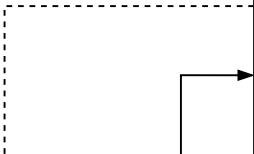
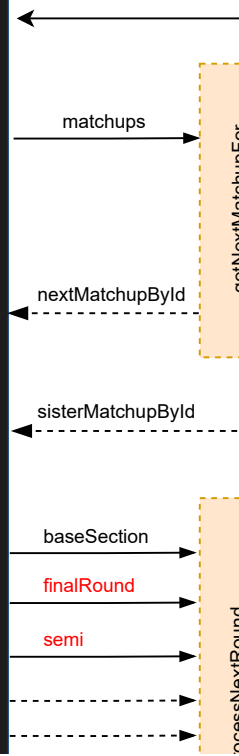
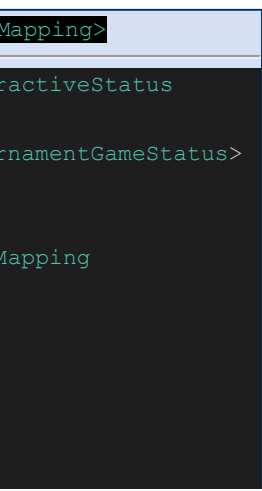
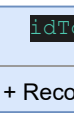
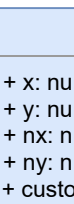
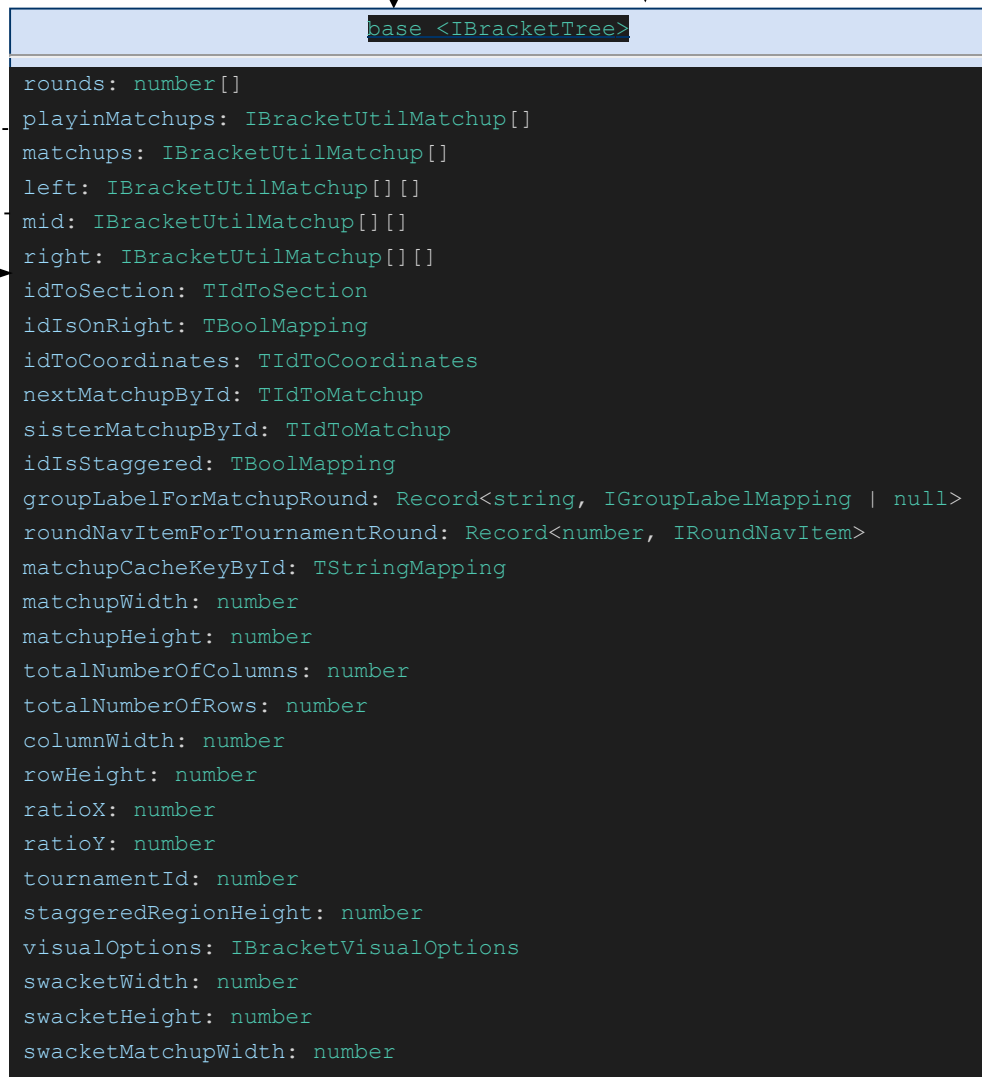
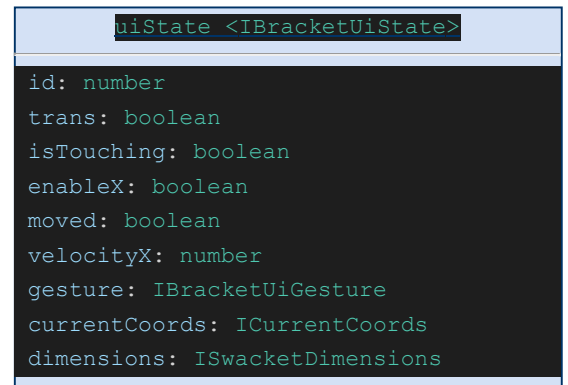
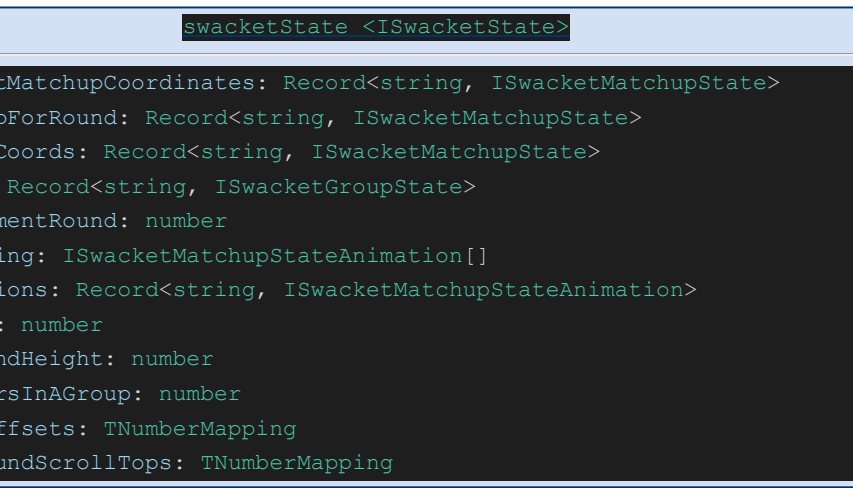
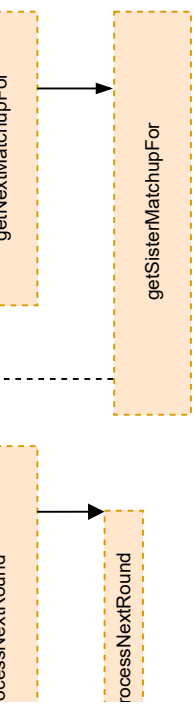
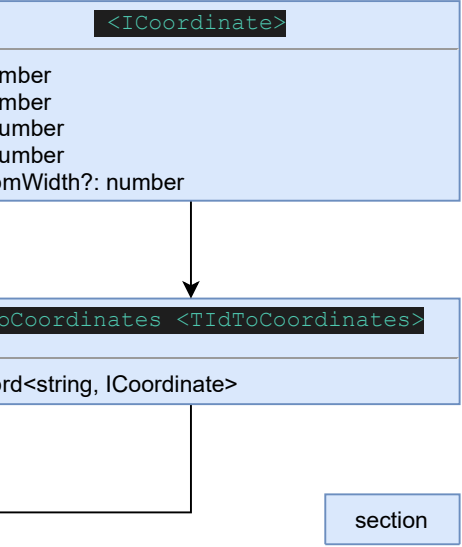


| current |
|---------|
| matchup |
| region  |
| group:  |
| tournan |
| animati |
