分享周周有,姿势各不同。、
今天,在这里要讲的是微信小程序使用echarts图表。
废话不多说,对程序员来说最简单就是copy.

1.创建兼容echart渲染的canvas组件，直接扒以下代码放入components中
wxml:

```
<canvas class="ec-canvas" canvas-id="{{ canvasId }}"
bindinit="init"
bindtouchstart="{{ ec.disableTouch ? '' : 'touchStart' }}" bindtouchmove="{{ ec.disableTouch ? '' : 'touchMove' }}" bindtouchend="{{ ec.disableTouch ? '' : 'touchEnd' }}">
</canvas>
```

wxss:

```
.ec-canvas {
  width: 100%;
  height: 100%;
}
```

js:

```
import WxCanvas from '../../utils/wx-canvas';
import * as echarts from '../../utils/echarts';
let ctx;

Component({
  properties: {
    canvasId: {
      type: String,
      value: 'ec-canvas'
    },

    ec: {
      type: Object
    }
  },
```

```
  data: {

  },

  ready: function () {
    if (!this.data.ec) {
      console.warn('组件需绑定 ec 变量，例：<ec-canvas id="mychart-dom-bar" '
        + 'canvas-id="mychart-bar" ec="{{ ec }}"></ec-canvas>');
      return;
    }

    if (!this.data.ec.lazyLoad) {
      this.init();
    }
  },

  methods: {
    init: function (callback) {
      const version = wx.version.version.split('.').map(n => parseInt(n, 10));
      const isValid = version[0] > 1 || (version[0] === 1 && version[1] > 9)
        || (version[0] === 1 && version[1] === 9 && version[2] >= 91);
      if (!isValid) {
        console.error('微信基础库版本过低，需大于等于 1.9.91。'
          + '参见：https://github.com/ecomfe/echarts-for-weixin'
          +
'#%E5%BE%AE%E4%BF%A1%E7%89%88%E6%9C%AC%E8%A6%81%E6%B1%82');
        return;
      }

      ctx = wx.createCanvasContext(this.data.canvasId, this);
```

```
  const canvas = new WxCanvas(ctx, this.data.canvasId);

  echarts.setCanvasCreator(() => {
    return canvas;
  });

  var query = wx.createSelectorQuery().in(this);
  query.select('.ec-canvas').boundingClientRect(res => {
    if (typeof callback === 'function') {
      this.chart = callback(canvas, res.width, res.height);
    }
    else if (this.data.ec && typeof this.data.ec.onInit === 'function') {
      this.chart = this.data.ec.onInit(canvas, res.width, res.height);
    }
    else {
      this.triggerEvent('init', {
        canvas: canvas,
        width: res.width,
        height: res.height
      });
    }
  }).exec();
},

canvasToTempFilePath(opt) {
  if (!opt.canvasId) {
    opt.canvasId = this.data.canvasId;
  }

  ctx.draw(true, () => {
    wx.canvasToTempFilePath(opt, this);
  });
},
```

```
touchStart(e) {
  if (this.chart && e.touches.length > 0) {
    var touch = e.touches[0];
    var handler = this.chart.getZr().handler;
    handler.dispatch('mousedown', {
      zrX: touch.x,
      zrY: touch.y
    });
    handler.dispatch('mousemove', {
      zrX: touch.x,
      zrY: touch.y
    });
    handler.processGesture(wrapTouch(e), 'start');
  }
},

touchMove(e) {
  if (this.chart && e.touches.length > 0) {
    var touch = e.touches[0];
    var handler = this.chart.getZr().handler;
    handler.dispatch('mousemove', {
      zrX: touch.x,
      zrY: touch.y
    });
    handler.processGesture(wrapTouch(e), 'change');
  }
},

touchEnd(e) {
  if (this.chart) {
    const touch = e.changedTouches ? e.changedTouches[0] : {};
    var handler = this.chart.getZr().handler;
    handler.dispatch('mouseup', {
      zrX: touch.x,
```

```
        zrY: touch.y
      });
      handler.dispatch('click', {
        zrX: touch.x,
        zrY: touch.y
      });
      handler.processGesture(wrapTouch(e), 'end');
    }
  }
 }
});

function wrapTouch(event) {
 for (let i = 0; i < event.touches.length; ++i) {
  const touch = event.touches[i];
  touch.offsetX = touch.x;
  touch.offsetY = touch.y;
 }
 return event;
}
```

2.扒JS文件，看好上一步操作中JS中，需要引入2个JS文件。注意文件位置！！！
废话不多说，开lu~

wx-canvas.js

```
export default class WxCanvas {
 constructor(ctx, canvasId) {
  this.ctx = ctx;
  this.canvasId = canvasId;
  this.chart = null;

  // this._initCanvas(zrender, ctx);
```

```
  this._initStyle(ctx);
  this._initEvent();
}

getContext(contextType) {
  if (contextType === '2d') {
    return this.ctx;
  }
}

// canvasToTempFilePath(opt) {
//   if (!opt.canvasId) {
//     opt.canvasId = this.canvasId;
//   }

//   return wx.canvasToTempFilePath(opt, this);
// }

setChart(chart) {
  this.chart = chart;
}

attachEvent() {
  // noop
}

detachEvent() {
  // noop
}

_initCanvas(zrender, ctx) {
  zrender.util.getContext = function () {
    return ctx;
  };
```

```
  zrender.util.$override('measureText', function (text, font) {
    ctx.font = font || '12px sans-serif';
    return ctx.measureText(text);
  });
}

_initStyle(ctx) {
  var styles = ['fillStyle', 'strokeStyle', 'globalAlpha',
    'textAlign', 'textBaseAlign', 'shadow', 'lineWidth',
    'lineCap', 'lineJoin', 'lineDash', 'miterLimit', 'fontSize'];

  styles.forEach(style => {
    Object.defineProperty(ctx, style, {
      set: value => {
        if (style !== 'fillStyle' && style !== 'strokeStyle'
          || value !== 'none' && value !== null
        ) {
          ctx['set' + style.charAt(0).toUpperCase() + style.slice(1)](value);
        }
      }
    });
  });

  ctx.createRadialGradient = () => {
    return ctx.createCircularGradient(arguments);
  };
}

_initEvent() {
  this.event = {};
  const eventNames = [{
    wxName: 'touchStart',
    ecName: 'mousedown'
```

```
    }, {
      wxName: 'touchMove',
      ecName: 'mousemove'
    }, {
      wxName: 'touchEnd',
      ecName: 'mouseup'
    }, {
      wxName: 'touchEnd',
      ecName: 'click'
    }];

    eventNames.forEach(name => {
      this.event[name.wxName] = e => {
        const touch = e.touches[0];
        this.chart.getZr().handler.dispatch(name.ecName, {
          zrX: name.wxName === 'tap' ? touch.clientX : touch.x,
          zrY: name.wxName === 'tap' ? touch.clientY : touch.y
        });
      };
    });
  }
}
```

echarts.js

```
!function (t, e) { "object" == typeof exports && "undefined" != typeof module
? e(exports) : "function" == typeof define && define.amd ? define(["exports"],
e) : e(t.echarts = {}) }(this, function (t) {
  "use strict"; function e(t) { var e = {}, n = {}, i = t.match(/Firefox\/([\d.]+)/), r =
t.match(/MSIE\s([\d.]+)/) || t.match(/Trident\/.+?rv:(([\d.]+))/), a =
t.match(/Edge\/([\d.]+)/), o = /micromessenger/i.test(t); return i && (n.firefox =
!0, n.version = i[1]), r && (n.ie = !0, n.version = r[1]), a && (n.edge = !0,
n.version = a[1]), o && (n.weChat = !0), { browser: n, os: e, node: !1,
canvasSupported: !!document.createElement("canvas").getContext,
svgSupported: "undefined" != typeof SVGRect, touchEventsSupported:
"ontouchstart" in window && !n.ie && !n.edge, pointerEventsSupported:
```

"onpointerdown" in window && (n.edge || n.ie && n.version >= 11), domSupported: "undefined" != typeof document } } function n(t, e) { "createCanvas" === t && (bc = null), xc[t] = e } function i(t) { if (null == t || "object" != typeof t) return t; var e = t, n = dc.call(t); if ("[object Array]" === n) { if (!R(t)) { e = []; for (var r = 0, a = t.length; a > r; r++)e[r] = i(t[r]) } } else if (fc[n]) { if (!R(t)) { var o = t.constructor; if (t.constructor.from) e = o.from(t); else { e = new o(t.length); for (var r = 0, a = t.length; a > r; r++)e[r] = i(t[r]) } } } else if (!cc[n] && !R(t) && !C(t)) { e = {}; for (var s in t) t.hasOwnProperty(s) && (e[s] = i(t[s])) } return e } function r(t, e, n) { if (!S(e) || !S(t)) return n ? i(e) : t; for (var a in e) if (e.hasOwnProperty(a)) { var o = t[a], s = e[a]; !S(s) || !S(o) || x(s) || x(o) || C(s) || C(o) || M(s) || M(o) || R(s) || R(o) ? !n && a in t || (t[a] = i(e[a], !0)) : r(o, s, n) } return t } function a(t, e) { for (var n = t[0], i = 1, a = t.length; a > i; i++)n = r(n, t[i], e); return n } function o(t, e) { for (var n in e) e.hasOwnProperty(n) && (t[n] = e[n]); return t } function s(t, e, n) { for (var i in e) e.hasOwnProperty(i) && (n ? null != e[i] : null == t[i]) && (t[i] = e[i]); return t } function l() { return bc || (bc = wc().getContext("2d")), bc } function u(t, e) { if (t) { if (t.indexOf) return t.indexOf(e); for (var n = 0, i = t.length; i > n; n++)if (t[n] === e) return n } return -1 } function h(t, e) { function n() { } var i = t.prototype; n.prototype = e.prototype, t.prototype = new n; for (var r in i) i.hasOwnProperty(r) && (t.prototype[r] = i[r]); t.prototype.constructor = t, t.superClass = e } function c(t, e, n) { t = "prototype" in t ? t.prototype : t, e = "prototype" in e ? e.prototype : e, s(t, e, n) } function f(t) { return t ? "string" == typeof t ? !1 : "number" == typeof t.length : void 0 } function d(t, e, n) { if (t && e) if (t.forEach && t.forEach === gc) t.forEach(e, n); else if (t.length === +t.length) for (var i = 0, r = t.length; r > i; i++)e.call(n, t[i], i, t); else for (var a in t) t.hasOwnProperty(a) && e.call(n, t[a], a, t) } function p(t, e, n) { if (t && e) { if (t.map && t.map === yc) return t.map(e, n); for (var i = [], r = 0, a = t.length; a > r; r++)i.push(e.call(n, t[r], r, t)); return i } } function g(t, e, n, i) { if (t && e) { if (t.reduce && t.reduce === _c) return t.reduce(e, n, i); for (var r = 0, a = t.length; a > r; r++)n = e.call(i, n, t[r], r, t); return n } } function v(t, e, n) { if (t && e) { if (t.filter && t.filter === vc) return t.filter(e, n); for (var i = [], r = 0, a = t.length; a > r; r++)e.call(n, t[r], r, t) && i.push(t[r]); return i } } function m(t, e, n) { if (t && e) for (var i = 0, r = t.length; r > i; i++)if (e.call(n, t[i], i, t)) return t[i] } function y(t, e) { var n = mc.call(arguments, 2); return function () {

return t.apply(e, n.concat(mc.call(arguments))) } } function _(t) { var e = mc.call(arguments, 1); return function () { return t.apply(this, e.concat(mc.call(arguments))) } } function x(t) { return "[object Array]" === dc.call(t) } function w(t) { return "function" == typeof t } function b(t) { return "[object String]" === dc.call(t) } function S(t) { var e = typeof t; return "function" === e || !!t && "object" === e } function M(t) { return !!cc[dc.call(t)] } function I(t) { return !!fc[dc.call(t)] } function C(t) { return "object" == typeof t && "number" == typeof t.nodeType && "object" == typeof t.ownerDocument } function T(t) { return t !== t } function k() { for (var t = 0, e = arguments.length; e > t; t++)if (null != arguments[t]) return arguments[t] } function D(t, e) { return null != t ? t : e } function A(t, e, n) { return null != t ? t : null != e ? e : n } function P() { return Function.call.apply(mc, arguments) } function O(t) { if ("number" == typeof t) return [t, t, t, t]; var e = t.length; return 2 === e ? [t[0], t[1], t[0], t[1]] : 3 === e ? [t[0], t[1], t[2], t[1]] : t } function L(t, e) { if (!t) throw new Error(e) } function B(t) { return null == t ? null : "function" == typeof t.trim ? t.trim() : t.replace(/^[\s\uFEFF\xA0]+|[\s\uFEFF\xA0]+$/g, "") } function E(t) { t[Sc] = !0 } function R(t) { return t[Sc] } function z(t) { function e(t, e) { n ? i.set(t, e) : i.set(e, t) } var n = x(t); this.data = {}; var i = this; t instanceof z ? t.each(e) : t && d(t, e) } function F(t) { return new z(t) } function N(t, e) { for (var n = new t.constructor(t.length + e.length), i = 0; i < t.length; i++)n[i] = t[i]; var r = t.length; for (i = 0; i < e.length; i++)n[i + r] = e[i]; return n } function V() { } function W(t, e) { var n = new Ic(2); return null == t && (t = 0), null == e && (e = 0), n[0] = t, n[1] = e, n } function H(t, e) { return t[0] = e[0], t[1] = e[1], t } function G(t) { var e = new Ic(2); return e[0] = t[0], e[1] = t[1], e } function X(t, e, n) { return t[0] = e, t[1] = n, t } function q(t, e, n) { return t[0] = e[0] + n[0], t[1] = e[1] + n[1], t } function U(t, e, n, i) { return t[0] = e[0] + n[0] * i, t[1] = e[1] + n[1] * i, t } function j(t, e, n) { return t[0] = e[0] - n[0], t[1] = e[1] - n[1], t } function Y(t) { return Math.sqrt(Z(t)) } function Z(t) { return t[0] * t[0] + t[1] * t[1] } function $(t, e, n) { return t[0] = e[0] * n[0], t[1] = e[1] * n[1], t } function Q(t, e, n) { return t[0] = e[0] / n[0], t[1] = e[1] / n[1], t } function K(t, e) { return t[0] * e[0] + t[1] * e[1] } function J(t, e, n) { return t[0] = e[0] * n, t[1] = e[1] * n, t } function te(t, e) { var n = Y(e); return 0 === n ? (t[0] = 0, t[1] = 0) : (t[0] = e[0] / n, t[1] = e[1] / n), t } function ee(t, e) { return Math.sqrt((t[0] - e[0]) * (t[0] - e[0]) + (t[1] -

