackStart = gr(),

# >> dr(r.latency) || (r.latency = 1);

# >> var i = r.ext = r.ext || {};

# >> i.sdk = i.sdk || {},

# >> i.sdk.ver = "1DS-Web-JS-3.2.6";

# >> var o = r.baseData = r.baseData || {};

# >> o.properties = o.properties || {};

# >> var a = o.properties;

# >> a.version = a.version || e.pluginVersionString || ""

# >> }

# >> t.track(r)

# >> }

# >> ), (function() {

# >> return {

# >> item: n

# >> }

# >> }

# >> ), !n.sync)

# >> }

# >> }

# >> )),

# >> n

# >> }

# >> return Object(\_n.b)(t, e),

# >> t.\_\_ieDyn = 1,

# >> t

# >> }(sr)

# >> , Sr = In({

# >> Unknown: 0,

# >> NonRetryableStatus: 1,

# >> InvalidEvent: 2,

# >> SizeLimitExceeded: 3,

# >> KillSwitch: 4,

# >> QueueFull: 5

# >> });

# >> function Or(e) {

# >> var t = (e.ext || {}).intweb;

# >> return t && cr(t.msfpc) ? t.msfpc : null

# >> }

# >> function wr(e) {

# >> for (var t = null, n = 0; null === t && n < e.length; n++)

# >> t = Or(e[n]);

# >> return t

# >> }

# >> var \_r = function() {

# >> function e(t, n) {

# >> var r = n ? [].concat(n) : []

# >> , i = wr(r);

# >> this.iKey = function() {

# >> return t

# >> }

# >> ,

# >> this.Msfpc = function() {

# >> return i || ""

# >> }

# >> ,

# >> this.count = function() {

# >> return r.length

# >> }

# >> ,

# >> this.events = function() {

# >> return r

# >> }

# >> ,

# >> this.addEvent = function(e) {

# >> return !!e && (r.push(e),

# >> i || (i = Or(e)),

# >> !0)

# >> }

# >> ,

# >> this.split = function(n, o) {

# >> var a;

# >> if (n < r.length) {

# >> var s = r.length - n;

# >> K(o) || (s = o < s ? o : s),

# >> a = r.splice(n, s),

# >> i = wr(r)

# >> }

# >> return new e(t,a)

# >> }

# >> }

# >> return e.create = function(t, n) {

# >> return new e(t,n)

# >> }

# >> ,

# >> e

# >> }()

# >> , Ir = function() {

# >> function e() {

# >> var t = !0

# >> , n = !0

# >> , r = !0

# >> , i = "use-collector-delta"

# >> , o = !1;

# >> k(e, this, (function(e) {

# >> e.allowRequestSending = function() {

# >> return t

# >> }

# >> ,

# >> e.firstRequestSent = function() {

# >> r && (r = !1,

# >> o || (t = !1))

# >> }

# >> ,

# >> e.shouldAddClockSkewHeaders = function() {

# >> return n

# >> }

# >> ,

# >> e.getClockSkewHeaderValue = function() {

# >> return i

# >> }

# >> ,

# >> e.setClockSkew = function(e) {

# >> o || (e ? (i = e,

# >> n = !0,

# >> o = !0) : n = !1,

# >> t = !0)

# >> }

# >> }

# >> ))

# >> }

# >> return e.\_\_ieDyn = 1,

# >> e

# >> }()

# >> , Er = function() {

# >> function e() {

# >> var t = {};

# >> k(e, this, (function(e) {

# >> e.setKillSwitchTenants = function(e, n) {

# >> if (e && n)

# >> try {

# >> var r = (a = e.split(","),

# >> s = [],

# >> a && fe(a, (function(e) {

# >> s.push(me(e))

# >> }

# >> )),

# >> s);

# >> if ("this-request-only" === n)

# >> return r;

# >> for (var i = 1e3 \* parseInt(n, 10), o = 0; o < r.length; ++o)

# >> t[r[o]] = \_e() + i

# >> } catch (e) {

# >> return []

# >> }

# >> var a, s;

# >> return []

# >> }

# >> ,

# >> e.isTenantKilled = function(e) {

# >> var n = t

# >> , r = me(e);

# >> return void 0 !== n[r] && n[r] > \_e() || (delete n[r],

# >> !1)

# >> }

# >> }

# >> ))

# >> }

# >> return e.\_\_ieDyn = 1,

# >> e

# >> }();

# >> function jr(e) {

# >> var t, n = Math.floor(1200 \* Math.random()) + 2400;

# >> return t = Math.pow(2, e) \* n,

# >> Math.min(t, 6e5)

# >> }

# >> var xr, kr = Math.min(2e6, 65e3), Tr = /\./, Lr = function() {

# >> function e(t, n, r, i) {

# >> var o = !!i

# >> , a = n

# >> , s = {};

# >> k(e, this, (function(e) {

# >> function n(e, t, i, l, c, u, d) {

# >> ee(e, (function(e, f) {

# >> var h = null;

# >> if (f || cr(f)) {

# >> var p = i

# >> , g = e

# >> , m = c

# >> , b = t;

# >> if (o && !l && Tr.test(e)) {

# >> var v = e.split(".")

# >> , y = v.length;

# >> if (y > 1) {

# >> m && (m = m.slice());

# >> for (var C = 0; C < y - 1; C++) {

# >> var S = v[C];

# >> b = b[S] = b[S] || {},

# >> p += "." + S,

# >> m && m.push(S)

# >> }

# >> g = v[y - 1]

# >> }

# >> }

# >> if (h = !(l && function(e, t) {

# >> var n = s[e];

# >> return void 0 === n && (e.length >= 7 && (n = ne(e, "ext.metadata") || ne(e, "ext.web")),

# >> s[e] = n),

# >> n

# >> }(p)) && a && a.handleField(p, g) ? a.value(p, g, f, r) : fr(g, f, r)) {

# >> var O = h.value;

# >> if (b[g] = O,

# >> u && u(m, g, h),

# >> d && "object" == typeof O && !oe(O)) {

# >> var w = m;

# >> w && (w = w.slice()).push(g),

# >> n(f, O, p + "." + g, l, w, u, d)

# >> }

# >> }

# >> }

# >> }

# >> ))

# >> }

# >> e.createPayload = function(e, t, n, r, i, o) {

# >> return {

# >> apiKeys: [],

# >> payloadBlob: "",

# >> overflow: null,

# >> sizeExceed: [],

# >> failedEvts: [],

# >> batches: [],

# >> numEvents: 0,

# >> retryCnt: e,

# >> isTeardown: t,

# >> isSync: n,

# >> isBeacon: r,

# >> sendType: o,

# >> sendReason: i

# >> }

# >> }

# >> ,

# >> e.appendPayload = function(n, r, i) {

# >> var o = n && r && !n.overflow;

# >> return o && Fn(t, (function() {

# >> return "Serializer:appendPayload"

# >> }

# >> ), (function() {

# >> for (var t = r.events(), o = n.payloadBlob, a = n.numEvents, s = !1, l = [], c = [], u = n.isBeacon, d = u ? 65e3 : 3984588, f = u ? kr : 2e6, h = 0, p = 0; h < t.length; ) {

# >> var g = t[h];

# >> if (g) {

# >> if (a >= i) {

# >> n.overflow = r.split(h);

# >> break

# >> }

# >> var m = e.getEventBlob(g);

# >> if (m && m.length <= f) {

# >> var b = m.length;

# >> if (o.length + b > d) {

# >> n.overflow = r.split(h);

# >> break

# >> }

# >> o && (o += "\n"),

# >> o += m,

# >> ++p > 20 && (o.substr(0, 1),

# >> p = 0),

# >> s = !0,

# >> a++

# >> } else

# >> m ? l.push(g) : c.push(g),

# >> t.splice(h, 1),

# >> h--

# >> }

# >> h++

# >> }

# >> if (l && l.length > 0 && n.sizeExceed.push(\_r.create(r.iKey(), l)),

# >> c && c.length > 0 && n.failedEvts.push(\_r.create(r.iKey(), c)),

# >> s) {

# >> n.batches.push(r),

# >> n.payloadBlob = o,

# >> n.numEvents = a;

# >> var v = r.iKey();

# >> -1 === he(n.apiKeys, v) && n.apiKeys.push(v)

# >> }

# >> }

# >> ), (function() {

# >> return {

# >> payload: n,

# >> theBatch: {

# >> iKey: r.iKey(),

# >> evts: r.events()

# >> },

# >> max: i

# >> }

# >> }

# >> )),

# >> o

# >> }

# >> ,

# >> e.getEventBlob = function(e) {

# >> try {

# >> return Fn(t, (function() {

# >> return "Serializer.getEventBlob"

# >> }

# >> ), (function() {

# >> var t = {};

# >> t.name = e.name,

# >> t.time = e.time,

# >> t.ver = e.ver,

# >> t.iKey = "o:" + ur(e.iKey);

# >> var r = {}

# >> , i = e.ext;

# >> i && (t.ext = r,

# >> ee(i, (function(e, t) {

# >> n(t, r[e] = {}, "ext." + e, !0, null, null, !0)

# >> }

# >> )));

# >> var o = t.data = {};

# >> o.baseType = e.baseType;

# >> var a = o.baseData = {};

# >> return n(e.baseData, a, "baseData", !1, ["baseData"], (function(e, t, n) {

# >> Ar(r, e, t, n)

# >> }

# >> ), !0),

# >> n(e.data, o, "data", !1, [], (function(e, t, n) {

# >> Ar(r, e, t, n)

# >> }

# >> ), !0),

# >> JSON.stringify(t)

# >> }

# >> ), (function() {

# >> return {

# >> item: e

# >> }

# >> }

# >> ))

# >> } catch (e) {

# >> return null

# >> }

# >> }

# >> }

# >> ))

# >> }

# >> return e.\_\_ieDyn = 1,

# >> e

# >> }();

# >> function Ar(e, t, n, r) {

# >> if (r && e) {

# >> var i = hr(r.value, r.kind, r.propertyType);

# >> if (i > -1) {

# >> var o = e.metadata;

# >> o || (o = e.metadata = {

# >> f: {}

# >> });

# >> var a = o.f;

# >> if (a || (a = o.f = {}),

# >> t)

# >> for (var s = 0; s < t.length; s++) {

# >> var l = t[s];

# >> a[l] || (a[l] = {

# >> f: {}

# >> });

# >> var c = a[l].f;

# >> c || (c = a[l].f = {}),

# >> a = c

# >> }

# >> a = a[n] = {},

# >> oe(r.value) ? a.a = {

# >> t: i

# >> } : a.t = i

# >> }

# >> }

# >> }

# >> var Pr = ((xr = {})[1] = "requeue",

# >> xr[100] = "requeue",

# >> xr[200] = "sent",

# >> xr[8004] = "drop",

# >> xr[8003] = "drop",

# >> xr)

# >> , Nr = {}

# >> , Fr = {};

# >> function Rr(e, t, n) {

# >> Nr[e] = t,

# >> !1 !== n && (Fr[t] = e)

# >> }

# >> function Dr(e) {

# >> try {

# >> return e.responseText

# >> } catch (e) {}

# >> return ""

# >> }

# >> function Mr(e, t) {

# >> var n = !1;

# >> if (e && t) {

# >> var r = ye(e);

# >> if (r && r.length > 0)

# >> for (var i = t.toLowerCase(), o = 0; o < r.length; o++) {

# >> var a = r[o];

# >> if (a && Q(t, a) && a.toLowerCase() === i) {

# >> n = !0;

# >> break

# >> }

# >> }

# >> }

# >> return n

# >> }

# >> function Br(e, t, n, r) {

# >> t && n && n.length > 0 && (r && Nr[t] ? (e.hdrs[Nr[t]] = n,

# >> e.useHdrs = !0) : e.url += "&" + t + "=" + n)

# >> }

# >> Rr("AuthMsaDeviceTicket", "AuthMsaDeviceTicket", !1),

# >> Rr("client-version", "client-version"),

# >> Rr("client-id", "Client-Id"),

# >> Rr("apikey", "apikey"),

# >> Rr("time-delta-to-apply-millis", "time-delta-to-apply-millis"),

# >> Rr("upload-time", "upload-time"),

# >> Rr("AuthXToken", "AuthXToken");

# >> var zr = function() {

# >> function e(t, n, r, i, o) {

# >> this.\_responseHandlers = [];

# >> var a, s, l, c, u, f, h, p = "?cors=true&" + "content-type".toLowerCase() + "=application/x-json-stream", g = new Er, m = !1, b = new Ir, v = !1, y = 0, C = !0, S = [], O = {}, w = [], \_ = null, I = !1, E = !1, j = !1;

# >> k(e, this, (function(e) {

# >> var x = !0;

# >> function k(e, t) {

# >> for (var n = 0, r = null, i = 0; null == r && i < e.length; )

# >> 1 === (n = e[i]) ? rt() ? r = T : it() && (r = A) : 2 === n && nt(t) ? r = L : v && 3 === n && tt() && (r = N),

# >> i++;

# >> return r ? {

# >> \_transport: n,

# >> \_isSync: t,

# >> sendPOST: r

# >> } : null

# >> }

# >> function T(e, t, n) {

# >> var r = new XDomainRequest;

# >> r.open("POST", e.urlString),

# >> e.timeout && (r.timeout = e.timeout),

# >> r.onload = function() {

# >> var e = Dr(r);

# >> P(t, 200, {}, e),

# >> Z(e)

# >> }

# >> ,

# >> r.onerror = function() {

# >> P(t, 400, {})

# >> }

# >> ,

# >> r.ontimeout = function() {

# >> P(t, 500, {})

# >> }

# >> ,

# >> r.onprogress = function() {}

# >> ,

# >> n ? r.send(e.data) : o.set((function() {

# >> r.send(e.data)

# >> }

# >> ), 0)

# >> }

# >> function L(e, t, n) {

# >> var r, i = e.urlString, a = !1, s = !1, l = ((r = {

# >> body: e.data,

# >> method: "POST"

# >> }).Microsoft\_ApplicationInsights\_BypassAjaxInstrumentation = !0,

# >> r);

# >> n && (l.keepalive = !0,

# >> 2 === e.\_sendReason && (a = !0,

# >> i += "&NoResponseBody=true")),

# >> x && (l.credentials = "include"),

# >> e.headers && ye(e.headers).length > 0 && (l.headers = e.headers),

# >> fetch(i, l).then((function(e) {

# >> var n = {}

# >> , r = ""

# >> , i = e.headers;

# >> i && i.forEach((function(e, t) {

# >> n[t] = e

# >> }

# >> )),

# >> e.body && e.text().then((function(e) {

# >> r = e

# >> }

# >> )),

# >> s || (s = !0,

# >> P(t, e.status, n, r),

# >> Z(r))

# >> }

# >> )).catch((function(e) {

# >> s || (s = !0,

# >> P(t, 0, {}))

# >> }

# >> )),

# >> a && !s && (s = !0,

# >> P(t, 200, {})),

# >> !s && e.timeout > 0 && o.set((function() {

# >> s || (s = !0,

# >> P(t, 500, {}))

# >> }

# >> ), e.timeout)

# >> }

# >> function A(e, t, n) {

# >> var r = e.urlString;

# >> function i(e, t, n) {

# >> if (!e[n] && t && t.getResponseHeader) {

# >> var r = t.getResponseHeader(n);

# >> r && (e[n] = me(r))

# >> }

# >> return e

# >> }

# >> function o(e) {

# >> var t = {};

# >> return e.getAllResponseHeaders ? t = function(e) {

# >> var t = {};

# >> if (se(e)) {

# >> fe(me(e).split(/[\r\n]+/), (function(e) {

# >> if (e) {

# >> var n = e.indexOf(": ");

# >> if (-1 !== n) {

# >> var r = me(e.substring(0, n)).toLowerCase()

# >> , i = me(e.substring(n + 1));

# >> t[r] = i

# >> } else

# >> t[me(e)] = 1

# >> }

# >> }

# >> ))

# >> }

# >> return t

# >> }(e.getAllResponseHeaders()) : (t = i(t, e, "time-delta-millis"),

# >> t = i(t, e, "kill-duration"),

# >> t = i(t, e, "kill-duration-seconds")),

# >> t

# >> }

# >> function a(e, n) {

# >> P(t, e.status, o(e), n)

# >> }

# >> n && e.disableXhrSync && (n = !1);

# >> var s = function(e, t, n, r, i, o) {

# >> function a(e, t, n) {

# >> try {

# >> e[t] = n

# >> } catch (e) {}

# >> }

# >> void 0 === r && (r = !1),

# >> void 0 === i && (i = !1);

# >> var s = new XMLHttpRequest;

# >> return r && a(s, "Microsoft\_ApplicationInsights\_BypassAjaxInstrumentation", r),

# >> n && a(s, "withCredentials", n),

# >> s.open(e, t, !i),

# >> n && a(s, "withCredentials", n),

# >> !i && o && a(s, "timeout", o),

# >> s

# >> }("POST", r, x, !0, n, e.timeout);

# >> ee(e.headers, (function(e, t) {

# >> s.setRequestHeader(e, t)

# >> }

# >> )),

# >> s.onload = function() {

# >> var e = Dr(s);

# >> a(s, e),

# >> Z(e)

# >> }

# >> ,

# >> s.onerror = function() {

# >> a(s)

# >> }

# >> ,

# >> s.ontimeout = function() {

# >> a(s)

# >> }

# >> ,

# >> s.send(e.data)

# >> }

# >> function P(e, t, n, r) {

# >> try {

# >> e(t, n, r)

# >> } catch (e) {

# >> gt(s, 2, 518, et(e))

# >> }

# >> }

# >> function N(e, t, n) {

# >> var r = 200

# >> , i = e.\_thePayload

# >> , o = e.urlString + "&NoResponseBody=true";

# >> try {

# >> var a = Ge();

# >> if (!a.sendBeacon(o, e.data))

# >> if (i) {

# >> var l = [];

# >> fe(i.batches, (function(e) {

# >> if (l && e && e.count() > 0) {

# >> for (var t = e.events(), n = 0; n < t.length; n++)

# >> if (!a.sendBeacon(o, \_.getEventBlob(t[n]))) {

# >> l.push(e.split(n));

# >> break

# >> }

# >> } else

# >> l.push(e.split(0))

# >> }

# >> )),

# >> $(l, 8003, i.sendType, !0)

# >> } else

# >> r = 0

# >> } catch (e) {

# >> mt(s, "Failed to send telemetry using sendBeacon API. Ex:" + et(e)),

# >> r = 0

# >> } finally {

# >> P(t, r, {}, "")

# >> }

# >> }

# >> function F(e) {

# >> return 2 === e || 3 === e

# >> }

# >> function R(e) {

# >> return E && F(e) && (e = 2),

# >> e

# >> }

# >> function D() {

# >> return !m && y < n

# >> }

# >> function M() {

# >> var e = w;

# >> return w = [],

# >> e

# >> }

# >> function B(e, t, n) {

# >> var r = !1;

# >> return e && e.length > 0 && !m && l[t] && \_ && (r = 0 !== t || D() && (n > 0 || b.allowRequestSending())),

# >> r

# >> }

# >> function z(e) {

# >> var t = {};

# >> return e && fe(e, (function(e, n) {

# >> t[n] = {

# >> iKey: e.iKey(),

# >> evts: e.events()

# >> }

# >> }

# >> )),

# >> t

# >> }

# >> function q(e, n, r, i, o) {

# >> if (e && 0 !== e.length)

# >> if (m)

# >> $(e, 1, i);

# >> else {

# >> i = R(i);

# >> try {

# >> var a = e

# >> , u = 0 !== i;

# >> Fn(c, (function() {

# >> return "HttpManager:\_sendBatches"

# >> }

# >> ), (function(a) {

# >> a && (e = e.slice(0));

# >> for (var s = [], c = null, d = gr(), f = l[i] || (u ? l[1] : l[0]), h = (E || F(i) || f && 3 === f.\_transport) && !C && v && tt(); B(e, i, n); ) {

# >> var p = e.shift();

# >> p && p.count() > 0 && (g.isTenantKilled(p.iKey()) ? s.push(p) : (c = c || \_.createPayload(n, r, u, h, o, i),

# >> \_.appendPayload(c, p, t) ? null !== c.overflow && (e = [c.overflow].concat(e),

# >> c.overflow = null,

# >> V(c, d, gr(), o),

# >> d = gr(),

# >> c = null) : (V(c, d, gr(), o),

# >> d = gr(),

# >> e = [p].concat(e),

# >> c = null)))

# >> }

# >> c && V(c, d, gr(), o),

# >> e.length > 0 && (w = e.concat(w)),

# >> $(s, 8004, i)

# >> }

# >> ), (function() {

# >> return {

# >> batches: z(a),

# >> retryCount: n,

# >> isTeardown: r,

# >> isSynchronous: u,

# >> sendReason: o,

# >> useSendBeacon: F(i),

# >> sendType: i

# >> }

# >> }

# >> ), !u)

# >> } catch (e) {

# >> gt(s, 2, 48, "Unexpected Exception sending batch: " + et(e))

# >> }

# >> }

# >> }

# >> function H(e, t) {

# >> var n = {

# >> url: p,

# >> hdrs: {},

# >> useHdrs: !1

# >> };

# >> t ? (n.hdrs = pr(n.hdrs, O),

# >> n.useHdrs = ye(n.hdrs).length > 0) : ee(O, (function(e, t) {

# >> Fr[e] ? Br(n, Fr[e], t, !1) : (n.hdrs[e] = t,

# >> n.useHdrs = !0)

# >> }

# >> )),

# >> Br(n, "client-id", "NO\_AUTH", t),

# >> Br(n, "client-version", "1DS-Web-JS-3.2.6", t);

# >> var r = "";

# >> fe(e.apiKeys, (function(e) {

# >> r.length > 0 && (r += ","),

# >> r += e

# >> }

# >> )),

# >> Br(n, "apikey", r, t),

# >> Br(n, "upload-time", \_e().toString(), t);

# >> var i = function(e) {

# >> for (var t = 0; t < e.batches.length; t++) {

# >> var n = e.batches[t].Msfpc();

# >> if (n)

# >> return encodeURIComponent(n)

# >> }

# >> return ""

# >> }(e);

# >> if (cr(i) && (n.url += "&ext.intweb.msfpc=" + i),

# >> b.shouldAddClockSkewHeaders() && Br(n, "time-delta-to-apply-millis", b.getClockSkewHeaderValue(), t),

# >> c.getWParam) {

# >> var o = c.getWParam();

# >> o >= 0 && (n.url += "&w=" + o)

# >> }

# >> for (var a = 0; a < S.length; a++)

# >> n.url += "&" + S[a].name + "=" + S[a].value;

# >> return n

# >> }

# >> function U(e, t, n) {

# >> e[t] = e[t] || {},

# >> e[t][a.identifier] = n

# >> }

# >> function V(t, n, i, o) {

# >> if (t && t.payloadBlob && t.payloadBlob.length > 0) {

# >> var u = !!e.sendHook

# >> , p = l[t.sendType];

# >> !F(t.sendType) && t.isBeacon && 2 === t.sendReason && (p = l[2] || l[3] || p);

# >> var m = j;

# >> (t.isBeacon || 3 === p.\_transport) && (m = !1);

# >> var v = H(t, m);

# >> m = m || v.useHdrs;

# >> var S = gr();

# >> Fn(c, (function() {

# >> return "HttpManager:\_doPayloadSend"

# >> }

# >> ), (function() {

# >> for (var l = 0; l < t.batches.length; l++)

# >> for (var O = t.batches[l].events(), w = 0; w < O.length; w++) {

# >> var \_ = O[w];

# >> if (I) {

# >> var j = \_.timings = \_.timings || {};

# >> U(j, "sendEventStart", S),

# >> U(j, "serializationStart", n),

# >> U(j, "serializationCompleted", i)

# >> }

# >> \_.sendAttempt > 0 ? \_.sendAttempt++ : \_.sendAttempt = 1

# >> }

# >> $(t.batches, 1e3 + (o || 0), t.sendType, !0);

# >> var x = {

# >> data: t.payloadBlob,

# >> urlString: v.url,

# >> headers: v.hdrs,

# >> \_thePayload: t,

# >> \_sendReason: o,

# >> timeout: f

# >> };

# >> G(h) || (x.disableXhrSync = !!h),

# >> m && (Mr(x.headers, "cache-control") || (x.headers["cache-control"] = "no-cache, no-store"),

# >> Mr(x.headers, "content-type") || (x.headers["content-type"] = "application/x-json-stream"));

# >> var k = null;

# >> p && (k = function(n) {

# >> b.firstRequestSent();

# >> var i = function(n, i) {

# >> !function(t, n, i, o) {

# >> var s = 9e3

# >> , l = null

# >> , c = !1

# >> , u = !1;

# >> try {

# >> var f = !0;

# >> if (typeof t !== d.l) {

# >> if (n) {

# >> b.setClockSkew(n["time-delta-millis"]);

# >> var h = n["kill-duration"] || n["kill-duration-seconds"];

# >> fe(g.setKillSwitchTenants(n["kill-tokens"], h), (function(e) {

# >> fe(i.batches, (function(t) {

# >> if (t.iKey() === e) {

# >> l = l || [];

# >> var n = t.split(0);

# >> i.numEvents -= n.count(),

# >> l.push(n)

# >> }

# >> }

# >> ))

# >> }

# >> ))

# >> }

# >> if (200 == t || 204 == t)

# >> return void (s = 200);

# >> ((m = t) >= 300 && m < 500 && 408 != m && 429 != m || 501 == m || 505 == m || i.numEvents <= 0) && (f = !1),

# >> s = 9e3 + t % 1e3

# >> }

# >> if (f) {

# >> s = 100;

# >> var p = i.retryCnt;

# >> 0 === i.sendType && (p < r ? (c = !0,

# >> W((function() {

# >> 0 === i.sendType && y--,

# >> q(i.batches, p + 1, i.isTeardown, E ? 2 : i.sendType, 5)

# >> }

# >> ), E, jr(p))) : (u = !0,

# >> E && (s = 8001)))

# >> }

# >> } finally {

# >> c || (b.setClockSkew(),

# >> function(t, n, r, i) {

# >> try {

# >> i && a.\_backOffTransmission(),

# >> 200 === n && (i || t.isSync || a.\_clearBackOff(),

# >> function(e) {

# >> if (I) {

# >> var t = gr();

# >> fe(e, (function(e) {

# >> var n, r;

# >> e && e.count() > 0 && (n = e.events(),

# >> r = t,

# >> I && fe(n, (function(e) {

# >> U(e.timings = e.timings || {}, "sendEventCompleted", r)

# >> }

# >> )))

# >> }

# >> ))

# >> }

# >> }(t.batches)),

# >> $(t.batches, n, t.sendType, !0)

# >> } finally {

# >> 0 === t.sendType && (y--,

# >> 5 !== r && e.sendQueuedRequests(t.sendType, r))

# >> }

# >> }(i, s, o, u)),

# >> $(l, 8004, i.sendType)

# >> }

# >> var m

# >> }(n, i, t, o)

# >> }

# >> , l = t.isTeardown || t.isSync;

# >> try {

# >> p.sendPOST(n, i, l),

# >> e.sendListener && e.sendListener(x, n, l, t.isBeacon)

# >> } catch (e) {

# >> mt(s, "Unexpected exception sending payload. Ex:" + et(e)),

# >> P(i, 0, {})

# >> }

# >> }

# >> ),

# >> Fn(c, (function() {

# >> return "HttpManager:\_doPayloadSend.sender"

# >> }

# >> ), (function() {

# >> if (k)

# >> if (0 === t.sendType && y++,

# >> u && !t.isBeacon && 3 !== p.\_transport) {

# >> var n = {

# >> data: x.data,

# >> urlString: x.urlString,

# >> headers: pr({}, x.headers),

# >> timeout: x.timeout,

# >> disableXhrSync: x.disableXhrSync

# >> }

# >> , r = !1;

# >> Fn(c, (function() {

# >> return "HttpManager:\_doPayloadSend.sendHook"

# >> }

# >> ), (function() {

# >> try {

# >> e.sendHook(n, (function(e) {

# >> r = !0,

# >> C || e.\_thePayload || (e.\_thePayload = e.\_thePayload || x.\_thePayload,

# >> e.\_sendReason = e.\_sendReason || x.\_sendReason),

# >> k(e)

# >> }

# >> ), t.isSync || t.isTeardown)

# >> } catch (e) {

# >> r || k(x)

# >> }

# >> }

# >> ))

# >> } else

# >> k(x)

# >> }

# >> ))

# >> }

# >> ), (function() {

# >> return {

# >> thePayload: t,

# >> serializationStart: n,

# >> serializationCompleted: i,

# >> sendReason: o

# >> }

# >> }

# >> ), t.isSync)

# >> }

# >> t.sizeExceed && t.sizeExceed.length > 0 && $(t.sizeExceed, 8003, t.sendType),

# >> t.failedEvts && t.failedEvts.length > 0 && $(t.failedEvts, 8002, t.sendType)

# >> }

# >> function W(e, t, n) {

# >> t ? e() : o.set(e, n)

# >> }

# >> function Z(t) {

# >> var n = e.\_responseHandlers;

# >> try {

# >> for (var r = 0; r < n.length; r++)

# >> try {

# >> n[r](t)

# >> } catch (e) {

# >> gt(s, 1, 519, "Response handler failed: " + e)

# >> }

# >> if (t) {

# >> var i = JSON.parse(t);

# >> cr(i.webResult) && cr(i.webResult.msfpc) && u.set("MSFPC", i.webResult.msfpc, 31536e3)

# >> }

# >> } catch (e) {}

# >> }

# >> function $(e, t, n, r) {

# >> if (e && e.length > 0 && i) {

# >> var o = i[function(e) {

# >> var t = Pr[e];

# >> cr(t) || (t = "oth",

# >> e >= 9e3 && e <= 9999 ? t = "rspFail" : e >= 8e3 && e <= 8999 ? t = "drop" : e >= 1e3 && e <= 1999 && (t = "send"));