| animati |
| height: |
| maxRoun |
| maxPair |
| roundOf |
| lastRou |

| bracketUtils <IBracketKeyVal            |
|---|
| interactiveStatus: TBracketMappingInter |
| groupPicksStatuses: IBracketMapping[]   |
| gameStatusMapping: Record<string, TTou  |
| picksSlotAndPosItemId: TStringMapping   |
| realSlotAndPosItemId: TStringMapping    |
| itemIdPlayinItemNameOverrides: TStringM |
| eliminatedItemIds: TBoolMapping         |
| matchupById: TIdToMatchup               |
| matchupByRound: TRoundToMatchup         |
| itemById: TIdToItem                     |
| seedByItemId: TNumberMapping            |
| picks: TStringMapping                   |







```
status?: GameStateType
groupName: string
groupPosition: Group["position"]
tournamentRoundName: string
tournamentRound: number
roundOrdinal: number
isPlayin?: boolean
```

groupName  
groupPosition  
tournamentRound  
roundOrdinal

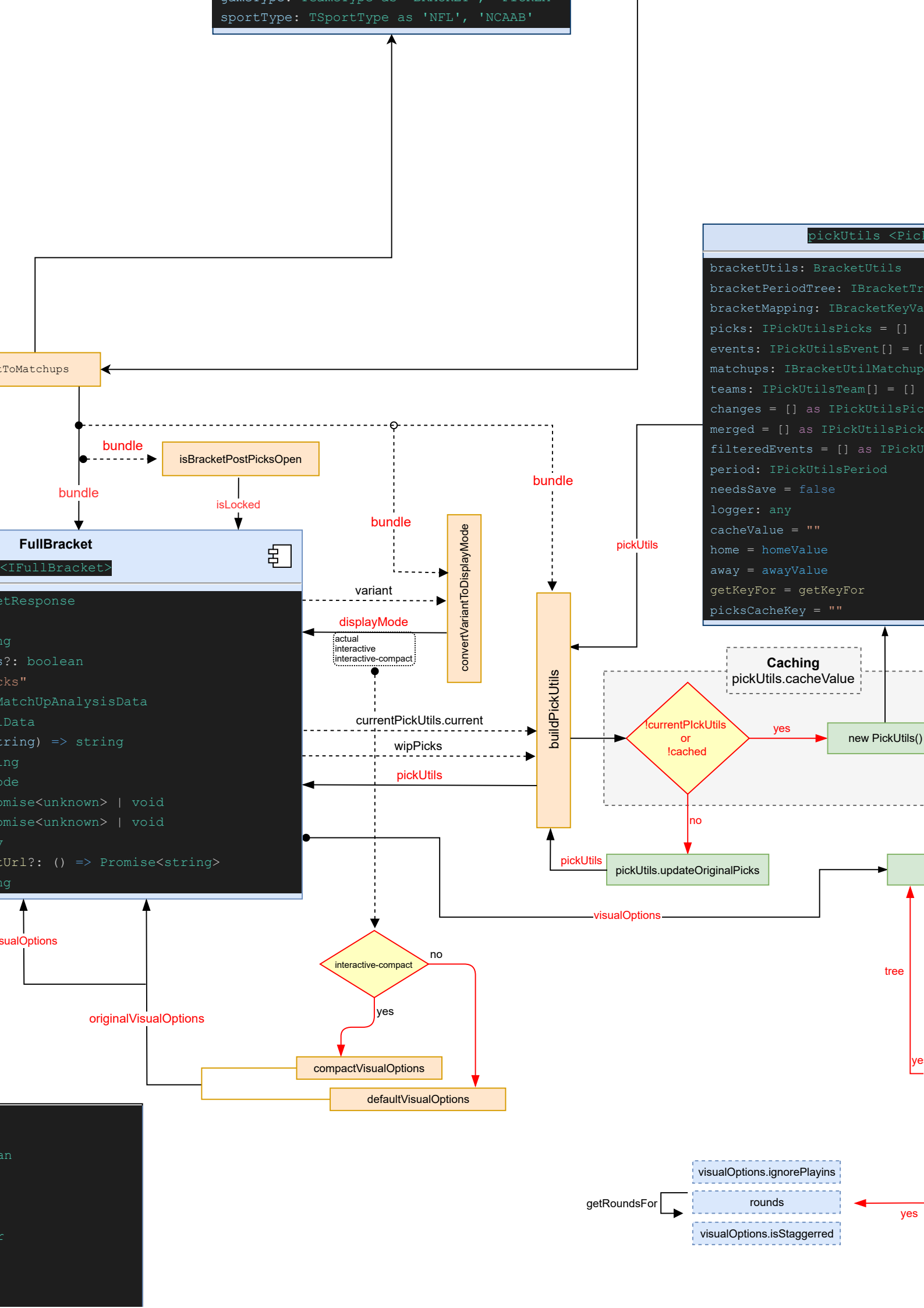
convertSdfBracket

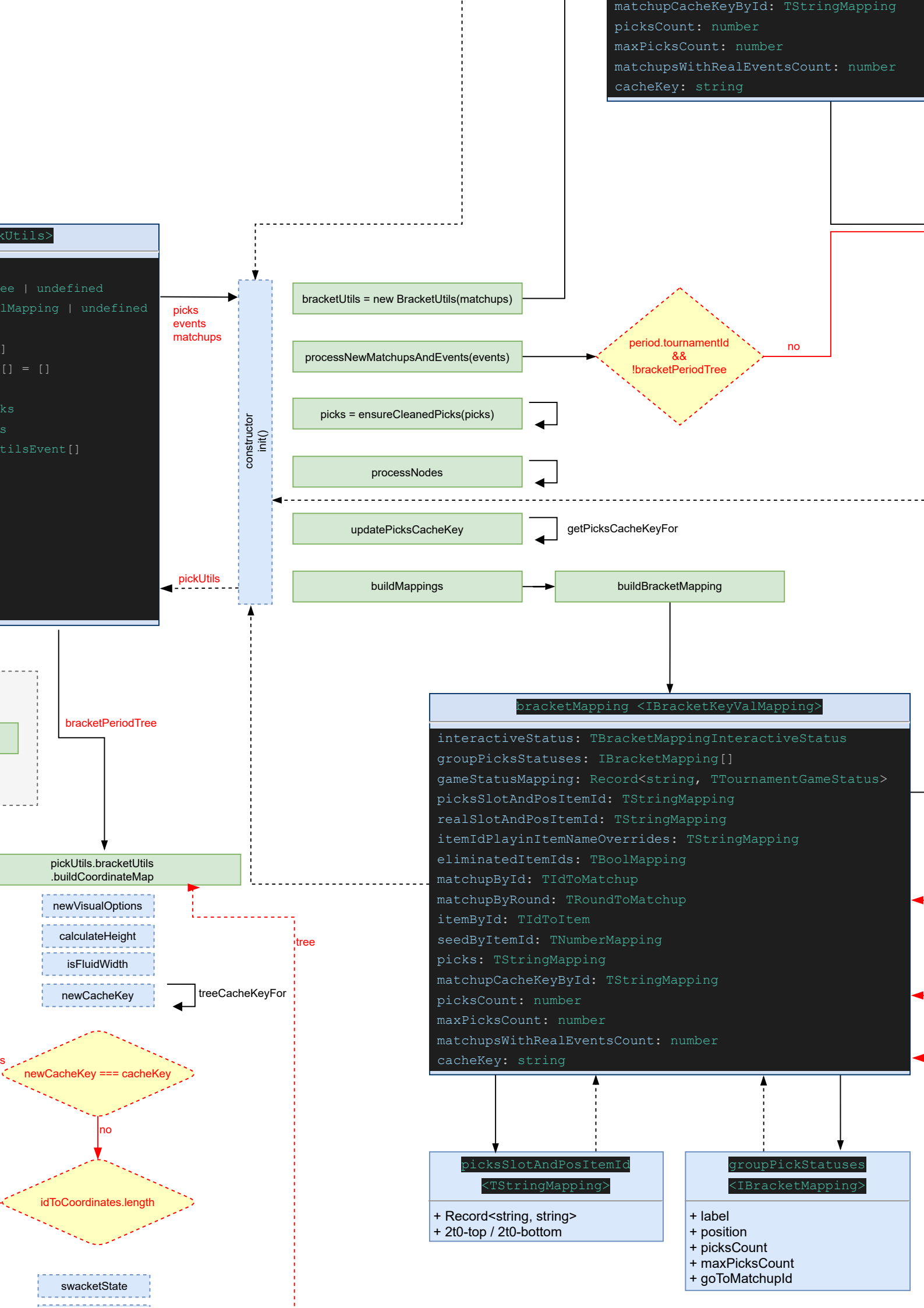