e[1]) * (t[1] - e[1])) } function ne(t, e) { return (t[0] - e[0]) * (t[0] - e[0]) + (t[1] - e[1]) * (t[1] - e[1]) } function ie(t, e) { return t[0] = -e[0], t[1] = -e[1], t } function re(t, e, n, i) { return t[0] = e[0] + i * (n[0] - e[0]), t[1] = e[1] + i * (n[1] - e[1]), t } function ae(t, e, n) { var i = e[0], r = e[1]; return t[0] = n[0] * i + n[2] * r + n[4], t[1] = n[1] * i + n[3] * r + n[5], t } function oe(t, e, n) { return t[0] = Math.min(e[0], n[0]), t[1] = Math.min(e[1], n[1]), t } function se(t, e, n) { return t[0] = Math.max(e[0], n[0]), t[1] = Math.max(e[1], n[1]), t } function le() { this.on("mousedown", this._dragStart, this), this.on("mousemove", this._drag, this), this.on("mouseup", this._dragEnd, this), this.on("globalout", this._dragEnd, this) } function ue(t, e) { return { target: t, topTarget: e && e.topTarget } } function he(t, e) { var n = t._$eventProcessor; return null != e && n && n.normalizeQuery && (e = n.normalizeQuery(e)), e } function ce(t, e, n, i, r, a) { var o = t._$handlers; if ("function" == typeof n && (r = i, i = n, n = null), !i || !e) return t; n = he(t, n), o[e] || (o[e] = []); for (var s = 0; s < o[e].length; s++)if (o[e][s].h === i) return t; var l = { h: i, one: a, query: n, ctx: r || t, callAtLast: i.zrEventfulCallAtLast }, u = o[e].length - 1, h = o[e][u]; return h && h.callAtLast ? o[e].splice(u, 0, l) : o[e].push(l), t } function fe(t, e, n, i, r, a) { var o = i + "-" + r, s = t.length; if (a.hasOwnProperty(o)) return a[o]; if (1 === e) { var l = Math.round(Math.log((1 << s) - 1 & ~r) / Lc); return t[n][l] } for (var u = i | 1 << n, h = n + 1; i & 1 << h;)h++; for (var c = 0, f = 0, d = 0; s > f; f++) { var p = 1 << f; p & r || (c += (d % 2 ? -1 : 1) * t[n][f] * fe(t, e - 1, h, u, r | p, a), d++) } return a[o] = c, c } function de(t, e) { var n = [[t[0], t[1], 1, 0, 0, 0, -e[0] * t[0], -e[0] * t[1]], [0, 0, 0, t[0], t[1], 1, -e[1] * t[0], -e[1] * t[1]], [t[2], t[3], 1, 0, 0, 0, -e[2] * t[2], -e[2] * t[3]], [0, 0, 0, t[2], t[3], 1, -e[3] * t[2], -e[3] * t[3]], [t[4], t[5], 1, 0, 0, 0, -e[4] * t[4], -e[4] * t[5]], [0, 0, 0, t[4], t[5], 1, -e[5] * t[4], -e[5] * t[5]], [t[6], t[7], 1, 0, 0, 0, -e[6] * t[6], -e[6] * t[7]], [0, 0, 0, t[6], t[7], 1, -e[7] * t[6], -e[7] * t[7]]], i = {}, r = fe(n, 8, 0, 0, 0, i); if (0 !== r) { for (var a = [], o = 0; 8 > o; o++)for (var s = 0; 8 > s; s++)null == a[s] && (a[s] = 0), a[s] += ((o + s) % 2 ? -1 : 1) * fe(n, 7, 0 === o ? 1 : 0, 1 << o, 1 << s, i) / r * e[o]; return function (t, e, n) { var i = e * a[6] + n * a[7] + 1; t[0] = (e * a[0] + n * a[1] + a[2]) / i, t[1] = (e * a[3] + n * a[4] + a[5]) / i } } } function pe(t, e, n, i) { return n = n || {}, i || !hc.canvasSupported ? ge(t, e, n) : hc.browser.firefox && null != e.layerX && e.layerX !== e.offsetX ? (n.zrX = e.layerX, n.zrY = e.layerY) : null != e.offsetX ? (n.zrX = e.offsetX, n.zrY = e.offsetY) : ge(t, e, n), n } function

ge(t, e, n) { if (t.getBoundingClientRect && hc.domSupported) { var i = e.clientX, r = e.clientY; if ("CANVAS" === t.nodeName.toUpperCase()) { var a = t.getBoundingClientRect(); return n.zrX = i - a.left, void (n.zrY = r - a.top) } var o = t[Rc] || (t[Rc] = {}), s = me(ve(t, o), o); if (s) return s(zc, i, r), n.zrX = zc[0], void (n.zrY = zc[1]) } n.zrX = n.zrY = 0 } function ve(t, e) { var n = e.markers; if (n) return n; n = e.markers = []; for (var i = ["left", "right"], r = ["top", "bottom"], a = 0; 4 > a; a++) { var o = document.createElement("div"), s = o.style, l = a % 2, u = (a >> 1) % 2; s.cssText = ["position:absolute", "visibility: hidden", "padding: 0", "margin: 0", "border-width: 0", "width:0", "height:0", i[l] + ":0", r[u] + ":0", i[1 - l] + ":auto", r[1 - u] + ":auto", ""].join("!important;"), t.appendChild(o), n.push(o) } return n } function me(t, e) { for (var n = e.transformer, i = e.srcCoords, r = !0, a = [], o = [], s = 0; 4 > s; s++) { var l = t[s].getBoundingClientRect(), u = 2 * s, h = l.left, c = l.top; a.push(h, c), r &= i && h === i[u] && c === i[u + 1], o.push(t[s].offsetLeft, t[s].offsetTop) } return r ? n : (e.srcCoords = a, e.transformer = de(a, o)) } function ye(t, e, n) { if (e = e || window.event, null != e.zrX) return e; var i = e.type, r = i && i.indexOf("touch") >= 0; if (r) { var a = "touchend" !== i ? e.targetTouches[0] : e.changedTouches[0]; a && pe(t, a, e, n) } else pe(t, e, e, n), e.zrDelta = e.wheelDelta ? e.wheelDelta / 120 : -(e.detail || 0) / 3; var o = e.button; return null == e.which && void 0 !== o && Ec.test(e.type) && (e.which = 1 & o ? 1 : 2 & o ? 3 : 4 & o ? 2 : 0), e } function _e(t, e, n) { Bc ? t.addEventListener(e, n) : t.attachEvent("on" + e, n) } function xe(t, e, n) { Bc ? t.removeEventListener(e, n) : t.detachEvent("on" + e, n) } function we(t) { var e = t[1][0] - t[0][0], n = t[1][1] - t[0][1]; return Math.sqrt(e * e + n * n) } function be(t) { return [(t[0][0] + t[1][0]) / 2, (t[0][1] + t[1][1]) / 2] } function Se(t, e, n) { return { type: t, event: n, target: e.target, topTarget: e.topTarget, cancelBubble: !1, offsetX: n.zrX, offsetY: n.zrY, gestureEvent: n.gestureEvent, pinchX: n.pinchX, pinchY: n.pinchY, pinchScale: n.pinchScale, wheelDelta: n.zrDelta, zrByTouch: n.zrByTouch, which: n.which, stop: Me } } function Me() { Fc(this.event) } function Ie() { } function Ce(t, e, n) { if (t[t.rectHover ? "rectContain" : "contain"](e, n)) { for (var i, r = t; r;) { if (r.clipPath && !r.clipPath.contain(e, n)) return !1; r.silent && (i = !0), r = r.parent } return i ? Wc : !0 } return !1 } function Te() { var t = new Xc(6); return ke(t), t } function ke(t) { return t[0] = 1, t[1] = 0, t[2] = 0, t[3] = 1, t[4] = 0, t[5] = 0, t } function

De(t, e) { return t[0] = e[0], t[1] = e[1], t[2] = e[2], t[3] = e[3], t[4] = e[4], t[5] = e[5], t } function Ae(t, e, n) { var i = e[0] * n[0] + e[2] * n[1], r = e[1] * n[0] + e[3] * n[1], a = e[0] * n[2] + e[2] * n[3], o = e[1] * n[2] + e[3] * n[3], s = e[0] * n[4] + e[2] * n[5] + e[4], l = e[1] * n[4] + e[3] * n[5] + e[5]; return t[0] = i, t[1] = r, t[2] = a, t[3] = o, t[4] = s, t[5] = l, t } function Pe(t, e, n) { return t[0] = e[0], t[1] = e[1], t[2] = e[2], t[3] = e[3], t[4] = e[4] + n[0], t[5] = e[5] + n[1], t } function Oe(t, e, n) { var i = e[0], r = e[2], a = e[4], o = e[1], s = e[3], l = e[5], u = Math.sin(n), h = Math.cos(n); return t[0] = i * h + o * u, t[1] = -i * u + o * h, t[2] = r * h + s * u, t[3] = -r * u + h * s, t[4] = h * a + u * l, t[5] = h * l - u * a, t } function Le(t, e, n) { var i = n[0], r = n[1]; return t[0] = e[0] * i, t[1] = e[1] * r, t[2] = e[2] * i, t[3] = e[3] * r, t[4] = e[4] * i, t[5] = e[5] * r, t } function Be(t, e) { var n = e[0], i = e[2], r = e[4], a = e[1], o = e[3], s = e[5], l = n * o - a * i; return l ? (l = 1 / l, t[0] = o * l, t[1] = -a * l, t[2] = -i * l, t[3] = n * l, t[4] = (i * s - o * r) * l, t[5] = (a * r - n * s) * l, t) : null } function Ee(t) { var e = Te(); return De(e, t), e } function Re(t) { return t > jc || -jc > t } function ze(t) { this._target = t.target, this._life = t.life || 1e3, this._delay = t.delay || 0, this._initialized = !1, this.loop = null == t.loop ? !1 : t.loop, this.gap = t.gap || 0, this.easing = t.easing || "Linear", this.onframe = t.onframe, this.ondestroy = t.ondestroy, this.onrestart = t.onrestart, this._pausedTime = 0, this._paused = !1 } function Fe(t) { return t = Math.round(t), 0 > t ? 0 : t > 255 ? 255 : t } function Ne(t) { return t = Math.round(t), 0 > t ? 0 : t > 360 ? 360 : t } function Ve(t) { return 0 > t ? 0 : t > 1 ? 1 : t } function We(t) { return Fe(t.length && "%" === t.charAt(t.length - 1) ? parseFloat(t) / 100 * 255 : parseInt(t, 10)) } function He(t) { return Ve(t.length && "%" === t.charAt(t.length - 1) ? parseFloat(t) / 100 : parseFloat(t)) } function Ge(t, e, n) { return 0 > n ? n += 1 : n > 1 && (n -= 1), 1 > 6 * n ? t + (e - t) * n * 6 : 1 > 2 * n ? e : 2 > 3 * n ? t + (e - t) * (2 / 3 - n) * 6 : t } function Xe(t, e, n) { return t + (e - t) * n } function qe(t, e, n, i, r) { return t[0] = e, t[1] = n, t[2] = i, t[3] = r, t } function Ue(t, e) { return t[0] = e[0], t[1] = e[1], t[2] = e[2], t[3] = e[3], t } function je(t, e) { lf && Ue(lf, e), lf = sf.put(t, lf || e.slice()) } function Ye(t, e) { if (t) { e = e || []; var n = sf.get(t); if (n) return Ue(e, n); t += ""; var i = t.replace(/ /g, "").toLowerCase(); if (i in of) return Ue(e, of[i]), je(t, e), e; if ("#" !== i.charAt(0)) { var r = i.indexOf("("), a = i.indexOf(")"); if (-1 !== r && a + 1 === i.length) { var o = i.substr(0, r), s = i.substr(r + 1, a - (r + 1)).split(","), l = 1; switch (o) { case "rgba": if (4 !==

s.length) return void qe(e, 0, 0, 0, 1); l = He(s.pop()); case "rgb": return 3 !== s.length ? void qe(e, 0, 0, 0, 1) : (qe(e, We(s[0]), We(s[1]), We(s[2]), l), je(t, e), e); case "hsla": return 4 !== s.length ? void qe(e, 0, 0, 0, 1) : (s[3] = He(s[3]), Ze(s, e), je(t, e), e); case "hsl": return 3 !== s.length ? void qe(e, 0, 0, 0, 1) : (Ze(s, e), je(t, e), e); default: return } } qe(e, 0, 0, 0, 1) } else { if (4 === i.length) { var u = parseInt(i.substr(1), 16); return u >= 0 && 4095 >= u ? (qe(e, (3840 & u) >> 4 | (3840 & u) >> 8, 240 & u | (240 & u) >> 4, 15 & u | (15 & u) << 4, 1), je(t, e), e) : void qe(e, 0, 0, 0, 1) } if (7 === i.length) { var u = parseInt(i.substr(1), 16); return u >= 0 && 16777215 >= u ? (qe(e, (16711680 & u) >> 16, (65280 & u) >> 8, 255 & u, 1), je(t, e), e) : void qe(e, 0, 0, 0, 1) } } } } function Ze(t, e) { var n = (parseFloat(t[0]) % 360 + 360) % 360 / 360, i = He(t[1]), r = He(t[2]), a = .5 >= r ? r * (i + 1) : r + i - r * i, o = 2 * r - a; return e = e || [], qe(e, Fe(255 * Ge(o, a, n + 1 / 3)), Fe(255 * Ge(o, a, n)), Fe(255 * Ge(o, a, n - 1 / 3)), 1), 4 === t.length && (e[3] = t[3]), e } function $e(t) { if (t) { var e, n, i = t[0] / 255, r = t[1] / 255, a = t[2] / 255, o = Math.min(i, r, a), s = Math.max(i, r, a), l = s - o, u = (s + o) / 2; if (0 === l) e = 0, n = 0; else { n = .5 > u ? l / (s + o) : l / (2 - s - o); var h = ((s - i) / 6 + l / 2) / l, c = ((s - r) / 6 + l / 2) / l, f = ((s - a) / 6 + l / 2) / l; i === s ? e = f - c : r === s ? e = 1 / 3 + h - f : a === s && (e = 2 / 3 + c - h), 0 > e && (e += 1), e > 1 && (e -= 1) } var d = [360 * e, n, u]; return null != t[3] && d.push(t[3]), d } } function Qe(t, e) { var n = Ye(t); if (n) { for (var i = 0; 3 > i; i++)n[i] = 0 > e ? n[i] * (1 - e) | 0 : (255 - n[i]) * e + n[i] | 0, n[i] > 255 ? n[i] = 255 : t[i] < 0 && (n[i] = 0); return rn(n, 4 === n.length ? "rgba" : "rgb") } } function Ke(t) { var e = Ye(t); return e ? ((1 << 24) + (e[0] << 16) + (e[1] << 8) + +e[2]).toString(16).slice(1) : void 0 } function Je(t, e, n) { if (e && e.length && t >= 0 && 1 >= t) { n = n || []; var i = t * (e.length - 1), r = Math.floor(i), a = Math.ceil(i), o = e[r], s = e[a], l = i - r; return n[0] = Fe(Xe(o[0], s[0], l)), n[1] = Fe(Xe(o[1], s[1], l)), n[2] = Fe(Xe(o[2], s[2], l)), n[3] = Ve(Xe(o[3], s[3], l)), n } } function tn(t, e, n) { if (e && e.length && t >= 0 && 1 >= t) { var i = t * (e.length - 1), r = Math.floor(i), a = Math.ceil(i), o = Ye(e[r]), s = Ye(e[a]), l = i - r, u = rn([Fe(Xe(o[0], s[0], l)), Fe(Xe(o[1], s[1], l)), Fe(Xe(o[2], s[2], l)), Ve(Xe(o[3], s[3], l))], "rgba"); return n ? { color: u, leftIndex: r, rightIndex: a, value: i } : u } } function en(t, e, n, i) { return t = Ye(t), t ? (t = $e(t), null != e && (t[0] = Ne(e)), null != n && (t[1] = He(n)), null != i && (t[2] = He(i)), rn(Ze(t), "rgba")) : void 0 } function nn(t, e) { return t = Ye(t), t