# >> return t

# >> }(t)];

# >> if (o) {

# >> var a = 0 !== n;

# >> Fn(c, (function() {

# >> return "HttpManager:\_sendBatchesNotification"

# >> }

# >> ), (function() {

# >> W((function() {

# >> try {

# >> o.call(i, e, t, a, n)

# >> } catch (e) {

# >> gt(s, 1, 74, "send request notification failed: " + e)

# >> }

# >> }

# >> ), r || a, 0)

# >> }

# >> ), (function() {

# >> return {

# >> batches: z(e),

# >> reason: t,

# >> isSync: a,

# >> sendSync: r,

# >> sendType: n

# >> }

# >> }

# >> ), !a)

# >> }

# >> }

# >> }

# >> e.initialize = function(e, t, n, r, i) {

# >> var o;

# >> i || (i = {}),

# >> p = e + p,

# >> j = !!G(i.avoidOptions) || !i.avoidOptions,

# >> c = t,

# >> u = t.getCookieMgr(),

# >> I = !c.config.disableEventTimings;

# >> var d = !!c.config.enableCompoundKey;

# >> s = (a = n).diagLog();

# >> var g = i.valueSanitizer

# >> , m = i.stringifyObjects;

# >> G(i.enableCompoundKey) || (d = !!i.enableCompoundKey),

# >> f = i.xhrTimeout,

# >> h = i.disableXhrSync,

# >> v = !Je(),

# >> \_ = new Lr(c,g,m,d);

# >> var b = r

# >> , y = i.alwaysUseXhrOverride ? r : null

# >> , S = i.alwaysUseXhrOverride ? r : null;

# >> if (!r) {

# >> C = !1;

# >> var O = Ke();

# >> O && O.protocol && "file:" === O.protocol.toLowerCase() && (x = !1);

# >> var w = [];

# >> w = Je() ? [2, 1] : [1, 2, 3];

# >> var E = i.transports;

# >> E && (le(E) ? w = [E].concat(w) : oe(E) && (w = E.concat(w))),

# >> r = k(w, !1),

# >> b = k(w, !0),

# >> r || mt(s, "No available transport to send events")

# >> }

# >> (o = {})[0] = r,

# >> o[1] = b || k([1, 2, 3], !0),

# >> o[2] = y || k([3, 2], !0) || b || k([1], !0),

# >> o[3] = S || k([2, 3], !0) || b || k([1], !0),

# >> l = o

# >> }

# >> ,

# >> e.\_getDbgPlgTargets = function() {

# >> return [l[0], g, \_, l]

# >> }

# >> ,

# >> e.addQueryStringParameter = function(e, t) {

# >> for (var n = 0; n < S.length; n++)

# >> if (S[n].name === e)

# >> return void (S[n].value = t);

# >> S.push({

# >> name: e,

# >> value: t

# >> })

# >> }

# >> ,

# >> e.addHeader = function(e, t) {

# >> O[e] = t

# >> }

# >> ,

# >> e.canSendRequest = function() {

# >> return D() && b.allowRequestSending()

# >> }

# >> ,

# >> e.sendQueuedRequests = function(e, t) {

# >> G(e) && (e = 0),

# >> E && (e = R(e),

# >> t = 2),

# >> B(w, e, 0) && q(M(), 0, !1, e, t || 0)

# >> }

# >> ,

# >> e.isCompletelyIdle = function() {

# >> return !m && 0 === y && 0 === w.length

# >> }

# >> ,

# >> e.setUnloading = function(e) {

# >> E = e

# >> }

# >> ,

# >> e.addBatch = function(e) {

# >> if (e && e.count() > 0) {

# >> if (g.isTenantKilled(e.iKey()))

# >> return !1;

# >> w.push(e)

# >> }

# >> return !0

# >> }

# >> ,

# >> e.teardown = function() {

# >> w.length > 0 && q(M(), 0, !0, 2, 2)

# >> }

# >> ,

# >> e.pause = function() {

# >> m = !0

# >> }

# >> ,

# >> e.resume = function() {

# >> m = !1,

# >> e.sendQueuedRequests(0, 4)

# >> }

# >> ,

# >> e.sendSynchronousBatch = function(e, t, n) {

# >> e && e.count() > 0 && (K(t) && (t = 1),

# >> E && (t = R(t),

# >> n = 2),

# >> q([e], 0, !1, t, n || 0))

# >> }

# >> }

# >> ))

# >> }

# >> return e.\_\_ieDyn = 1,

# >> e

# >> }();

# >> function qr(e, t) {

# >> for (var n = [], r = 2; r < arguments.length; r++)

# >> n[r - 2] = arguments[r];

# >> return setTimeout(e, t, n)

# >> }

# >> function Hr(e) {

# >> clearTimeout(e)

# >> }

# >> function Ur(e, t) {

# >> return {

# >> set: e || qr,

# >> clear: t || Hr

# >> }

# >> }

# >> var Vr = function(e) {

# >> function t() {

# >> var n, r = e.call(this) || this;

# >> r.identifier = "PostChannel",

# >> r.priority = 1011,

# >> r.version = "3.2.6";

# >> var i, o, a, s, l, c, u, d = !1, f = [], h = null, p = !1, g = 0, m = 500, b = 0, v = 1e4, y = {}, C = "REAL\_TIME", S = null, O = null, w = 0, \_ = 0, I = {}, E = -1, j = !0, x = !1, T = 6, L = 2;

# >> return k(t, r, (function(e, t) {

# >> function r(e) {

# >> "beforeunload" !== (e || Ve().event).type && (x = !0,

# >> o.setUnloading(x)),

# >> B(2, 2)

# >> }

# >> function k(e) {

# >> x = !1,

# >> o.setUnloading(x)

# >> }

# >> function A(e, t) {

# >> if (e.sendAttempt || (e.sendAttempt = 0),

# >> e.latency || (e.latency = 1),

# >> e.ext && e.ext.trace && delete e.ext.trace,

# >> e.ext && e.ext.user && e.ext.user.id && delete e.ext.user.id,

# >> j && (e.ext = Ne(e.ext),

# >> e.baseData && (e.baseData = Ne(e.baseData)),

# >> e.data && (e.data = Ne(e.data))),

# >> e.sync)

# >> if (w || p)

# >> e.latency = 3,

# >> e.sync = !1;

# >> else if (o)

# >> return j && (e = Ne(e)),

# >> void o.sendSynchronousBatch(\_r.create(e.iKey, [e]), !0 === e.sync ? 1 : e.sync, 3);

# >> var n = e.latency

# >> , r = b

# >> , i = v;

# >> 4 === n && (r = g,

# >> i = m);

# >> var a = !1;

# >> if (r < i)

# >> a = !H(e, t);

# >> else {

# >> var s = 1

# >> , l = 20;

# >> 4 === n && (s = 4,

# >> l = 1),

# >> a = !0,

# >> function(e, t, n, r) {

# >> for (; n <= t; ) {

# >> var i = z(e, t, !0);

# >> if (i && i.count() > 0) {

# >> var o = i.split(0, r)

# >> , a = o.count();

# >> if (a > 0)

# >> return 4 === n ? g -= a : b -= a,

# >> $("eventsDiscarded", [o], Sr.QueueFull),

# >> !0

# >> }

# >> n++

# >> }

# >> return U(),

# >> !1

# >> }(e.iKey, e.latency, s, l) && (a = !H(e, t))

# >> }

# >> a && K("eventsDiscarded", [e], Sr.QueueFull)

# >> }

# >> function P(e, t, n) {

# >> var r = V(e, t, n);

# >> return o.sendQueuedRequests(t, n),

# >> r

# >> }

# >> function N() {

# >> return b > 0

# >> }

# >> function F() {

# >> if (E >= 0 && V(E, 0, l) && o.sendQueuedRequests(0, l),

# >> g > 0 && !O && !p) {

# >> var e = y[C][2];

# >> e >= 0 && (O = D((function() {

# >> O = null,

# >> P(4, 0, 1),

# >> F()

# >> }

# >> ), e))

# >> }

# >> var t = y[C][1];

# >> !S && !h && t >= 0 && !p && (N() ? S = D((function() {

# >> S = null,

# >> P(0 === \_ ? 3 : 1, 0, 1),

# >> \_++,

# >> \_ %= 2,

# >> F()

# >> }

# >> ), t) : \_ = 0)

# >> }

# >> function R() {

# >> n = null,

# >> d = !1,

# >> f = [],

# >> h = null,

# >> p = !1,

# >> g = 0,

# >> m = 500,

# >> b = 0,

# >> v = 1e4,

# >> y = {},

# >> C = "REAL\_TIME",

# >> S = null,

# >> O = null,

# >> w = 0,

# >> \_ = 0,

# >> i = null,

# >> I = {},

# >> a = void 0,

# >> s = 0,

# >> E = -1,

# >> l = null,

# >> j = !0,

# >> x = !1,

# >> T = 6,

# >> L = 2,

# >> c = null,

# >> u = Ur(),

# >> o = new zr(500,2,1,{

# >> requeue: Z,

# >> send: Q,

# >> sent: X,

# >> drop: J,

# >> rspFail: Y,

# >> oth: te

# >> },u),

# >> W(),

# >> I[4] = {

# >> batches: [],

# >> iKeyMap: {}

# >> },

# >> I[3] = {

# >> batches: [],

# >> iKeyMap: {}

# >> },

# >> I[2] = {

# >> batches: [],

# >> iKeyMap: {}

# >> },

# >> I[1] = {

# >> batches: [],

# >> iKeyMap: {}

# >> },

# >> ne()

# >> }

# >> function D(e, t) {

# >> 0 === t && w && (t = 1);

# >> var n = 1e3;

# >> return w && (n = jr(w - 1)),

# >> u.set(e, t \* n)

# >> }

# >> function M() {

# >> return null !== S && (u.clear(S),

# >> S = null,

# >> \_ = 0,

# >> !0)

# >> }

# >> function B(e, t) {

# >> M(),

# >> h && (u.clear(h),

# >> h = null),

# >> p || P(1, e, t)

# >> }

# >> function z(e, t, n) {

# >> var r = I[t];

# >> r || (r = I[t = 1]);

# >> var i = r.iKeyMap[e];

# >> return !i && n && (i = \_r.create(e),

# >> r.batches.push(i),

# >> r.iKeyMap[e] = i),

# >> i

# >> }

# >> function q(t, n) {

# >> o.canSendRequest() && !w && (a > 0 && b > a && (n = !0),

# >> n && null == h && e.flush(t, null, 20))

# >> }

# >> function H(e, t) {

# >> j && (e = Ne(e));

# >> var n = e.latency

# >> , r = z(e.iKey, n, !0);

# >> return !!r.addEvent(e) && (4 !== n ? (b++,

# >> t && 0 === e.sendAttempt && q(!e.sync, s > 0 && r.count() >= s)) : g++,

# >> !0)

# >> }

# >> function U() {

# >> for (var e = 0, t = 0, n = function(n) {

# >> var r = I[n];

# >> r && r.batches && fe(r.batches, (function(r) {

# >> 4 === n ? e += r.count() : t += r.count()

# >> }

# >> ))

# >> }, r = 1; r <= 4; r++)

# >> n(r);

# >> b = t,

# >> g = e

# >> }

# >> function V(t, n, r) {

# >> var i = !1

# >> , a = 0 === n;

# >> return !a || o.canSendRequest() ? Fn(e.core, (function() {

# >> return "PostChannel.\_queueBatches"

# >> }

# >> ), (function() {

# >> for (var e = [], n = 4; n >= t; ) {

# >> var r = I[n];

# >> r && r.batches && r.batches.length > 0 && (fe(r.batches, (function(t) {

# >> o.addBatch(t) ? i = i || t && t.count() > 0 : e = e.concat(t.events()),

# >> 4 === n ? g -= t.count() : b -= t.count()

# >> }

# >> )),

# >> r.batches = [],

# >> r.iKeyMap = {}),

# >> n--

# >> }

# >> e.length > 0 && K("eventsDiscarded", e, Sr.KillSwitch),

# >> i && E >= t && (E = -1,

# >> l = 0)

# >> }

# >> ), (function() {

# >> return {

# >> latency: t,

# >> sendType: n,

# >> sendReason: r

# >> }

# >> }

# >> ), !a) : (E = E >= 0 ? Math.min(E, t) : t,

# >> l = Math.max(l, r)),

# >> i

# >> }

# >> function W() {

# >> (y = {}).REAL\_TIME = [2, 1, 0],

# >> y.NEAR\_REAL\_TIME = [6, 3, 0],

# >> y.BEST\_EFFORT = [18, 9, 0]

# >> }

# >> function Z(t, n) {

# >> var r = []

# >> , i = T;

# >> x && (i = L),

# >> fe(t, (function(t) {

# >> t && t.count() > 0 && fe(t.events(), (function(t) {

# >> t && (t.sync && (t.latency = 4,

# >> t.sync = !1),

# >> t.sendAttempt < i ? (vr(t, e.identifier),

# >> A(t, !1)) : r.push(t))

# >> }

# >> ))

# >> }

# >> )),

# >> r.length > 0 && K("eventsDiscarded", r, Sr.NonRetryableStatus),

# >> x && B(2, 2)

# >> }

# >> function G(t, n) {

# >> var r = e.\_notificationManager || {}

# >> , i = r[t];

# >> if (i)

# >> try {

# >> i.apply(r, n)

# >> } catch (n) {

# >> gt(e.diagLog(), 1, 74, t + " notification failed: " + n)

# >> }

# >> }

# >> function K(e, t) {

# >> for (var n = [], r = 2; r < arguments.length; r++)

# >> n[r - 2] = arguments[r];

# >> t && t.length > 0 && G(e, [t].concat(n))

# >> }

# >> function $(e, t) {

# >> for (var n = [], r = 2; r < arguments.length; r++)

# >> n[r - 2] = arguments[r];

# >> t && t.length > 0 && fe(t, (function(t) {

# >> t && t.count() > 0 && G(e, [t.events()].concat(n))

# >> }

# >> ))

# >> }

# >> function Q(e, t, n) {

# >> e && e.length > 0 && G("eventsSendRequest", [t >= 1e3 && t <= 1999 ? t - 1e3 : 0, !0 !== n])

# >> }

# >> function X(e, t) {

# >> $("eventsSent", e, t),

# >> F()

# >> }

# >> function J(e, t) {

# >> $("eventsDiscarded", e, t >= 8e3 && t <= 8999 ? t - 8e3 : Sr.Unknown)

# >> }

# >> function Y(e) {

# >> $("eventsDiscarded", e, Sr.NonRetryableStatus),

# >> F()

# >> }

# >> function te(e, t) {

# >> $("eventsDiscarded", e, Sr.Unknown),

# >> F()

# >> }

# >> function ne() {

# >> s = n && n.disableAutoBatchFlushLimit ? 0 : Math.max(1500, v / 6)

# >> }

# >> R(),

# >> e.\_getDbgPlgTargets = function() {

# >> return [o]

# >> }

# >> ,

# >> e.initialize = function(s, l, d) {

# >> Fn(l, (function() {

# >> return "PostChannel:initialize"

# >> }

# >> ), (function() {

# >> var f = l;

# >> t.initialize(s, l, d);

# >> try {

# >> l.addUnloadCb;

# >> c = cn(Kt(e.identifier), l.evtNamespace && l.evtNamespace());

# >> var h = e.\_getTelCtx();

# >> s.extensionConfig[e.identifier] = s.extensionConfig[e.identifier] || {},

# >> n = h.getExtCfg(e.identifier),

# >> u = Ur(n.setTimeoutOverride, n.clearTimeoutOverride),

# >> j = !n.disableOptimizeObj && !!He("chrome"),

# >> function(e) {

# >> var t = e.getWParam;

# >> e.getWParam = function() {

# >> var e = 0;

# >> return n.ignoreMc1Ms0CookieProcessing && (e |= 2),

# >> e | t()

# >> }

# >> }(f),

# >> n.eventsLimitInMem > 0 && (v = n.eventsLimitInMem),

# >> n.immediateEventLimit > 0 && (m = n.immediateEventLimit),

# >> n.autoFlushEventsLimit > 0 && (a = n.autoFlushEventsLimit),

# >> le(n.maxEventRetryAttempts) && (T = n.maxEventRetryAttempts),

# >> le(n.maxUnloadEventRetryAttempts) && (L = n.maxUnloadEventRetryAttempts),

# >> ne(),

# >> n.httpXHROverride && n.httpXHROverride.sendPOST && (i = n.httpXHROverride),

# >> cr(s.anonCookieName) && o.addQueryStringParameter("anoncknm", s.anonCookieName),

# >> o.sendHook = n.payloadPreprocessor,

# >> o.sendListener = n.payloadListener;

# >> var p = n.overrideEndpointUrl ? n.overrideEndpointUrl : s.endpointUrl;

# >> e.\_notificationManager = s.extensionConfig.NotificationManager,

# >> o.initialize(p, e.core, e, i, n);

# >> var g = s.disablePageUnloadEvents || [];

# >> gn(r, g, c),

# >> function e(t, n, r) {

# >> var i = cn(Qt, r)

# >> , o = hn(["pagehide"], t, n, i);

# >> return n && -1 !== he(n, "visibilitychange") || (o = hn(["visibilitychange"], (function(e) {

# >> var n = We();

# >> t && n && "hidden" === n.visibilityState && t(e)

# >> }

# >> ), n, i) || o),

# >> !o && n && (o = e(t, null, r)),

# >> o

# >> }(r, g, c),

# >> function e(t, n, r) {

# >> var i = cn(Xt, r)

# >> , o = hn(["pageshow"], t, n, i);

# >> return !(o = hn(["visibilitychange"], (function(e) {

# >> var n = We();

# >> t && n && "visible" === n.visibilityState && t(e)

# >> }

# >> ), n, i) || o) && n && (o = e(t, null, r)),

# >> o

# >> }(k, s.disablePageShowEvents, c)

# >> } catch (t) {

# >> throw e.setInitialized(!1),

# >> t

# >> }

# >> }

# >> ), (function() {

# >> return {

# >> coreConfig: s,

# >> core: l,

# >> extensions: d

# >> }

# >> }

# >> ))

# >> }

# >> ,

# >> e.processTelemetry = function(t, r) {

# >> vr(t, e.identifier);

# >> var i = (r = e.\_getTelCtx(r)).getExtCfg(e.identifier)

# >> , o = !!n.disableTelemetry;

# >> i && (o = o || !!i.disableTelemetry);

# >> var a = t;

# >> o || d || (n.overrideInstrumentationKey && (a.iKey = n.overrideInstrumentationKey),

# >> i && i.overrideInstrumentationKey && (a.iKey = i.overrideInstrumentationKey),

# >> A(a, !0),

# >> x ? B(2, 2) : F()),

# >> e.processNext(a, r)

# >> }

# >> ,

# >> e.\_doTeardown = function(e, t) {

# >> B(2, 2),

# >> d = !0,

# >> o.teardown(),

# >> pn(["beforeunload", "unload", "pagehide"], null, c),

# >> function(e, t) {

# >> var n = cn(Qt, t);

# >> pn(["pagehide"], e, n),

# >> pn(["visibilitychange"], null, n)

# >> }(null, c),

# >> function(e, t) {

# >> var n = cn(Xt, t);

# >> pn(["pageshow"], e, n),

# >> pn(["visibilitychange"], null, n)

# >> }(null, c),

# >> R()

# >> }

# >> ,

# >> e.setEventQueueLimits = function(e, t) {

# >> v = e > 0 ? e : 1e4,

# >> a = t > 0 ? t : 0,

# >> ne();

# >> var n = b > e;

# >> if (!n && s > 0)

# >> for (var r = 1; !n && r <= 3; r++) {

# >> var i = I[r];

# >> i && i.batches && fe(i.batches, (function(e) {

# >> e && e.count() >= s && (n = !0)

# >> }

# >> ))

# >> }

# >> q(!0, n)

# >> }

# >> ,

# >> e.pause = function() {

# >> M(),

# >> p = !0,

# >> o.pause()

# >> }

# >> ,

# >> e.resume = function() {

# >> p = !1,

# >> o.resume(),

# >> F()

# >> }

# >> ,

# >> e.addResponseHandler = function(e) {

# >> o.\_responseHandlers.push(e)

# >> }

# >> ,

# >> e.\_loadTransmitProfiles = function(e) {

# >> M(),

# >> W(),

# >> C = "REAL\_TIME",

# >> F(),

# >> ee(e, (function(e, t) {

# >> var n = t.length;

# >> if (n >= 2) {

# >> var r = n > 2 ? t[2] : 0;

# >> if (t.splice(0, n - 2),

# >> t[1] < 0 && (t[0] = -1),

# >> t[1] > 0 && t[0] > 0) {

# >> var i = t[0] / t[1];

# >> t[0] = Math.ceil(i) \* t[1]

# >> }

# >> r >= 0 && t[1] >= 0 && r > t[1] && (r = t[1]),

# >> t.push(r),

# >> y[e] = t

# >> }

# >> }

# >> ))

# >> }

# >> ,

# >> e.flush = function(e, t, n) {

# >> if (void 0 === e && (e = !0),

# >> !p)

# >> if (n = n || 1,

# >> e)

# >> null == h ? (M(),

# >> V(1, 0, n),

# >> h = D((function() {

# >> h = null,

# >> function e(t, n) {

# >> P(1, 0, n),

# >> U(),

# >> function e(t) {

# >> o.isCompletelyIdle() ? t() : h = D((function() {

# >> h = null,

# >> e(t)

# >> }

# >> ), .25)

# >> }((function() {

# >> t && t(),

# >> f.length > 0 ? h = D((function() {

# >> h = null,

# >> e(f.shift(), n)

# >> }

# >> ), 0) : (h = null,

# >> F())

# >> }

# >> ))

# >> }(t, n)

# >> }

# >> ), 0)) : f.push(t);

# >> else {

# >> var r = M();

# >> P(1, 1, n),

# >> null != t && t(),

# >> r && F()

# >> }

# >> }

# >> ,

# >> e.setMsaAuthTicket = function(e) {

# >> o.addHeader("AuthMsaDeviceTicket", e)

# >> }

# >> ,

# >> e.hasEvents = N,

# >> e.\_setTransmitProfile = function(e) {

# >> C !== e && void 0 !== y[e] && (M(),

# >> C = e,

# >> F())

# >> }

# >> ,

# >> e.\_backOffTransmission = function() {

# >> w < 4 && (w++,

# >> M(),

# >> F())

# >> }

# >> ,

# >> e.\_clearBackOff = function() {

# >> w && (w = 0,

# >> M(),

# >> F())

# >> }

# >> ,

# >> Ce(e, "\_setTimeoutOverride", (function() {

# >> return u.set

# >> }

# >> ), (function(e) {

# >> u = Ur(e, u.clear)

# >> }

# >> )),

# >> Ce(e, "\_clearTimeoutOverride", (function() {

# >> return u.clear

# >> }

# >> ), (function(e) {

# >> u = Ur(u.set, e)

# >> }

# >> ))

# >> }

# >> )),

# >> r

# >> }

# >> return Object(\_n.b)(t, e),

# >> t.\_\_ieDyn = 1,

# >> t

# >> }(Jn)

# >> , Wr = function() {

# >> function e(e, t, n) {

# >> this.start = Date.now(),

# >> this.name = e,

# >> this.isAsync = !0 === n,

# >> this.payload = t

# >> }

# >> return e.prototype.isChildEvt = function() {

# >> return !1

# >> }

# >> ,

# >> e.prototype.complete = function() {

# >> this.time = Date.now() - this.start,

# >> this.exTime = this.time

# >> }

# >> ,

# >> e

# >> }()

# >> , Zr = function() {

# >> function e(e) {

# >> this.\_callbacks = e

# >> }

# >> return e.prototype.create = function(e, t, n) {

# >> return "HttpManager:\_sendBatches" === e || "HttpManager:\_sendBatchesNotification" === e ? new Wr(e,t,n) : null

# >> }

# >> ,

# >> e.prototype.fire = function(e) {

# >> if (e && e.complete(),

# >> this.\_callbacks)

# >> switch (e.name) {

# >> case "HttpManager:\_sendBatches":

# >> this.handleSendBatches(e);

# >> break;

# >> case "HttpManager:\_sendBatchesNotification":

# >> this.handleSendBatchesNotification(e)

# >> }

# >> }

# >> ,

# >> e.prototype.setCtx = function(e, t) {}

# >> ,

# >> e.prototype.getCtx = function(e) {}

# >> ,

# >> e.prototype.handleSendBatches = function(e) {

# >> this.\_callbacks.requestProcessingStats && this.\_callbacks.requestProcessingStats(e.time || 0, 0)

# >> }

# >> ,

# >> e.prototype.handleSendBatchesNotification = function(e) {

# >> if (this.\_callbacks.requestProcessingStats && e.payload) {

# >> var t = e.payload();

# >> if (t.batches && t.reason && t.reason >= 1e3 && t.reason <= 1999) {

# >> var n = 0;

# >> for (var r in t.batches)

# >> n += t.batches[r].evts.length;

# >> this.\_callbacks.requestProcessingStats(0, n)

# >> }

# >> }

# >> }

# >> ,

# >> e

# >> }();

# >> function Gr(e, t, n, i) {

# >> var o = {

# >> instrumentationKey: t,

# >> endpointUrl: n,

# >> channelConfiguration: {

# >> eventsLimitInMem: e.eventsLimitInMem,

# >> httpXHROverride: e.httpXHROverride,

# >> setTimeoutOverride: e.setTimeoutOverride,

# >> clearTimeoutOverride: e.clearTimeoutOverride,

# >> ignoreMc1Ms0CookieProcessing: !0,

# >> disableOptimizeObj: !0

# >> },

# >> disableCookiesUsage: !0,

# >> extensionConfig: Object(r.a)({}, e.extensionConfig)

# >> };

# >> e.stats && e.stats.networkStats && o.channelConfiguration && (o.channelConfiguration.payloadListener = function(t, n) {