bracketData

```
bracketData: ISdfBracke
useRealCard?: boolean
picksStorageKey?: strin
useLocalStorageForPicks
variant: "media" | "pic
matchUpAnalysisData?: M
autoFillData: IAutoFill
mapAutoFillOption?: (st
initialMatchupId?: stri
toolbar?: React.ReactNo
onClearPicks: () => Pro
onSavePicks?: () => Pro
environment?: TPicksEnv
getOnSubmitFlowRedirect
gameInstanceId?: strin
```

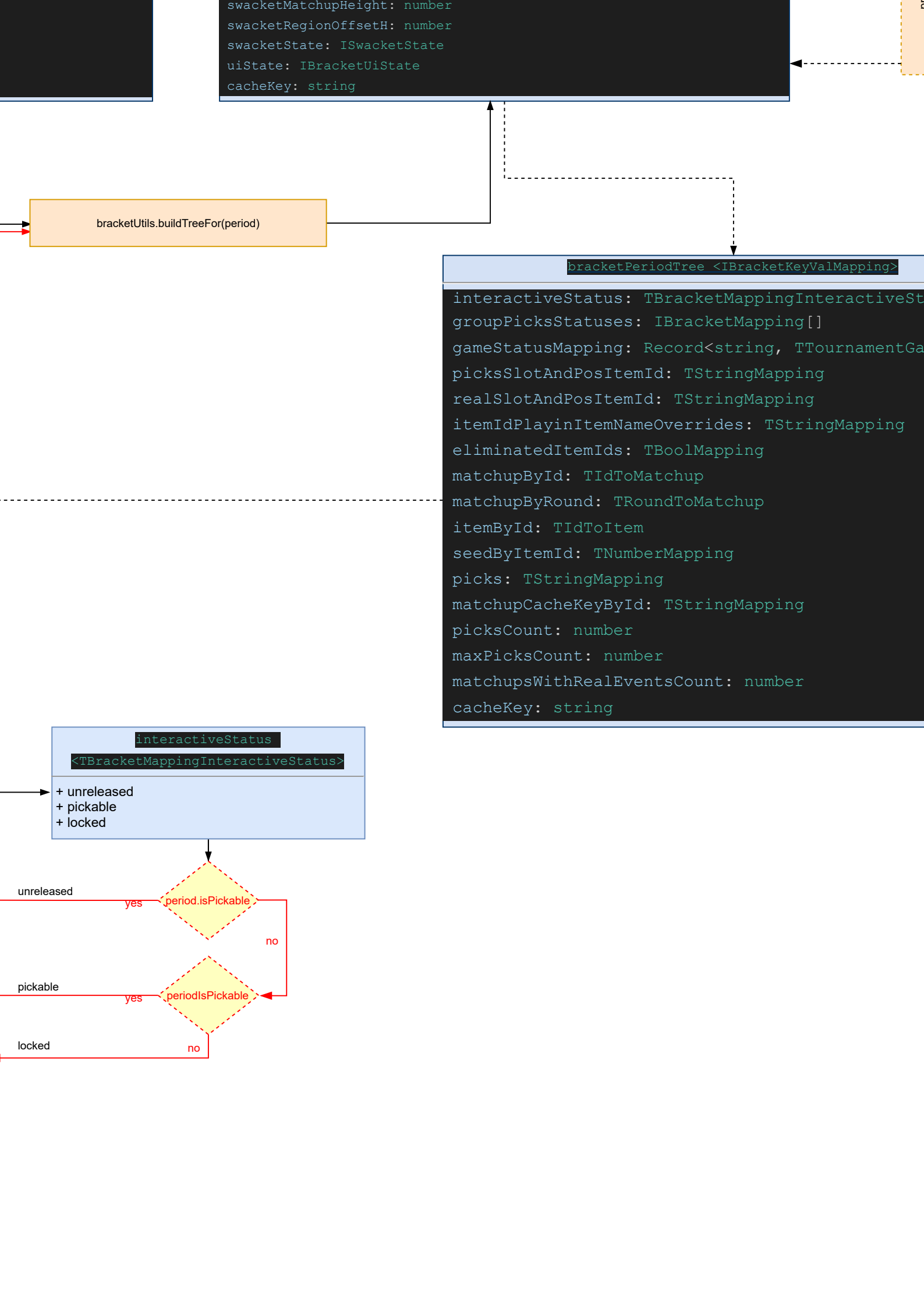
isTree: true

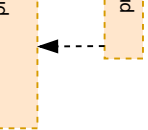
```
defaultVisualOptions