&& null != e ? (t[3] = Ve(e), rn(t, "rgba")) : void 0 } function rn(t, e) { if (t && t.length) { var n = t[0] + "," + t[1] + "," + t[2]; return ("rgba" === e || "hsva" === e || "hsla" === e) && (n += "," + t[3]), e + "(" + n + ")" } } function an(t, e) { return t[e] } function on(t, e, n) { t[e] = n } function sn(t, e, n) { return (e - t) * n + t } function ln(t, e, n) { return n > .5 ? e : t } function un(t, e, n, i, r) { var a = t.length; if (1 === r) for (var o = 0; a > o; o++)i[o] = sn(t[o], e[o], n); else for (var s = a && t[0].length, o = 0; a > o; o++)for (var l = 0; s > l; l++)i[o][l] = sn(t[o][l], e[o][l], n) } function hn(t, e, n) { var i = t.length, r = e.length; if (i !== r) { var a = i > r; if (a) t.length = r; else for (var o = i; r > o; o++)t.push(1 === n ? e[o] : ff.call(e[o])) } for (var s = t[0] && t[0].length, o = 0; o < t.length; o++)if (1 === n) isNaN(t[o]) && (t[o] = e[o]); else for (var l = 0; s > l; l++)isNaN(t[o][l]) && (t[o][l] = e[o][l]) } function cn(t, e, n) { if (t === e) return !0; var i = t.length; if (i !== e.length) return !1; if (1 === n) { for (var r = 0; i > r; r++)if (t[r] !== e[r]) return !1 } else for (var a = t[0].length, r = 0; i > r; r++)for (var o = 0; a > o; o++)if (t[r][o] !== e[r][o]) return !1; return !0 } function fn(t, e, n, i, r, a, o, s, l) { var u = t.length; if (1 === l) for (var h = 0; u > h; h++)s[h] = dn(t[h], e[h], n[h], i[h], r, a, o); else for (var c = t[0].length, h = 0; u > h; h++)for (var f = 0; c > f; f++)s[h][f] = dn(t[h][f], e[h][f], n[h][f], i[h][f], r, a, o) } function dn(t, e, n, i, r, a, o) { var s = .5 * (n - t), l = .5 * (i - e); return (2 * (e - n) + s + l) * o + (-3 * (e - n) - 2 * s - l) * a + s * r + e } function pn(t) { if (f(t)) { var e = t.length; if (f(t[0])) { for (var n = [], i = 0; e > i; i++)n.push(ff.call(t[i])); return n } return ff.call(t) } return t } function gn(t) { return t[0] = Math.floor(t[0]), t[1] = Math.floor(t[1]), t[2] = Math.floor(t[2]), "rgba(" + t.join(",") + ")" } function vn(t) { var e = t[t.length - 1].value; return f(e && e[0]) ? 2 : 1 } function mn(t, e, n, i, r, a) { var o = t._getter, s = t._setter, l = "spline" === e, u = i.length; if (u) { var h, c = i[0].value, d = f(c), p = !1, g = !1, v = d ? vn(i) : 0; i.sort(function (t, e) { return t.time - e.time }), h = i[u - 1].time; for (var m = [], y = [], _ = i[0].value, x = !0, w = 0; u > w; w++) { m.push(i[w].time / h); var b = i[w].value; if (d && cn(b, _, v) || !d && b === _ || (x = !1), _ = b, "string" == typeof b) { var S = Ye(b); S ? (b = S, p = !0) : g = !0 } y.push(b) } if (a || !x) { for (var M = y[u - 1], w = 0; u - 1 > w; w++)d ? hn(y[w], M, v) : !isNaN(y[w]) || isNaN(M) || g || p || (y[w] = M); d && hn(o(t._target, r), M, v); var I, C, T, k, D, A, P = 0, O = 0; if (p) var L = [0, 0, 0, 0]; var B = function (t, e) { var n; if (0 > e) n = 0; else if (O > e) { for (I = Math.min(P + 1, u - 1), n = I; n >= 0 && !(m[n] <= e); n--); n =

Math.min(n, u - 2) } else { for (n = P; u > n && !(m[n] > e); n++); n = Math.min(n - 1, u - 2) } P = n, O = e; var i = m[n + 1] - m[n]; if (0 !== i) if (C = (e - m[n]) / i, l) if (k = y[n], T = y[0 === n ? n : n - 1], D = y[n > u - 2 ? u - 1 : n + 1], A = y[n > u - 3 ? u - 1 : n + 2], d) fn(T, k, D, A, C, C * C, C * C * C, o(t, r), v); else { var a; if (p) a = fn(T, k, D, A, C, C * C, C * C * C, L, 1), a = gn(L); else { if (g) return ln(k, D, C); a = dn(T, k, D, A, C, C * C, C * C * C) } s(t, r, a) } else if (d) un(y[n], y[n + 1], C, o(t, r), v); else { var a; if (p) un(y[n], y[n + 1], C, L, 1), a = gn(L); else { if (g) return ln(y[n], y[n + 1], C); a = sn(y[n], y[n + 1], C) } s(t, r, a) } }, E = new ze({ target: t._target, life: h, loop: t._loop, delay: t._delay, onframe: B, ondestroy: n }); return e && "spline" !== e && (E.easing = e), E } } } function yn(t, e, n, i, r, a, o, s) { function l() { h-- , h || a && a() } b(i) ? (a = r, r = i, i = 0) : w(r) ? (a = r, r = "linear", i = 0) : w(i) ? (a = i, i = 0) : w(n) ? (a = n, n = 500) : n || (n = 500), t.stopAnimation(), _n(t, "", t, e, n, i, s); var u = t.animators.slice(), h = u.length; h || a && a(); for (var c = 0; c < u.length; c++)u[c].done(l).start(r, o) } function _n(t, e, n, i, r, a, o) { var s = {}, l = 0; for (var u in i) i.hasOwnProperty(u) && (null != n[u] ? S(i[u]) && !f(i[u]) ? _n(t, e ? e + "." + u : u, n[u], i[u], r, a, o) : (o ? (s[u] = n[u], xn(t, e, u, i[u])) : s[u] = i[u], l++) : null == i[u] || o || xn(t, e, u, i[u])); l > 0 && t.animate(e, !1).when(null == r ? 500 : r, s).delay(a || 0) } function xn(t, e, n, i) { if (e) { var r = {}; r[e] = {}, r[e][n] = i, t.attr(r) } else t.attr(n, i) } function wn(t, e, n, i) { 0 > n && (t += n, n = -n), 0 > i && (e += i, i = -i), this.x = t, this.y = e, this.width = n, this.height = i } function bn(t) { for (var e = 0; t >= lf;)e |= 1 & t, t >>= 1; return t + e } function Sn(t, e, n, i) { var r = e + 1; if (r === n) return 1; if (i(t[r++], t[e]) < 0) { for (; n > r && i(t[r], t[r - 1]) < 0;)r++; Mn(t, e, r) } else for (; n > r && i(t[r], t[r - 1]) >= 0;)r++; return r - e } function Mn(t, e, n) { for (n--; n > e;) { var i = t[e]; t[e++] = t[n], t[n--] = i } } function ln(t, e, n, i, r) { for (i === e && i++; n > i; i++) { for (var a, o = t[i], s = e, l = i; l > s;)a = s + l >>> 1, r(o, t[a]) < 0 ? l = a : s = a + 1; var u = i - s; switch (u) { case 3: t[s + 3] = t[s + 2]; case 2: t[s + 2] = t[s + 1]; case 1: t[s + 1] = t[s]; break; default: for (; u > 0;)t[s + u] = t[s + u - 1], u-- }t[s] = o } } function Cn(t, e, n, i, r, a) { var o = 0, s = 0, l = 1; if (a(t, e[n + r]) > 0) { for (s = i - r; s > l && a(t, e[n + r + l]) > 0;)o = l, l = (l << 1) + 1, 0 >= l && (l = s); l > s && (l = s), o += r, l += r } else { for (s = r + 1; s > l && a(t, e[n + r - l]) <= 0;)o = l, l = (l << 1) + 1, 0 >= l && (l = s); l > s && (l = s); var u = o; o = r - l, l = r - u } for (o++; l > o;) { var h = o + (l - o >>> 1); a(t, e[n + h]) > 0 ? o = h + 1

: l = h } return l } function Tn(t, e, n, i, r, a) { var o = 0, s = 0, l = 1; if (a(t, e[n + r]) < 0) { for (s = r + 1; s > l && a(t, e[n + r - l]) < 0;)o = l, l = (l << 1) + 1, 0 >= l && (l = s); l > s && (l = s); var u = o; o = r - l, l = r - u } else { for (s = i - r; s > l && a(t, e[n + r + l]) >= 0;)o = l, l = (l << 1) + 1, 0 >= l && (l = s); l > s && (l = s), o += r, l += r } for (o++; l > o;) { var h = o + (l - o >>> 1); a(t, e[n + h]) < 0 ? l = h : o = h + 1 } return l } function kn(t, e) { function n(t, e) { l[c] = t, u[c] = e, c += 1 } function i() { for (; c > 1;) { var t = c - 2; if (t >= 1 && u[t - 1] <= u[t] + u[t + 1] || t >= 2 && u[t - 2] <= u[t] + u[t - 1]) u[t - 1] < u[t + 1] && t--; else if (u[t] > u[t + 1]) break; a(t) } } function r() { for (; c > 1;) { var t = c - 2; t > 0 && u[t - 1] < u[t + 1] && t-- , a(t) } } function a(n) { var i = l[n], r = u[n], a = l[n + 1], h = u[n + 1]; u[n] = r + h, n === c - 3 && (l[n + 1] = l[n + 2], u[n + 1] = u[n + 2]), c--; var f = Tn(t[a], t, i, r, 0, e); i += f, r -= f, 0 !== r && (h = Cn(t[i + r - 1], t, a, h, h - 1, e), 0 !== h && (h >= r ? o(i, r, a, h) : s(i, r, a, h))) } function o(n, i, r, a) { var o = 0; for (o = 0; i > o; o++)f[o] = t[n + o]; var s = 0, l = r, u = n; if (t[u++] = t[l++], 0 !== --a) { if (1 === i) { for (o = 0; a > o; o++)t[u + o] = t[l + o]; return void (t[u + a] = f[s]) } for (var c, d, p, g = h; ;) { c = 0, d = 0, p = !1; do if (e(t[l], f[s]) < 0) { if (t[u++] = t[l++], d++ , c = 0, 0 === --a) { p = !0; break } } else if (t[u++] = f[s++], c++ , d = 0, 1 === --i) { p = !0; break } while (g > (c | d)); if (p) break; do { if (c = Tn(t[l], f, s, i, 0, e), 0 !== c) { for (o = 0; c > o; o++)t[u + o] = f[s + o]; if (u += c, s += c, i -= c, 1 >= i) { p = !0; break } } if (t[u++] = t[l++], 0 === --a) { p = !0; break } if (d = Cn(f[s], t, l, a, 0, e), 0 !== d) { for (o = 0; d > o; o++)t[u + o] = t[l + o]; if (u += d, l += d, a -= d, 0 === a) { p = !0; break } } if (t[u++] = f[s++], 1 === --i) { p = !0; break } g-- } while (c >= Cf || d >= Cf); if (p) break; 0 > g && (g = 0), g += 2 } if (h = g, 1 > h && (h = 1), 1 === i) { for (o = 0; a > o; o++)t[u + o] = t[l + o]; t[u + a] = f[s] } else { if (0 === i) throw new Error; for (o = 0; i > o; o++)t[u + o] = f[s + o] } } else for (o = 0; i > o; o++)t[u + o] = f[s + o] } function s(n, i, r, a) { var o = 0; for (o = 0; a > o; o++)f[o] = t[r + o]; var s = n + i - 1, l = a - 1, u = r + a - 1, c = 0, d = 0; if (t[u--] = t[s--], 0 !== --i) { if (1 === a) { for (u -= i, s -= i, d = u + 1, c = s + 1, o = i - 1; o >= 0; o--)t[d + o] = t[c + o]; return void (t[u] = f[l]) } for (var p = h; ;) { var g = 0, v = 0, m = !1; do if (e(f[l], t[s]) < 0) { if (t[u--] = t[s--], g++ , v = 0, 0 === --i) { m = !0; break } } else if (t[u--] = f[l--], v++ , g = 0, 1 === --a) { m = !0; break } while (p > (g | v)); if (m) break; do { if (g = i - Tn(f[l], t, n, i, i - 1, e), 0 !== g) { for (u -= g, s -= g, i -= g, d = u + 1, c = s + 1, o = g - 1; o >= 0; o--)t[d