# >> var r, i = n || t;

# >> i.data && (null === (r = e.stats) || void 0 === r || r.networkStats(i.data.length))

# >> }

# >> );

# >> var a = new $r;

# >> return a.initialize(o, i),

# >> a.setUploadFrequency(e.uploadFrequency),

# >> e.notificationListener && a.addNotificationListener(e.notificationListener),

# >> e.stats && a.setPerfMgr(new Zr(e.stats)),

# >> a

# >> }

# >> var Kr = function(e, t) {

# >> t && t.addNotificationListener({

# >> eventsSent: function(t) {

# >> Object(i.b)(2, 2, (function() {

# >> return "Successfully sent ".concat(t.length, " event(s)")

# >> }

# >> )),

# >> Object(i.b)(3, 2, (function() {

# >> return "Sent event(s) details : ".concat(JSON.stringify(t, null, 2))

# >> }

# >> )),

# >> e.eventsSent += t.length

# >> },

# >> eventsDiscarded: function(t, n) {

# >> Object(i.b)(0, 2, (function() {

# >> return "Discarded ".concat(t.length, " event(s) because ").concat(n)

# >> }

# >> )),

# >> Object(i.b)(3, 2, (function() {

# >> return "Discarded event(s) details : ".concat(JSON.stringify(t, null, 2))

# >> }

# >> )),

# >> e.eventsDiscarded += t.length

# >> }

# >> })

# >> }

# >> , $r = function(e) {

# >> function t() {

# >> return null !== e && e.apply(this, arguments) || this

# >> }

# >> return Object(r.d)(t, e),

# >> t.prototype.initialize = function(t, n) {

# >> this.\_postChannel = new Vr;

# >> var i = [];

# >> n && (i = i.concat(n)),

# >> t.channels = [[this.\_postChannel]],

# >> t.extensionConfig = t.extensionConfig || [],

# >> t.extensionConfig[this.\_postChannel.identifier] = Object(r.a)(Object(r.a)({}, t.channelConfiguration), t.extensionConfig[this.\_postChannel.identifier]);

# >> try {

# >> e.prototype.initialize.call(this, t, i)

# >> } catch (e) {

# >> this.logger.warnToConsole("Failed to initialize SDK." + e)

# >> }

# >> }

# >> ,

# >> t.prototype.setUploadFrequency = function(e) {

# >> if (this.\_postChannel && e) {

# >> var t = e / 1e3

# >> , n = t / 2

# >> , r = {};

# >> r.OTelCustomTransmissionProfile = [t, n],

# >> this.\_postChannel.\_loadTransmitProfiles(r),

# >> this.\_postChannel.\_setTransmitProfile("OTelCustomTransmissionProfile")

# >> }

# >> }

# >> ,

# >> t.prototype.flush = function(e) {

# >> this.\_postChannel && this.\_postChannel.flush(e)

# >> }

# >> ,

# >> t.prototype.shutdown = function() {

# >> this.\_postChannel && this.\_postChannel.teardown()

# >> }

# >> ,

# >> t

# >> }(Cr)

# >> , Qr = function(e) {

# >> function t(t, n) {

# >> var r, o, s = e.call(this, t, n) || this;

# >> s.sendTelemetryEvent = function(e) {

# >> return a((function() {

# >> var t = s.getOneDSTelemetryEvent(e);

# >> t && r && r.track(t)

# >> }

# >> ), void 0)

# >> }

# >> ,

# >> s.sendCustomerContent = function(e) {

# >> return a((function() {

# >> var t = s.getOneDSCustomerContent(e);

# >> t && o && o.track(t)

# >> }

# >> ), void 0)

# >> }

# >> ,

# >> s.sendNonStandardEvent = function(e, t) {

# >> var n = !1;

# >> u.forEach((function(r) {

# >> if (r.canHandle(t))

# >> return r.processEvent(e),

# >> void (n = !0)

# >> }

# >> )),

# >> n || Object(i.b)(0, 1, (function() {

# >> return "Missing Handler for " + t + "to process" + e.eventName

# >> }

# >> ))

# >> }

# >> ,

# >> s.flush = function(e) {

# >> null == r || r.flush(e),

# >> null == o || o.flush(e),

# >> u.forEach((function(t) {

# >> t.flush(e)

# >> }

# >> ))

# >> }

# >> ,

# >> s.shutdown = function() {

# >> try {

# >> null == r || r.shutdown(),

# >> null == o || o.shutdown(),

# >> u.forEach((function(e) {

# >> e.shutdown()

# >> }

# >> ))

# >> } catch (e) {

# >> Object(i.b)(0, 2, (function() {

# >> return "An error occurred on shutdown"

# >> }

# >> ))

# >> }

# >> }

# >> ;

# >> var c = n.plugins || []

# >> , u = n.specialEventHandlers || [];

# >> if (u.forEach((function(e) {

# >> e.initialize(s, n)

# >> }

# >> )),

# >> !n.endpointUrl)

# >> throw new Error("Missing Endpoint Url");

# >> return r = Gr(n, "f998cc5ba4d448d6a1e8e913ff18be94-dd122e0a-fcf8-4dc5-9dbb-6afac5325183-7405", n.endpointUrl, c),

# >> n.enableCustomerContent && n.endpointUrl === l.a.PUBLIC && (o = Gr(n, "b22a201c3f1d41d28ccc399ba6cc9ca2-1972c77f-1f79-4283-a0f9-b4ddc4646f55-7121", l.a.CUSTOMER\_CONTENT, c)),

# >> n.disableStatsTracking || (Kr(s, r),

# >> Kr(s, o)),

# >> s

# >> }

# >> return Object(r.d)(t, e),

# >> t

# >> }(Ln)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return h

# >> }

# >> )),

# >> n.d(t, "b", (function() {

# >> return g

# >> }

# >> ));

# >> function r(e, t) {

# >> return e.toLowerCase().localeCompare(t.toLowerCase())

# >> }

# >> function i(e) {

# >> if (!e)

# >> return [];

# >> let t = "";

# >> try {

# >> (function(e) {

# >> const t = atob(e)

# >> , n = Uint8Array.from(t, e=>e.charCodeAt(0))

# >> , r = new Uint16Array(n.length / 2);

# >> if (65279 != (n[1] << 8 | n[0]))

# >> throw new Error("Unexpected string encoding");

# >> for (let e = 0; e < n.length; e += 2) {

# >> const t = n[e + 1]

# >> , i = n[e]

# >> , o = t << 8 | i;

# >> r[e / 2] = o

# >> }

# >> return r.slice(1)

# >> }

# >> )(e).forEach(e=>{

# >> t += String.fromCharCode(e)

# >> }

# >> )

# >> } catch (n) {

# >> t = function(e) {

# >> try {

# >> if (!/^[a-z0-9+/]+={0,2}$/i.test(e) || e.length % 4 != 0)

# >> throw Error("Not base64 string");

# >> const t = "ABCDEFGHIJKLMNOPQRSTUVWXYZabcdefghijklmnopqrstuvwxyz0123456789+/=";

# >> let n, r, i, o, a, s, l, c;

# >> const u = [];

# >> for (let d = 0; d < e.length; d += 4)

# >> o = t.indexOf(e.charAt(d)),

# >> a = t.indexOf(e.charAt(d + 1)),

# >> s = t.indexOf(e.charAt(d + 2)),

# >> l = t.indexOf(e.charAt(d + 3)),

# >> c = o << 18 | a << 12 | s << 6 | l,

# >> n = c >>> 16 & 255,

# >> r = c >>> 8 & 255,

# >> i = 255 & c,

# >> u[d / 4] = String.fromCharCode(n, r, i),

# >> 64 === l && (u[d / 4] = String.fromCharCode(n, r)),

# >> 64 === s && (u[d / 4] = String.fromCharCode(n));

# >> return u.join("")

# >> } catch (e) {

# >> throw new Error("failed to decode unicode, reason: " + e)

# >> }

# >> }(e)

# >> }

# >> return t.split("\r\n").filter(e=>e)

# >> }

# >> function o(e) {

# >> return function(e) {

# >> let t = "";

# >> e.forEach(e=>{

# >> t += String.fromCharCode(e)

# >> }

# >> );

# >> return btoa(t)

# >> }(function(e) {

# >> const t = new Uint16Array(e.length + 1)

# >> , n = new Uint8Array(2 \* t.length);

# >> t[0] = 65279;

# >> for (let n = 0; n < e.length; n++)

# >> t[n + 1] = e.charCodeAt(n);

# >> for (let e = 0; e < n.length; e += 2) {

# >> const r = t[e / 2]

# >> , i = r >> 8

# >> , o = 255 & r;

# >> n[e] = o,

# >> n[e + 1] = i

# >> }

# >> return n

# >> }(e.join("\r\n") + "\r\n"))

# >> }

# >> var a = n(237)

# >> , s = n(314);

# >> let l = void 0;

# >> async function c(e) {

# >> if (e) {

# >> if ((await e.saveWordListToRoamingService(Object(s.a)())).success)

# >> return !0

# >> }

# >> return !1

# >> }

# >> function u(e) {

# >> clearInterval(l),

# >> l = window.setInterval(async()=>{

# >> e && await c(e)

# >> }

# >> , 36e5)

# >> }

# >> let d = void 0;

# >> async function f() {

# >> return !(!d || !await c(d)) && (e = d,

# >> clearInterval(l),

# >> u(e),

# >> !0);

# >> var e

# >> }

# >> var h, p = n(238);

# >> !function(e) {

# >> e[e.NOT\_LOADED = 0] = "NOT\_LOADED",

# >> e[e.LOADING = 1] = "LOADING",

# >> e[e.LOADED = 2] = "LOADED",

# >> e[e.LOAD\_ERROR = 3] = "LOAD\_ERROR"

# >> }(h || (h = {}));

# >> class g {

# >> constructor(e, t, n, r, i, o, a, s) {

# >> this.authTokenCallback = e,

# >> this.environment = t,

# >> this.hostApplication = n,

# >> this.hostVersion = r,

# >> this.hostPlatform = i,

# >> this.hostCulture = o,

# >> this.logger = a,

# >> this.roamingClient = s,

# >> this.wordSet = new Set,

# >> this.lowerCaseWordSet = new Set,

# >> this.loadState = h.NOT\_LOADED

# >> }

# >> async loadWordListFromRoamingService(e) {

# >> let t;

# >> this.loadState = h.LOADING;

# >> try {

# >> t = (await Object(a.a)(this.authTokenCallback, this.environment, this.hostApplication, this.hostVersion, this.hostPlatform, this.hostCulture, e || Object(s.a)(), [1065], this.logger, this.roamingClient)).get(1065)

# >> } catch (e) {

# >> return this.loadState = h.LOAD\_ERROR,

# >> {

# >> success: !1,

# >> errorMessage: e.message

# >> }

# >> }

# >> return this.setDictionaryValue(t)

# >> }

# >> setDictionaryValue(e) {

# >> if (!(e && e.length > 0))

# >> return this.loadState = h.LOADED,

# >> this.wordSet = new Set,

# >> this.lowerCaseWordSet = new Set,

# >> {

# >> success: !0

# >> };

# >> try {

# >> const t = i(e);

# >> return this.wordSet = new Set(t),

# >> this.lowerCaseWordSet = new Set(t.map(e=>e.toLocaleLowerCase())),

# >> this.loadState = h.LOADED,

# >> {

# >> success: !0

# >> }

# >> } catch (e) {

# >> return this.loadState = h.LOAD\_ERROR,

# >> {

# >> success: !1,

# >> errorMessage: e.message

# >> }

# >> }

# >> }

# >> async saveWordListToRoamingService(e) {

# >> if (this.loadState !== h.LOADED)

# >> return {

# >> success: !1,

# >> errorMessage: "No dictionary previously loaded"

# >> };

# >> const t = Array.from(this.wordSet).sort(r);

# >> let n = "";

# >> try {

# >> n = o(t)

# >> } catch (e) {

# >> return {

# >> success: !1,

# >> errorMessage: e.message

# >> }

# >> }

# >> if (n)

# >> try {

# >> return await Object(p.b)(this.authTokenCallback, this.environment, n, this.hostApplication, this.hostVersion, this.hostPlatform, this.hostCulture, e || Object(s.a)(), 1065, this.logger, this.roamingClient),

# >> {

# >> success: !0

# >> }

# >> } catch (e) {

# >> return {

# >> success: !1,

# >> errorMessage: e.message

# >> }

# >> }

# >> return {

# >> success: !1,

# >> errorMessage: "Nothing to save"

# >> }

# >> }

# >> testWord(e, t) {

# >> return t ? this.wordSet.has(e) : this.lowerCaseWordSet.has(e.toLocaleLowerCase())

# >> }

# >> setWordSet(e) {

# >> return this.wordSet = new Set(e),

# >> this.lowerCaseWordSet = new Set(Array.from(e).map(e=>e.toLocaleLowerCase())),

# >> {

# >> success: !0

# >> }

# >> }

# >> getWordList() {

# >> return Array.from(this.wordSet)

# >> }

# >> addWord(e) {

# >> if (e && !this.wordSet.has(e)) {

# >> this.wordSet.add(e);

# >> const t = e.toLocaleLowerCase();

# >> return this.lowerCaseWordSet.has(t) || this.lowerCaseWordSet.add(t),

# >> f(),

# >> !0

# >> }

# >> return !1

# >> }

# >> removeWord(e) {

# >> if (e && this.wordSet.has(e)) {

# >> this.wordSet.delete(e);

# >> const t = e.toLocaleLowerCase();

# >> return this.lowerCaseWordSet.has(t) && this.lowerCaseWordSet.delete(t),

# >> !0

# >> }

# >> return !1

# >> }

# >> removeMultipleWords(e) {

# >> let t = !0;

# >> for (const n of e)

# >> t = t || this.removeWord(n);

# >> return t

# >> }

# >> getLoadState() {

# >> return this.loadState

# >> }

# >> }

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return r

# >> }

# >> )),

# >> n.d(t, "b", (function() {

# >> return b

# >> }

# >> ));

# >> var r, i = n(1), o = n(203), a = n(145), s = n(69), l = n(347), c = n(349), u = n(106), d = n(691), f = n(287), h = n(692), p = n(10), g = n(5), m = n(95);

# >> !function(e) {

# >> e.ContentEditable = "ContentEditable",

# >> e.InputOrTextArea = "InputOrTextArea"

# >> }(r || (r = {}));

# >> let b = class {

# >> constructor(e, t, n, r, i, o, a) {

# >> this.\_tileContent = e,

# >> this.\_proofingDom = t,

# >> this.\_paragraphTextExtractor = n,

# >> this.\_sentenceValidator = r,

# >> this.\_siteConfigurer = i,

# >> this.\_featureFlagsReader = o,

# >> this.\_tileNodeTraverser = a

# >> }

# >> async getContextAroundCursor() {

# >> const e = document.activeElement;

# >> let t;

# >> if (Object(a.b)(e, "HTMLElement") && e.isContentEditable) {

# >> t = r.ContentEditable;

# >> const n = await this.getContextAroundCursorForContentEditable();

# >> if (!n)

# >> return;

# >> return Object.assign(Object.assign({}, n), {

# >> activeElement: e,

# >> activeElementType: t

# >> })

# >> }

# >> if (this.\_featureFlagsReader.flags.enableAiInsertForInputTexarea && (Object(a.b)(e, "HTMLTextAreaElement") || Object(a.b)(e, "HTMLInputElement") && ["text", "search"].includes(e.type))) {

# >> if (t = r.InputOrTextArea,

# >> null === e.selectionStart)

# >> return;

# >> const n = e.value.slice(0, e.selectionStart);

# >> if (!this.\_sentenceValidator.isPositionOnValidSentenceBoundary(n, e.selectionStart))

# >> return;

# >> return {

# >> activeElement: e,

# >> activeElementType: t,

# >> precedingTexts: [n],

# >> followingTexts: [e.value.slice(e.selectionStart)],

# >> inputOrTextArea: {

# >> cursorPosition: e.selectionStart

# >> }

# >> }

# >> }

# >> }

# >> async getContextAroundCursorForContentEditable() {

# >> var e, t, n, r;

# >> const i = document.getSelection();

# >> if (!i || 1 !== i.rangeCount)

# >> return;

# >> const o = i.getRangeAt(0);

# >> if (!o.collapsed)

# >> return;

# >> const a = await this.\_tileContent.getTextSelection();

# >> if (!(null == a ? void 0 : a.startParagraphNode) || !a.endParagraphNode || void 0 === a.startPositionInParagraphNode)

# >> return;

# >> const s = this.\_paragraphTextExtractor.getParagraphText(a.startParagraphNode.id);

# >> if (!this.\_sentenceValidator.isPositionOnValidSentenceBoundary(s, a.startPositionInParagraphNode))

# >> return;

# >> const l = this.findTileParagraphNodeId(a.startParagraphNode.id, this.getFirstParagraphOfTile, null === (e = this.\_tileNodeTraverser) || void 0 === e ? void 0 : e.findPreviousTileNode.bind(this.\_tileNodeTraverser));

# >> if (!l)

# >> return;

# >> const c = this.findTileParagraphNodeId(a.endParagraphNode.id, this.getLastParagraphOfTile, null === (t = this.\_tileNodeTraverser) || void 0 === t ? void 0 : t.findNextTileNode.bind(this.\_tileNodeTraverser));

# >> if (!c)

# >> return;

# >> const u = null === (n = this.\_paragraphTextExtractor.getTextBetween(l, a.startParagraphNode, 0, a.startPositionInParagraphNode)) || void 0 === n ? void 0 : n.trim()

# >> , d = null === (r = this.\_paragraphTextExtractor.getTextBetween(a.endParagraphNode, c, a.endPositionInParagraphNode, void 0)) || void 0 === r ? void 0 : r.trim();

# >> return this.isScenarioSupported(u, d) ? {

# >> contentEditable: {

# >> selectionRange: o

# >> },

# >> precedingTexts: this.getTextsToSend(u),

# >> followingTexts: this.getTextsToSend(d)

# >> } : void 0

# >> }

# >> isScenarioSupported(e, t) {

# >> var n;

# >> const r = null === (n = this.\_siteConfigurer.getSiteConfiguration()) || void 0 === n ? void 0 : n.unsupportedScenarios;

# >> for (const n of null != r ? r : []) {

# >> if (n === o.b.Empty && !e && !t)

# >> return !1;

# >> if (n === o.b.LeftToRight && e && !t)

# >> return !1;

# >> if (n === o.b.RightToLeft && !e && t)

# >> return !1;

# >> if (n === o.b.TwoSided && e && t)

# >> return !1

# >> }

# >> return !0

# >> }

# >> getTextsToSend(e) {

# >> return e ? e.split("\n").filter(e=>e.length > 0) : []

# >> }

# >> findTileParagraphNodeId(e, t, n) {

# >> const r = this.\_proofingDom.findParagraphNode(e);

# >> if (!Object(l.b)(r))

# >> return;

# >> let i = r.parent;

# >> if (!n)

# >> return t(r.parent);

# >> if ("string" == typeof i)

# >> return;

# >> let o = i;

# >> for (; i = n(i); )

# >> "string" == typeof i && (i = void 0),

# >> o = i;

# >> return (null == o ? void 0 : o.children) ? t(o) : void 0

# >> }

# >> getFirstParagraphOfTile(e) {

# >> if (e.children)

# >> return e.children.map(e=>{

# >> var t, n;

# >> return {

# >> node: e,

# >> start: null !== (n = null === (t = e.element) || void 0 === t ? void 0 : t.offset) && void 0 !== n ? n : 1e5

# >> }

# >> }

# >> ).reduce((e,t)=>e.start > t.start ? t : e).node.id

# >> }

# >> getLastParagraphOfTile(e) {

# >> if (e.children)

# >> return e.children.map(e=>{

# >> var t, n;

# >> return {

# >> node: e,

# >> start: null !== (n = null === (t = e.element) || void 0 === t ? void 0 : t.offset) && void 0 !== n ? n : 0

# >> }

# >> }

# >> ).reduce((e,t)=>e.start > t.start ? e : t).node.id

# >> }

# >> }

# >> ;

# >> b = Object(i.c)([Object(p.a)(), Object(i.f)(0, Object(g.a)(c.a)), Object(i.f)(1, Object(g.a)(u.a)), Object(i.f)(2, Object(g.a)(d.a)), Object(i.f)(3, Object(g.a)(h.a)), Object(i.f)(4, Object(g.a)(o.a)), Object(i.f)(5, Object(g.a)(s.a)), Object(i.f)(6, Object(g.a)(f.a)), Object(i.f)(6, Object(m.a)())], b)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return l

# >> }

# >> )),

# >> n.d(t, "b", (function() {

# >> return c

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(166)

# >> , o = n(5)

# >> , a = n(106)

# >> , s = n(93);

# >> let l = class {

# >> constructor(e, t, n, r) {

# >> this.\_guidGenerator = e,

# >> this.\_proofingDom = t,

# >> this.eventSeqId = 0,

# >> this.nodeType = s.a.ParagraphNode,

# >> this.id = this.\_guidGenerator.generate(),

# >> this.children = void 0,

# >> this.element = n,

# >> this.parent = r,

# >> this.\_proofingDom.registerNode(this)

# >> }

# >> retire() {

# >> this.parent = void 0,

# >> this.\_proofingDom.unregisterNode(this)

# >> }

# >> move(e, t) {

# >> return this.\_proofingDom.unregisterNode(this),

# >> e && (this.element = e),

# >> t && (this.parent = t),

# >> this.id = this.\_guidGenerator.generate(),

# >> this.\_proofingDom.registerNode(this),

# >> this

# >> }

# >> resetState() {}

# >> }

# >> ;

# >> function c(e) {

# >> var t;

# >> return (null == e ? void 0 : e.nodeType) === s.a.ParagraphNode && void 0 !== e.element && "offset"in e.element && "span"in e.element && (null === (t = e.parent) || void 0 === t ? void 0 : t.nodeType) === s.a.TileNode && !!e.parent.element && !!e.parent.children

# >> }

# >> l = Object(r.c)([Object(r.f)(0, Object(o.a)(i.a)), Object(r.f)(1, Object(o.a)(a.a))], l)

# >> }

# >> , , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return i

# >> }

# >> ));

# >> var r = n(8);

# >> const i = Object(r.a)("ITileContent")

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> var r;

# >> n.d(t, "a", (function() {

# >> return r

# >> }

# >> )),

# >> function(e) {

# >> e[e.zero = 0] = "zero",

# >> e[e.medium = 1] = "medium",

# >> e[e.long = 2] = "long"

# >> }(r || (r = {}))

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return i

# >> }

# >> ));

# >> var r = n(179);

# >> function i(e, t, n) {

# >> void 0 === n && (n = !0);

# >> var i = !1;

# >> if (e && t)

# >> if (n)

# >> if (e === t)

# >> i = !0;

# >> else

# >> for (i = !1; t; ) {

# >> var o = Object(r.a)(t);

# >> if (o === e) {

# >> i = !0;

# >> break

# >> }

# >> t = o

# >> }

# >> else

# >> e.contains && (i = e.contains(t));

# >> return i

# >> }

# >> }

# >> , , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return s

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(221)