compactVisualOptions
isStaggered: boolean
isTree: boolean
isThreeSectioned: boolea
width: number
height: number
scale: number
matchupHtoWRatio: number
viewBoxWidth: number
viewBoxHeight: number
builtCoordMap: boolean
```











```
atus  
meStatus>
```

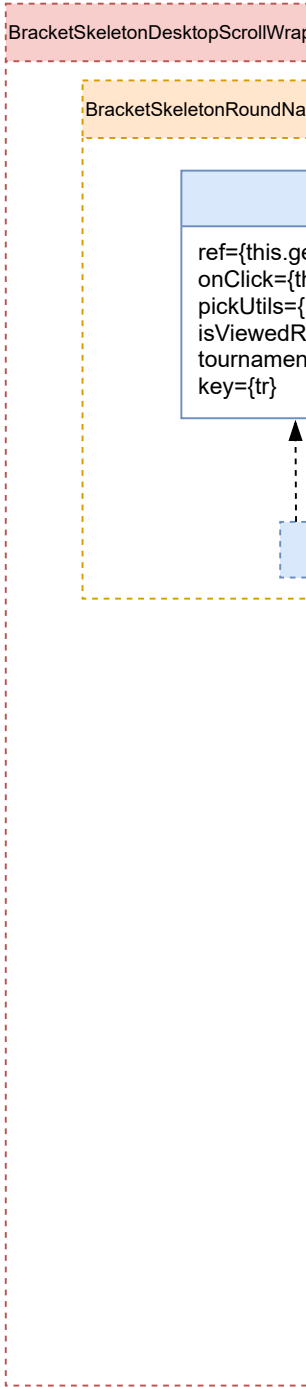
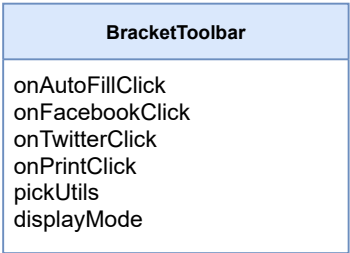
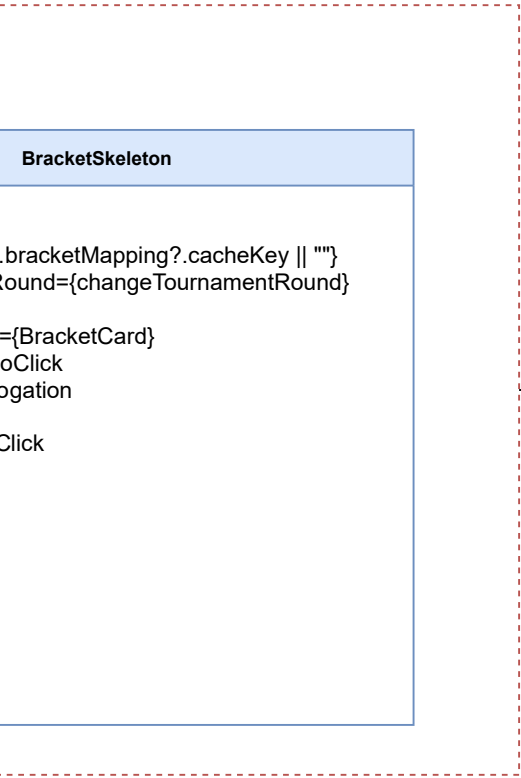
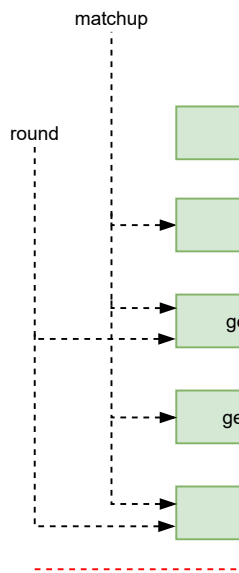
isStaggered  
isThreeSectioned  
isFluidWidth  
calculateHeight  
builtCoordMap