+ o] = t[c + o]; if (0 === i) { m = !0; break } } if (t[u--] = f[l--], 1 === --a) { m = !0; break } if (v = a - Cn(t[s], f, 0, a, a - 1, e), 0 !== v) { for (u -= v, l -= v, a -= v, d = u + 1, c = l + 1, o = 0; v > o; o++)t[d + o] = f[c + o]; if (1 >= a) { m = !0; break } } if (t[u--] = t[s--], 0 === --i) { m = !0; break } p-- } while (g >= Cf || v >= Cf); if (m) break; 0 > p && (p = 0), p += 2 } if (h = p, 1 > h && (h = 1), 1 === a) { for (u -= i, s -= i, d = u + 1, c = s + 1, o = i - 1; o >= 0; o--)t[d + o] = t[c + o]; t[u] = f[l] } else { if (0 === a) throw new Error; for (c = u - (a - 1), o = 0; a > o; o++)t[c + o] = f[o] } } else for (c = u - (a - 1), o = 0; a > o; o++)t[c + o] = f[o] } var l, u, h = Cf, c = 0, f = []; l = [], u = [], this.mergeRuns = i, this.forceMergeRuns = r, this.pushRun = n } function Dn(t, e, n, i) { n || (n = 0), i || (i = t.length); var r = i - n; if (!(2 > r)) { var a = 0; if (If > r) return a = Sn(t, n, i, e), void In(t, n, i, n + a, e); var o = new kn(t, e), s = bn(r); do { if (a = Sn(t, n, i, e), s > a) { var l = r; l > s && (l = s), In(t, n, n + l, n + a, e), a = l } o.pushRun(n, a), o.mergeRuns(), r -= a, n += a } while (0 !== r); o.forceMergeRuns() } } function An(t, e) { return t.zlevel === e.zlevel ? t.z === e.z ? t.z2 - e.z2 : t.z - e.z : t.zlevel - e.zlevel } function Pn(t, e, n) { var i = null == e.x ? 0 : e.x, r = null == e.x2 ? 1 : e.x2, a = null == e.y ? 0 : e.y, o = null == e.y2 ? 0 : e.y2; e.global || (i = i * n.width + n.x, r = r * n.width + n.x, a = a * n.height + n.y, o = o * n.height + n.y), i = isNaN(i) ? 0 : i, r = isNaN(r) ? 1 : r, a = isNaN(a) ? 0 : a, o = isNaN(o) ? 0 : o; var s = t.createLinearGradient(i, a, r, o); return s } function On(t, e, n) { var i = n.width, r = n.height, a = Math.min(i, r), o = null == e.x ? .5 : e.x, s = null == e.y ? .5 : e.y, l = null == e.r ? .5 : e.r; e.global || (o = o * i + n.x, s = s * r + n.y, l *= a); var u = t.createRadialGradient(o, s, 0, o, s, l); return u } function Ln() { return !1 } function Bn(t, e, n) { var i = wc(), r = e.getWidth(), a = e.getHeight(), o = i.style; return o && (o.position = "absolute", o.left = 0, o.top = 0, o.width = r + "px", o.height = a + "px", i.setAttribute("data-zr-dom-id", t)), i.width = r * n, i.height = a * n, i } function En(t) { if ("string" == typeof t) { var e = Vf.get(t); return e && e.image } return t } function Rn(t, e, n, i, r) { if (t) { if ("string" == typeof t) { if (e && e.__zrImageSrc === t || !n) return e; var a = Vf.get(t), o = { hostEl: n, cb: i, cbPayload: r }; return a ? (e = a.image, !Fn(e) && a.pending.push(o)) : (e = new Image, e.onload = e.onerror = zn, Vf.put(t, e.__cachedImgObj = { image: e, pending: [o] }), e.src = e.__zrImageSrc = t), e } return t } return e } function zn() { var t = this.__cachedImgObj; this.onload = this.onerror = this.__cachedImgObj = null;

for (var e = 0; e < t.pending.length; e++) { var n = t.pending[e], i = n.cb; i && i(this, n.cbPayload), n.hostEl.dirty() } t.pending.length = 0 } function Fn(t) { return t && t.width && t.height } function Nn(t, e) { e = e || qf; var n = t + ":" + e; if (Wf[n]) return Wf[n]; for (var i = (t + "").split("\n"), r = 0, a = 0, o = i.length; o > a; a++)r = Math.max(Qn(i[a], e).width, r); return Hf > Gf && (Hf = 0, Wf = {}), Hf++ , Wf[n] = r, r } function Vn(t, e, n, i, r, a, o, s) { return o ? Hn(t, e, n, i, r, a, o, s) : Wn(t, e, n, i, r, a, s) } function Wn(t, e, n, i, r, a, o) { var s = Kn(t, e, r, a, o), l = Nn(t, e); r && (l += r[1] + r[3]); var u = s.outerHeight, h = Gn(0, l, n), c = Xn(0, u, i), f = new wn(h, c, l, u); return f.lineHeight = s.lineHeight, f } function Hn(t, e, n, i, r, a, o, s) { var l = Jn(t, { rich: o, truncate: s, font: e, textAlign: n, textPadding: r, textLineHeight: a }), u = l.outerWidth, h = l.outerHeight, c = Gn(0, u, n), f = Xn(0, h, i); return new wn(c, f, u, h) } function Gn(t, e, n) { return "right" === n ? t -= e : "center" === n && (t -= e / 2), t } function Xn(t, e, n) { return "middle" === n ? t -= e / 2 : "bottom" === n && (t -= e), t } function qn(t, e, n) { var i = e.textPosition, r = e.textDistance, a = n.x, o = n.y, s = n.height, l = n.width, u = s / 2, h = "left", c = "top"; switch (i) { case "left": a -= r, o += u, h = "right", c = "middle"; break; case "right": a += r + l, o += u, c = "middle"; break; case "top": a += l / 2, o -= r, h = "center", c = "bottom"; break; case "bottom": a += l / 2, o += s + r, h = "center"; break; case "inside": a += l / 2, o += u, h = "center", c = "middle"; break; case "insideLeft": a += r, o += u, c = "middle"; break; case "insideRight": a += l - r, o += u, h = "right", c = "middle"; break; case "insideTop": a += l / 2, o += r, h = "center"; break; case "insideBottom": a += l / 2, o += s - r, h = "center", c = "bottom"; break; case "insideTopLeft": a += r, o += r; break; case "insideTopRight": a += l - r, o += r, h = "right"; break; case "insideBottomLeft": a += r, o += s - r, c = "bottom"; break; case "insideBottomRight": a += l - r, o += s - r, h = "right", c = "bottom" }return t = t || {}, t.x = a, t.y = o, t.textAlign = h, t.textVerticalAlign = c, t } function Un(t, e, n, i, r) { if (!e) return ""; var a = (t + "").split("\n"); r = jn(e, n, i, r); for (var o = 0, s = a.length; s > o; o++)a[o] = Yn(a[o], r); return a.join("\n") } function jn(t, e, n, i) { i = o({}, i), i.font = e; var n = D(n, "..."); i.maxIterations = D(i.maxIterations, 2); var r = i.minChar = D(i.minChar, 0); i.cnCharWidth = Nn("国", e); var a = i.ascCharWidth = Nn("a", e); i.placeholder = D(i.placeholder, ""); for (var s = t = Math.max(0, t - 1), l = 0; r > l && s >= a; l++)s -= a; var u = Nn(n, e); return u > s && (n = "", u = 0), s =

t - u, i.ellipsis = n, i.ellipsisWidth = u, i.contentWidth = s, i.containerWidth = t, i } function Yn(t, e) { var n = e.containerWidth, i = e.font, r = e.contentWidth; if (!n) return ""; var a = Nn(t, i); if (n >= a) return t; for (var o = 0; ; o++) { if (r >= a || o >= e.maxIterations) { t += e.ellipsis; break } var s = 0 === o ? Zn(t, r, e.ascCharWidth, e.cnCharWidth) : a > 0 ? Math.floor(t.length * r / a) : 0; t = t.substr(0, s), a = Nn(t, i) } return "" === t && (t = e.placeholder), t } function Zn(t, e, n, i) { for (var r = 0, a = 0, o = t.length; o > a && e > r; a++) { var s = t.charCodeAt(a); r += s >= 0 && 127 >= s ? n : i } return a } function $n(t) { return Nn("国", t) } function Qn(t, e) { return Uf.measureText(t, e) } function Kn(t, e, n, i, r) { null != t && (t += ""); var a = D(i, $n(e)), o = t ? t.split("\n") : [], s = o.length * a, l = s; if (n && (l += n[0] + n[2]), t && r) { var u = r.outerHeight, h = r.outerWidth; if (null != u && l > u) t = "", o = []; else if (null != h) for (var c = jn(h - (n ? n[1] + n[3] : 0), e, r.ellipsis, { minChar: r.minChar, placeholder: r.placeholder }), f = 0, d = o.length; d > f; f++)o[f] = Yn(o[f], c) } return { lines: o, height: s, outerHeight: l, lineHeight: a } } function Jn(t, e) { var n = { lines: [], width: 0, height: 0 }; if (null != t && (t += ""), !t) return n; for (var i, r = Xf.lastIndex = 0; null != (i = Xf.exec(t));) { var a = i.index; a > r && ti(n, t.substring(r, a)), ti(n, i[2], i[1]), r = Xf.lastIndex } r < t.length && ti(n, t.substring(r, t.length)); var o = n.lines, s = 0, l = 0, u = [], h = e.textPadding, c = e.truncate, f = c && c.outerWidth, d = c && c.outerHeight; h && (null != f && (f -= h[1] + h[3]), null != d && (d -= h[0] + h[2])); for (var p = 0; p < o.length; p++) { for (var g = o[p], v = 0, m = 0, y = 0; y < g.tokens.length; y++) { var _ = g.tokens[y], x = _.styleName && e.rich[_.styleName] || {}, w = _.textPadding = x.textPadding, b = _.font = x.font || e.font, S = _.textHeight = D(x.textHeight, $n(b)); if (w && (S += w[0] + w[2]), _.height = S, _.lineHeight = A(x.textLineHeight, e.textLineHeight, S), _.textAlign = x && x.textAlign || e.textAlign, _.textVerticalAlign = x && x.textVerticalAlign || "middle", null != d && s + _.lineHeight > d) return { lines: [], width: 0, height: 0 }; _.textWidth = Nn(_.text, b); var M = x.textWidth, I = null == M || "auto" === M; if ("string" == typeof M && "%" === M.charAt(M.length - 1)) _.percentWidth = M, u.push(_), M = 0; else { if (I) { M = _.textWidth; var C = x.textBackgroundColor, T = C && C.image; T && (T = En(T), Fn(T) && (M = Math.max(M, T.width * S / T.height))) } var k = w ? w[1] + w[3] : 0; M += k; var P = null != f ? f - m : null; null != P && M > P && (!I || k > P ? (_.text = "", _.textWidth = M = 0) : (_.text = Un(_.text, P -

k, b, c.ellipsis, { minChar: c.minChar }), _.textWidth = Nn(_.text, b), M = _.textWidth + k)) } m += _.width = M, x && (v = Math.max(v, _.lineHeight)) } g.width = m, g.lineHeight = v, s += v, l = Math.max(l, m) } n.outerWidth = n.width = D(e.textWidth, l), n.outerHeight = n.height = D(e.textHeight, s), h && (n.outerWidth += h[1] + h[3], n.outerHeight += h[0] + h[2]); for (var p = 0; p < u.length; p++) { var _ = u[p], O = _.percentWidth; _.width = parseInt(O, 10) / 100 * l } return n } function ti(t, e, n) { for (var i = "" === e, r = e.split("\n"), a = t.lines, o = 0; o < r.length; o++) { var s = r[o], l = { styleName: n, text: s, isLineHolder: !s && !i }; if (o) a.push({ tokens: [l] }); else { var u = (a[a.length - 1] || (a[0] = { tokens: [] })).tokens, h = u.length; 1 === h && u[0].isLineHolder ? u[0] = l : (s || !h || i) && u.push(l) } } } function ei(t) { var e = (t.fontSize || t.fontFamily) && [t.fontStyle, t.fontWeight, (t.fontSize || 12) + "px", t.fontFamily || "sans-serif"].join(" "); return e && B(e) || t.textFont || t.font } function ni(t, e) { var n, i, r, a, o = e.x, s = e.y, l = e.width, u = e.height, h = e.r; 0 > l && (o += l, l = -l), 0 > u && (s += u, u = -u), "number" == typeof h ? n = i = r = a = h : h instanceof Array ? 1 === h.length ? n = i = r = a = h[0] : 2 === h.length ? (n = r = h[0], i = a = h[1]) : 3 === h.length ? (n = h[0], i = a = h[1], r = h[2]) : (n = h[0], i = h[1], r = h[2], a = h[3]) : n = i = r = a = 0; var c; n + i > l && (c = n + i, n *= l / c, i *= l / c), r + a > l && (c = r + a, r *= l / c, a *= l / c), i + r > u && (c = i + r, i *= u / c, r *= u / c), n + a > u && (c = n + a, n *= u / c, a *= u / c), t.moveTo(o + n, s), t.lineTo(o + l - i, s), 0 !== i && t.arc(o + l - i, s + i, i, -Math.PI / 2, 0), t.lineTo(o + l, s + u - r), 0 !== r && t.arc(o + l - r, s + u - r, r, 0, Math.PI / 2), t.lineTo(o + a, s + u), 0 !== a && t.arc(o + a, s + u - a, a, Math.PI / 2, Math.PI), t.lineTo(o, s + n), 0 !== n && t.arc(o + n, s + n, n, Math.PI, 1.5 * Math.PI) } function ii(t) { return ri(t), d(t.rich, ri), t } function ri(t) { if (t) { t.font = ei(t); var e = t.textAlign; "middle" === e && (e = "center"), t.textAlign = null == e || Yf[e] ? e : "left"; var n = t.textVerticalAlign || t.textBaseline; "center" === n && (n = "middle"), t.textVerticalAlign = null == n || Zf[n] ? n : "top"; var i = t.textPadding; i && (t.textPadding = O(t.textPadding)) } } function ai(t, e, n, i, r, a) { i.rich ? si(t, e, n, i, r, a) : oi(t, e, n, i, r, a) } function oi(t, e, n, i, r, a) { var o, s = ci(i), l = !1, u = e.__attrCachedBy === Af.PLAIN_TEXT; a !== Pf ? (a && (o = a.style, l = !s && u && o), e.__attrCachedBy = s ? Af.NONE : Af.PLAIN_TEXT) : u && (e.__attrCachedBy = Af.NONE); var h = i.font || jf; l && h === (o.font || jf) || (e.font = h); var c = t.__computedFont; t.__styleFont !== h