# >> , o = n(10);

# >> const a = ["af-ZA", "ar-AE", "ar-BH", "ar-DZ", "ar-EG", "ar-IQ", "ar-JO", "ar-KW", "ar-LB", "ar-LY", "ar-MA", "ar-OM", "ar-QA", "ar-SA", "ar-SY", "ar-TN", "ar-YE", "as-IN", "az-Latn-AZ", "bg-BG", "bn-BD", "bn-IN", "bs-Latn-BA", "ca-ES", "ca-ES-valencia", "cs-CZ", "cy-GB", "da-DK", "de-AT", "de-CH", "de-DE", "de-LI", "de-LU", "el-GR", "en-029", "en-AU", "en-BZ", "en-CA", "en-CB", "en-GB", "en-HK", "en-ID", "en-IE", "en-IN", "en-JM", "en-MY", "en-NZ", "en-PH", "en-SG", "en-TT", "en-US", "en-ZA", "en-ZW", "es-419", "es-AR", "es-BO", "es-CL", "es-CO", "es-CR", "es-DO", "es-EC", "es-ES", "es-ES\_tradnl", "es-GT", "es-HN", "es-MX", "es-NI", "es-PA", "es-PE", "es-PR", "es-PY", "es-SV", "es-US", "es-UY", "es-VE", "et-EE", "eu-ES", "fa-IR", "fi-FI", "fr-BE", "fr-CA", "fr-CD", "fr-CH", "fr-CI", "fr-CM", "fr-FR", "fr-HT", "fr-LU", "fr-MA", "fr-MC", "fr-ML", "fr-RE", "fr-SN", "ga-IE", "gd-GB", "gl-ES", "gu-IN", "ha-Latn-NG", "he-IL", "hi-IN", "hr-BA", "hr-HR", "hu-HU", "hy-AM", "id-ID", "ig-NG", "is-IS", "it-CH", "it-IT", "ja-JP", "ka-GE", "kk-KZ", "kn-IN", "kok-IN", "ko-KR", "ky-KG", "lb-LU", "lt-LT", "lv-LV", "mi-NZ", "mk-MK", "ml-IN", "mr-IN", "ms-BN", "ms-MY", "mt-MT", "nb-NO", "ne-IN", "ne-NP", "nl-BE", "nl-NL", "nn-NO", "nso-ZA", "or-IN", "pa-IN", "pl-PL", "ps-AF", "pt-BR", "pt-PT", "rm-CH", "ro-MD", "ro-RO", "ru-MD", "ru-RU", "rw-RW", "si-LK", "sk-SK", "sl-SI", "sq-AL", "sr-Cyrl-BA", "sr-Cyrl-CS", "sr-Cyrl-ME", "sr-Cyrl-RS", "sr-Latn-BA", "sr-Latn-CS", "sr-Latn-ME", "sr-Latn-RS", "sv-FI", "sv-SE", "sw-KE", "ta-IN", "te-IN", "th-TH", "tn-BW", "tn-ZA", "tr-TR", "tt-RU", "uk-UA", "ur-IN", "ur-PK", "uz-Latn-UZ", "vi-VN", "wo-SN", "xh-ZA", "yo-NG", "zu-ZA"];

# >> let s = class {

# >> constructor() {

# >> this.bxSupportedLanguages = a.map(e=>({

# >> languageId: e

# >> }))

# >> }

# >> getLanguageInfo(e) {

# >> return Object(i.a)(e, !0, a)

# >> }

# >> mapToLanguageInfo(e) {

# >> return Object(i.b)(e)

# >> }

# >> bxDefaultSupportedLanguages() {

# >> return Object(i.b)(this.bxSupportedLanguages)

# >> }

# >> }

# >> ;

# >> s = Object(r.c)([Object(o.a)()], s)

# >> }

# >> , , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return a

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(10)

# >> , o = n(314);

# >> let a = class {

# >> generate() {

# >> return Object(o.a)()

# >> }

# >> }

# >> ;

# >> a = Object(r.c)([Object(i.a)()], a)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return r

# >> }

# >> ));

# >> function r(e) {

# >> console && console.warn && console.warn(e)

# >> }

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return y

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(10)

# >> , o = n(5)

# >> , a = n(116)

# >> , s = n(55)

# >> , l = n(48)

# >> , c = n(49)

# >> , u = n(225)

# >> , d = n(90)

# >> , f = n(148)

# >> , h = n(6)

# >> , p = n(24)

# >> , g = n(27)

# >> , m = n(89)

# >> , b = n(79)

# >> , v = n(44);

# >> let y = class extends s.a {

# >> constructor(e, t, n, r, i) {

# >> super(),

# >> this.\_isUpsellUser = e,

# >> this.logger = t,

# >> this.\_hostSettings = n,

# >> this.\_hostEmitter = r,

# >> this.\_proofingPersistedStore = i,

# >> this.\_languagesHavePremiumValue = !0,

# >> this.disablers = [this],

# >> this.enablers = [!1, this.\_isUpsellUser],

# >> this.\_handleMessage = async e=>{

# >> await this.\_updateLanguagesHavePremiumValue(e.message)

# >> }

# >> ,

# >> this.\_updateLanguagesHavePremiumValue = async e=>{

# >> const t = void 0 === e ? JSON.parse(await this.\_proofingPersistedStore.read(h.a.CritiqueValuePerLanguage)) : e;

# >> this.\_languagesHavePremiumValue = t.some(e=>!0 === e.hasPremiumValue)

# >> }

# >> }

# >> async initialize() {

# >> await this.\_updateLanguagesHavePremiumValue(),

# >> this.\_hostEmitter.on(g.a.critiqueValuePerLanguageChanged, this.\_handleMessage)

# >> }

# >> shutDown() {}

# >> emitAndEvaluate(e) {

# >> var t;

# >> if (e.eventId === b.b.UpsellButtonClicked) {

# >> const n = this.logger.getNewActivity(a.b.ActionUpsellButtonClicked, p.a.SamplingPolicy.CriticalExperimentation)

# >> , r = this.\_hostSettings.enableTargetedUpsell ? "SpellingEnabled" : "SpellingDisabled";

# >> n && (n.dataFields.push(Object(v.a)("Event\_Source", JSON.stringify(e.sender)), Object(v.a)("Upsell\_Location", null !== (t = e.location) && void 0 !== t ? t : ""), Object(v.a)("CCard\_Treatment", "Regular\_CCard" === e.location || "ContextualUpsell\_CCard" === e.location ? r : "")),

# >> e.sender === b.c.ShowCritiqueCallout && e.critique && n.dataFields.push(Object(v.a)("CritiquePriority", e.critique.priority)),

# >> n.success = !0,

# >> n.endNow())

# >> }

# >> return super.emitAndEvaluate(e)

# >> }

# >> check() {

# >> return !this.\_hostSettings.enableUpsellFeature || !!this.\_hostSettings.enableTargetedUpsell && !this.\_languagesHavePremiumValue

# >> }

# >> processCallBackResult(e, t, n) {

# >> return this.\_upsellLinkFromListener = n.upsellLink,

# >> super.processCallBackResult(e, t, n)

# >> }

# >> goPremium(e, t, n) {

# >> const r = {

# >> eventId: b.b.UpsellButtonClicked,

# >> sender: e,

# >> critique: t,

# >> location: n

# >> };

# >> if (this.\_upsellLinkFromListener = void 0,

# >> this.emitAndEvaluate(r),

# >> this.\_upsellLinkFromListener)

# >> Object(f.a)(this.\_upsellLinkFromListener),

# >> this.\_upsellLinkFromListener = void 0;

# >> else {

# >> const n = this.getSenderPath(e, t);

# >> Object(f.a)(this.\_hostSettings.upsellLink, n)

# >> }

# >> }

# >> getSenderPath(e, t) {

# >> return e === b.c.ShowCritiqueCallout ? (null == t ? void 0 : t.priority) === d.c.High ? "callout/sp" : (null == t ? void 0 : t.priority) === d.c.Medium ? "callout/gr" : "" : e === b.c.SettingsPage ? "settings" : ""

# >> }

# >> }

# >> ;

# >> y = Object(r.c)([Object(i.a)(), Object(r.f)(0, Object(o.a)(u.a)), Object(r.f)(1, Object(o.a)(c.a)), Object(r.f)(2, Object(o.a)(l.a)), Object(r.f)(3, Object(o.a)(g.b)), Object(r.f)(4, Object(o.a)(m.a))], y)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "b", (function() {

# >> return y

# >> }

# >> )),

# >> n.d(t, "a", (function() {

# >> return C

# >> }

# >> ));

# >> var r, i = n(1), o = n(8), a = n(10), s = n(5), l = n(24), c = n(48), u = n(49), d = n(6), f = n(89), h = n(262), p = n(116), g = n(50);

# >> let m = r = class {

# >> constructor(e, t, n, r, i, o) {

# >> this.\_logger = e,

# >> this.\_safeWindow = t,

# >> this.\_eventName = n,

# >> this.\_performanceApiGarbageCollectorIntervalInMs = r,

# >> this.\_logToTelemetry = i,

# >> this.\_onTimeout = o,

# >> this.\_performanceMarksInGarbageCollection = [],

# >> this.\_measuresNames = new Map,

# >> this.\_performanceMarksInGCCorrelationKeysHistory = new Map

# >> }

# >> startEntry(e, t, n) {

# >> const [r] = this.\_getPerformanceEntryNames(e);

# >> let i = window.performance.mark(r);

# >> if (void 0 === i) {

# >> const e = window.performance.getEntriesByName(r);

# >> if (1 !== e.length)

# >> return void this.\_logger.logEvent(541099735, p.a.TelemetryError, g.a.Error, "Unable to find performance entry by name: " + r, l.a.SamplingPolicy.CriticalExperimentation);

# >> i = e[0]

# >> }

# >> this.\_performanceMarksInGarbageCollection.push(i),

# >> t && this.\_performanceMarksInGCCorrelationKeysHistory.set(i.name, {

# >> correlationKeys: t,

# >> customData: n

# >> }),

# >> this.\_scheduleGarbageCollection(!1)

# >> }

# >> \_getPerformanceEntryNames(e, t=this.\_eventName) {

# >> const n = `${t}-${e}`;

# >> return [e, `${n}--${r.END\_SUFFIX}`, n]

# >> }

# >> addMeasure(e, t) {

# >> const [n,r,i] = this.\_getPerformanceEntryNames(e, t);

# >> if (0 !== window.performance.getEntriesByName(n).length)

# >> try {

# >> window.performance.mark(r),

# >> window.performance.measure(i, n, r),

# >> this.\_measuresNames.set(e, [...this.\_measuresNames.get(e) || [], {

# >> name: t,

# >> duration: window.performance.getEntriesByName(i)[0].duration

# >> }]),

# >> window.performance.clearMarks(r),

# >> window.performance.clearMeasures(i)

# >> } catch (e) {

# >> this.\_logger.logEvent(523646680, p.a.TelemetryError, g.a.Error, "Error while adding a checkpoint measure to a telemetry entry, error: " + e, l.a.SamplingPolicy.CriticalExperimentation)

# >> }

# >> }

# >> commitEntry(e, t=this.\_eventName, n) {

# >> const [r,i,o] = this.\_getPerformanceEntryNames(e, t)

# >> , a = window.performance.getEntriesByName(r);

# >> if (0 !== a.length)

# >> try {

# >> window.performance.mark(i),

# >> window.performance.measure(o, r, i),

# >> this.\_measuresNames.set(e, [...this.\_measuresNames.get(e) || [], {

# >> name: t,

# >> duration: window.performance.getEntriesByName(o)[0].duration

# >> }]);

# >> const s = this.\_performanceMarksInGCCorrelationKeysHistory.get(r);

# >> this.\_logToTelemetry(this.\_measuresNames.get(e) || [], null == s ? void 0 : s.correlationKeys, null == s ? void 0 : s.customData, n),

# >> window.performance.clearMarks(r),

# >> window.performance.clearMarks(i),

# >> window.performance.clearMeasures(o),

# >> this.\_measuresNames.delete(e),

# >> this.\_removeGCTracedPerformanceMark(a[0])

# >> } catch (e) {

# >> this.\_logger.logEvent(521417349, p.a.TelemetryError, g.a.Error, "Error while commiting a telemetry entry, error: " + e, l.a.SamplingPolicy.CriticalExperimentation)

# >> }

# >> }

# >> setOnTimeout(e) {

# >> this.\_onTimeout = e

# >> }

# >> \_clearAndReschedule(e) {

# >> const t = Date.now()

# >> , n = []

# >> , r = this.\_performanceMarksInGarbageCollection.filter(r=>{

# >> const i = window.performance.timeOrigin + r.startTime;

# >> if (e && !e.didTimeout && 0 === e.timeRemaining() || t - i < this.\_performanceApiGarbageCollectorIntervalInMs)

# >> return !0;

# >> if (this.\_onTimeout) {

# >> const e = this.\_performanceMarksInGCCorrelationKeysHistory.get(r.name) || {};

# >> e.isTimeout = !0,

# >> this.\_onTimeout(e.logicalId, e)

# >> }

# >> return n.push(r),

# >> window.performance.clearMarks(r.name),

# >> window.performance.clearMeasures(r.name),

# >> this.\_measuresNames.delete(r.name),

# >> !1

# >> }

# >> );

# >> for (const e of n)

# >> this.\_removeGCTracedPerformanceMark(e);

# >> this.\_garbageCollectionScheduler = void 0,

# >> r.length > 0 && this.\_scheduleGarbageCollection(!0)

# >> }

# >> \_removeGCTracedPerformanceMark(e) {

# >> const t = this.\_performanceMarksInGarbageCollection.indexOf(e);

# >> t >= 0 && this.\_performanceMarksInGarbageCollection.splice(t, 1),

# >> this.\_performanceMarksInGCCorrelationKeysHistory.has(e.name) && this.\_performanceMarksInGCCorrelationKeysHistory.delete(e.name)

# >> }

# >> \_scheduleGarbageCollection(e) {

# >> this.\_garbageCollectionScheduler || (!e && "requestIdleCallback"in window ? this.\_garbageCollectionScheduler = this.\_safeWindow.requestIdleCallback(e=>this.\_clearAndReschedule(e), this.\_performanceApiGarbageCollectorIntervalInMs) : this.\_garbageCollectionScheduler = window.setTimeout(()=>{

# >> this.\_clearAndReschedule()

# >> }

# >> , this.\_performanceApiGarbageCollectorIntervalInMs))

# >> }

# >> }

# >> ;

# >> m.END\_SUFFIX = "end",

# >> m = r = Object(i.c)([Object(a.a)()], m);

# >> var b = n(381)

# >> , v = n(44);

# >> const y = Object(o.a)("IE2eMetric");

# >> let C = class {

# >> constructor(e, t, n, r) {

# >> var i;

# >> this.\_logger = e,

# >> this.\_hostSettings = t,

# >> this.\_proofingStore = n,

# >> this.\_eventName = "End2EndTelemetry",

# >> this.\_alEventName = "IsAL",

# >> this.\_performanceApiGarbageCollectorIntervalInMs = 1e4,

# >> this.\_logToTelemetry = e=>{

# >> const t = this.\_logger.getNewActivity(this.\_eventName, l.a.SamplingPolicy.CriticalExperimentation);

# >> if (!t)

# >> return;

# >> e.forEach(e=>{

# >> t.dataFields.push(Object(v.a)(e.name, e.duration, void 0, l.a.DataFieldType.Double.valueOf()))

# >> }

# >> ),

# >> t.dataFields.push(Object(v.a)(this.\_alEventName, this.\_isAlEnabled));

# >> const n = this.\_proofingStore.getCachedEntry(d.a.ProofingLanguages).storeEntryValue;

# >> t.dataFields.push(Object(v.a)(b.a.NumProofingLanguages, n.length)),

# >> t.success = !0,

# >> t.endNow()

# >> }

# >> ,

# >> this.\_isAlEnabled = !0 === this.\_hostSettings.enableOrchestration && !0 === (null === (i = this.\_hostSettings.orchestratorSettings) || void 0 === i ? void 0 : i.enableAugLoop),

# >> this.metric = new m(e,r,this.\_eventName,this.\_performanceApiGarbageCollectorIntervalInMs,this.\_logToTelemetry)

# >> }

# >> startEntry(e) {

# >> this.\_hostSettings.enableE2eMetric && this.metric.startEntry(e)

# >> }

# >> addMeasure(e, t) {

# >> this.\_hostSettings.enableE2eMetric && this.metric.addMeasure(e, t)

# >> }

# >> commitEntry(e, t=this.\_eventName) {

# >> this.\_hostSettings.enableE2eMetric && this.metric.commitEntry(e, t)

# >> }

# >> setOnTimeout(e) {

# >> this.metric.setOnTimeout(e)

# >> }

# >> }

# >> ;

# >> C = Object(i.c)([Object(a.a)(), Object(i.f)(0, Object(s.a)(u.a)), Object(i.f)(1, Object(s.a)(c.a)), Object(i.f)(2, Object(s.a)(f.a)), Object(i.f)(3, Object(s.a)(h.a))], C)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return v

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(298)

# >> , o = n(242)

# >> , a = n(70)

# >> , s = function() {

# >> return 1e3 \* Date.now()

# >> };

# >> "object" == typeof window && "object" == typeof window.performance && "now"in window.performance && (s = function() {

# >> return 1e3 \* Math.floor(window.performance.now())

# >> }

# >> );

# >> var l = function(e) {

# >> var t, n = s(), r = Object(i.b)(e.telemetryEvent);

# >> return {

# >> cv: e.parentCv.getNext(),

# >> eventName: e.telemetryEvent.eventName,

# >> dataFields: r.dataFields,

# >> eventFlags: r.eventFlags,

# >> telemetryProperties: r.telemetryProperties,

# >> createChildActivity: function(t) {

# >> return l({

# >> telemetryEvent: t,

# >> sendTelemetryEvent: e.sendTelemetryEvent,

# >> parentCv: this.cv

# >> })

# >> },

# >> setResult: function(e, t, n) {

# >> this.result = {

# >> code: e,

# >> type: t,

# >> tag: n

# >> }

# >> },

# >> endNow: function() {

# >> if (!t) {

# >> void 0 === this.success && void 0 === this.result && Object(a.b)(1, 0, (function() {

# >> return "Activity does not have success or result set"

# >> }

# >> ));

# >> var r = s();

# >> t = !0;

# >> var i = {

# >> duration: r - n,

# >> count: 1,

# >> aggMode: 0,

# >> cV: this.cv.value,

# >> success: this.success,

# >> result: this.result

# >> }

# >> , l = this.eventContract && this.eventContract.dataFields ? this.eventContract.dataFields : [];

# >> return l.push.apply(l, o.a.getFields(i)),

# >> this.eventContract = {

# >> name: o.a.contractName,

# >> dataFields: l

# >> },

# >> e.sendTelemetryEvent(this)

# >> }

# >> Object(a.b)(0, 0, (function() {

# >> return "Already ended"

# >> }

# >> ))

# >> }

# >> }

# >> }

# >> , c = n(20)

# >> , u = function(e) {

# >> var t = [];

# >> return t.push(Object(c.c)("".concat("Error", ".ErrorGroup"), e.errorGroup)),

# >> t.push(Object(c.b)("".concat("Error", ".Tag"), e.tag)),

# >> void 0 !== e.code && t.push(Object(c.b)("".concat("Error", ".Code"), e.code)),

# >> void 0 !== e.id && t.push(Object(c.b)("".concat("Error", ".Id"), e.id)),

# >> void 0 !== e.count && t.push(Object(c.b)("".concat("Error", ".Count"), e.count)),

# >> t

# >> }

# >> , d = n(432)

# >> , f = function(e) {

# >> function t(t, n, r) {

# >> var i = e.call(this, t, n, r) || this;

# >> return i.baseCv = Object(d.b)(),

# >> i

# >> }

# >> return Object(r.d)(t, e),

# >> t.prototype.createActivity = function(e) {

# >> return l({

# >> sendTelemetryEvent: this.sendTelemetryEvent.bind(this),

# >> telemetryEvent: e,

# >> parentCv: this.baseCv

# >> })

# >> }

# >> ,

# >> t.prototype.sendActivity = function(e, t, n, r) {

# >> return this.sendTelemetryEvent({

# >> eventName: e,

# >> eventContract: {

# >> name: o.a.contractName,

# >> dataFields: o.a.getFields(t)

# >> },

# >> dataFields: n,

# >> eventFlags: r

# >> })

# >> }

# >> ,

# >> t.prototype.sendError = function(e) {

# >> var t = u(e.error);

# >> return null != e.dataFields && t.push.apply(t, e.dataFields),

# >> this.sendTelemetryEvent({

# >> eventName: e.eventName,

# >> dataFields: t,

# >> eventFlags: e.eventFlags

# >> })

# >> }

# >> ,

# >> t.prototype.createCustomerContentActivity = function(e) {

# >> return l({

# >> sendTelemetryEvent: this.sendCustomerContent.bind(this),

# >> telemetryEvent: e,

# >> parentCv: this.baseCv

# >> })

# >> }

# >> ,

# >> t

# >> }(i.a)

# >> , h = n(24)

# >> , p = n(386)

# >> , g = n(278)

# >> , m = n(50)

# >> , b = n(253);

# >> class v {

# >> constructor(e, t, n=!1, r=new f) {

# >> this.kpisEnabled = n,

# >> this.\_oTelTelemetryLogger = r;

# >> const {logGroupName: i, tenant: o} = e

# >> , {tenantName: a, ariaTenantToken: s, nexusTenantToken: l} = o;

# >> this.\_logGroupName = i,

# >> this.\_oTelTelemetryLogger.addSink(t),

# >> this.\_oTelTelemetryLogger.setTenantToken("Office." + a, s, l),

# >> this.\_namespace = `Office.${a}.${i}`

# >> }

# >> logEvent(e, t, n, r, i, o, a, s, l) {

# >> const u = n === g.a.Undefined ? t : `${n}.${t}`;

# >> if (r === m.a.Debug)

# >> return;

# >> const d = [Object(c.b)("Tag", e), Object(c.b)("Level", r)];

# >> i && d.push(Object(c.c)(null != l ? l : "Data", Object(b.a)(i))),

# >> d.forEach(e=>e.classification = h.a.DataClassification.SystemMetadata),

# >> this.uploadEvent(u, d, null != o ? o : v.DEFAULT\_SAMPLING\_POLICY, null != a ? a : v.DEFAULT\_DIAGNOSTIC\_LEVEL, null != s ? s : v.DEFAULT\_DATA\_CATEGORIES)

# >> }

# >> logKpi(e, t, n, r, i) {

# >> if (!this.kpisEnabled)

# >> return;

# >> const o = "KPIs." + e

# >> , a = [Object(c.c)("Entity\_Id", t), Object(c.a)("IsPremium", r)];

# >> i && a.push(Object(c.c)("Data", JSON.stringify(i))),

# >> a.forEach(e=>e.classification = h.a.DataClassification.SystemMetadata);

# >> const s = p.a.Office.System.Funnel.getFields("Funnel", {

# >> name: this.\_logGroupName,

# >> state: n

# >> });

# >> a.push(...s),

# >> this.uploadEvent(o, a, h.a.SamplingPolicy.CriticalUsage, h.a.DiagnosticLevel.RequiredServiceData, h.a.DataCategories.ProductServiceUsage)

# >> }

# >> logStandaloneMetric(e, t, n, r, i=[]) {

# >> const o = null != t ? t : v.DEFAULT\_SAMPLING\_POLICY

# >> , a = null != n ? n : v.DEFAULT\_DIAGNOSTIC\_LEVEL

# >> , s = null != r ? r : v.DEFAULT\_DATA\_CATEGORIES;

# >> this.uploadEvent(e, i, o, a, s)

# >> }

# >> createActivity(e, t, n) {

# >> const r = t ? `${t}.${e}` : e;

# >> return this.\_oTelTelemetryLogger.createActivity({

# >> eventName: this.getFullEventName(r),

# >> eventFlags: null != n ? n : {

# >> dataCategories: h.a.DataCategories.ProductServiceUsage

# >> }

# >> })

# >> }

# >> uploadEvent(e, t, n, r, i) {

# >> const o = this.getFullEventName(e);

# >> this.\_oTelTelemetryLogger.sendTelemetryEvent({

# >> eventName: o,

# >> dataFields: t,

# >> eventFlags: {

# >> dataCategories: i,

# >> diagnosticLevel: r,

# >> costPriority: h.a.CostPriority.Normal,

# >> persistencePriority: h.a.PersistencePriority.Normal,

# >> samplingPolicy: n

# >> }

# >> })

# >> }

# >> getFullEventName(e) {

# >> return this.capitalize(`${this.\_namespace}.${e}`)

# >> }

# >> capitalize(e) {

# >> return e.split(".").map(this.capitalizeWord).join(".")

# >> }

# >> capitalizeWord(e) {

# >> return e.charAt(0).toUpperCase() + e.slice(1)

# >> }

# >> }

# >> v.DEFAULT\_SAMPLING\_POLICY = h.a.SamplingPolicy.Measure,

# >> v.DEFAULT\_DIAGNOSTIC\_LEVEL = h.a.DiagnosticLevel.RequiredServiceData,

# >> v.DEFAULT\_DATA\_CATEGORIES = h.a.DataCategories.ProductServiceUsage

# >> }

# >> , , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return r

# >> }

# >> ));

# >> const r = {

# >> durationUltraFast: "50ms",

# >> durationFaster: "100ms",

# >> durationFast: "150ms",

# >> durationNormal: "200ms",

# >> durationGentle: "250ms",

# >> durationSlow: "300ms",

# >> durationSlower: "400ms",

# >> durationUltraSlow: "500ms"

# >> }

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return r

# >> }

# >> ));

# >> const r = {

# >> curveAccelerateMax: "cubic-bezier(0.9,0.1,1,0.2)",

# >> curveAccelerateMid: "cubic-bezier(1,0,1,1)",

# >> curveAccelerateMin: "cubic-bezier(0.8,0,0.78,1)",

# >> curveDecelerateMax: "cubic-bezier(0.1,0.9,0.2,1)",

# >> curveDecelerateMid: "cubic-bezier(0,0,0,1)",

# >> curveDecelerateMin: "cubic-bezier(0.33,0,0.1,1)",

# >> curveEasyEaseMax: "cubic-bezier(0.8,0,0.2,1)",

# >> curveEasyEase: "cubic-bezier(0.33,0,0.67,1)",

# >> curveLinear: "cubic-bezier(0,0,1,1)"

# >> }

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "b", (function() {

# >> return r

# >> }

# >> )),

# >> n.d(t, "a", (function() {

# >> return i

# >> }

# >> ));

# >> const r = {

# >> 10: "#061724",

# >> 20: "#082338",

# >> 30: "#0a2e4a",

# >> 40: "#0c3b5e",

# >> 50: "#0e4775",

# >> 60: "#0f548c",

# >> 70: "#115ea3",

# >> 80: "#0f6cbd",

# >> 90: "#2886de",

# >> 100: "#479ef5",

# >> 110: "#62abf5",

# >> 120: "#77b7f7",

# >> 130: "#96c6fa",

# >> 140: "#b4d6fa",

# >> 150: "#cfe4fa",

# >> 160: "#ebf3fc"

# >> }

# >> , i = {

# >> 10: "#2b2b40",

# >> 20: "#2f2f4a",

# >> 30: "#333357",

# >> 40: "#383966",

# >> 50: "#3d3e78",

# >> 60: "#444791",

# >> 70: "#4f52b2",

# >> 80: "#5b5fc7",

# >> 90: "#7579eb",

# >> 100: "#7f85f5",

# >> 110: "#9299f7",

# >> 120: "#aab1fa",

# >> 130: "#b6bcfa",

# >> 140: "#c5cbfa",

# >> 150: "#dce0fa",

# >> 160: "#e8ebfa"

# >> }

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return h

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(6)