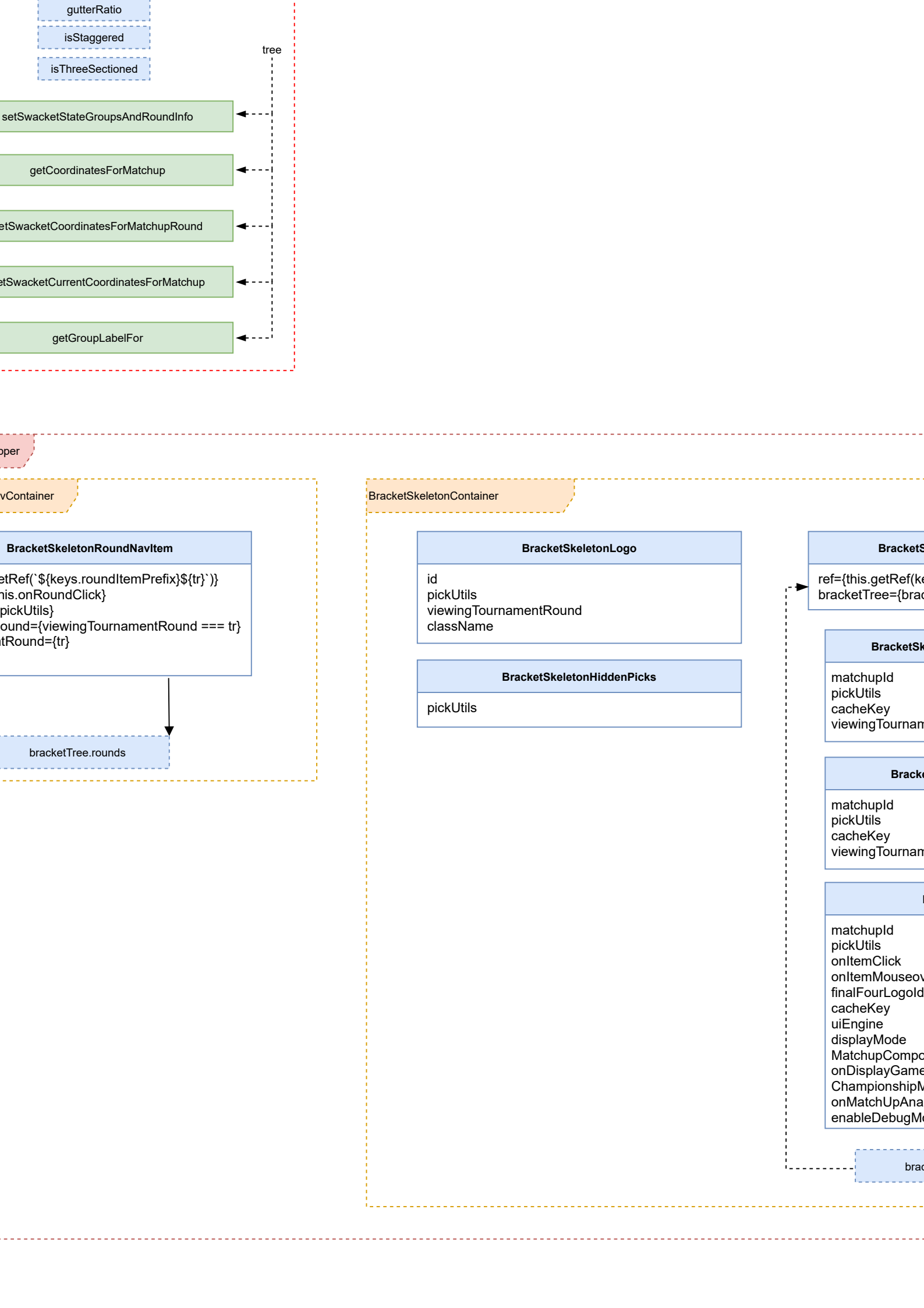
ignorePlayins: boolean  
gutterToColumnWRatio: number  
calculateHeight: boolean  
isFluidWidth: boolean  
matchupWidthPercent: number  
// swacket  
swacketMatchupWidth: number  
swacketMatchupHeight: number  
swacketMatchupGutterW: number  
swacketMatchupGroupLabel: string  
swacketViewingTournament: boolean  
swacketRegionOffsetH: number  
// optional  
minWidth?: number  
verticalGutterHeight?: number  
regionLabelHeight?: number  
matchupHeight?: number  