&& (t.__styleFont = h, c = t.__computedFont = e.font); var f = i.textPadding, d = i.textLineHeight, p = t.__textCotentBlock; (!p || t.__dirtyText) && (p = t.__textCotentBlock = Kn(n, c, f, d, i.truncate)); var g = p.outerHeight, v = p.lines, m = p.lineHeight, y = pi(Kf, t, i, r), _ = y.baseX, x = y.baseY, w = y.textAlign || "left", b = y.textVerticalAlign; ui(e, i, r, _, x); var S = Xn(x, g, b), M = _, I = S; if (s || f) { var C = Nn(n, c), T = C; f && (T += f[1] + f[3]); var k = Gn(_, T, w); s && fi(t, e, i, k, S, T, g), f && (M = _i(_, w, f), I += f[0]) } e.textAlign = w, e.textBaseline = "middle", e.globalAlpha = i.opacity || 1; for (var D = 0; D < $f.length; D++) { var A = $f[D], P = A[0], O = A[1], L = i[P]; I && L === o[P] || (e[O] = Df(e, O, L || A[2])) } I += m / 2; var B = i.textStrokeWidth, E = I ? o.textStrokeWidth : null, R = !I || B !== E, z = !I || R || i.textStroke !== o.textStroke, F = vi(i.textStroke, B), N = mi(i.textFill); if (F && (R && (e.lineWidth = B), z && (e.strokeStyle = F)), N && (I && i.textFill === o.textFill || (e.fillStyle = N)), 1 === v.length) F && e.strokeText(v[0], M, I), N && e.fillText(v[0], M, I); else for (var D = 0; D < v.length; D++)F && e.strokeText(v[D], M, I), N && e.fillText(v[D], M, I), I += m } function si(t, e, n, i, r, a) { a !== Pf && (e.__attrCachedBy = Af.NONE); var o = t.__textCotentBlock; (!o || t.__dirtyText) && (o = t.__textCotentBlock = Jn(n, i)), li(t, e, o, i, r) } function li(t, e, n, i, r) { var a = n.width, o = n.outerWidth, s = n.outerHeight, l = i.textPadding, u = pi(Kf, t, i, r), h = u.baseX, c = u.baseY, f = u.textAlign, d = u.textVerticalAlign; ui(e, i, r, h, c); var p = Gn(h, o, f), g = Xn(c, s, d), v = p, m = g; l && (v += l[3], m += l[0]); var y = v + a; ci(i) && fi(t, e, i, p, g, o, s); for (var _ = 0; _ < n.lines.length; _++) { for (var x, w = n.lines[_], b = w.tokens, S = b.length, M = w.lineHeight, I = w.width, C = 0, T = v, k = y, D = S - 1; S > C && (x = b[C], !x.textAlign || "left" === x.textAlign);)hi(t, e, x, i, M, m, T, "left"), I -= x.width, T += x.width, C++; for (; D >= 0 && (x = b[D], "right" === x.textAlign);)hi(t, e, x, i, M, m, k, "right"), I -= x.width, k -= x.width, D--; for (T += (a - (T - v) - (y - k) - I) / 2; D >= C;)x = b[C], hi(t, e, x, i, M, m, T + x.width / 2, "center"), T += x.width, C++; m += M } } function ui(t, e, n, i, r) { if (n && e.textRotation) { var a = e.textOrigin; "center" === a ? (i = n.width / 2 + n.x, r = n.height / 2 + n.y) : a && (i = a[0] + n.x, r = a[1] + n.y), t.translate(i, r), t.rotate(-e.textRotation), t.translate(-i, -r) } } function hi(t, e, n, i, r, a, o, s) {
    var l = i.rich[n.styleName] || {}; l.text = n.text; var u = n.textVerticalAlign, h = a + r / 2; "top" === u ? h = a + n.height / 2 : "bottom" === u && (h = a + r -

n.height / 2), !n.isLineHolder && ci(l) && fi(t, e, l, "right" === s ? o - n.width : "center" === s ? o - n.width / 2 : o, h - n.height / 2, n.width, n.height); var c = n.textPadding; c && (o = _i(o, s, c), h -= n.height / 2 - c[2] - n.textHeight / 2), gi(e, "shadowBlur", A(l.textShadowBlur, i.textShadowBlur, 0)), gi(e, "shadowColor", l.textShadowColor || i.textShadowColor || "transparent"), gi(e, "shadowOffsetX", A(l.textShadowOffsetX, i.textShadowOffsetX, 0)), gi(e, "shadowOffsetY", A(l.textShadowOffsetY, i.textShadowOffsetY, 0)), gi(e, "textAlign", s), gi(e, "textBaseline", "middle"), gi(e, "font", n.font || jf);
    var f = vi(l.textStroke || i.textStroke, p), d = mi(l.textFill || i.textFill), p = D(l.textStrokeWidth, i.textStrokeWidth); f && (gi(e, "lineWidth", p), gi(e, "strokeStyle", f), e.strokeText(n.text, o, h)), d && (gi(e, "fillStyle", d), e.fillText(n.text, o, h))
  } function ci(t) { return !!(t.textBackgroundColor || t.textBorderWidth && t.textBorderColor) } function fi(t, e, n, i, r, a, o) { var s = n.textBackgroundColor, l = n.textBorderWidth, u = n.textBorderColor, h = b(s); if (gi(e, "shadowBlur", n.textBoxShadowBlur || 0), gi(e, "shadowColor", n.textBoxShadowColor || "transparent"), gi(e, "shadowOffsetX", n.textBoxShadowOffsetX || 0), gi(e, "shadowOffsetY", n.textBoxShadowOffsetY || 0), h || l && u) { e.beginPath(); var c = n.textBorderRadius; c ? ni(e, { x: i, y: r, width: a, height: o, r: c }) : e.rect(i, r, a, o), e.closePath() } if (h) if (gi(e, "fillStyle", s), null != n.fillOpacity) { var f = e.globalAlpha; e.globalAlpha = n.fillOpacity * n.opacity, e.fill(), e.globalAlpha = f } else e.fill(); else if (S(s)) { var d = s.image; d = Rn(d, null, t, di, s), d && Fn(d) && e.drawImage(d, i, r, a, o) } if (l && u) if (gi(e, "lineWidth", l), gi(e, "strokeStyle", u), null != n.strokeOpacity) { var f = e.globalAlpha; e.globalAlpha = n.strokeOpacity * n.opacity, e.stroke(), e.globalAlpha = f } else e.stroke() } function di(t, e) { e.image = t } function pi(t, e, n, i) { var r = n.x || 0, a = n.y || 0, o = n.textAlign, s = n.textVerticalAlign; if (i) { var l = n.textPosition; if (l instanceof Array) r = i.x + yi(l[0], i.width), a = i.y + yi(l[1], i.height); else { var u = e && e.calculateTextPosition ? e.calculateTextPosition(Qf, n, i) : qn(Qf, n, i); r = u.x, a = u.y, o = o || u.textAlign, s = s || u.textVerticalAlign } var h = n.textOffset; h && (r += h[0], a += h[1]) } return t = t || {}, t.baseX = r, t.baseY = a, t.textAlign = o, t.textVerticalAlign = s, t } function gi(t, e, n) { return t[e] = Df(t, e, n), t[e] }

function vi(t, e) { return null == t || 0 >= e || "transparent" === t || "none" === t ? null : t.image || t.colorStops ? "#000" : t } function mi(t) { return null == t || "none" === t ? null : t.image || t.colorStops ? "#000" : t } function yi(t, e) { return "string" == typeof t ? t.lastIndexOf("%") >= 0 ? parseFloat(t) / 100 * e : parseFloat(t) : t } function _i(t, e, n) { return "right" === e ? t - n[1] : "center" === e ? t + n[3] / 2 - n[1] / 2 : t + n[3] } function xi(t, e) { return null != t && (t || e.textBackgroundColor || e.textBorderWidth && e.textBorderColor || e.textPadding) } function wi(t) { t = t || {}, xf.call(this, t); for (var e in t) t.hasOwnProperty(e) && "style" !== e && (this[e] = t[e]); this.style = new Lf(t.style, this), this._rect = null, this.__clipPaths = null } function bi(t) { wi.call(this, t) } function Si(t) { return parseInt(t, 10) } function Mi(t) { return t ? t.__builtin__ ? !0 : "function" != typeof t.resize || "function" != typeof t.refresh ? !1 : !0 : !1 } function Ii(t, e, n) { return ad.copy(t.getBoundingRect()), t.transform && ad.applyTransform(t.transform), od.width = e, od.height = n, !ad.intersect(od) } function Ci(t, e) { if (t === e) return !1; if (!t || !e || t.length !== e.length) return !0; for (var n = 0; n < t.length; n++)if (t[n] !== e[n]) return !0; return !1 } function Ti(t, e) { for (var n = 0; n < t.length; n++) { var i = t[n]; i.setTransform(e), e.beginPath(), i.buildPath(e, i.shape), e.clip(), i.restoreTransform(e) } } function ki(t, e) { var n = document.createElement("div"); return n.style.cssText = ["position:relative", "overflow:hidden", "width:" + t + "px", "height:" + e + "px", "padding:0", "margin:0", "border-width:0"].join(";") + ";", n } function Di(t) { return "mousewheel" === t && hc.browser.firefox ? "DOMMouseScroll" : t } function Ai(t) { t._touching = !0, clearTimeout(t._touchTimer), t._touchTimer = setTimeout(function () { t._touching = !1 }, 700) } function Pi(t) { var e = t.pointerType; return "pen" === e || "touch" === e } function Oi(t) { function e(t, e) { return function () { return e._touching ? void 0 : t.apply(e, arguments) } } d(cd, function (e) { t._handlers[e] = y(pd[e], t) }), d(dd, function (e) { t._handlers[e] = y(pd[e], t) }), d(hd, function (n) { t._handlers[n] = e(pd[n], t) }) } function Li(t) { function e(e, n) { d(e, function (e) { _e(t, Di(e), n._handlers[e]) }, n) } Oc.call(this), this.dom = t, this._touching = !1, this._touchTimer, this._handlers = {}, Oi(this), hc.pointerEventsSupported ? e(dd, this) : (hc.touchEventsSupported && e(cd, this), e(hd, this)) } function Bi(t, e) { var n = new xd(lc(), t, e); return yd[n.id] = n, n } function Ei(t) { if (t) t.dispose(); else

{ for (var e in yd) yd.hasOwnProperty(e) && yd[e].dispose(); yd = {} } return this } function Ri(t) { return yd[t] } function zi(t, e) { md[t] = e } function Fi(t) { delete yd[t] } function Ni(t) { return t instanceof Array ? t : null == t ? [] : [t] } function Vi(t, e, n) { if (t) { t[e] = t[e] || {}, t.emphasis = t.emphasis || {}, t.emphasis[e] = t.emphasis[e] || {}; for (var i = 0, r = n.length; r > i; i++) { var a = n[i]; !t.emphasis[e].hasOwnProperty(a) && t[e].hasOwnProperty(a) && (t.emphasis[e][a] = t[e][a]) } } } function Wi(t) { return !Sd(t) || Md(t) || t instanceof Date ? t : t.value } function Hi(t) { return Sd(t) && !(t instanceof Array) } function Gi(t, e) { e = (e || []).slice(); var n = p(t || [], function (t) { return { exist: t } }); return bd(e, function (t, i) { if (Sd(t)) { for (var r = 0; r < n.length; r++)if (!n[r].option && null != t.id && n[r].exist.id === t.id + "") return n[r].option = t, void (e[i] = null); for (var r = 0; r < n.length; r++) { var a = n[r].exist; if (!(n[r].option || null != a.id && null != t.id || null == t.name || Ui(t) || Ui(a) || a.name !== t.name + "")) return n[r].option = t, void (e[i] = null) } } }), bd(e, function (t) { if (Sd(t)) { for (var e = 0; e < n.length; e++) { var i = n[e].exist; if (!n[e].option && !Ui(i) && null == t.id) { n[e].option = t; break } } e >= n.length && n.push({ option: t }) } }), n } function Xi(t) { var e = F(); bd(t, function (t) { var n = t.exist; n && e.set(n.id, t) }), bd(t, function (t) { var n = t.option; L(!n || null == n.id || !e.get(n.id) || e.get(n.id) === t, "id duplicates: " + (n && n.id)), n && null != n.id && e.set(n.id, t), !t.keyInfo && (t.keyInfo = {}) }), bd(t, function (t, n) { var i = t.exist, r = t.option, a = t.keyInfo; if (Sd(r)) { if (a.name = null != r.name ? r.name + "" : i ? i.name : ld + n, i) a.id = i.id; else if (null != r.id) a.id = r.id + ""; else { var o = 0; do a.id = "\x00" + a.name + "\x00" + o++; while (e.get(a.id)) } e.set(a.id, t) } }) } function qi(t) { var e = t.name; return !(!e || !e.indexOf(ld)) } function Ui(t) { return Sd(t) && t.id && 0 === (t.id + "").indexOf("\x00_ec_\x00") } function ji(t, e) { return null != e.dataIndexInside ? e.dataIndexInside : null != e.dataIndex ? x(e.dataIndex) ? p(e.dataIndex, function (e) { return t.indexOfRawIndex(e) }) : t.indexOfRawIndex(e.dataIndex) : null != e.name ? x(e.name) ? p(e.name, function (e) { return t.indexOfName(e) }) : t.indexOfName(e.name) : void 0 } function Yi() { var t = "__\x00ec_inner_" + Td++ + "_" + Math.random().toFixed(5); return function (e) { return e[t] || (e[t] = {}) } } function Zi(t, e, n) { if (b(e)) { var i = {}; i[e + "Index"] = 0, e = i } var r = n && n.defaultMainType; !r || $i(e, r + "Index") || $i(e, r + "Id") || $i(e, r + "Name") ||