# >> , o = n(69)

# >> , a = n(89)

# >> , s = n(315)

# >> , l = n(77)

# >> , c = n(10)

# >> , u = n(5)

# >> , d = n(95)

# >> , f = n(219);

# >> let h = class {

# >> constructor(e, t, n, r) {

# >> this.\_featureFlagsReader = e,

# >> this.\_proofingPersistedStore = t,

# >> this.\_settingsEmitter = n,

# >> this.\_pageContextReceiver = r,

# >> this.\_supportedWebsites = ["www.linkedin.com", "medium.com", "www.notion.so"],

# >> this.\_supportedWebsitesSpecialHandling = ["www.facebook.com", "twitter.com"],

# >> this.\_supportedWebsitesPartial = [".substack.com"],

# >> this.\_isCopywriterToggleEnabled = !0,

# >> this.\_isCopywriterPopupToggleEnabled = !0,

# >> this.\_isURLUserDisabled = !1,

# >> this.\_isInitialized = !1,

# >> this.\_updateCopywriterToggleEnabledValue = e=>{

# >> var t;

# >> this.\_isCopywriterToggleEnabled = null !== (t = f.a.parseToggleValueFromSettingsEvent(e)) && void 0 !== t ? t : this.\_isCopywriterToggleEnabled

# >> }

# >> ,

# >> this.onContextChanged = e=>{

# >> if (!e.runtimeOnOffState)

# >> return;

# >> const t = `${window.location.protocol}//${window.location.hostname}`;

# >> this.\_isURLUserDisabled = e.runtimeOnOffState.userExcludedUrls.includes(t)

# >> }

# >> }

# >> async initialize() {

# >> var e, t;

# >> this.\_isInitialized || (this.\_isCopywriterToggleEnabled = null !== (e = f.a.parseToggleValue(await this.\_proofingPersistedStore.read(i.a.OverriddenInlineEditingSettings))) && void 0 !== e ? e : this.\_isCopywriterToggleEnabled,

# >> this.\_isCopywriterPopupToggleEnabled = await this.\_proofingPersistedStore.read(i.a.EnableCopilotRewrite),

# >> this.\_settingsEmitter.on(i.a.OverriddenInlineEditingSettings, this.\_updateCopywriterToggleEnabledValue),

# >> this.\_settingsEmitter.on(i.a.EnableCopilotRewrite, e=>{

# >> this.\_isCopywriterPopupToggleEnabled = "true" === JSON.parse(e).value

# >> }

# >> ),

# >> null === (t = this.\_pageContextReceiver) || void 0 === t || t.on("contextChangedEvent", this.onContextChanged)),

# >> this.\_isInitialized = !0

# >> }

# >> shutDown() {}

# >> check() {

# >> return this.\_featureFlagsReader.flags.enableCopywriter && this.\_isCopywriterToggleEnabled && this.\_isCopywriterPopupToggleEnabled && !this.\_isURLUserDisabled

# >> }

# >> isUrlSupported() {

# >> return this.\_supportedWebsites.concat(this.\_supportedWebsitesSpecialHandling).includes(window.location.hostname) || this.\_supportedWebsitesPartial.some(e=>window.location.hostname.endsWith(e))

# >> }

# >> shouldUseDispachEvent() {

# >> return this.\_supportedWebsitesSpecialHandling.includes(window.location.hostname)

# >> }

# >> }

# >> ;

# >> h = Object(r.c)([Object(c.a)(), Object(r.f)(0, Object(u.a)(o.a)), Object(r.f)(1, Object(u.a)(a.a)), Object(r.f)(2, Object(u.a)(l.a)), Object(r.f)(3, Object(u.a)(s.a)), Object(r.f)(3, Object(d.a)())], h)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return f

# >> }

# >> )),

# >> n.d(t, "b", (function() {

# >> return h

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(10)

# >> , o = n(5)

# >> , a = n(3)

# >> , s = n(122)

# >> , l = n(8)

# >> , c = n(369);

# >> function u(e, t, n, r, i, o, a) {

# >> try {

# >> var s = e[o](a)

# >> , l = s.value

# >> } catch (e) {

# >> return void n(e)

# >> }

# >> s.done ? t(l) : Promise.resolve(l).then(r, i)

# >> }

# >> function d(e, t) {

# >> var n, r, i, o, a = {

# >> label: 0,

# >> sent: function() {

# >> if (1 & i[0])

# >> throw i[1];

# >> return i[1]

# >> },

# >> trys: [],

# >> ops: []

# >> };

# >> return o = {

# >> next: s(0),

# >> throw: s(1),

# >> return: s(2)

# >> },

# >> "function" == typeof Symbol && (o[Symbol.iterator] = function() {

# >> return this

# >> }

# >> ),

# >> o;

# >> function s(o) {

# >> return function(s) {

# >> return function(o) {

# >> if (n)

# >> throw new TypeError("Generator is already executing.");

# >> for (; a; )

# >> try {

# >> if (n = 1,

# >> r && (i = 2 & o[0] ? r.return : o[0] ? r.throw || ((i = r.return) && i.call(r),

# >> 0) : r.next) && !(i = i.call(r, o[1])).done)

# >> return i;

# >> switch (r = 0,

# >> i && (o = [2 & o[0], i.value]),

# >> o[0]) {

# >> case 0:

# >> case 1:

# >> i = o;

# >> break;

# >> case 4:

# >> return a.label++,

# >> {

# >> value: o[1],

# >> done: !1

# >> };

# >> case 5:

# >> a.label++,

# >> r = o[1],

# >> o = [0];

# >> continue;

# >> case 7:

# >> o = a.ops.pop(),

# >> a.trys.pop();

# >> continue;

# >> default:

# >> if (!(i = a.trys,

# >> (i = i.length > 0 && i[i.length - 1]) || 6 !== o[0] && 2 !== o[0])) {

# >> a = 0;

# >> continue

# >> }

# >> if (3 === o[0] && (!i || o[1] > i[0] && o[1] < i[3])) {

# >> a.label = o[1];

# >> break

# >> }

# >> if (6 === o[0] && a.label < i[1]) {

# >> a.label = i[1],

# >> i = o;

# >> break

# >> }

# >> if (i && a.label < i[2]) {

# >> a.label = i[2],

# >> a.ops.push(o);

# >> break

# >> }

# >> i[2] && a.ops.pop(),

# >> a.trys.pop();

# >> continue

# >> }

# >> o = t.call(e, a)

# >> } catch (e) {

# >> o = [6, e],

# >> r = 0

# >> } finally {

# >> n = i = 0

# >> }

# >> if (5 & o[0])

# >> throw o[1];

# >> return {

# >> value: o[0] ? o[1] : void 0,

# >> done: !0

# >> }

# >> }([o, s])

# >> }

# >> }

# >> }

# >> var f = Object(l.a)("INotificationsContainerStateStore")

# >> , h = function e(t) {

# >> var n = this;

# >> !function(e, t) {

# >> if (!(e instanceof t))

# >> throw new TypeError("Cannot call a class as a function")

# >> }(this, e),

# >> Object.defineProperty(this, "notificationStateStoreFactory", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: t

# >> }),

# >> Object.defineProperty(this, "notifications", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: new Map

# >> });

# >> var r, i, o = this;

# >> Object.defineProperty(this, "addNotification", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: (r = function(e) {

# >> return d(this, (function(t) {

# >> return o.notifications.set(e.id, e),

# >> [2]

# >> }

# >> ))

# >> }

# >> ,

# >> i = function() {

# >> var e = this

# >> , t = arguments;

# >> return new Promise((function(n, i) {

# >> var o = r.apply(e, t);

# >> function a(e) {

# >> u(o, n, i, a, s, "next", e)

# >> }

# >> function s(e) {

# >> u(o, n, i, a, s, "throw", e)

# >> }

# >> a(void 0)

# >> }

# >> ))

# >> }

# >> ,

# >> function(e) {

# >> return i.apply(this, arguments)

# >> }

# >> )

# >> }),

# >> Object.defineProperty(this, "onDismissed", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> n.notifications.has(e.id) && (e.onDismiss(),

# >> n.notifications.delete(e.id))

# >> }

# >> }),

# >> Object.defineProperty(this, "onButtonClicked", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e, t) {

# >> var r = n.notifications.get(e);

# >> r && (n.notifications.delete(r.id),

# >> t.onClick())

# >> }

# >> }),

# >> Object(s.a)(this)

# >> };

# >> Object(r.c)([a.observable, Object(r.e)("design:type", Map)], h.prototype, "notifications", void 0),

# >> Object(r.c)([a.action, Object(r.e)("design:type", Object)], h.prototype, "addNotification", void 0),

# >> Object(r.c)([a.action, Object(r.e)("design:type", Object)], h.prototype, "onDismissed", void 0),

# >> Object(r.c)([a.action, Object(r.e)("design:type", Object)], h.prototype, "onButtonClicked", void 0),

# >> h = Object(r.c)([Object(i.a)(), Object(r.f)(0, Object(o.a)(c.b)), Object(r.e)("design:paramtypes", [Function])], h)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> function r(e, t) {

# >> var n, r;

# >> const i = function(e) {

# >> const t = new Set

# >> , n = [];

# >> for (const r of e) {

# >> const e = o(r);

# >> t.has(e) || (t.add(e),

# >> n.push(r))

# >> }

# >> return n

# >> }(e)

# >> , a = []

# >> , s = new Map;

# >> for (const e of t) {

# >> const t = e.split("-")[0]

# >> , r = null !== (n = s.get(t)) && void 0 !== n ? n : [];

# >> r.push(e),

# >> s.set(t, r)

# >> }

# >> for (const e of i)

# >> if (e.languageId) {

# >> const t = e.languageId.split("-")[0]

# >> , n = null !== (r = s.get(t)) && void 0 !== r ? r : [];

# >> for (const t of n)

# >> a.push(Object.assign(Object.assign({}, e), {

# >> languageId: t

# >> }))

# >> } else

# >> a.push(e);

# >> return a

# >> }

# >> function i(e, t) {

# >> const n = []

# >> , r = new Map;

# >> for (const e of t) {

# >> const t = o(e);

# >> r.has(t) || r.set(t, e.value)

# >> }

# >> for (const t of e)

# >> t.value !== r.get(o(t)) && n.push(t);

# >> return n

# >> }

# >> function o(e) {

# >> var t, n;

# >> const r = null !== (n = null === (t = e.languageId) || void 0 === t ? void 0 : t.split("-")[0]) && void 0 !== n ? n : "";

# >> return e.id + r

# >> }

# >> n.d(t, "a", (function() {

# >> return r

# >> }

# >> )),

# >> n.d(t, "b", (function() {

# >> return i

# >> }

# >> ))

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "b", (function() {

# >> return ne

# >> }

# >> )),

# >> n.d(t, "a", (function() {

# >> return re

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(10)

# >> , o = n(5)

# >> , a = n(95)

# >> , s = n(3)

# >> , l = n(145)

# >> , c = n(157)

# >> , u = n(132)

# >> , d = n(110)

# >> , f = n(100)

# >> , h = n(182)

# >> , p = n(166)

# >> , g = n(69)

# >> , m = n(73)

# >> , b = n(49)

# >> , v = n(462)

# >> , y = n(75)

# >> , C = n(474)

# >> , S = n(316)

# >> , O = n(581)

# >> , w = n(688)

# >> , \_ = n(439)

# >> , I = n(292)

# >> , E = n(66)

# >> , j = n(689)

# >> , x = n(690)

# >> , k = n(122)

# >> , T = n(8)

# >> , L = n(24)

# >> , A = n(113)

# >> , P = n(71)

# >> , N = n(33)

# >> , F = n(25)

# >> , R = n(398)

# >> , D = n(64)

# >> , M = n(433)

# >> , B = n(162)

# >> , z = n(436)

# >> , q = n(365)

# >> , H = n(102)

# >> , U = n(401)

# >> , V = n(54)

# >> , W = n(349)

# >> , Z = n(106)

# >> , G = n(165);

# >> function K(e, t) {

# >> (null == t || t > e.length) && (t = e.length);

# >> for (var n = 0, r = new Array(t); n < t; n++)

# >> r[n] = e[n];

# >> return r

# >> }

# >> function $(e, t, n, r, i, o, a) {

# >> try {

# >> var s = e[o](a)

# >> , l = s.value

# >> } catch (e) {

# >> return void n(e)

# >> }

# >> s.done ? t(l) : Promise.resolve(l).then(r, i)

# >> }

# >> function Q(e) {

# >> return function() {

# >> var t = this

# >> , n = arguments;

# >> return new Promise((function(r, i) {

# >> var o = e.apply(t, n);

# >> function a(e) {

# >> $(o, r, i, a, s, "next", e)

# >> }

# >> function s(e) {

# >> $(o, r, i, a, s, "throw", e)

# >> }

# >> a(void 0)

# >> }

# >> ))

# >> }

# >> }

# >> function X(e, t) {

# >> for (var n = 0; n < t.length; n++) {

# >> var r = t[n];

# >> r.enumerable = r.enumerable || !1,

# >> r.configurable = !0,

# >> "value"in r && (r.writable = !0),

# >> Object.defineProperty(e, r.key, r)

# >> }

# >> }

# >> function J(e, t) {

# >> return function(e) {

# >> if (Array.isArray(e))

# >> return e

# >> }(e) || function(e, t) {

# >> var n = null == e ? null : "undefined" != typeof Symbol && e[Symbol.iterator] || e["@@iterator"];

# >> if (null != n) {

# >> var r, i, o = [], a = !0, s = !1;

# >> try {

# >> for (n = n.call(e); !(a = (r = n.next()).done) && (o.push(r.value),

# >> !t || o.length !== t); a = !0)

# >> ;

# >> } catch (e) {

# >> s = !0,

# >> i = e

# >> } finally {

# >> try {

# >> a || null == n.return || n.return()

# >> } finally {

# >> if (s)

# >> throw i

# >> }

# >> }

# >> return o

# >> }

# >> }(e, t) || ee(e, t) || function() {

# >> throw new TypeError("Invalid attempt to destructure non-iterable instance.\\nIn order to be iterable, non-array objects must have a [Symbol.iterator]() method.")

# >> }()

# >> }

# >> function Y(e) {

# >> return function(e) {

# >> if (Array.isArray(e))

# >> return K(e)

# >> }(e) || function(e) {

# >> if ("undefined" != typeof Symbol && null != e[Symbol.iterator] || null != e["@@iterator"])

# >> return Array.from(e)

# >> }(e) || ee(e) || function() {

# >> throw new TypeError("Invalid attempt to spread non-iterable instance.\\nIn order to be iterable, non-array objects must have a [Symbol.iterator]() method.")

# >> }()

# >> }

# >> function ee(e, t) {

# >> if (e) {

# >> if ("string" == typeof e)

# >> return K(e, t);

# >> var n = Object.prototype.toString.call(e).slice(8, -1);

# >> return "Object" === n && e.constructor && (n = e.constructor.name),

# >> "Map" === n || "Set" === n ? Array.from(n) : "Arguments" === n || /^(?:Ui|I)nt(?:8|16|32)(?:Clamped)?Array$/.test(n) ? K(e, t) : void 0

# >> }

# >> }

# >> function te(e, t) {

# >> var n, r, i, o, a = {

# >> label: 0,

# >> sent: function() {

# >> if (1 & i[0])

# >> throw i[1];

# >> return i[1]

# >> },

# >> trys: [],

# >> ops: []

# >> };

# >> return o = {

# >> next: s(0),

# >> throw: s(1),

# >> return: s(2)

# >> },

# >> "function" == typeof Symbol && (o[Symbol.iterator] = function() {

# >> return this

# >> }

# >> ),

# >> o;

# >> function s(o) {

# >> return function(s) {

# >> return function(o) {

# >> if (n)

# >> throw new TypeError("Generator is already executing.");

# >> for (; a; )

# >> try {

# >> if (n = 1,

# >> r && (i = 2 & o[0] ? r.return : o[0] ? r.throw || ((i = r.return) && i.call(r),

# >> 0) : r.next) && !(i = i.call(r, o[1])).done)

# >> return i;

# >> switch (r = 0,

# >> i && (o = [2 & o[0], i.value]),

# >> o[0]) {

# >> case 0:

# >> case 1:

# >> i = o;

# >> break;

# >> case 4:

# >> return a.label++,

# >> {

# >> value: o[1],

# >> done: !1

# >> };

# >> case 5:

# >> a.label++,

# >> r = o[1],

# >> o = [0];

# >> continue;

# >> case 7:

# >> o = a.ops.pop(),

# >> a.trys.pop();

# >> continue;

# >> default:

# >> if (!(i = a.trys,

# >> (i = i.length > 0 && i[i.length - 1]) || 6 !== o[0] && 2 !== o[0])) {

# >> a = 0;

# >> continue

# >> }

# >> if (3 === o[0] && (!i || o[1] > i[0] && o[1] < i[3])) {

# >> a.label = o[1];

# >> break

# >> }

# >> if (6 === o[0] && a.label < i[1]) {

# >> a.label = i[1],

# >> i = o;

# >> break

# >> }

# >> if (i && a.label < i[2]) {

# >> a.label = i[2],

# >> a.ops.push(o);

# >> break

# >> }

# >> i[2] && a.ops.pop(),

# >> a.trys.pop();

# >> continue

# >> }

# >> o = t.call(e, a)

# >> } catch (e) {

# >> o = [6, e],

# >> r = 0

# >> } finally {

# >> n = i = 0

# >> }

# >> if (5 & o[0])

# >> throw o[1];

# >> return {

# >> value: o[0] ? o[1] : void 0,

# >> done: !0

# >> }

# >> }([o, s])

# >> }

# >> }

# >> }

# >> var ne = Object(T.a)("IAppStateStore")

# >> , re = function() {

# >> function e(t, n, r, i, o, a, h, p, g, m, b, v, S, O, w, \_, I, E, j, x, T, A, P, R, D) {

# >> var M = this;

# >> !function(e, t) {

# >> if (!(e instanceof t))

# >> throw new TypeError("Cannot call a class as a function")

# >> }(this, e),

# >> Object.defineProperty(this, "proofingEventListener", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: t

# >> }),

# >> Object.defineProperty(this, "squigglerStateStoreFactory", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: n

# >> }),

# >> Object.defineProperty(this, "inputControlsStateStoreFactory", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: r

# >> }),

# >> Object.defineProperty(this, "\_calloutStateStore", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: i

# >> }),

# >> Object.defineProperty(this, "\_focusManager", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: o

# >> }),

# >> Object.defineProperty(this, "settings", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: a

# >> }),

# >> Object.defineProperty(this, "guidGenerator", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: h

# >> }),

# >> Object.defineProperty(this, "squiggleTooltipStateStore", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: p

# >> }),

# >> Object.defineProperty(this, "featureFlagsReader", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: g

# >> }),

# >> Object.defineProperty(this, "scriptDirectionDetector", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: m

# >> }),

# >> Object.defineProperty(this, "\_contentScriptEmitter", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: b

# >> }),

# >> Object.defineProperty(this, "\_announcementsContainerState", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: v

# >> }),

# >> Object.defineProperty(this, "\_ocvStateStoreFactory", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: S

# >> }),

# >> Object.defineProperty(this, "\_notificationsContainerState", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: O

# >> }),

# >> Object.defineProperty(this, "\_notificationEmitter", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: w

# >> }),

# >> Object.defineProperty(this, "\_ariaStatusStateStore", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: \_

# >> }),

# >> Object.defineProperty(this, "\_undoCalloutStateStore", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: I

# >> }),

# >> Object.defineProperty(this, "\_personalizedUndoCalloutStateStore", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: E

# >> }),

# >> Object.defineProperty(this, "\_logger", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: j

# >> }),

# >> Object.defineProperty(this, "\_synonymsHandler", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: T

# >> }),

# >> Object.defineProperty(this, "\_copywriterStore", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: A

# >> }),

# >> Object.defineProperty(this, "\_aiInsertStore", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: P

# >> }),

# >> Object.defineProperty(this, "\_tileContent", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: R

# >> }),

# >> Object.defineProperty(this, "\_proofingDom", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: D

# >> }),

# >> Object.defineProperty(this, "anchorElements", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: new Map

# >> }),

# >> Object.defineProperty(this, "\_loggedAnchorElementClassOnce", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: !1

# >> }),

# >> Object.defineProperty(this, "overLayElement", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: null

# >> }),

# >> Object.defineProperty(this, "squigglers", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: new Map

# >> }),

# >> Object.defineProperty(this, "\_inputControlsProxyList", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: []

# >> }),

# >> Object.defineProperty(this, "\_showFeedback", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: !1

# >> }),

# >> Object.defineProperty(this, "pageHasCritiques", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: !1

# >> }),

# >> Object.defineProperty(this, "showMagicWindow", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: !1

# >> }),

# >> Object.defineProperty(this, "\_ocvFrameProps", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: void 0

# >> }),

# >> Object.defineProperty(this, "\_isOcvFrameVisible", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: !1

# >> }),

# >> Object.defineProperty(this, "setIsOcvFrameVisible", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> M.\_isOcvFrameVisible = e

# >> }

# >> }),

# >> Object.defineProperty(this, "keyUpHandler", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> e.shiftKey && e.altKey && e.ctrlKey && "ArrowDown" === e.key && (M.showMagicWindow = !0)

# >> }

# >> }),

# >> Object.defineProperty(this, "toggleMagicWindow", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> M.showMagicWindow = !M.showMagicWindow

# >> }

# >> }),

# >> Object.defineProperty(this, "createRangeOverIndex", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e, t) {

# >> for (var n = document.createRange(), r = e.childNodes, i = 0, o = 0, a = 0; a < r.length; a++) {

# >> var s = r[a]

# >> , l = s.innerText.length;

# >> if (t >= i && t < o + l) {

# >> var c = s.childNodes[0]

# >> , u = t - i;

# >> n.setStart(c, u),

# >> n.setEnd(c, u);

# >> break

# >> }

# >> o = i = o + l

# >> }

# >> return n

# >> }

# >> }),

# >> Object.defineProperty(this, "updateOverlayRef", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> M.overLayElement = e.current

# >> }

# >> }),

# >> Object.defineProperty(this, "isCaretOrMouseOnSquiggle", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> return Y(M.anchorElements.values()).some((function(e) {

# >> var t, n, r, i = M.squigglers.get(e.id);

# >> return null !== (n = null === (t = null == i ? void 0 : i.squiggler) || void 0 === t ? void 0 : t.mouseHoveredCritiqueId) && void 0 !== n ? n : null === (r = null == i ? void 0 : i.squiggler) || void 0 === r ? void 0 : r.caretHoveredCritiqueId

# >> }

# >> )) || M.calloutStateStore.isVisible

# >> }

# >> }),

# >> Object.defineProperty(this, "initialize", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: Q((function() {

# >> return te(this, (function(e) {

# >> return [2]

# >> }

# >> ))

# >> }

# >> ))

# >> }),

# >> Object.defineProperty(this, "shutDown", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> M.setPageHasCritiques(!1),

# >> M.calloutStateStore.hide(),

# >> M.personalizedUndoCalloutStateStore.hide(),

# >> M.undoCalloutStateStore.hide(),

# >> M.proofingEventListener.off("squiggleDataEvent", M.onCritiqueForUiEvent),

# >> M.\_synonymsHandler.shutDown()

# >> }

# >> }),

# >> Object.defineProperty(this, "setPageHasCritiques", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> M.pageHasCritiques = e

# >> }

# >> }),

# >> Object.defineProperty(this, "clearSquiggles", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e, t, n) {

# >> if (e.removeCritiques(t),

# >> e.isEmpty)

# >> M.anchorElements.delete(t),

# >> M.squigglers.delete(n);

# >> else {

# >> var r = M.squigglers.get(n);

# >> r && (r.proofedItem.critiques = [])

# >> }

# >> }

# >> }),

# >> Object.defineProperty(this, "setSquiggler", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e, t) {

# >> var n, r, i = M.squigglers.get(e), o = {

# >> anchorElement: t.anchorElement,

# >> proofedItem: t.proofedItem,

# >> squiggler: null !== (n = t.squiggler) && void 0 !== n ? n : null == i ? void 0 : i.squiggler,

# >> shadowElement: null !== (r = t.shadowElement) && void 0 !== r ? r : null == i ? void 0 : i.shadowElement

# >> };

# >> M.squigglers.set(e, o)

# >> }

# >> }),

# >> Object.defineProperty(this, "showSquiggleTooltip", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e, t, n, r) {

# >> !M.squiggleTooltipStateStore || M.calloutStateStore.isVisible || M.\_isOcvFrameVisible || M.squiggleTooltipStateStore.show(e, t, n, r)