rowHeight?: number  
finalRoundLogoHeight?: number  
finalMatchupWidthRatio?: number

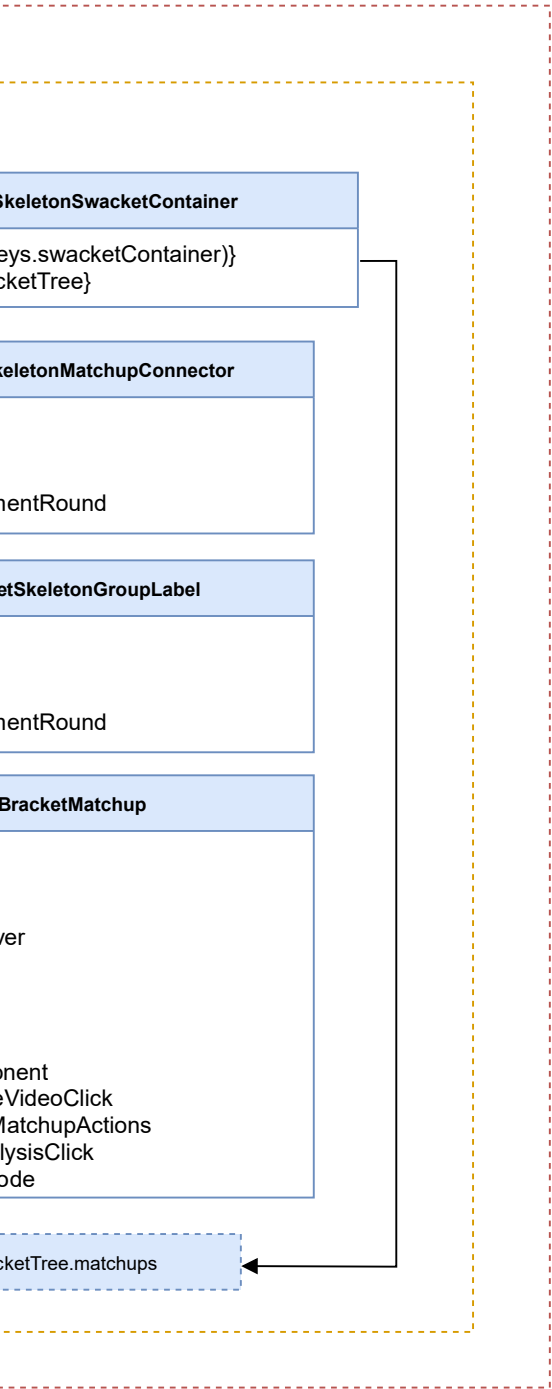
BracketSkeletonWrapper

pickUtils={pickUtils}  
cacheKey={pickUtils}  
changeTournamentRound={changeTournamentRound}  
uiEngine={"html"}  
MatchupComponent={MatchupComponent}  
onDisplayGameVideo={onDisplayGameVideo}  
bindMouseoverProp={bindMouseoverProp}  
onClearPicks={onClearPicks}  
onMatchUpAnalysis={onMatchUpAnalysis}  
onAutoFillClick={onAutoFillClick}  
onItemClick={onItemClick}  
onSavePicks={onSavePicks}  
displayMode={displayMode}  
isSaving={isSaving}  
success={success}  
initialMatchupId={initialMatchupId}  
enableDebugMode={enableDebugMode}  
extraActions={extraActions}

```
number
n
nber
nber
number
number
LH: number
Round: number
number
number
ber
number
: number
```







| BracketSkeletonMobileToolbar   |
|--|
| cacheKey<br>pickUtils<br>onRoundClick<br>onClearPicks<br>onSavePicks<br>isSaving<br>success<br>onAutofillClick |