(e[r + "Index"] = 0); var a = {}; return bd(e, function (i, r) { var i = e[r]; if ("dataIndex" === r || "dataIndexInside" === r) return void (a[r] = i); var o = r.match(/^(\w+)(Index|Id|Name)$/) || [], s = o[1], l = (o[2] || "").toLowerCase(); if (!(!s || !l || null == i || "index" === l && "none" === i || n && n.includeMainTypes && u(n.includeMainTypes, s) < 0)) { var h = { mainType: s }; ("index" !== l || "all" !== i) && (h[l] = i); var c = t.queryComponents(h); a[s + "Models"] = c, a[s + "Model"] = c[0] } }), a } function $i(t, e) { return t && t.hasOwnProperty(e) } function Qi(t, e, n) { t.setAttribute ? t.setAttribute(e, n) : t[e] = n } function Ki(t, e) { return t.getAttribute ? t.getAttribute(e) : t[e] } function Ji(t) { return "auto" === t ? hc.domSupported ? "html" : "richText" : t || "html" } function tr(t) { var e = { main: "", sub: "" }; return t && (t = t.split(kd), e.main = t[0] || "", e.sub = t[1] || ""), e } function er(t) { L(/^[a-zA-Z0-9_]+([.][a-zA-Z0-9_]+)?$/.test(t), 'componentType "' + t + '" illegal') } function nr(t) { t.$constructor = t, t.extend = function (t) { var e = this, n = function () { t.$constructor ? t.$constructor.apply(this, arguments) : e.apply(this, arguments) }; return o(n.prototype, t), n.extend = this.extend, n.superCall = rr, n.superApply = ar, h(n, this), n.superClass = e, n } } function ir(t) { var e = ["__\x00is_clz", Ad++, Math.random().toFixed(3)].join("_"); t.prototype[e] = !0, t.isInstance = function (t) { return !(!t || !t[e]) } } function rr(t, e) { var n = P(arguments, 2); return this.superClass.prototype[e].apply(t, n) } function ar(t, e, n) { return this.superClass.prototype[e].apply(t, n) } function or(t, e) { function n(t) { var e = i[t.main]; return e && e[Dd] || (e = i[t.main] = {}, e[Dd] = !0), e } e = e || {}; var i = {}; if (t.registerClass = function (t, e) { if (e) if (er(e), e = tr(e), e.sub) { if (e.sub !== Dd) { var r = n(e); r[e.sub] = t } } else i[e.main] = t; return t }, t.getClass = function (t, e, n) { var r = i[t]; if (r && r[Dd] && (r = e ? r[e] : null), n && !r) throw new Error(e ? "Component " + t + "." + (e || "") + " not exists. Load it first." : t + ".type should be specified."); return r }, t.getClassesByMainType = function (t) { t = tr(t); var e = [], n = i[t.main]; return n && n[Dd] ? d(n, function (t, n) { n !== Dd && e.push(t) }) : e.push(n), e }, t.hasClass = function (t) { return t = tr(t), !!i[t.main] }, t.getAllClassMainTypes = function () { var t = []; return d(i, function (e, n) { t.push(n) }), t }, t.hasSubTypes = function (t) { t = tr(t); var e = i[t.main]; return e && e[Dd] }, t.parseClassType = tr, e.registerWhenExtend) { var r = t.extend; r && (t.extend = function (e) { var n = r.call(this, e); return

t.registerClass(n, e.type) }) } return t } function sr(t) { return t > -Fd && Fd > t } function lr(t) { return t > Fd || -Fd > t } function ur(t, e, n, i, r) { var a = 1 - r; return a * a * (a * t + 3 * r * e) + r * r * (r * i + 3 * a * n) } function hr(t, e, n, i, r) { var a = 1 - r; return 3 * (((e - t) * a + 2 * (n - e) * r) * a + (i - n) * r * r) } function cr(t, e, n, i, r, a) { var o = i + 3 * (e - n) - t, s = 3 * (n - 2 * e + t), l = 3 * (e - t), u = t - r, h = s * s - 3 * o * l, c = s * l - 9 * o * u, f = l * l - 3 * s * u, d = 0; if (sr(h) && sr(c)) if (sr(s)) a[0] = 0; else { var p = -l / s; p >= 0 && 1 >= p && (a[d++] = p) } else { var g = c * c - 4 * h * f; if (sr(g)) { var v = c / h, p = -s / o + v, m = -v / 2; p >= 0 && 1 >= p && (a[d++] = p), m >= 0 && 1 >= m && (a[d++] = m) } else if (g > 0) { var y = zd(g), _ = h * s + 1.5 * o * (-c + y), x = h * s + 1.5 * o * (-c - y); _ = 0 > _ ? -Rd(-_, Wd) : Rd(_, Wd), x = 0 > x ? -Rd(-x, Wd) : Rd(x, Wd); var p = (-s - (_ + x)) / (3 * o); p >= 0 && 1 >= p && (a[d++] = p) } else { var w = (2 * h * s - 3 * o * c) / (2 * zd(h * h * h)), b = Math.acos(w) / 3, S = zd(h), M = Math.cos(b), p = (-s - 2 * S * M) / (3 * o), m = (-s + S * (M + Vd * Math.sin(b))) / (3 * o), l = (-s + S * (M - Vd * Math.sin(b))) / (3 * o); p >= 0 && 1 >= p && (a[d++] = p), m >= 0 && 1 >= m && (a[d++] = m), l >= 0 && 1 >= l && (a[d++] = l) } } return d } function fr(t, e, n, i, r) { var a = 6 * n - 12 * e + 6 * t, o = 9 * e + 3 * i - 3 * t - 9 * n, s = 3 * e - 3 * t, l = 0; if (sr(o)) { if (lr(a)) { var u = -s / a; u >= 0 && 1 >= u && (r[l++] = u) } } else { var h = a * a - 4 * o * s; if (sr(h)) r[0] = -a / (2 * o); else if (h > 0) { var c = zd(h), u = (-a + c) / (2 * o), f = (-a - c) / (2 * o); u >= 0 && 1 >= u && (r[l++] = u), f >= 0 && 1 >= f && (r[l++] = f) } } return l } function dr(t, e, n, i, r, a) { var o = (e - t) * r + t, s = (n - e) * r + e, l = (i - n) * r + n, u = (s - o) * r + o, h = (l - s) * r + s, c = (h - u) * r + u; a[0] = t, a[1] = o, a[2] = u, a[3] = c, a[4] = c, a[5] = h, a[6] = l, a[7] = i } function pr(t, e, n, i, r, a, o, s, l, u, h) { var c, f, d, p, g, v = .005, m = 1 / 0; Hd[0] = l, Hd[1] = u; for (var y = 0; 1 > y; y += .05)Gd[0] = ur(t, n, r, o, y), Gd[1] = ur(e, i, a, s, y), p = Dc(Hd, Gd), m > p && (c = y, m = p); m = 1 / 0; for (var _ = 0; 32 > _ && !(Nd > v); _++)f = c - v, d = c + v, Gd[0] = ur(t, n, r, o, f), Gd[1] = ur(e, i, a, s, f), p = Dc(Gd, Hd), f >= 0 && m > p ? (c = f, m = p) : (Xd[0] = ur(t, n, r, o, d), Xd[1] = ur(e, i, a, s, d), g = Dc(Xd, Hd), 1 >= d && m > g ? (c = d, m = g) : v *= .5); return h && (h[0] = ur(t, n, r, o, c), h[1] = ur(e, i, a, s, c)), zd(m) } function gr(t, e, n, i) { var r = 1 - i; return r * (r * t + 2 * i * e) + i * i * n } function vr(t, e, n, i) { return 2 * ((1 - i) * (e - t) + i * (n - e)) } function mr(t, e, n, i, r) { var a = t - 2 * e + n, o = 2 * (e - t), s = t - i, l = 0; if (sr(a)) { if (lr(o)) { var u = -s / o; u >= 0

&& 1 >= u && (r[l++] = u) } } else { var h = o * o - 4 * a * s; if (sr(h)) { var u = -o / (2 * a); u >= 0 && 1 >= u && (r[l++] = u) } else if (h > 0) { var c = zd(h), u = (-o + c) / (2 * a), f = (-o - c) / (2 * a); u >= 0 && 1 >= u && (r[l++] = u), f >= 0 && 1 >= f && (r[l++] = f) } } return l } function yr(t, e, n) { var i = t + n - 2 * e; return 0 === i ? .5 : (t - e) / i } function _r(t, e, n, i, r) { var a = (e - t) * i + t, o = (n - e) * i + e, s = (o - a) * i + a; r[0] = t, r[1] = a, r[2] = s, r[3] = s, r[4] = o, r[5] = n } function xr(t, e, n, i, r, a, o, s, l) { var u, h = .005, c = 1 / 0; Hd[0] = o, Hd[1] = s; for (var f = 0; 1 > f; f += .05) { Gd[0] = gr(t, n, r, f), Gd[1] = gr(e, i, a, f); var d = Dc(Hd, Gd); c > d && (u = f, c = d) } c = 1 / 0; for (var p = 0; 32 > p && !(Nd > h); p++) { var g = u - h, v = u + h; Gd[0] = gr(t, n, r, g), Gd[1] = gr(e, i, a, g); var d = Dc(Gd, Hd); if (g >= 0 && c > d) u = g, c = d; else { Xd[0] = gr(t, n, r, v), Xd[1] = gr(e, i, a, v); var m = Dc(Xd, Hd); 1 >= v && c > m ? (u = v, c = m) : h *= .5 } } return l && (l[0] = gr(t, n, r, u), l[1] = gr(e, i, a, u)), zd(c) } function wr(t, e, n) { if (0 !== t.length) { var i, r = t[0], a = r[0], o = r[0], s = r[1], l = r[1]; for (i = 1; i < t.length; i++)r = t[i], a = qd(a, r[0]), o = Ud(o, r[0]), s = qd(s, r[1]), l = Ud(l, r[1]); e[0] = a, e[1] = s, n[0] = o, n[1] = l } } function br(t, e, n, i, r, a) { r[0] = qd(t, n), r[1] = qd(e, i), a[0] = Ud(t, n), a[1] = Ud(e, i) } function Sr(t, e, n, i, r, a, o, s, l, u) { var h, c = fr, f = ur, d = c(t, n, r, o, Jd); for (l[0] = 1 / 0, l[1] = 1 / 0, u[0] = -1 / 0, u[1] = -1 / 0, h = 0; d > h; h++) { var p = f(t, n, r, o, Jd[h]); l[0] = qd(p, l[0]), u[0] = Ud(p, u[0]) } for (d = c(e, i, a, s, tp), h = 0; d > h; h++) { var g = f(e, i, a, s, tp[h]); l[1] = qd(g, l[1]), u[1] = Ud(g, u[1]) } l[0] = qd(t, l[0]), u[0] = Ud(t, u[0]), l[0] = qd(o, l[0]), u[0] = Ud(o, u[0]), l[1] = qd(e, l[1]), u[1] = Ud(e, u[1]), l[1] = qd(s, l[1]), u[1] = Ud(s, u[1]) } function Mr(t, e, n, i, r, a, o, s) { var l = yr, u = gr, h = Ud(qd(l(t, n, r), 1), 0), c = Ud(qd(l(e, i, a), 1), 0), f = u(t, n, r, h), d = u(e, i, a, c); o[0] = qd(t, r, f), o[1] = qd(e, a, d), s[0] = Ud(t, r, f), s[1] = Ud(e, a, d) } function Ir(t, e, n, i, r, a, o, s, l) { var u = oe, h = se, c = Math.abs(r - a); if (1e-4 > c % Zd && c > 1e-4) return s[0] = t - n, s[1] = e - i, l[0] = t + n, void (l[1] = e + i); if ($d[0] = Yd(r) * n + t, $d[1] = jd(r) * i + e, Qd[0] = Yd(a) * n + t, Qd[1] = jd(a) * i + e, u(s, $d, Qd), h(l, $d, Qd), r %= Zd, 0 > r && (r += Zd), a %= Zd, 0 > a && (a += Zd), r > a && !o ? a += Zd : a > r && o && (r += Zd), o) { var f = a; a = r, r = f } for (var d = 0; a > d; d += Math.PI / 2)d > r && (Kd[0] = Yd(d) * n + t, Kd[1] = jd(d) * i + e, u(s, Kd, s), h(l, Kd, l)) } function Cr(t, e, n, i, r, a, o) { if (0 === r) return !1; var s = r, l = 0, u = t; if (o > e + s && o > i + s || e - s > o && i - s > o || a > t + s && a > n +

s || t - s > a && n - s > a) return !1; if (t === n) return Math.abs(a - t) <= s / 2; l = (e - i) / (t - n), u = (t * i - n * e) / (t - n); var h = l * a - o + u, c = h * h / (l * l + 1); return s / 2 * s / 2 >= c } function Tr(t, e, n, i, r, a, o, s, l, u, h) { if (0 === l) return !1; var c = l; if (h > e + c && h > i + c && h > a + c && h > s + c || e - c > h && i - c > h && a - c > h && s - c > h || u > t + c && u > n + c && u > r + c && u > o + c || t - c > u && n - c > u && r - c > u && o - c > u) return !1; var f = pr(t, e, n, i, r, a, o, s, u, h, null); return c / 2 >= f } function kr(t, e, n, i, r, a, o, s, l) { if (0 === o) return !1; var u = o; if (l > e + u && l > i + u && l > a + u || e - u > l && i - u > l && a - u > l || s > t + u && s > n + u && s > r + u || t - u > s && n - u > s && r - u > s) return !1; var h = xr(t, e, n, i, r, a, s, l, null); return u / 2 >= h } function Dr(t) { return t %= pp, 0 > t && (t += pp), t } function Ar(t, e, n, i, r, a, o, s, l) { if (0 === o) return !1; var u = o; s -= t, l -= e; var h = Math.sqrt(s * s + l * l); if (h - u > n || n > h + u) return !1; if (Math.abs(i - r) % gp < 1e-4) return !0; if (a) { var c = i; i = Dr(r), r = Dr(c) } else i = Dr(i), r = Dr(r); i > r && (r += gp); var f = Math.atan2(l, s); return 0 > f && (f += gp), f >= i && r >= f || f + gp >= i && r >= f + gp } function Pr(t, e, n, i, r, a) { if (a > e && a > i || e > a && i > a) return 0; if (i === e) return 0; var o = e > i ? 1 : -1, s = (a - e) / (i - e); (1 === s || 0 === s) && (o = e > i ? .5 : -.5); var l = s * (n - t) + t; return l === r ? 1 / 0 : l > r ? o : 0 } function Or(t, e) { return Math.abs(t - e) < yp } function Lr() { var t = xp[0]; xp[0] = xp[1], xp[1] = t } function Br(t, e, n, i, r, a, o, s, l, u) { if (u > e && u > i && u > a && u > s || e > u && i > u && a > u && s > u) return 0; var h = cr(e, i, a, s, u, _p); if (0 === h) return 0; for (var c, f, d = 0, p = -1, g = 0; h > g; g++) { var v = _p[g], m = 0 === v || 1 === v ? .5 : 1, y = ur(t, n, r, o, v); l > y || (0 > p && (p = fr(e, i, a, s, xp), xp[1] < xp[0] && p > 1 && Lr(), c = ur(e, i, a, s, xp[0]), p > 1 && (f = ur(e, i, a, s, xp[1]))), d += 2 === p ? v < xp[0] ? e > c ? m : -m : v < xp[1] ? c > f ? m : -m : f > s ? m : -m : v < xp[0] ? e > c ? m : -m : c > s ? m : -m) } return d } function Er(t, e, n, i, r, a, o, s) { if (s > e && s > i && s > a || e > s && i > s && a > s) return 0; var l = mr(e, i, a, s, _p); if (0 === l) return 0; var u = yr(e, i, a); if (u >= 0 && 1 >= u) { for (var h = 0, c = gr(e, i, a, u), f = 0; l > f; f++) { var d = 0 === _p[f] || 1 === _p[f] ? .5 : 1, p = gr(t, n, r, _p[f]); o > p || (h += _p[f] < u ? e > c ? d : -d : c > a ? d : -d) } return h } var d = 0 === _p[0] || 1 === _p[0] ? .5 : 1, p = gr(t, n, r, _p[0]); return o > p ? 0 : e > a ? d : -d } function Rr(t, e, n, i, r, a, o, s) { if (s -= e, s > n || -n > s) return 0; var l = Math.sqrt(n * n - s * s); _p[0] = -l, _p[1] = l; var u = Math.abs(i - r); if (1e-4