# >> }

# >> }),

# >> Object.defineProperty(this, "hideSquiggleTooltip", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> var e;

# >> null === (e = M.squiggleTooltipStateStore) || void 0 === e || e.hide()

# >> }

# >> });

# >> var z, q = this;

# >> Object.defineProperty(this, "onShowFeedbackDialog", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: (z = Q((function(e) {

# >> return te(this, (function(t) {

# >> return q.showFeedbackDialog(e.data.isCentered, e.data.audience, e.data.activeSurvey, e.data.seenEvents),

# >> [2]

# >> }

# >> ))

# >> }

# >> )),

# >> function(e) {

# >> return z.apply(this, arguments)

# >> }

# >> )

# >> }),

# >> Object.defineProperty(this, "onShowFeedbackDialogFromBackground", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> M.showFeedbackDialog(!0, B.a.popup, H.a.genericSurvey)

# >> }

# >> }),

# >> Object.defineProperty(this, "showFeedbackDialog", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e, t, n, r, i) {

# >> M.closeCallout(),

# >> M.hideSquiggleTooltip(),

# >> M.renderFeedbackDialog(e, t, n, r, i)

# >> }

# >> }),

# >> Object.defineProperty(this, "renderFeedbackDialog", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e, t, n, r, i) {

# >> M.\_ocvFrameProps = {

# >> onDialogDismissed: null != i ? i : M.hideFeedbackDialog,

# >> onDialogVisibilityChanged: M.setIsOcvFrameVisible,

# >> state: M.\_ocvStateStoreFactory(),

# >> displayCentered: e,

# >> audience: t,

# >> activeSurvey: n,

# >> seenEvents: r

# >> },

# >> M.\_showFeedback = !0

# >> }

# >> }),

# >> Object.defineProperty(this, "hideFeedbackDialog", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> M.\_showFeedback = !1

# >> }

# >> }),

# >> Object.defineProperty(this, "openCallout", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> M.preCalloutOpenCleanup();

# >> var t = Object.assign(Object.assign({}, e), {

# >> onApplySuggestion: function(t, n) {

# >> return M.onApplySuggestionIntercept(t, n, e.onApplySuggestion),

# >> Promise.resolve()

# >> },

# >> onShowFeedback: function() {

# >> return M.showFeedbackDialog(!0, B.a.general, H.a.genericSurvey)

# >> },

# >> allowMouseUpOnDocumentClick: Object(V.g)()

# >> });

# >> return e.squiggleKind === y.a.autocorrection ? M.undoCalloutStateStore.show(t) : e.squiggleKind === y.a.personalizedAutocorrection ? M.personalizedUndoCalloutStateStore.show(t) : M.calloutStateStore.show(t)

# >> }

# >> }),

# >> Object.defineProperty(this, "preCalloutOpenCleanup", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> M.hideSquiggleTooltip(),

# >> M.hideFeedbackDialog(),

# >> M.closeCallout(),

# >> M.\_ariaStatusStateStore.resetPreserved()

# >> }

# >> }),

# >> Object.defineProperty(this, "onApplySuggestionIntercept", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e, t, n) {

# >> M.\_contentScriptEmitter.emit(F.a.suggestionAccepted, {

# >> address: void 0,

# >> message: window.location.hostname

# >> }),

# >> null == n || n(e, t)

# >> }

# >> }),

# >> Object.defineProperty(this, "closeCallout", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> M.calloutStateStore.isVisible && (M.calloutStateStore.recordInstrumentationEventId(12),

# >> M.calloutStateStore.hide()),

# >> M.undoCalloutStateStore.isVisible && M.undoCalloutStateStore.hide(),

# >> M.personalizedUndoCalloutStateStore.isVisible && M.personalizedUndoCalloutStateStore.hide()

# >> }

# >> }),

# >> Object.defineProperty(this, "\_inputControlsProxyListCache", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: []

# >> }),

# >> Object.defineProperty(this, "updateInputControlsProxyListCache", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> M.\_inputControlsProxyListCache = e,

# >> window.requestAnimationFrame((function() {

# >> return Object(s.action)((function() {

# >> M.\_inputControlsProxyList = M.\_inputControlsProxyListCache

# >> }

# >> ))()

# >> }

# >> ))

# >> }

# >> }),

# >> Object.defineProperty(this, "buildInputAndTextAreaList", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> M.\_inputControlsProxyListCache = M.\_inputControlsProxyListCache.map((function(e) {

# >> return e.messageItem.changed = !1,

# >> e

# >> }

# >> ));

# >> var t = M

# >> , n = function() {

# >> var e = Q((function(e) {

# >> var n, r;

# >> return te(this, (function(i) {

# >> switch (i.label) {

# >> case 0:

# >> return n = function(n, r) {

# >> return t.onApplySuggestionIntercept(n, r, e.onApplySuggestion),

# >> Promise.resolve()

# >> }

# >> ,

# >> t.preCalloutOpenCleanup(),

# >> r = Object.assign(Object.assign({}, e), {

# >> onApplySuggestion: n,

# >> onShowFeedback: function() {

# >> return t.showFeedbackDialog(!0, B.a.general, H.a.genericSurvey)

# >> },

# >> allowMouseUpOnDocumentClick: Object(V.g)()

# >> }),

# >> e.squiggleKind !== y.a.autocorrection ? [3, 2] : [4, t.undoCalloutStateStore.show(r)];

# >> case 1:

# >> return i.sent(),

# >> [3, 6];

# >> case 2:

# >> return e.squiggleKind !== y.a.personalizedAutocorrection ? [3, 4] : [4, t.personalizedUndoCalloutStateStore.show(r)];

# >> case 3:

# >> return i.sent(),

# >> [3, 6];

# >> case 4:

# >> return [4, t.calloutStateStore.show(r)];

# >> case 5:

# >> i.sent(),

# >> i.label = 6;

# >> case 6:

# >> return [2]

# >> }

# >> }

# >> ))

# >> }

# >> ));

# >> return function(t) {

# >> return e.apply(this, arguments)

# >> }

# >> }()

# >> , r = function() {

# >> M.calloutStateStore.hide(),

# >> M.undoCalloutStateStore.hide()

# >> }

# >> , i = function(e, t, n, r) {

# >> var i;

# >> null === (i = M.squiggleTooltipStateStore) || void 0 === i || i.show(e, t, n, r)

# >> }

# >> , o = function() {

# >> var e;

# >> null === (e = M.squiggleTooltipStateStore) || void 0 === e || e.hide()

# >> }

# >> , a = e.data.critiquesToElementsMap

# >> , s = !0

# >> , c = !1

# >> , u = void 0;

# >> try {

# >> for (var d, f = function() {

# >> var t = d.value;

# >> if (!t.element)

# >> return "continue";

# >> var a = M.\_tileContent.getContainingElement(t.element);

# >> if (!Object(l.b)(a, "HTMLInputElement") && !Object(l.b)(a, "HTMLTextAreaElement"))

# >> return "continue";

# >> var s = M.getAnchorElement(t.elementId, a);

# >> if ((null == s ? void 0 : s.element) && (Object(l.b)(s.element, "HTMLInputElement") || Object(l.b)(s.element, "HTMLTextAreaElement")) && (M.\_inputControlsProxyListCache = M.\_inputControlsProxyListCache.filter((function(e) {

# >> return e.messageItem.anchor.id !== s.id

# >> }

# >> )),

# >> e.messageType)) {

# >> var c = {

# >> entry: {

# >> elementId: t.elementId,

# >> element: t.element,

# >> critiques: t.critiques

# >> },

# >> anchor: {

# >> element: s.element,

# >> id: s.id

# >> },

# >> changed: !0

# >> }

# >> , u = M.featureFlagsReader.flags.enableAutoCorrect;

# >> if (!M.featureFlagsReader.flags.enableDynamicSettings) {

# >> var f = ["docs.google.com", "mail.google.com", "tasks.google.com", "github.com"].filter((function(e) {

# >> return s.element.baseURI.includes(e)

# >> }

# >> )).length > 0;

# >> u && (u = !f)

# >> }

# >> M.\_inputControlsProxyListCache.push(M.inputControlsStateStoreFactory({

# >> messageItem: c,

# >> openCallout: n,

# >> closeCallout: r,

# >> showTooltip: i,

# >> hideTooltip: o,

# >> autoCorrectionEnabled: u,

# >> updateOverlayRef: M.updateOverlayRef

# >> }))

# >> }

# >> }, h = a[Symbol.iterator](); !(s = (d = h.next()).done); s = !0)

# >> f()

# >> } catch (e) {

# >> c = !0,

# >> u = e

# >> } finally {

# >> try {

# >> s || null == h.return || h.return()

# >> } finally {

# >> if (c)

# >> throw u

# >> }

# >> }

# >> M.updateInputControlsProxyListCache(M.\_inputControlsProxyListCache)

# >> }

# >> }),

# >> Object.defineProperty(this, "buildShadowElements", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> var t = e.data.critiquesToElementsMap

# >> , n = M.\_shouldUseShadowElements();

# >> if (e.messageType === c.a.NewData || e.messageType === c.a.ChangeData) {

# >> var r = !0

# >> , i = !1

# >> , o = void 0;

# >> try {

# >> for (var a, s = t[Symbol.iterator](); !(r = (a = s.next()).done); r = !0) {

# >> var u = a.value;

# >> if (u.element) {

# >> var d = M.findNodeByElement(u.element);

# >> if (d) {

# >> var f = M.\_tileContent.getContainingElement(u.element);

# >> if (f && !Object(l.b)(f, "HTMLInputElement") && !Object(l.b)(f, "HTMLTextAreaElement")) {

# >> var h = M.getAnchorElement(u.elementId, f)

# >> , p = void 0;

# >> if (h) {

# >> var g = M.squigglers.get(h.id);

# >> p = g ? g.squiggler : void 0

# >> }

# >> if (h && u.element && u.critiques.length) {

# >> var m = {

# >> id: u.elementId,

# >> graphNode: d,

# >> element: f,

# >> critiques: Array.from(u.critiques.values())

# >> }

# >> , b = Object(C.a)(h.element, void 0, U.a, m, !1)

# >> , v = n ? {

# >> hostElement: b,

# >> proofedElement: f,

# >> reference: void 0

# >> } : void 0

# >> , y = {

# >> anchorElement: h.element,

# >> proofedItem: m,

# >> shadowElement: v

# >> };

# >> M.setSquiggler(h.id, y)

# >> } else

# >> h && p && !u.critiques.length && M.clearSquiggles(p, u.elementId, h.id)

# >> }

# >> }

# >> }

# >> }

# >> } catch (e) {

# >> i = !0,

# >> o = e

# >> } finally {

# >> try {

# >> r || null == s.return || s.return()

# >> } finally {

# >> if (i)

# >> throw o

# >> }

# >> }

# >> n || M.buildContentEditableList(!1)

# >> } else if (e.messageType === c.a.RemoveData) {

# >> var S = !0

# >> , O = !1

# >> , w = void 0;

# >> try {

# >> for (var \_, I = t[Symbol.iterator](); !(S = (\_ = I.next()).done); S = !0) {

# >> var E = \_.value

# >> , j = M.anchorElements.get(E.elementId);

# >> if (j) {

# >> var x = M.squigglers.get(j.id);

# >> (null == x ? void 0 : x.squiggler) && M.clearSquiggles(x.squiggler, E.elementId, j.id)

# >> }

# >> }

# >> } catch (e) {

# >> O = !0,

# >> w = e

# >> } finally {

# >> try {

# >> S || null == I.return || I.return()

# >> } finally {

# >> if (O)

# >> throw w

# >> }

# >> }

# >> }

# >> }

# >> }),

# >> Object.defineProperty(this, "buildContentEditableList", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> var t, n = !0, r = !1, i = void 0;

# >> try {

# >> for (var o, a = M.squigglers[Symbol.iterator](); !(n = (o = a.next()).done); n = !0) {

# >> var s = J(o.value, 2)

# >> , l = (s[0],

# >> s[1])

# >> , c = l.proofedItem

# >> , u = l.squiggler

# >> , d = null === (t = l.shadowElement) || void 0 === t ? void 0 : t.reference

# >> , f = void 0;

# >> e && d && (c.element = d,

# >> f = d),

# >> e || (f = l.anchorElement),

# >> u ? u.setCritiques(c) : f && (l.squiggler = M.squigglerStateStoreFactory(c, f, M.openCallout, M.closeCallout, M.showSquiggleTooltip, M.hideSquiggleTooltip))

# >> }

# >> } catch (e) {

# >> r = !0,

# >> i = e

# >> } finally {

# >> try {

# >> n || null == a.return || a.return()

# >> } finally {

# >> if (r)

# >> throw i

# >> }

# >> }

# >> }

# >> }),

# >> Object.defineProperty(this, "\_shouldUseShadowElements", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> return M.featureFlagsReader.flags.enableGDocsAnnotatedCanvas && Object(V.g)()

# >> }

# >> });

# >> var W = this;

# >> Object.defineProperty(this, "onCritiqueForUiEvent", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> var e = Q((function(e) {

# >> return te(this, (function(t) {

# >> return W.setPageHasCritiques(!0),

# >> W.buildInputAndTextAreaList(e),

# >> W.buildShadowElements(e),

# >> [2]

# >> }

# >> ))

# >> }

# >> ));

# >> return function(t) {

# >> return e.apply(this, arguments)

# >> }

# >> }()

# >> }),

# >> Object.defineProperty(this, "getAnchorElement", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e, t) {

# >> var n = M.anchorElements.get(e);

# >> if (n)

# >> return n;

# >> if (t) {

# >> var r, i = t;

# >> if (t.parentElement) {

# >> var o = t.parentElement.closest("[contenteditable=''],[contenteditable=true]");

# >> o && (i = o)

# >> }

# >> if ("true" === i.getAttribute(M.settings.editorSpellcheckAttribute))

# >> M.anchorElements.forEach((function(t) {

# >> t.element === i && (M.anchorElements.set(e, t),

# >> r = t)

# >> }

# >> )),

# >> n = r;

# >> return n || (n = {

# >> id: M.guidGenerator.generate(),

# >> element: i

# >> },

# >> M.anchorElements.set(e, n)),

# >> M.logAnchorElementInfo(n),

# >> n

# >> }

# >> }

# >> }),

# >> Object.defineProperty(this, "logAnchorElementInfo", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> var t;

# >> if (!M.\_loggedAnchorElementClassOnce && M.featureFlagsReader.flags.enableBetaExperienceTelemetry) {

# >> var n = e.element

# >> , r = null !== (t = n.getAttribute("class")) && void 0 !== t ? t : ""

# >> , i = n.tagName.toLowerCase()

# >> , o = M.\_logger.getNewActivity(N.b.AnchorElementClass, L.a.SamplingPolicy.CriticalExperimentation);

# >> o && (o.dataFields.push({

# >> name: "HtmlClass",

# >> dataType: L.a.DataFieldType.String.valueOf(),

# >> value: r,

# >> classification: L.a.DataClassification.EssentialServiceMetadata

# >> }),

# >> o.dataFields.push({

# >> name: "HtmlTag",

# >> dataType: L.a.DataFieldType.String.valueOf(),

# >> value: i,

# >> classification: L.a.DataClassification.EssentialServiceMetadata

# >> }),

# >> o.success = !0,

# >> o.endNow(),

# >> M.\_loggedAnchorElementClassOnce = !0)

# >> }

# >> }

# >> }),

# >> Object.defineProperty(this, "\_setUpWebsiteSpecificLogic", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> if (Object(V.g)()) {

# >> var e = Object(V.d)()

# >> , t = Object(l.b)(e, "Document") ? [e] : void 0;

# >> M.\_focusManager.setMutableDocuments(t, ["keydown", "keypress", "keyup"])

# >> }

# >> }

# >> }),

# >> Object(k.a)(this),

# >> this.proofingEventListener.on("squiggleDataEvent", this.onCritiqueForUiEvent),

# >> this.\_notificationEmitter.on(F.a.showFeedbackDialog, this.onShowFeedbackDialog),

# >> this.\_contentScriptEmitter.on(F.a.showFeedbackDialog, this.onShowFeedbackDialogFromBackground),

# >> this.\_copywriterStore.feedbackCallback = function() {

# >> M.showFeedbackDialog(!0, B.a.copywriter, H.a.genericSurvey)

# >> }

# >> ,

# >> this.\_copywriterStore.reportCallback = function() {

# >> M.showFeedbackDialog(!0, B.a.copywriterReport, H.a.genericSurvey)

# >> }

# >> ,

# >> this.\_aiInsertStore.buildInputAndTextAreaListCallback = function(e) {

# >> M.buildInputAndTextAreaList({

# >> messageType: c.a.NewData,

# >> data: {

# >> critiquesToElementsMap: [{

# >> elementId: M.guidGenerator.generate(),

# >> element: e,

# >> critiques: []

# >> }]

# >> }

# >> })

# >> }

# >> ,

# >> this.\_aiInsertStore.getCaretPositionCallback = function(e) {

# >> var t, n = null === (t = M.inputControlsProxyList.find((function(t) {

# >> return t.messageItem.anchor.element === e

# >> }

# >> ))) || void 0 === t ? void 0 : t.getSelection();

# >> if (M.overLayElement && null != n) {

# >> var r = M.createRangeOverIndex(M.overLayElement, n).getBoundingClientRect();

# >> if (r)

# >> return {

# >> left: r.left,

# >> bottom: r.bottom

# >> }

# >> }

# >> return null

# >> }

# >> ,

# >> this.\_aiInsertStore.onGiveFeedbackClick = function(e) {

# >> M.showFeedbackDialog(!0, B.a.general, H.a.aiInsertFeedbackSurvey, void 0, (function() {

# >> M.hideFeedbackDialog(),

# >> e()

# >> }

# >> ))

# >> }

# >> ,

# >> this.\_aiInsertStore.onReportGeneratedContentClick = function(e) {

# >> M.showFeedbackDialog(!0, B.a.general, H.a.aiInsertReportSurvey, void 0, (function() {

# >> M.hideFeedbackDialog(),

# >> e()

# >> }

# >> ))

# >> }

# >> ,

# >> x.addListener(u.a.SettingsClicked, (function() {

# >> return Object(G.a)(),

# >> [d.a.EnableFeature, void 0]

# >> }

# >> )),

# >> this.\_setUpWebsiteSpecificLogic(),

# >> this.featureFlagsReader.flags.enableSynonyms && this.\_synonymsHandler.initialize(this.openCallout, this.closeCallout, this.isCaretOrMouseOnSquiggle, new f.a(document)),

# >> this.featureFlagsReader.flags.enableMagicWindow && document.addEventListener("keyup", this.keyUpHandler)

# >> }

# >> var t, n, r;

# >> return t = e,

# >> (n = [{

# >> key: "areNotificationsEnabled",

# >> get: function() {

# >> return this.featureFlagsReader.flags.enableNotifications

# >> }

# >> }, {

# >> key: "announcementsContainerState",

# >> get: function() {

# >> return this.\_announcementsContainerState

# >> }

# >> }, {

# >> key: "notificationsContainerState",

# >> get: function() {

# >> return this.\_notificationsContainerState

# >> }

# >> }, {

# >> key: "inputControlsProxyList",

# >> get: function() {

# >> return this.\_inputControlsProxyList

# >> }

# >> }, {

# >> key: "dir",

# >> get: function() {

# >> return this.scriptDirectionDetector.uxLanguageDir

# >> }

# >> }, {

# >> key: "showFeedback",

# >> get: function() {

# >> return this.\_showFeedback

# >> }

# >> }, {

# >> key: "ocvFrameProps",

# >> get: function() {

# >> return this.\_ocvFrameProps

# >> }

# >> }, {

# >> key: "ariaStatusStateStore",

# >> get: function() {

# >> return this.\_ariaStatusStateStore

# >> }

# >> }, {

# >> key: "calloutStateStore",

# >> get: function() {

# >> return this.\_calloutStateStore

# >> }

# >> }, {

# >> key: "undoCalloutStateStore",

# >> get: function() {

# >> return this.\_undoCalloutStateStore

# >> }

# >> }, {

# >> key: "personalizedUndoCalloutStateStore",

# >> get: function() {

# >> return this.\_personalizedUndoCalloutStateStore

# >> }

# >> }, {

# >> key: "setHelperRef",

# >> value: function(e, t) {

# >> var n = this.squigglers.get(e);

# >> (null == n ? void 0 : n.shadowElement) && t && (n.shadowElement.reference = t,

# >> this.buildContentEditableList(!0))

# >> }

# >> }, {

# >> key: "findNodeByElement",

# >> value: function(e) {

# >> return this.\_proofingDom.tileNodes.filter((function(t) {

# >> return t.element === e

# >> }

# >> ))[0]

# >> }

# >> }]) && X(t.prototype, n),

# >> r && X(t, r),

# >> e

# >> }();

# >> Object(r.c)([s.observable, Object(r.e)("design:type", Map)], re.prototype, "squigglers", void 0),

# >> Object(r.c)([s.computed, Object(r.e)("design:type", Boolean), Object(r.e)("design:paramtypes", [])], re.prototype, "areNotificationsEnabled", null),

# >> Object(r.c)([s.observable, Object(r.e)("design:type", Array)], re.prototype, "\_inputControlsProxyList", void 0),

# >> Object(r.c)([s.computed, Object(r.e)("design:type", Array), Object(r.e)("design:paramtypes", [])], re.prototype, "inputControlsProxyList", null),

# >> Object(r.c)([s.computed, Object(r.e)("design:type", String), Object(r.e)("design:paramtypes", [])], re.prototype, "dir", null),

# >> Object(r.c)([s.observable, Object(r.e)("design:type", Boolean)], re.prototype, "\_showFeedback", void 0),

# >> Object(r.c)([s.computed, Object(r.e)("design:type", Boolean), Object(r.e)("design:paramtypes", [])], re.prototype, "showFeedback", null),

# >> Object(r.c)([s.observable, Object(r.e)("design:type", Boolean)], re.prototype, "pageHasCritiques", void 0),

# >> Object(r.c)([s.observable, Object(r.e)("design:type", Boolean)], re.prototype, "showMagicWindow", void 0),

# >> Object(r.c)([s.observable, Object(r.e)("design:type", Boolean)], re.prototype, "\_isOcvFrameVisible", void 0),

# >> Object(r.c)([s.action.bound, Object(r.e)("design:type", Object)], re.prototype, "setIsOcvFrameVisible", void 0),

# >> Object(r.c)([s.action, Object(r.e)("design:type", Object)], re.prototype, "keyUpHandler", void 0),

# >> Object(r.c)([s.action, Object(r.e)("design:type", Object)], re.prototype, "toggleMagicWindow", void 0),

# >> Object(r.c)([s.action, Object(r.e)("design:type", Object)], re.prototype, "setPageHasCritiques", void 0),

# >> Object(r.c)([s.action, Object(r.e)("design:type", Object)], re.prototype, "clearSquiggles", void 0),

# >> Object(r.c)([s.action, Object(r.e)("design:type", Object)], re.prototype, "setSquiggler", void 0),

# >> Object(r.c)([s.action, Object(r.e)("design:type", Object)], re.prototype, "renderFeedbackDialog", void 0),

# >> Object(r.c)([s.action, Object(r.e)("design:type", Object)], re.prototype, "hideFeedbackDialog", void 0),

# >> Object(r.c)([s.action, Object(r.e)("design:type", Object)], re.prototype, "updateInputControlsProxyListCache", void 0),

# >> Object(r.c)([s.action, Object(r.e)("design:type", Object)], re.prototype, "buildContentEditableList", void 0),

# >> re = Object(r.c)([Object(i.a)(), Object(r.f)(0, Object(o.a)(h.a)), Object(r.f)(1, Object(o.a)(S.b)), Object(r.f)(2, Object(o.a)(O.a)), Object(r.f)(3, Object(o.a)(w.a)), Object(r.f)(4, Object(o.a)(E.c)), Object(r.f)(5, Object(o.a)(D.a)), Object(r.f)(6, Object(o.a)(p.a)), Object(r.f)(7, Object(a.a)()), Object(r.f)(7, Object(o.a)(\_.a)), Object(r.f)(8, Object(o.a)(g.a)), Object(r.f)(9, Object(o.a)(m.a)), Object(r.f)(10, Object(o.a)(F.b)), Object(r.f)(11, Object(o.a)(M.b)), Object(r.f)(12, Object(o.a)(z.a)), Object(r.f)(13, Object(o.a)(q.a)), Object(r.f)(14, Object(o.a)(R.a)), Object(r.f)(15, Object(o.a)(I.b)), Object(r.f)(16, Object(o.a)(j.a)), Object(r.f)(17, Object(o.a)(x.a)), Object(r.f)(18, Object(o.a)(b.a)), Object(r.f)(19, Object(o.a)(u.c)), Object(r.f)(20, Object(o.a)(v.a)), Object(r.f)(21, Object(o.a)(A.b)), Object(r.f)(22, Object(o.a)(P.b)), Object(r.f)(23, Object(o.a)(W.a)), Object(r.f)(24, Object(o.a)(Z.a)), Object(r.e)("design:paramtypes", [Object, Function, Function, Object, Object, Object, Object, Object, Object, Object, Object, Object, Function, Object, Object, Object, Object, Object, Object, Object, Object, A.b, P.b, Object, Object])], re)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "b", (function() {

# >> return O

# >> }

# >> )),

# >> n.d(t, "c", (function() {

# >> return w

# >> }

# >> )),

# >> n.d(t, "a", (function() {

# >> return \_

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(6)

# >> , o = n(243)

# >> , a = n(89)

# >> , s = n(49)

# >> , l = n(254)

# >> , c = n(409)

# >> , u = n(24)

# >> , d = n(10)

# >> , f = n(5)

# >> , h = n(3)

# >> , p = n(122)

# >> , g = n(8)

# >> , m = n(33)

# >> , b = n(64)

# >> , v = n(434)

# >> , y = n(435)

# >> , C = n(165);

# >> function S(e, t) {

# >> for (var n = 0; n < t.length; n++) {

# >> var r = t[n];

# >> r.enumerable = r.enumerable || !1,

# >> r.configurable = !0,

# >> "value"in r && (r.writable = !0),

# >> Object.defineProperty(e, r.key, r)

# >> }

# >> }

# >> var O = Object(g.a)("IAnnouncementStateStore")

# >> , w = Object(g.a)("IAnnouncementStateStoreFactory")

# >> , \_ = function() {

# >> function e(t, n, r, o, a, s, l, c) {

# >> var d = this;

# >> !function(e, t) {

# >> if (!(e instanceof t))

# >> throw new TypeError("Cannot call a class as a function")

# >> }(this, e),

# >> Object.defineProperty(this, "extensionSettings", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: n

# >> }),

# >> Object.defineProperty(this, "proofingStore", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: r

# >> }),

# >> Object.defineProperty(this, "logger", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: o

# >> }),

# >> Object.defineProperty(this, "styleDefinitions", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: a

# >> }),

# >> Object.defineProperty(this, "announcementStack", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: s

# >> }),

# >> Object.defineProperty(this, "urlFormatter", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: c

# >> }),

# >> Object.defineProperty(this, "element", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: void 0

# >> }),

# >> Object.defineProperty(this, "\_position", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: void 0

# >> }),

# >> Object.defineProperty(this, "\_enableEditor", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: !0

# >> }),

# >> Object.defineProperty(this, "\_localizer", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: void 0

# >> }),

# >> Object.defineProperty(this, "\_toggleStateStore", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: void 0

# >> }),

# >> Object.defineProperty(this, "openSettingsPage", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> Object(C.a)()

# >> }

# >> }),

# >> Object.defineProperty(this, "enableEditorChange", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> var t = d.logger.getNewActivity(m.b.ActionEnableEditorChangedFromAnnouncementPane, u.a.SamplingPolicy.CriticalExperimentation);

# >> d.\_enableEditor = e,

# >> d.proofingStore.write(i.a.EnableEditor, d.\_enableEditor),

# >> t && (t.dataFields.push({

# >> name: "Is\_Editor\_Enabled",

# >> dataType: u.a.DataFieldType.Boolean.valueOf(),

# >> value: d.\_enableEditor,

# >> classification: u.a.DataClassification.EssentialServiceMetadata

# >> }),

# >> t.success = !0,

# >> t.endNow())

# >> }

# >> }),

# >> Object.defineProperty(this, "setElementReference", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> d.element = e,

# >> d.announcementStack.setHeight(d.position.y, e.offsetHeight)

# >> }

# >> }),

# >> Object.defineProperty(this, "onComponentUnmount", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> d.announcementStack.remove(d.position.y)

# >> }

# >> }),

# >> Object.defineProperty(this, "onComponentDidMount", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function() {

# >> d.element && d.announcementStack.setHeight(d.position.y, d.element.offsetHeight)

# >> }

# >> }),

# >> Object.defineProperty(this, "adjustPosition", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: function(e) {

# >> d.\_position = {

# >> x: d.\_position.x + e.x,

# >> y: d.\_position.y + e.y

# >> }

# >> }

# >> }),

# >> Object(p.a)(this),

# >> this.\_localizer = t,

# >> this.\_toggleStateStore = l,

# >> this.proofingStore.read(i.a.EnableEditor).then((function(e) {

# >> return Object(h.runInAction)((function() {

# >> d.\_enableEditor = e,

# >> l.setEnabled(e)

# >> }

# >> ))

# >> }

# >> )),

# >> this.\_position = this.announcementStack.add(this.adjustPosition)

# >> }

# >> var t, n, r;

# >> return t = e,

# >> (n = [{

# >> key: "position",

# >> get: function() {

# >> return this.\_position

# >> }

# >> }, {

# >> key: "enableEditor",

# >> get: function() {

# >> return this.\_enableEditor

# >> }

# >> }, {

# >> key: "localizer",

# >> get: function() {

# >> return this.\_localizer

# >> }

# >> }, {

# >> key: "toggleStateStore",

# >> get: function() {

# >> return this.\_toggleStateStore

# >> }

# >> }, {

# >> key: "fontsUrl",

# >> get: function() {

# >> return this.urlFormatter.getUrl(this.extensionSettings.fabricFontsDefinitionPath)

# >> }

# >> }, {

# >> key: "editorIconUrl",

# >> get: function() {

# >> return this.urlFormatter.getUrl(this.extensionSettings.editorIconForAnnouncementPath)

# >> }

# >> }, {

# >> key: "styles",

# >> get: function() {

# >> return this.styleDefinitions.announcement

# >> }

# >> }]) && S(t.prototype, n),

# >> r && S(t, r),

# >> e

# >> }();

# >> Object(r.c)([h.observable, Object(r.e)("design:type", Object)], \_.prototype, "\_position", void 0),

# >> Object(r.c)([h.computed, Object(r.e)("design:type", Object), Object(r.e)("design:paramtypes", [])], \_.prototype, "position", null),

# >> Object(r.c)([h.observable, Object(r.e)("design:type", Boolean)], \_.prototype, "\_enableEditor", void 0),

# >> Object(r.c)([h.computed, Object(r.e)("design:type", Boolean), Object(r.e)("design:paramtypes", [])], \_.prototype, "enableEditor", null),

# >> Object(r.c)([h.action, Object(r.e)("design:type", Object)], \_.prototype, "enableEditorChange", void 0),

# >> Object(r.c)([h.action, Object(r.e)("design:type", Object)], \_.prototype, "adjustPosition", void 0),

# >> \_ = Object(r.c)([Object(d.a)(), Object(r.f)(0, Object(f.a)(o.a)), Object(r.f)(1, Object(f.a)(b.a)), Object(r.f)(2, Object(f.a)(a.a)), Object(r.f)(3, Object(f.a)(s.a)), Object(r.f)(4, Object(f.a)(c.a)), Object(r.f)(5, Object(f.a)(y.b)), Object(r.f)(6, Object(f.a)(v.a)), Object(r.f)(7, Object(f.a)(l.a)), Object(r.e)("design:paramtypes", [Object, Object, Object, Object, Object, Object, Object, Object])], \_)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "a", (function() {

# >> return h

# >> }

# >> )),

# >> n.d(t, "b", (function() {

# >> return p

# >> }

# >> )),

# >> n.d(t, "c", (function() {

# >> return g

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(243)

# >> , o = n(254)

# >> , a = n(409)

# >> , s = n(66)

# >> , l = n(10)

# >> , c = n(5)

# >> , u = n(64)

# >> , d = n(8);

# >> function f(e, t) {

# >> for (var n = 0; n < t.length; n++) {

# >> var r = t[n];

# >> r.enumerable = r.enumerable || !1,

# >> r.configurable = !0,

# >> "value"in r && (r.writable = !0),

# >> Object.defineProperty(e, r.key, r)

# >> }

# >> }

# >> var h = Object(d.a)("INotificationStateStore")

# >> , p = Object(d.a)("INotificationStateStoreFactory");

# >> var g = function() {

# >> function e(t, n, r, i, o) {

# >> !function(e, t) {

# >> if (!(e instanceof t))

# >> throw new TypeError("Cannot call a class as a function")

# >> }(this, e),

# >> Object.defineProperty(this, "extensionSettings", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: t

# >> }),

# >> Object.defineProperty(this, "styleDefinitions", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: n

# >> }),

# >> Object.defineProperty(this, "localizer", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: r

# >> }),

# >> Object.defineProperty(this, "urlFormatter", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: i

# >> }),

# >> Object.defineProperty(this, "focusManager", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: o

# >> }),

# >> Object.defineProperty(this, "\_notificationZoneId", {

# >> enumerable: !0,

# >> configurable: !0,

# >> writable: !0,

# >> value: "EBXNotification"

# >> })

# >> }

# >> var t, n, r;

# >> return t = e,

# >> (n = [{

# >> key: "initFocusManager",

# >> value: function(e) {

# >> var t = e.map((function(e) {

# >> return function(e) {

# >> return {

# >> navigationType: s.d.Tab,

# >> focus: function() {

# >> var t = e.current;

# >> t && (t.focus(),

# >> t.classList.add("ms-editor-focus"))

# >> },

# >> activate: function() {

# >> var t = e.current;

# >> t && t.click()

# >> }

# >> }

# >> }(e)

# >> }

# >> ));

# >> this.focusManager.initFocusZone(this.\_notificationZoneId, t),

# >> this.focusManager.setActiveZone(this.\_notificationZoneId, !1)

# >> }

# >> }, {

# >> key: "disableFocusManager",

# >> value: function() {

# >> this.focusManager.disable()

# >> }

# >> }, {

# >> key: "editorIconUrl",

# >> get: function() {

# >> return this.urlFormatter.getUrl(this.extensionSettings.editorIconForNotificationPath)

# >> }

# >> }, {

# >> key: "editorSparkleIconUrl",

# >> get: function() {

# >> return this.urlFormatter.getUrl(this.extensionSettings.editorSparkleIconForNotificationPath)

# >> }

# >> }, {

# >> key: "styles",

# >> get: function() {

# >> return this.styleDefinitions.notification

# >> }

# >> }]) && f(t.prototype, n),

# >> r && f(t, r),

# >> e

# >> }();

# >> g = Object(r.c)([Object(l.a)(), Object(r.f)(0, Object(c.a)(u.a)), Object(r.f)(1, Object(c.a)(a.a)), Object(r.f)(2, Object(c.a)(i.a)), Object(r.f)(3, Object(c.a)(o.a)), Object(r.f)(4, Object(c.a)(s.c)), Object(r.e)("design:paramtypes", [Object, Object, Object, Object, Object])], g)

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> n.d(t, "b", (function() {

# >> return a

# >> }

# >> )),

# >> n.d(t, "a", (function() {

# >> return s

# >> }

# >> ));

# >> var r = n(1)

# >> , i = n(17)

# >> , o = n(306);

# >> function a(e) {

# >> var t, n, o, a, s, l = e.semanticColors, c = e.palette, u = l.buttonBackground, d = l.buttonBackgroundPressed, f = l.buttonBackgroundHovered, h = l.buttonBackgroundDisabled, p = l.buttonText, g = l.buttonTextHovered, m = l.buttonTextDisabled, b = l.buttonTextChecked, v = l.buttonTextCheckedHovered;

# >> return {

# >> root: {

# >> backgroundColor: u,

# >> color: p

# >> },

# >> rootHovered: {

# >> backgroundColor: f,

# >> color: g,

# >> selectors: (t = {},

# >> t[i.f] = {

# >> borderColor: "Highlight",

# >> color: "Highlight"

# >> },

# >> t)

# >> },

# >> rootPressed: {

# >> backgroundColor: d,

# >> color: b

# >> },

# >> rootExpanded: {

# >> backgroundColor: d,

# >> color: b

# >> },

# >> rootChecked: {

# >> backgroundColor: d,

# >> color: b

# >> },

# >> rootCheckedHovered: {

# >> backgroundColor: d,

# >> color: v

# >> },

# >> rootDisabled: {

# >> color: m,

# >> backgroundColor: h,

# >> selectors: (n = {},

# >> n[i.f] = {

# >> color: "GrayText",

# >> borderColor: "GrayText",

# >> backgroundColor: "Window"

# >> },

# >> n)

# >> },

# >> splitButtonContainer: {

# >> selectors: (o = {},

# >> o[i.f] = {

# >> border: "none"

# >> },

# >> o)

# >> },

# >> splitButtonMenuButton: {

# >> color: c.white,

# >> backgroundColor: "transparent",

# >> selectors: {

# >> ":hover": {

# >> backgroundColor: c.neutralLight,

# >> selectors: (a = {},

# >> a[i.f] = {

# >> color: "Highlight"

# >> },

# >> a)

# >> }

# >> }

# >> },

# >> splitButtonMenuButtonDisabled: {

# >> backgroundColor: l.buttonBackgroundDisabled,

# >> selectors: {

# >> ":hover": {

# >> backgroundColor: l.buttonBackgroundDisabled

# >> }

# >> }

# >> },

# >> splitButtonDivider: Object(r.a)(Object(r.a)({}, {

# >> position: "absolute",

# >> width: 1,

# >> right: 31,

# >> top: 8,

# >> bottom: 8

# >> }), {

# >> backgroundColor: c.neutralTertiaryAlt,

# >> selectors: (s = {},

# >> s[i.f] = {

# >> backgroundColor: "WindowText"

# >> },

# >> s)

# >> }),

# >> splitButtonDividerDisabled: {

# >> backgroundColor: e.palette.neutralTertiaryAlt

# >> },

# >> splitButtonMenuButtonChecked: {

# >> backgroundColor: c.neutralQuaternaryAlt,

# >> selectors: {

# >> ":hover": {

# >> backgroundColor: c.neutralQuaternaryAlt

# >> }

# >> }

# >> },

# >> splitButtonMenuButtonExpanded: {

# >> backgroundColor: c.neutralQuaternaryAlt,

# >> selectors: {

# >> ":hover": {

# >> backgroundColor: c.neutralQuaternaryAlt

# >> }

# >> }

# >> },

# >> splitButtonMenuIcon: {

# >> color: l.buttonText

# >> },

# >> splitButtonMenuIconDisabled: {

# >> color: l.buttonTextDisabled

# >> }

# >> }

# >> }

# >> function s(e) {

# >> var t, n, a, s, l, c, u, d, f, h = e.palette, p = e.semanticColors;

# >> return {

# >> root: {

# >> backgroundColor: p.primaryButtonBackground,

# >> border: "1px solid ".concat(p.primaryButtonBackground),

# >> color: p.primaryButtonText,

# >> selectors: (t = {},

# >> t[i.f] = Object(r.a)({

# >> color: "Window",

# >> backgroundColor: "WindowText",

# >> borderColor: "WindowText"

# >> }, Object(i.y)()),

# >> t[".".concat(o.a, " &:focus")] = {

# >> selectors: {

# >> ":after": {

# >> border: "none",

# >> outlineColor: h.white

# >> }

# >> }

# >> },

# >> t)

# >> },

# >> rootHovered: {

# >> backgroundColor: p.primaryButtonBackgroundHovered,

# >> border: "1px solid ".concat(p.primaryButtonBackgroundHovered),

# >> color: p.primaryButtonTextHovered,

# >> selectors: (n = {},

# >> n[i.f] = {

# >> color: "Window",

# >> backgroundColor: "Highlight",

# >> borderColor: "Highlight"

# >> },

# >> n)

# >> },

# >> rootPressed: {

# >> backgroundColor: p.primaryButtonBackgroundPressed,

# >> border: "1px solid ".concat(p.primaryButtonBackgroundPressed),

# >> color: p.primaryButtonTextPressed,

# >> selectors: (a = {},

# >> a[i.f] = Object(r.a)({

# >> color: "Window",

# >> backgroundColor: "WindowText",

# >> borderColor: "WindowText"

# >> }, Object(i.y)()),

# >> a)

# >> },

# >> rootExpanded: {

# >> backgroundColor: p.primaryButtonBackgroundPressed,

# >> color: p.primaryButtonTextPressed

# >> },

# >> rootChecked: {

# >> backgroundColor: p.primaryButtonBackgroundPressed,

# >> color: p.primaryButtonTextPressed

# >> },

# >> rootCheckedHovered: {

# >> backgroundColor: p.primaryButtonBackgroundPressed,

# >> color: p.primaryButtonTextPressed

# >> },

# >> rootDisabled: {

# >> color: p.primaryButtonTextDisabled,

# >> backgroundColor: p.primaryButtonBackgroundDisabled,

# >> selectors: (s = {},

# >> s[i.f] = {

# >> color: "GrayText",

# >> borderColor: "GrayText",

# >> backgroundColor: "Window"

# >> },

# >> s)

# >> },

# >> splitButtonContainer: {

# >> selectors: (l = {},

# >> l[i.f] = {

# >> border: "none"

# >> },

# >> l)

# >> },

# >> splitButtonDivider: Object(r.a)(Object(r.a)({}, {

# >> position: "absolute",

# >> width: 1,

# >> right: 31,

# >> top: 8,

# >> bottom: 8

# >> }), {

# >> backgroundColor: h.white,

# >> selectors: (c = {},

# >> c[i.f] = {

# >> backgroundColor: "Window"

# >> },

# >> c)

# >> }),

# >> splitButtonMenuButton: {

# >> backgroundColor: p.primaryButtonBackground,

# >> color: p.primaryButtonText,

# >> selectors: (u = {},

# >> u[i.f] = {

# >> backgroundColor: "Canvas"

# >> },

# >> u[":hover"] = {

# >> backgroundColor: p.primaryButtonBackgroundHovered,

# >> selectors: (d = {},

# >> d[i.f] = {

# >> color: "Highlight"

# >> },

# >> d)

# >> },

# >> u)

# >> },

# >> splitButtonMenuButtonDisabled: {

# >> backgroundColor: p.primaryButtonBackgroundDisabled,

# >> selectors: {

# >> ":hover": {

# >> backgroundColor: p.primaryButtonBackgroundDisabled

# >> }

# >> }

# >> },

# >> splitButtonMenuButtonChecked: {

# >> backgroundColor: p.primaryButtonBackgroundPressed,

# >> selectors: {

# >> ":hover": {

# >> backgroundColor: p.primaryButtonBackgroundPressed

# >> }

# >> }

# >> },

# >> splitButtonMenuButtonExpanded: {

# >> backgroundColor: p.primaryButtonBackgroundPressed,

# >> selectors: {

# >> ":hover": {

# >> backgroundColor: p.primaryButtonBackgroundPressed

# >> }

# >> }

# >> },

# >> splitButtonMenuIcon: {

# >> color: p.primaryButtonText

# >> },

# >> splitButtonMenuIconDisabled: {

# >> color: h.neutralTertiary,

# >> selectors: (f = {},

# >> f[i.f] = {

# >> color: "GrayText"

# >> },

# >> f)

# >> }

# >> }

# >> }

# >> }

# >> , , , , , , function(e, t, n) {

# >> "use strict";

# >> function r(e, t) {

# >> return !(!e || !t) && (e.start === t.start && e.length === t.length && e.priority === t.priority && e.textInContext === t.textInContext)

# >> }

# >> function i(e, t) {

# >> return !(e.start >= t.start + t.length || t.start >= e.start + e.length)

# >> }

# >> n.d(t, "a", (function() {

# >> return r

# >> }

# >> )),

# >> n.d(t, "b", (function() {

# >> return i

# >> }

# >> )),

# >> n.d(t, "c", (function() {

# >> return o

# >> }

# >> ));

# >> const o = (e,t,n)=>{

# >> if (e && void 0 !== t && void 0 !== n)

# >> return e.substring(t, t + n)

# >> }

# >> }

# >> , function(e, t, n) {

# >> "use strict";

# >> var r = n(2)

# >> , i = n(378);

# >> function o(e) {

# >> for (var t = "https://reactjs.org/docs/error-decoder.html?invariant=" + e, n = 1; n < arguments.length; n++)

# >> t += "&args[]=" + encodeURIComponent(arguments[n]);

# >> return "Minified React error #" + e + "; visit " + t + " for the full message or use the non-minified dev environment for full errors and additional helpful warnings."

# >> }

# >> var a = new Set

# >> , s = {};

# >> function l(e, t) {

# >> c(e, t),

# >> c(e + "Capture", t)

# >> }

# >> function c(e, t) {

# >> for (s[e] = t,

# >> e = 0; e < t.length; e++)

# >> a.add(t[e])

# >> }

# >> var u = !("undefined" == typeof window || void 0 === window.document || void 0 === window.document.createElement)

# >> , d = Object.prototype.hasOwnProperty

# >> , f = /^[:A-Z\_a-z\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\uD7FF\uF900-\uFDCF\uFDF0-\uFFFD][:A-Z\_a-z\u00C0-\u00D6\u00D8-\u00F6\u00F8-\u02FF\u0370-\u037D\u037F-\u1FFF\u200C-\u200D\u2070-\u218F\u2C00-\u2FEF\u3001-\uD7FF\uF900-\uFDCF\uFDF0-\uFFFD\-.0-9\u00B7\u0300-\u036F\u203F-\u2040]\*$/

# >> , h = {}

# >> , p = {};

# >> function g(e, t, n, r, i, o, a) {

# >> this.acceptsBooleans = 2 === t || 3 === t || 4 === t,

# >> this.attributeName = r,

# >> this.attributeNamespace = i,

# >> this.mustUseProperty = n,

# >> this.propertyName = e,

# >> this.type = t,

# >> this.sanitizeURL = o,

# >> this.removeEmptyString = a

# >> }

# >> var m = {};

# >> "children dangerouslySetInnerHTML defaultValue defaultChecked innerHTML suppressContentEditableWarning suppressHydrationWarning style".split(" ").forEach((function(e) {

# >> m[e] = new g(e,0,!1,e,null,!1,!1)

# >> }

# >> )),

# >> [["acceptCharset", "accept-charset"], ["className", "class"], ["htmlFor", "for"], ["httpEquiv", "http-equiv"]].forEach((function(e) {

# >> var t = e[0];

# >> m[t] = new g(t,1,!1,e[1],null,!1,!1)

# >> }

# >> )),

# >> ["contentEditable", "draggable", "spellCheck", "value"].forEach((function(e) {

# >> m[e] = new g(e,2,!1,e.toLowerCase(),null,!1,!1)

# >> }

# >> )),

# >> ["autoReverse", "externalResourcesRequired", "focusable", "preserveAlpha"].forEach((function(e) {

# >> m[e] = new g(e,2,!1,e,null,!1,!1)

# >> }

# >> )),

# >> "allowFullScreen async autoFocus autoPlay controls default defer disabled disablePictureInPicture disableRemotePlayback formNoValidate hidden loop noModule noValidate open playsInline readOnly required reversed scoped seamless itemScope".split(" ").forEach((function(e) {

# >> m[e] = new g(e,3,!1,e.toLowerCase(),null,!1,!1)

# >> }

# >> )),

# >> ["checked", "multiple", "muted", "selected"].forEach((function(e) {

# >> m[e] = new g(e,3,!0,e,null,!1,!1)

# >> }

# >> )),

# >> ["capture", "download"].forEach((function(e) {

# >> m[e] = new g(e,4,!1,e,null,!1,!1)

# >> }

# >> )),

# >> ["cols", "rows", "size", "span"].forEach((function(e) {

# >> m[e] = new g(e,6,!1,e,null,!1,!1)

# >> }

# >> )),

# >> ["rowSpan", "start"].forEach((function(e) {

# >> m[e] = new g(e,5,!1,e.toLowerCase(),null,!1,!1)

# >> }

# >> ));

# >> var b = /[\-:]([a-z])/g;

# >> function v(e) {

# >> return e[1].toUpperCase()

# >> }

# >> function y(e, t, n, r) {

# >> var i = m.hasOwnProperty(t) ? m[t] : null;

# >> (null !== i ? 0 !== i.type : r || !(2 < t.length) || "o" !== t[0] && "O" !== t[0] || "n" !== t[1] && "N" !== t[1]) && (function(e, t, n, r) {

# >> if (null == t || function(e, t, n, r) {

# >> if (null !== n && 0 === n.type)

# >> return !1;

# >> switch (typeof t) {

# >> case "function":

# >> case "symbol":

# >> return !0;

# >> case "boolean":

# >> return !r && (null !== n ? !n.acceptsBooleans : "data-" !== (e = e.toLowerCase().slice(0, 5)) && "aria-" !== e);

# >> default:

# >> return !1

# >> }

# >> }(e, t, n, r))

# >> return !0;

# >> if (r)

# >> return !1;

# >> if (null !== n)

# >> switch (n.type) {

# >> case 3:

# >> return !t;

# >> case 4:

# >> return !1 === t;

# >> case 5:

# >> return isNaN(t);

# >> case 6:

# >> return isNaN(t) || 1 > t

# >> }

# >> return !1

# >> }(t, n, i, r) && (n = null),

# >> r || null === i ? function(e) {

# >> return !!d.call(p, e) || !d.call(h, e) && (f.test(e) ? p[e] = !0 : (h[e] = !0,

# >> !1))

# >> }(t) && (null === n ? e.removeAttribute(t) : e.setAttribute(t, "" + n)) : i.mustUseProperty ? e[i.propertyName] = null === n ? 3 !== i.type && "" : n : (t = i.attributeName,

# >> r = i.attributeNamespace,

# >> null === n ? e.removeAttribute(t) : (n = 3 === (i = i.type) || 4 === i && !0 === n ? "" : "" + n,

# >> r ? e.setAttributeNS(r, t, n) : e.setAttribute(t, n))))

# >> }

# >> "accent-height alignment-baseline arabic-form baseline-shift cap-height clip-path clip-rule color-interpolation color-interpolation-filters color-profile color-rendering dominant-baseline enable-background fill-opacity fill-rule flood-color flood-opacity font-family font-size font-size-adjust font-stretch font-style font-variant font-weight glyph-name glyph-orientation-horizontal glyph-orientation-vertical horiz-adv-x horiz-origin-x image-rendering letter-spacing lighting-color marker-end marker-mid marker-start overline-position overline-thickness paint-order panose-1 pointer-events rendering-intent shape-rendering stop-color stop-opacity strikethrough-position strikethrough-thickness stroke-dasharray stroke-dashoffset stroke-linecap stroke-linejoin stroke-miterlimit stroke-opacity stroke-width text-anchor text-decoration text-rendering underline-position underline-thickness unicode-bidi unicode-range units-per-em v-alphabetic v-hanging v-ideographic v-mathematical vector-effect vert-adv-y vert-origin-x vert-origin-y word-spacing writing-mode xmlns:xlink x-height".split(" ").forEach((function(e) {