> u) return 0; if (1e-4 > u % mp) { i = 0, r = mp; var h = a ? 1 : -1; return o >= _p[0] + t && o <= _p[1] + t ? h : 0 } if (a) { var l = i; i = Dr(r), r = Dr(l) } else i = Dr(i), r = Dr(r); i > r && (r += mp); for (var c = 0, f = 0; 2 > f; f++) { var d = _p[f]; if (d + t > o) { var p = Math.atan2(s, d), h = a ? 1 : -1; 0 > p && (p = mp + p), (p >= i && r >= p || p + mp >= i && r >= p + mp) && (p > Math.PI / 2 && p < 1.5 * Math.PI && (h = -h), c += h) } } return c } function zr(t, e, n, i, r) { for (var a = 0, o = 0, s = 0, l = 0, u = 0, h = 0; h < t.length;) { var c = t[h++]; switch (c === vp.M && h > 1 && (n || (a += Pr(o, s, l, u, i, r))), 1 === h && (o = t[h], s = t[h + 1], l = o, u = s), c) { case vp.M: l = t[h++], u = t[h++], o = l, s = u; break; case vp.L: if (n) { if (Cr(o, s, t[h], t[h + 1], e, i, r)) return !0 } else a += Pr(o, s, t[h], t[h + 1], i, r) || 0; o = t[h++], s = t[h++]; break; case vp.C: if (n) { if (Tr(o, s, t[h++], t[h++], t[h++], t[h++], t[h], t[h + 1], e, i, r)) return !0 } else a += Br(o, s, t[h++], t[h++], t[h++], t[h++], t[h], t[h + 1], i, r) || 0; o = t[h++], s = t[h++]; break; case vp.Q: if (n) { if (kr(o, s, t[h++], t[h++], t[h], t[h + 1], e, i, r)) return !0 } else a += Er(o, s, t[h++], t[h++], t[h], t[h + 1], i, r) || 0; o = t[h++], s = t[h++]; break; case vp.A: var f = t[h++], d = t[h++], p = t[h++], g = t[h++], v = t[h++], m = t[h++]; h += 1; var y = 1 - t[h++], _ = Math.cos(v) * p + f, x = Math.sin(v) * g + d; h > 1 ? a += Pr(o, s, _, x, i, r) : (l = _, u = x); var w = (i - f) * g / p + f; if (n) { if (Ar(f, d, g, v, v + m, y, e, w, r)) return !0 } else a += Rr(f, d, g, v, v + m, y, w, r); o = Math.cos(v + m) * p + f, s = Math.sin(v + m) * g + d; break; case vp.R: l = o = t[h++], u = s = t[h++]; var b = t[h++], S = t[h++], _ = l + b, x = u + S; if (n) { if (Cr(l, u, _, u, e, i, r) || Cr(_, u, _, x, e, i, r) || Cr(_, x, l, x, e, i, r) || Cr(l, x, l, u, e, i, r)) return !0 } else a += Pr(_, u, _, x, i, r), a += Pr(l, x, l, u, i, r); break; case vp.Z: if (n) { if (Cr(o, s, l, u, e, i, r)) return !0 } else a += Pr(o, s, l, u, i, r); o = l, s = u } } return n || Or(s, u) || (a += Pr(o, s, l, u, i, r) || 0), 0 !== a } function Fr(t, e, n) { return zr(t, 0, !1, e, n) } function Nr(t, e, n, i) { return zr(t, e, !0, n, i) } function Vr(t) { wi.call(this, t), this.path = null } function Wr(t, e, n, i, r, a, o, s, l, u, h) { var c = l * (Op / 180), f = Pp(c) * (t - n) / 2 + Ap(c) * (e - i) / 2, d = -1 * Ap(c) * (t - n) / 2 + Pp(c) * (e - i) / 2, p = f * f / (o * o) + d * d / (s * s); p > 1 && (o *= Dp(p), s *= Dp(p)); var g = (r === a ? -1 : 1) * Dp((o * o * s * s - o * o * d * d - s * s * f * f) / (o * o * d * d + s * s * f * f)) || 0, v = g * o * d / s, m = g * -s * f / o, y = (t + n) / 2 + Pp(c) * v - Ap(c) * m, _ = (e + i) / 2 + Ap(c) * v + Pp(c) * m, x = Ep([1, 0], [(f - v) / o, (d - m) / s]), w = [(f - v) / o, (d - m) / s], b = [(-1 * f - v) / o, (-1 * d - m) / s], S = Ep(w, b); Bp(w, b) <= -1 && (S

= Op), Bp(w, b) >= 1 && (S = 0), 0 === a && S > 0 && (S -= 2 * Op), 1 === a && 0 > S && (S += 2 * Op), h.addData(u, y, _, o, s, x, S, c, a) } function Hr(t) { if (!t) return new dp; for (var e, n = 0, i = 0, r = n, a = i, o = new dp, s = dp.CMD, l = t.match(Rp), u = 0; u < l.length; u++) { for (var h, c = l[u], f = c.charAt(0), d = c.match(zp) || [], p = d.length, g = 0; p > g; g++)d[g] = parseFloat(d[g]); for (var v = 0; p > v;) { var m, y, _, x, w, b, S, M = n, I = i; switch (f) { case "l": n += d[v++], i += d[v++], h = s.L, o.addData(h, n, i); break; case "L": n = d[v++], i = d[v++], h = s.L, o.addData(h, n, i); break; case "m": n += d[v++], i += d[v++], h = s.M, o.addData(h, n, i), r = n, a = i, f = "l"; break; case "M": n = d[v++], i = d[v++], h = s.M, o.addData(h, n, i), r = n, a = i, f = "L"; break; case "h": n += d[v++], h = s.L, o.addData(h, n, i); break; case "H": n = d[v++], h = s.L, o.addData(h, n, i); break; case "v": i += d[v++], h = s.L, o.addData(h, n, i); break; case "V": i = d[v++], h = s.L, o.addData(h, n, i); break; case "C": h = s.C, o.addData(h, d[v++], d[v++], d[v++], d[v++], d[v++], d[v++]), n = d[v - 2], i = d[v - 1]; break; case "c": h = s.C, o.addData(h, d[v++] + n, d[v++] + i, d[v++] + n, d[v++] + i, d[v++] + n, d[v++] + i), n += d[v - 2], i += d[v - 1]; break; case "S": m = n, y = i; var C = o.len(), T = o.data; e === s.C && (m += n - T[C - 4], y += i - T[C - 3]), h = s.C, M = d[v++], I = d[v++], n = d[v++], i = d[v++], o.addData(h, m, y, M, I, n, i); break; case "s": m = n, y = i; var C = o.len(), T = o.data; e === s.C && (m += n - T[C - 4], y += i - T[C - 3]), h = s.C, M = n + d[v++], I = i + d[v++], n += d[v++], i += d[v++], o.addData(h, m, y, M, I, n, i); break; case "Q": M = d[v++], I = d[v++], n = d[v++], i = d[v++], h = s.Q, o.addData(h, M, I, n, i); break; case "q": M = d[v++] + n, I = d[v++] + i, n += d[v++], i += d[v++], h = s.Q, o.addData(h, M, I, n, i); break; case "T": m = n, y = i; var C = o.len(), T = o.data; e === s.Q && (m += n - T[C - 4], y += i - T[C - 3]), n = d[v++], i = d[v++], h = s.Q, o.addData(h, m, y, n, i); break; case "t": m = n, y = i; var C = o.len(), T = o.data; e === s.Q && (m += n - T[C - 4], y += i - T[C - 3]), n += d[v++], i += d[v++], h = s.Q, o.addData(h, m, y, n, i); break; case "A": _ = d[v++], x = d[v++], w = d[v++], b = d[v++], S = d[v++], M = n, I = i, n = d[v++], i = d[v++], h = s.A, Wr(M, I, n, i, b, S, _, x, w, h, o); break; case "a": _ = d[v++], x = d[v++], w = d[v++], b = d[v++], S = d[v++], M = n, I = i, n += d[v++], i += d[v++], h = s.A, Wr(M, I, n, i, b, S, _, x, w, h, o) } } ("z" === f || "Z" === f) && (h = s.Z, o.addData(h), n = r, i = a), e = h } return o.toStatic(), o } function Gr(t, e) { var n = Hr(t); return e = e || {}, e.buildPath =

function (t) { if (t.setData) { t.setData(n.data); var e = t.getContext(); e && t.rebuildPath(e) } else { var e = t; n.rebuildPath(e) } }, e.applyTransform = function (t) { kp(n, t), this.dirty(!0) }, e } function Xr(t, e) { return new Vr(Gr(t, e)) } function qr(t, e) { return Vr.extend(Gr(t, e)) } function Ur(t, e) { for (var n = [], i = t.length, r = 0; i > r; r++) { var a = t[r]; a.path || a.createPathProxy(), a.__dirtyPath && a.buildPath(a.path, a.shape, !0), n.push(a.path) } var o = new Vr(e); return o.createPathProxy(), o.buildPath = function (t) { t.appendPath(n); var e = t.getContext(); e && t.rebuildPath(e) }, o } function jr(t, e, n, i, r, a, o) { var s = .5 * (n - t), l = .5 * (i - e); return (2 * (e - n) + s + l) * o + (-3 * (e - n) - 2 * s - l) * a + s * r + e } function Yr(t, e, n) { var i = e.points, r = e.smooth; if (i && i.length >= 2) { if (r && "spline" !== r) { var a = qp(i, r, n, e.smoothConstraint); t.moveTo(i[0][0], i[0][1]); for (var o = i.length, s = 0; (n ? o : o - 1) > s; s++) { var l = a[2 * s], u = a[2 * s + 1], h = i[(s + 1) % o]; t.bezierCurveTo(l[0], l[1], u[0], u[1], h[0], h[1]) } } else { "spline" === r && (i = Xp(i, n)), t.moveTo(i[0][0], i[0][1]); for (var s = 1, c = i.length; c > s; s++)t.lineTo(i[s][0], i[s][1]) } n && t.closePath() } } function Zr(t, e, n) { var i = n && n.lineWidth; if (e && i) { var r = e.x1, a = e.x2, o = e.y1, s = e.y2; Yp(2 * r) === Yp(2 * a) ? t.x1 = t.x2 = Qr(r, i, !0) : (t.x1 = r, t.x2 = a), Yp(2 * o) === Yp(2 * s) ? t.y1 = t.y2 = Qr(o, i, !0) : (t.y1 = o, t.y2 = s) } } function $r(t, e, n) { var i = n && n.lineWidth; if (e && i) { var r = e.x, a = e.y, o = e.width, s = e.height; t.x = Qr(r, i, !0), t.y = Qr(a, i, !0), t.width = Math.max(Qr(r + o, i, !1) - t.x, 0 === o ? 0 : 1), t.height = Math.max(Qr(a + s, i, !1) - t.y, 0 === s ? 0 : 1) } } function Qr(t, e, n) { var i = Yp(2 * t); return (i + Yp(e)) % 2 === 0 ? i / 2 : (i + (n ? 1 : -1)) / 2 } function Kr(t, e, n) { var i = t.cpx2, r = t.cpy2; return null === i || null === r ? [(n ? hr : ur)(t.x1, t.cpx1, t.cpx2, t.x2, e), (n ? hr : ur)(t.y1, t.cpy1, t.cpy2, t.y2, e)] : [(n ? vr : gr)(t.x1, t.cpx1, t.x2, e), (n ? vr : gr)(t.y1, t.cpy1, t.y2, e)] } function Jr(t) { wi.call(this, t), this._displayables = [], this._temporaryDisplayables = [], this._cursor = 0, this.notClear = !0 } function ta(t) { return Vr.extend(t) } function ea(t, e) { return qr(t, e) } function na(t, e) { vg[t] = e } function ia(t) { return vg.hasOwnProperty(t) ? vg[t] : void 0 } function ra(t, e, n, i) { var r = Xr(t, e); return n && ("center" === i && (n = oa(n, r.getBoundingRect())), sa(r, n)), r } function aa(t, e, n) { var i = new bi({ style: { image: t, x: e.x, y: e.y, width: e.width, height: e.height }, onload: function (t) { if ("center" === n) { var r = { width: t.width, height: t.height }; i.setStyle(oa(e, r))

} } }); return i } function oa(t, e) { var n, i = e.width / e.height, r = t.height * i; r <= t.width ? n = t.height : (r = t.width, n = r / i); var a = t.x + t.width / 2, o = t.y + t.height / 2; return { x: a - r / 2, y: o - n / 2, width: r, height: n } } function sa(t, e) { if (t.applyTransform) { var n = t.getBoundingRect(), i = n.calculateTransform(e); t.applyTransform(i) } } function la(t) { return Zr(t.shape, t.shape, t.style), t } function ua(t) { return $r(t.shape, t.shape, t.style), t } function ha(t) { return null != t && "none" !== t } function ca(t) { if ("string" != typeof t) return t; var e = _g.get(t); return e || (e = Qe(t, -.1), 1e4 > xg && (_g.set(t, e), xg++)), e } function fa(t) { if (t.__hoverStlDirty) { t.__hoverStlDirty = !1; var e = t.__hoverStl; if (!e) return void (t.__cachedNormalStl = t.__cachedNormalZ2 = null); var n = t.__cachedNormalStl = {}; t.__cachedNormalZ2 = t.z2; var i = t.style; for (var r in e) null != e[r] && (n[r] = i[r]); n.fill = i.fill, n.stroke = i.stroke } } function da(t) { var e = t.__hoverStl; if (e && !t.__highlighted) { var n = t.__zr, i = t.useHoverLayer && n && "canvas" === n.painter.type; if (t.__highlighted = i ? "layer" : "plain", !(t.isGroup || !n && t.useHoverLayer)) { var r = t, a = t.style; i && (r = n.addHover(t), a = r.style), Ra(a), i || fa(r), a.extendFrom(e), pa(a, e, "fill"), pa(a, e, "stroke"), Ea(a), i || (t.dirty(!1), t.z2 += hg) } } } function pa(t, e, n) { !ha(e[n]) && ha(t[n]) && (t[n] = ca(t[n])) } function ga(t) { var e = t.__highlighted; if (e && (t.__highlighted = !1, !t.isGroup)) if ("layer" === e) t.__zr && t.__zr.removeHover(t); else { var n = t.style, i = t.__cachedNormalStl; i && (Ra(n), t.setStyle(i), Ea(n)); var r = t.__cachedNormalZ2; null != r && t.z2 - r === hg && (t.z2 = r) } } function va(t, e, n) { var i, r = dg, a = dg; t.__highlighted && (r = fg, i = !0), e(t, n), t.__highlighted && (a = fg, i = !0), t.isGroup && t.traverse(function (t) { !t.isGroup && e(t, n) }), i && t.__highDownOnUpdate && t.__highDownOnUpdate(r, a) } function ma(t, e) { e = t.__hoverStl = e !== !1 && (t.hoverStyle || e || {}), t.__hoverStlDirty = !0, t.__highlighted && (t.__cachedNormalStl = null, ga(t), da(t)) } function ya(t) { !ba(this, t) && !this.__highByOuter && va(this, da) } function _a(t) { !ba(this, t) && !this.__highByOuter && va(this, ga) } function xa(t) { this.__highByOuter |= 1 << (t || 0), va(this, da) } function wa(t) { !(this.__highByOuter &= ~(1 << (t || 0))) && va(this, ga) } function ba(t, e) { return t.__highDownSilentOnTouch && e.zrByTouch } function Sa(t, e) { Ma(t, !0), va(t, ma, e) } function Ma(t, e) { var n = e === !1; if (t.__highDownSilentOnTouch = t.highDownSilentOnTouch,