# >> var t = e.replace(b, v);

# >> m[t] = new g(t,1,!1,e,null,!1,!1)

# >> }

# >> )),

# >> "xlink:actuate xlink:arcrole xlink:role xlink:show xlink:title xlink:type".split(" ").forEach((function(e) {

# >> var t = e.replace(b, v);

# >> m[t] = new g(t,1,!1,e,"http://www.w3.org/1999/xlink",!1,!1)

# >> }

# >> )),

# >> ["xml:base", "xml:lang", "xml:space"].forEach((function(e) {

# >> var t = e.replace(b, v);

# >> m[t] = new g(t,1,!1,e,"http://www.w3.org/XML/1998/namespace",!1,!1)

# >> }

# >> )),

# >> ["tabIndex", "crossOrigin"].forEach((function(e) {

# >> m[e] = new g(e,1,!1,e.toLowerCase(),null,!1,!1)

# >> }

# >> )),

# >> m.xlinkHref = new g("xlinkHref",1,!1,"xlink:href","http://www.w3.org/1999/xlink",!0,!1),

# >> ["src", "href", "action", "formAction"].forEach((function(e) {

# >> m[e] = new g(e,1,!1,e.toLowerCase(),null,!0,!0)

# >> }

# >> ));

# >> var C = r.\_\_SECRET\_INTERNALS\_DO\_NOT\_USE\_OR\_YOU\_WILL\_BE\_FIRED

# >> , S = Symbol.for("react.element")

# >> , O = Symbol.for("react.portal")

# >> , w = Symbol.for("react.fragment")

# >> , \_ = Symbol.for("react.strict\_mode")

# >> , I = Symbol.for("react.profiler")

# >> , E = Symbol.for("react.provider")

# >> , j = Symbol.for("react.context")

# >> , x = Symbol.for("react.forward\_ref")

# >> , k = Symbol.for("react.suspense")

# >> , T = Symbol.for("react.suspense\_list")

# >> , L = Symbol.for("react.memo")

# >> , A = Symbol.for("react.lazy");

# >> Symbol.for("react.scope"),

# >> Symbol.for("react.debug\_trace\_mode");

# >> var P = Symbol.for("react.offscreen");

# >> Symbol.for("react.legacy\_hidden"),

# >> Symbol.for("react.cache"),

# >> Symbol.for("react.tracing\_marker");

# >> var N = Symbol.iterator;

# >> function F(e) {

# >> return null === e || "object" != typeof e ? null : "function" == typeof (e = N && e[N] || e["@@iterator"]) ? e : null

# >> }

# >> var R, D = Object.assign;

# >> function M(e) {

# >> if (void 0 === R)

# >> try {

# >> throw Error()

# >> } catch (e) {

# >> var t = e.stack.trim().match(/\n( \*(at )?)/);

# >> R = t && t[1] || ""

# >> }

# >> return "\n" + R + e

# >> }

# >> var B = !1;

# >> function z(e, t) {

# >> if (!e || B)

# >> return "";

# >> B = !0;

# >> var n = Error.prepareStackTrace;

# >> Error.prepareStackTrace = void 0;

# >> try {

# >> if (t)

# >> if (t = function() {

# >> throw Error()

# >> }

# >> ,

# >> Object.defineProperty(t.prototype, "props", {

# >> set: function() {

# >> throw Error()

# >> }

# >> }),

# >> "object" == typeof Reflect && Reflect.construct) {

# >> try {

# >> Reflect.construct(t, [])

# >> } catch (e) {

# >> var r = e

# >> }

# >> Reflect.construct(e, [], t)

# >> } else {

# >> try {

# >> t.call()

# >> } catch (e) {

# >> r = e

# >> }

# >> e.call(t.prototype)

# >> }

# >> else {

# >> try {

# >> throw Error()

# >> } catch (e) {

# >> r = e

# >> }

# >> e()

# >> }

# >> } catch (t) {

# >> if (t && r && "string" == typeof t.stack) {

# >> for (var i = t.stack.split("\n"), o = r.stack.split("\n"), a = i.length - 1, s = o.length - 1; 1 <= a && 0 <= s && i[a] !== o[s]; )

# >> s--;

# >> for (; 1 <= a && 0 <= s; a--,

# >> s--)

# >> if (i[a] !== o[s]) {

# >> if (1 !== a || 1 !== s)

# >> do {

# >> if (a--,

# >> 0 > --s || i[a] !== o[s]) {

# >> var l = "\n" + i[a].replace(" at new ", " at ");

# >> return e.displayName && l.includes("<anonymous>") && (l = l.replace("<anonymous>", e.displayName)),

# >> l

# >> }

# >> } while (1 <= a && 0 <= s);

# >> break

# >> }

# >> }

# >> } finally {

# >> B = !1,

# >> Error.prepareStackTrace = n

# >> }

# >> return (e = e ? e.displayName || e.name : "") ? M(e) : ""

# >> }

# >> function q(e) {

# >> switch (e.tag) {

# >> case 5:

# >> return M(e.type);

# >> case 16:

# >> return M("Lazy");

# >> case 13:

# >> return M("Suspense");

# >> case 19:

# >> return M("SuspenseList");

# >> case 0:

# >> case 2:

# >> case 15:

# >> return e = z(e.type, !1);

# >> case 11:

# >> return e = z(e.type.render, !1);

# >> case 1:

# >> return e = z(e.type, !0);

# >> default:

# >> return ""

# >> }

# >> }

# >> function H(e) {

# >> var t = e.type;

# >> switch (e.tag) {

# >> case 24:

# >> return "Cache";

# >> case 9:

# >> return (t.displayName || "Context") + ".Consumer";

# >> case 10:

# >> return (t.\_context.displayName || "Context") + ".Provider";

# >> case 18:

# >> return "DehydratedFragment";

# >> case 11:

# >> return e = (e = t.render).displayName || e.name || "",

# >> t.displayName || ("" !== e ? "ForwardRef(" + e + ")" : "ForwardRef");

# >> case 7:

# >> return "Fragment";

# >> case 5:

# >> return t;

# >> case 4:

# >> return "Portal";

# >> case 3:

# >> return "Root";

# >> case 6:

# >> return "Text";

# >> case 16:

# >> return function e(t) {

# >> if (null == t)

# >> return null;

# >> if ("function" == typeof t)

# >> return t.displayName || t.name || null;

# >> if ("string" == typeof t)

# >> return t;

# >> switch (t) {

# >> case w:

# >> return "Fragment";

# >> case O:

# >> return "Portal";

# >> case I:

# >> return "Profiler";

# >> case \_:

# >> return "StrictMode";

# >> case k:

# >> return "Suspense";

# >> case T:

# >> return "SuspenseList"

# >> }

# >> if ("object" == typeof t)

# >> switch (t.$$typeof) {

# >> case j:

# >> return (t.displayName || "Context") + ".Consumer";

# >> case E:

# >> return (t.\_context.displayName || "Context") + ".Provider";

# >> case x:

# >> var n = t.render;

# >> return (t = t.displayName) || (t = "" !== (t = n.displayName || n.name || "") ? "ForwardRef(" + t + ")" : "ForwardRef"),

# >> t;

# >> case L:

# >> return null !== (n = t.displayName || null) ? n : e(t.type) || "Memo";

# >> case A:

# >> n = t.\_payload,

# >> t = t.\_init;

# >> try {

# >> return e(t(n))

# >> } catch (e) {}

# >> }

# >> return null

# >> }(t);

# >> case 8:

# >> return t === \_ ? "StrictMode" : "Mode";

# >> case 22:

# >> return "Offscreen";

# >> case 12:

# >> return "Profiler";

# >> case 21:

# >> return "Scope";

# >> case 13:

# >> return "Suspense";

# >> case 19:

# >> return "SuspenseList";

# >> case 25:

# >> return "TracingMarker";

# >> case 1:

# >> case 0:

# >> case 17:

# >> case 2:

# >> case 14:

# >> case 15:

# >> if ("function" == typeof t)

# >> return t.displayName || t.name || null;

# >> if ("string" == typeof t)

# >> return t

# >> }

# >> return null

# >> }

# >> function U(e) {

# >> switch (typeof e) {

# >> case "boolean":

# >> case "number":

# >> case "string":

# >> case "undefined":

# >> case "object":

# >> return e;

# >> default:

# >> return ""

# >> }

# >> }

# >> function V(e) {

# >> var t = e.type;

# >> return (e = e.nodeName) && "input" === e.toLowerCase() && ("checkbox" === t || "radio" === t)

# >> }

# >> function W(e) {

# >> e.\_valueTracker || (e.\_valueTracker = function(e) {

# >> var t = V(e) ? "checked" : "value"

# >> , n = Object.getOwnPropertyDescriptor(e.constructor.prototype, t)

# >> , r = "" + e[t];

# >> if (!e.hasOwnProperty(t) && void 0 !== n && "function" == typeof n.get && "function" == typeof n.set) {

# >> var i = n.get

# >> , o = n.set;

# >> return Object.defineProperty(e, t, {

# >> configurable: !0,

# >> get: function() {

# >> return i.call(this)

# >> },

# >> set: function(e) {

# >> r = "" + e,

# >> o.call(this, e)

# >> }

# >> }),

# >> Object.defineProperty(e, t, {

# >> enumerable: n.enumerable

# >> }),

# >> {

# >> getValue: function() {

# >> return r

# >> },

# >> setValue: function(e) {

# >> r = "" + e

# >> },

# >> stopTracking: function() {

# >> e.\_valueTracker = null,

# >> delete e[t]

# >> }

# >> }

# >> }

# >> }(e))

# >> }

# >> function Z(e) {

# >> if (!e)

# >> return !1;

# >> var t = e.\_valueTracker;

# >> if (!t)

# >> return !0;

# >> var n = t.getValue()

# >> , r = "";

# >> return e && (r = V(e) ? e.checked ? "true" : "false" : e.value),

# >> (e = r) !== n && (t.setValue(e),

# >> !0)

# >> }

# >> function G(e) {

# >> if (void 0 === (e = e || ("undefined" != typeof document ? document : void 0)))

# >> return null;

# >> try {

# >> return e.activeElement || e.body

# >> } catch (t) {

# >> return e.body

# >> }

# >> }

# >> function K(e, t) {

# >> var n = t.checked;

# >> return D({}, t, {

# >> defaultChecked: void 0,

# >> defaultValue: void 0,

# >> value: void 0,

# >> checked: null != n ? n : e.\_wrapperState.initialChecked

# >> })

# >> }

# >> function $(e, t) {

# >> var n = null == t.defaultValue ? "" : t.defaultValue

# >> , r = null != t.checked ? t.checked : t.defaultChecked;

# >> n = U(null != t.value ? t.value : n),

# >> e.\_wrapperState = {

# >> initialChecked: r,

# >> initialValue: n,

# >> controlled: "checkbox" === t.type || "radio" === t.type ? null != t.checked : null != t.value

# >> }

# >> }

# >> function Q(e, t) {

# >> null != (t = t.checked) && y(e, "checked", t, !1)

# >> }

# >> function X(e, t) {

# >> Q(e, t);

# >> var n = U(t.value)

# >> , r = t.type;

# >> if (null != n)

# >> "number" === r ? (0 === n && "" === e.value || e.value != n) && (e.value = "" + n) : e.value !== "" + n && (e.value = "" + n);

# >> else if ("submit" === r || "reset" === r)

# >> return void e.removeAttribute("value");

# >> t.hasOwnProperty("value") ? Y(e, t.type, n) : t.hasOwnProperty("defaultValue") && Y(e, t.type, U(t.defaultValue)),

# >> null == t.checked && null != t.defaultChecked && (e.defaultChecked = !!t.defaultChecked)

# >> }

# >> function J(e, t, n) {

# >> if (t.hasOwnProperty("value") || t.hasOwnProperty("defaultValue")) {

# >> var r = t.type;

# >> if (!("submit" !== r && "reset" !== r || void 0 !== t.value && null !== t.value))

# >> return;

# >> t = "" + e.\_wrapperState.initialValue,

# >> n || t === e.value || (e.value = t),

# >> e.defaultValue = t

# >> }

# >> "" !== (n = e.name) && (e.name = ""),

# >> e.defaultChecked = !!e.\_wrapperState.initialChecked,

# >> "" !== n && (e.name = n)

# >> }

# >> function Y(e, t, n) {

# >> "number" === t && G(e.ownerDocument) === e || (null == n ? e.defaultValue = "" + e.\_wrapperState.initialValue : e.defaultValue !== "" + n && (e.defaultValue = "" + n))

# >> }

# >> var ee = Array.isArray;

# >> function te(e, t, n, r) {

# >> if (e = e.options,

# >> t) {

# >> t = {};

# >> for (var i = 0; i < n.length; i++)

# >> t["$" + n[i]] = !0;

# >> for (n = 0; n < e.length; n++)

# >> i = t.hasOwnProperty("$" + e[n].value),

# >> e[n].selected !== i && (e[n].selected = i),

# >> i && r && (e[n].defaultSelected = !0)

# >> } else {

# >> for (n = "" + U(n),

# >> t = null,

# >> i = 0; i < e.length; i++) {

# >> if (e[i].value === n)

# >> return e[i].selected = !0,

# >> void (r && (e[i].defaultSelected = !0));

# >> null !== t || e[i].disabled || (t = e[i])

# >> }

# >> null !== t && (t.selected = !0)

# >> }

# >> }

# >> function ne(e, t) {

# >> if (null != t.dangerouslySetInnerHTML)

# >> throw Error(o(91));

# >> return D({}, t, {

# >> value: void 0,

# >> defaultValue: void 0,

# >> children: "" + e.\_wrapperState.initialValue

# >> })

# >> }

# >> function re(e, t) {

# >> var n = t.value;

# >> if (null == n) {

# >> if (n = t.children,

# >> t = t.defaultValue,

# >> null != n) {

# >> if (null != t)

# >> throw Error(o(92));

# >> if (ee(n)) {

# >> if (1 < n.length)

# >> throw Error(o(93));

# >> n = n[0]

# >> }

# >> t = n

# >> }

# >> null == t && (t = ""),

# >> n = t

# >> }

# >> e.\_wrapperState = {

# >> initialValue: U(n)

# >> }

# >> }

# >> function ie(e, t) {

# >> var n = U(t.value)

# >> , r = U(t.defaultValue);

# >> null != n && ((n = "" + n) !== e.value && (e.value = n),

# >> null == t.defaultValue && e.defaultValue !== n && (e.defaultValue = n)),

# >> null != r && (e.defaultValue = "" + r)

# >> }

# >> function oe(e) {

# >> var t = e.textContent;

# >> t === e.\_wrapperState.initialValue && "" !== t && null !== t && (e.value = t)

# >> }

# >> function ae(e) {

# >> switch (e) {

# >> case "svg":

# >> return "http://www.w3.org/2000/svg";

# >> case "math":

# >> return "http://www.w3.org/1998/Math/MathML";

# >> default:

# >> return "http://www.w3.org/1999/xhtml"

# >> }

# >> }

# >> function se(e, t) {

# >> return null == e || "http://www.w3.org/1999/xhtml" === e ? ae(t) : "http://www.w3.org/2000/svg" === e && "foreignObject" === t ? "http://www.w3.org/1999/xhtml" : e

# >> }

# >> var le, ce = function(e) {

# >> return "undefined" != typeof MSApp && MSApp.execUnsafeLocalFunction ? function(t, n, r, i) {

# >> MSApp.execUnsafeLocalFunction((function() {

# >> return e(t, n)

# >> }

# >> ))

# >> }

# >> : e

# >> }((function(e, t) {

# >> if ("http://www.w3.org/2000/svg" !== e.namespaceURI || "innerHTML"in e)

# >> e.innerHTML = t;

# >> else {

# >> for ((le = le || document.createElement("div")).innerHTML = "<svg>" + t.valueOf().toString() + "</svg>",

# >> t = le.firstChild; e.firstChild; )

# >> e.removeChild(e.firstChild);

# >> for (; t.firstChild; )

# >> e.appendChild(t.firstChild)

# >> }

# >> }

# >> ));

# >> function ue(e, t) {

# >> if (t) {

# >> var n = e.firstChild;

# >> if (n && n === e.lastChild && 3 === n.nodeType)

# >> return void (n.nodeValue = t)

# >> }

# >> e.textContent = t

# >> }

# >> var de = {

# >> animationIterationCount: !0,

# >> aspectRatio: !0,

# >> borderImageOutset: !0,

# >> borderImageSlice: !0,

# >> borderImageWidth: !0,

# >> boxFlex: !0,

# >> boxFlexGroup: !0,

# >> boxOrdinalGroup: !0,

# >> columnCount: !0,

# >> columns: !0,

# >> flex: !0,

# >> flexGrow: !0,

# >> flexPositive: !0,

# >> flexShrink: !0,

# >> flexNegative: !0,

# >> flexOrder: !0,

# >> gridArea: !0,

# >> gridRow: !0,

# >> gridRowEnd: !0,

# >> gridRowSpan: !0,

# >> gridRowStart: !0,

# >> gridColumn: !0,

# >> gridColumnEnd: !0,

# >> gridColumnSpan: !0,

# >> gridColumnStart: !0,

# >> fontWeight: !0,

# >> lineClamp: !0,

# >> lineHeight: !0,

# >> opacity: !0,

# >> order: !0,

# >> orphans: !0,

# >> tabSize: !0,

# >> widows: !0,

# >> zIndex: !0,

# >> zoom: !0,

# >> fillOpacity: !0,

# >> floodOpacity: !0,

# >> stopOpacity: !0,

# >> strokeDasharray: !0,

# >> strokeDashoffset: !0,

# >> strokeMiterlimit: !0,

# >> strokeOpacity: !0,

# >> strokeWidth: !0

# >> }

# >> , fe = ["Webkit", "ms", "Moz", "O"];

# >> function he(e, t, n) {

# >> return null == t || "boolean" == typeof t || "" === t ? "" : n || "number" != typeof t || 0 === t || de.hasOwnProperty(e) && de[e] ? ("" + t).trim() : t + "px"

# >> }

# >> function pe(e, t) {

# >> for (var n in e = e.style,

# >> t)

# >> if (t.hasOwnProperty(n)) {

# >> var r = 0 === n.indexOf("--")

# >> , i = he(n, t[n], r);

# >> "float" === n && (n = "cssFloat"),

# >> r ? e.setProperty(n, i) : e[n] = i

# >> }

# >> }

# >> Object.keys(de).forEach((function(e) {

# >> fe.forEach((function(t) {

# >> t = t + e.charAt(0).toUpperCase() + e.substring(1),

# >> de[t] = de[e]

# >> }

# >> ))

# >> }

# >> ));

# >> var ge = D({

# >> menuitem: !0

# >> }, {

# >> area: !0,

# >> base: !0,

# >> br: !0,

# >> col: !0,

# >> embed: !0,

# >> hr: !0,

# >> img: !0,

# >> input: !0,

# >> keygen: !0,

# >> link: !0,

# >> meta: !0,

# >> param: !0,

# >> source: !0,

# >> track: !0,

# >> wbr: !0

# >> });

# >> function me(e, t) {

# >> if (t) {

# >> if (ge[e] && (null != t.children || null != t.dangerouslySetInnerHTML))

# >> throw Error(o(137, e));

# >> if (null != t.dangerouslySetInnerHTML) {

# >> if (null != t.children)

# >> throw Error(o(60));

# >> if ("object" != typeof t.dangerouslySetInnerHTML || !("\_\_html"in t.dangerouslySetInnerHTML))

# >> throw Error(o(61))

# >> }

# >> if (null != t.style && "object" != typeof t.style)

# >> throw Error(o(62))

# >> }

# >> }

# >> function be(e, t) {

# >> if (-1 === e.indexOf("-"))

# >> return "string" == typeof t.is;

# >> switch (e) {

# >> case "annotation-xml":

# >> case "color-profile":

# >> case "font-face":

# >> case "font-face-src":

# >> case "font-face-uri":

# >> case "font-face-format":

# >> case "font-face-name":

# >> case "missing-glyph":

# >> return !1;

# >> default:

# >> return !0

# >> }

# >> }

# >> var ve = null;

# >> function ye(e) {

# >> return (e = e.target || e.srcElement || window).correspondingUseElement && (e = e.correspondingUseElement),

# >> 3 === e.nodeType ? e.parentNode : e

# >> }

# >> var Ce = null

# >> , Se = null

# >> , Oe = null;

# >> function we(e) {

# >> if (e = fi(e)) {

# >> if ("function" != typeof Ce)

# >> throw Error(o(280));

# >> var t = e.stateNode;

# >> t && (t = pi(t),

# >> Ce(e.stateNode, e.type, t))

# >> }

# >> }

# >> function \_e(e) {

# >> Se ? Oe ? Oe.push(e) : Oe = [e] : Se = e

# >> }

# >> function Ie() {

# >> if (Se) {

# >> var e = Se

# >> , t = Oe;

# >> if (Oe = Se = null,

# >> we(e),

# >> t)

# >> for (e = 0; e < t.length; e++)

# >> we(t[e])

# >> }

# >> }

# >> function Ee(e, t) {

# >> return e(t)

# >> }

# >> function je() {}

# >> var xe = !1;

# >> function ke(e, t, n) {

# >> if (xe)

# >> return e(t, n);

# >> xe = !0;

# >> try {

# >> return Ee(e, t, n)

# >> } finally {

# >> xe = !1,

# >> (null !== Se || null !== Oe) && (je(),

# >> Ie())

# >> }

# >> }

# >> function Te(e, t) {

# >> var n = e.stateNode;

# >> if (null === n)

# >> return null;

# >> var r = pi(n);

# >> if (null === r)

# >> return null;

# >> n = r[t];

# >> e: switch (t) {

# >> case "onClick":

# >> case "onClickCapture":

# >> case "onDoubleClick":

# >> case "onDoubleClickCapture":

# >> case "onMouseDown":

# >> case "onMouseDownCapture":

# >> case "onMouseMove":

# >> case "onMouseMoveCapture":

# >> case "onMouseUp":

# >> case "onMouseUpCapture":

# >> case "onMouseEnter":

# >> (r = !r.disabled) || (r = !("button" === (e = e.type) || "input" === e || "select" === e || "textarea" === e)),

# >> e = !r;

# >> break e;

# >> default:

# >> e = !1

# >> }

# >> if (e)

# >> return null;

# >> if (n && "function" != typeof n)

# >> throw Error(o(231, t, typeof n));

# >> return n

# >> }

# >> var Le = !1;

# >> if (u)

# >> try {

# >> var Ae = {};

# >> Object.defineProperty(Ae, "passive", {

# >> get: function() {

# >> Le = !0

# >> }

# >> }),

# >> window.addEventListener("test", Ae, Ae),

# >> window.removeEventListener("test", Ae, Ae)

# >> } catch (e) {

# >> Le = !1

# >> }

# >> function Pe(e, t, n, r, i, o, a, s, l) {

# >> var c = Array.prototype.slice.call(arguments, 3);

# >> try {

# >> t.apply(n, c)

# >> } catch (e) {

# >> this.onError(e)

# >> }

# >> }

# >> var Ne = !1

# >> , Fe = null

# >> , Re = !1

# >> , De = null

# >> , Me = {

# >> onError: function(e) {

# >> Ne = !0,

# >> Fe = e

# >> }

# >> };

# >> function Be(e, t, n, r, i, o, a, s, l) {

# >> Ne = !1,

# >> Fe = null,

# >> Pe.apply(Me, arguments)

# >> }

# >> function ze(e) {

# >> var t = e

# >> , n = e;

# >> if (e.alternate)

# >> for (; t.return; )

# >> t = t.return;

# >> else {

# >> e = t;

# >> do {

# >> 0 != (4098 & (t = e).flags) && (n = t.return),

# >> e = t.return

# >> } while (e)

# >> }

# >> return 3 === t.tag ? n : null

# >> }

# >> function qe(e) {

# >> if (13 === e.tag) {

# >> var t = e.memoizedState;

# >> if (null === t && (null !== (e = e.alternate) && (t = e.memoizedState)),

# >> null !== t)

# >> return t.dehydrated

# >> }

# >> return null

# >> }

# >> function He(e) {

# >> if (ze(e) !== e)

# >> throw Error(o(188))

# >> }

# >> function Ue(e) {

# >> return null !== (e = function(e) {

# >> var t = e.alternate;

# >> if (!t) {

# >> if (null === (t = ze(e)))

# >> throw Error(o(188));

# >> return t !== e ? null : e

# >> }

# >> for (var n = e, r = t; ; ) {

# >> var i = n.return;

# >> if (null === i)

# >> break;

# >> var a = i.alternate;

# >> if (null === a) {

# >> if (null !== (r = i.return)) {

# >> n = r;

# >> continue

# >> }

# >> break

# >> }

# >> if (i.child === a.child) {

# >> for (a = i.child; a; ) {

# >> if (a === n)

# >> return He(i),

# >> e;

# >> if (a === r)

# >> return He(i),

# >> t;

# >> a = a.sibling

# >> }

# >> throw Error(o(188))

# >> }

# >> if (n.return !== r.return)

# >> n = i,

# >> r = a;

# >> else {

# >> for (var s = !1, l = i.child; l; ) {

# >> if (l === n) {

# >> s = !0,

# >> n = i,

# >> r = a;

# >> break

# >> }

# >> if (l === r) {

# >> s = !0,

# >> r = i,

# >> n = a;

# >> break

# >> }

# >> l = l.sibling

# >> }

# >> if (!s) {

# >> for (l = a.child; l; ) {

# >> if (l === n) {

# >> s = !0,

# >> n = a,

# >> r = i;

# >> break

# >> }

# >> if (l === r) {

# >> s = !0,

# >> r = a,

# >> n = i;

# >> break

# >> }

# >> l = l.sibling

# >> }

# >> if (!s)

# >> throw Error(o(189))

# >> }

# >> }

# >> if (n.alternate !== r)

# >> throw Error(o(190))

# >> }

# >> if (3 !== n.tag)

# >> throw Error(o(188));

# >> return n.stateNode.current === n ? e : t

# >> }(e)) ? function e(t) {

# >> if (5 === t.tag || 6 === t.tag)

# >> return t;

# >> for (t = t.child; null !== t; ) {

# >> var n = e(t);

# >> if (null !== n)

# >> return n;

# >> t = t.sibling

# >> }

# >> return null

# >> }(e) : null

# >> }

# >> var Ve = i.unstable\_scheduleCallback

# >> , We = i.unstable\_cancelCallback

# >> , Ze = i.unstable\_shouldYield

# >> , Ge = i.unstable\_requestPaint

# >> , Ke = i.unstable\_now

# >> , $e = i.unstable\_getCurrentPriorityLevel

# >> , Qe = i.unstable\_ImmediatePriority

# >> , Xe = i.unstable\_UserBlockingPriority

# >> , Je = i.unstable\_NormalPriority

# >> , Ye = i.unstable\_LowPriority

# >> , et = i.unstable\_IdlePriority

# >> , tt = null

# >> , nt = null;

# >> var rt = Math.clz32 ? Math.clz32 : function(e) {

# >> return 0 === (e >>>= 0) ? 32 : 31 - (it(e) / ot | 0) | 0

# >> }

# >> , it = Math.log

# >> , ot = Math.LN2;

# >> var at = 64

# >> , st = 4194304;

# >> function lt(e) {

# >> switch (e & -e) {

# >> case 1:

# >> return 1;

# >> case 2:

# >> return 2;

# >> case 4:

# >> return 4;

# >> case 8:

# >> return 8;