t.__highDownOnUpdate = t.highDownOnUpdate, !n || t.__highDownDispatcher) { var i = n ? "off" : "on"; t[i]("mouseover", ya)[i] ("mouseout", _a), t[i]("emphasis", xa)[i]("normal", wa), t.__highByOuter = t.__highByOuter || 0, t.__highDownDispatcher = !n } } function Ia(t) { return !(!t || !t.__highDownDispatcher) } function Ca(t) { var e = gg[t]; return null == e && 32 >= pg && (e = gg[t] = pg++), e } function Ta(t, e, n, i, r, a, o) { r = r || ug; var s, l = r.labelFetcher, u = r.labelDataIndex, h = r.labelDimIndex, c = n.getShallow("show"), f = i.getShallow("show"); (c || f) && (l && (s = l.getFormattedLabel(u, "normal", null, h)), null == s && (s = w(r.defaultText) ? r.defaultText(u, r) : r.defaultText)); var d = c ? s : null, p = f ? D(l ? l.getFormattedLabel(u, "emphasis", null, h) : null, s) : null; (null != d || null != p) && (Da(t, n, a, r), Da(e, i, o, r, !0)), t.text = d, e.text = p } function ka(t, e, n) { var i = t.style; e && (Ra(i), t.setStyle(e), Ea(i)), i = t.__hoverStl, n && i && (Ra(i), o(i, n), Ea(i)) } function Da(t, e, n, i, r) { return Pa(t, e, i, r), n && o(t, n), t } function Aa(t, e, n) { var i, r = { isRectText: !0 }; n === !1 ? i = !0 : r.autoColor = n, Pa(t, e, r, i) } function Pa(t, e, n, i) { if (n = n || ug, n.isRectText) { var r; n.getTextPosition ? r = n.getTextPosition(e, i) : (r = e.getShallow("position") || (i ? null : "inside"), "outside" === r && (r = "top")), t.textPosition = r, t.textOffset = e.getShallow("offset"); var a = e.getShallow("rotate"); null != a && (a *= Math.PI / 180), t.textRotation = a, t.textDistance = D(e.getShallow("distance"), i ? null : 5) } var o, s = e.ecModel, l = s && s.option.textStyle, u = Oa(e); if (u) { o = {}; for (var h in u) if (u.hasOwnProperty(h)) { var c = e.getModel(["rich", h]); La(o[h] = {}, c, l, n, i) } } return t.rich = o, La(t, e, l, n, i, !0), n.forceRich && !n.textStyle && (n.textStyle = {}), t } function Oa(t) { for (var e; t && t !== t.ecModel;) { var n = (t.option || ug).rich; if (n) { e = e || {}; for (var i in n) n.hasOwnProperty(i) && (e[i] = 1) } t = t.parentModel } return e } function La(t, e, n, i, r, a) { n = !r && n || ug, t.textFill = Ba(e.getShallow("color"), i) || n.color, t.textStroke = Ba(e.getShallow("textBorderColor"), i) || n.textBorderColor, t.textStrokeWidth = D(e.getShallow("textBorderWidth"), n.textBorderWidth), r || (a && (t.insideRollbackOpt = i, Ea(t)), null == t.textFill && (t.textFill = i.autoColor)), t.fontStyle = e.getShallow("fontStyle") || n.fontStyle, t.fontWeight = e.getShallow("fontWeight") || n.fontWeight, t.fontSize = e.getShallow("fontSize") || n.fontSize, t.fontFamily =

e.getShallow("fontFamily") || n.fontFamily, t.textAlign = e.getShallow("align"), t.textVerticalAlign = e.getShallow("verticalAlign") || e.getShallow("baseline"), t.textLineHeight = e.getShallow("lineHeight"), t.textWidth = e.getShallow("width"), t.textHeight = e.getShallow("height"), t.textTag = e.getShallow("tag"), a && i.disableBox || (t.textBackgroundColor = Ba(e.getShallow("backgroundColor"), i), t.textPadding = e.getShallow("padding"), t.textBorderColor = Ba(e.getShallow("borderColor"), i), t.textBorderWidth = e.getShallow("borderWidth"), t.textBorderRadius = e.getShallow("borderRadius"), t.textBoxShadowColor = e.getShallow("shadowColor"), t.textBoxShadowBlur = e.getShallow("shadowBlur"), t.textBoxShadowOffsetX = e.getShallow("shadowOffsetX"), t.textBoxShadowOffsetY = e.getShallow("shadowOffsetY")), t.textShadowColor = e.getShallow("textShadowColor") || n.textShadowColor, t.textShadowBlur = e.getShallow("textShadowBlur") || n.textShadowBlur, t.textShadowOffsetX = e.getShallow("textShadowOffsetX") || n.textShadowOffsetX, t.textShadowOffsetY = e.getShallow("textShadowOffsetY") || n.textShadowOffsetY } function Ba(t, e) { return "auto" !== t ? t : e && e.autoColor ? e.autoColor : null } function Ea(t) { var e, n = t.textPosition, i = t.insideRollbackOpt; if (i && null == t.textFill) { var r = i.autoColor, a = i.isRectText, o = i.useInsideStyle, s = o !== !1 && (o === !0 || a && n && "string" == typeof n && n.indexOf("inside") >= 0), l = !s && null != r; (s || l) && (e = { textFill: t.textFill, textStroke: t.textStroke, textStrokeWidth: t.textStrokeWidth }), s && (t.textFill = "#fff", null == t.textStroke && (t.textStroke = r, null == t.textStrokeWidth && (t.textStrokeWidth = 2))), l && (t.textFill = r) } t.insideRollback = e } function Ra(t) { var e = t.insideRollback; e && (t.textFill = e.textFill, t.textStroke = e.textStroke, t.textStrokeWidth = e.textStrokeWidth, t.insideRollback = null) } function za(t, e) { var n = e || e.getModel("textStyle"); return B([t.fontStyle || n && n.getShallow("fontStyle") || "", t.fontWeight || n && n.getShallow("fontWeight") || "", (t.fontSize || n && n.getShallow("fontSize") || 12) + "px", t.fontFamily || n && n.getShallow("fontFamily") || "sans-serif"].join(" ")) } function Fa(t, e, n, i, r, a) { "function" == typeof r && (a = r, r = null); var o = i && i.isAnimationEnabled(); if (o) { var s = t ? "Update" : "", l =

i.getShallow("animationDuration" + s), u = i.getShallow("animationEasing" + s), h = i.getShallow("animationDelay" + s); "function" == typeof h && (h = h(r, i.getAnimationDelayParams ? i.getAnimationDelayParams(e, r) : null)), "function" == typeof l && (l = l(r)), l > 0 ? e.animateTo(n, l, h || 0, u, a, !!a) : (e.stopAnimation(), e.attr(n), a && a()) } else e.stopAnimation(), e.attr(n), a && a() } function Na(t, e, n, i, r) { Fa(!0, t, e, n, i, r) } function Va(t, e, n, i, r) { Fa(!1, t, e, n, i, r) } function Wa(t, e) { for (var n = ke([]); t && t !== e;)Ae(n, t.getLocalTransform(), n), t = t.parent; return n } function Ha(t, e, n) { return e && !f(e) && (e = Yc.getLocalTransform(e)), n && (e = Be([], e)), ae([], t, e) } function Ga(t, e, n) { var i = 0 === e[4] || 0 === e[5] || 0 === e[0] ? 1 : Math.abs(2 * e[4] / e[0]), r = 0 === e[4] || 0 === e[5] || 0 === e[2] ? 1 : Math.abs(2 * e[4] / e[2]), a = ["left" === t ? -i : "right" === t ? i : 0, "top" === t ? -r : "bottom" === t ? r : 0]; return a = Ha(a, e, n), Math.abs(a[0]) > Math.abs(a[1]) ? a[0] > 0 ? "right" : "left" : a[1] > 0 ? "bottom" : "top" } function Xa(t, e, n) { function i(t) { var e = {}; return t.traverse(function (t) { !t.isGroup && t.anid && (e[t.anid] = t) }), e } function r(t) { var e = { position: G(t.position), rotation: t.rotation }; return t.shape && (e.shape = o({}, t.shape)), e } if (t && e) { var a = i(t); e.traverse(function (t) { if (!t.isGroup && t.anid) { var e = a[t.anid]; if (e) { var i = r(t); t.attr(r(e)), Na(t, i, n, t.dataIndex) } } }) } } function qa(t, e) { return p(t, function (t) { var n = t[0]; n = sg(n, e.x), n = lg(n, e.x + e.width); var i = t[1]; return i = sg(i, e.y), i = lg(i, e.y + e.height), [n, i] }) } function Ua(t, e) { var n = sg(t.x, e.x), i = lg(t.x + t.width, e.x + e.width), r = sg(t.y, e.y), a = lg(t.y + t.height, e.y + e.height); return i >= n && a >= r ? { x: n, y: r, width: i - n, height: a - r } : void 0 } function ja(t, e, n) { e = o({ rectHover: !0 }, e); var i = e.style = { strokeNoScale: !0 }; return n = n || { x: -1, y: -1, width: 2, height: 2 }, t ? 0 === t.indexOf("image://") ? (i.image = t.slice(8), s(i, n), new bi(e)) : ra(t.replace("path://", ""), e, n, "center") : void 0 } function Ya(t, e, n, i, r) { for (var a = 0, o = r[r.length - 1]; a < r.length; a++) { var s = r[a]; if (Za(t, e, n, i, s[0], s[1], o[0], o[1])) return !0; o = s } } function Za(t, e, n, i, r, a, o, s) { var l = n - t, u = i - e, h = o - r, c = s - a, f = $a(h, c, l, u); if (Qa(f)) return !1; var d = t - r, p = e - a, g = $a(d, p, l, u) / f; if (0 > g || g > 1) return !1; var v = $a(d, p, h, c) / f; return 0 > v || v > 1 ? !1 : !0 } function $a(t, e, n, i) { return t * i - n * e } function Qa(t) { return 1e-6 >= t && t >= -1e-6 } function Ka(t, e, n) { this.parentModel = e, this.ecModel = n, this.option = t

```
} function Ja(t, e, n) { for (var i = 0; i < e.length && (!e[i] || (t = t && "object" == typeof t ? t[e[i]] : null, null != t)); i++); return null == t && n && (t = n.get(e)), t } function to(t, e) { var n = Tg(t).getParent; return n ? n.call(t, e) : t.parentModel } function eo(t) { return [t || "", kg++, Math.random().toFixed(5)].join("_") } function no(t) { var e = {}; return t.registerSubTypeDefaulter = function (t, n) { t = tr(t), e[t.main] = n }, t.determineSubType = function (n, i) { var r = i.type; if (!r) { var a = tr(n).main; t.hasSubTypes(n) && e[a] && (r = e[a](i)) } return r }, t } function io(t, e) { function n(t) { var n = {}, a = []; return d(t, function (o) { var s = i(n, o), l = s.originalDeps = e(o), h = r(l, t); s.entryCount = h.length, 0 === s.entryCount && a.push(o), d(h, function (t) { u(s.predecessor, t) < 0 && s.predecessor.push(t); var e = i(n, t); u(e.successor, t) < 0 && e.successor.push(o) }) }), { graph: n, noEntryList: a } } function i(t, e) { return t[e] || (t[e] = { predecessor: [], successor: [] }), t[e] } function r(t, e) { var n = []; return d(t, function (t) { u(e, t) >= 0 && n.push(t) }), n } t.topologicalTravel = function (t, e, i, r) { function a(t) { l[t].entryCount-- , 0 === l[t].entryCount && u.push(t) } function o(t) { h[t] = !0, a(t) } if (t.length) { var s = n(e), l = s.graph, u = s.noEntryList, h = {}; for (d(t, function (t) { h[t] = !0 }); u.length;) { var c = u.pop(), f = l[c], p = !!h[c]; p && (i.call(r, c, f.originalDeps.slice()), delete h[c]), d(f.successor, p ? o : a) } d(h, function () { throw new Error("Circle dependency may exists") }) } } } function ro(t) { return t.replace(/^\s+|\s+$/g, "") } function ao(t, e, n, i) { var r = e[1] - e[0], a = n[1] - n[0]; if (0 === r) return 0 === a ? n[0] : (n[0] + n[1]) / 2; if (i) if (r > 0) { if (t <= e[0]) return n[0]; if (t >= e[1]) return n[1] } else { if (t >= e[0]) return n[0]; if (t <= e[1]) return n[1] } else { if (t === e[0]) return n[0]; if (t === e[1]) return n[1] } return (t - e[0]) / r * a + n[0] } function oo(t, e) { switch (t) { case "center": case "middle": t = "50%"; break; case "left": case "top": t = "0%"; break; case "right": case "bottom": t = "100%" }return "string" == typeof t ? ro(t).match(/%$/) ? parseFloat(t) / 100 * e : parseFloat(t) : null == t ? 0 / 0 : +t } function so(t, e, n) { return null == e && (e = 10), e = Math.min(Math.max(0, e), 20), t = (+t).toFixed(e), n ? t : +t } function lo(t) { return t.sort(function (t, e) { return t - e }), t } function uo(t) {
    if (t = +t, isNaN(t)) return 0; for (var e = 1, n = 0; Math.round(t * e) / e !== t;)e *= 10, n++; return n
```

} function ho(t) { var e = t.toString(), n = e.indexOf("e"); if (n > 0) { var i = +e.slice(n + 1); return 0 > i ? -i : 0 } var r = e.indexOf("."); return 0 > r ? 0 : e.length - 1 - r } function co(t, e) { var n = Math.log, i = Math.LN10, r = Math.floor(n(t[1] - t[0]) / i), a = Math.round(n(Math.abs(e[1] - e[0])) / i), o = Math.min(Math.max(-r + a, 0), 20); return isFinite(o) ? o : 20 } function fo(t, e, n) { if (!t[e]) return 0; var i = g(t, function (t, e) { return t + (isNaN(e) ? 0 : e) }, 0); if (0 === i) return 0; for (var r = Math.pow(10, n), a = p(t, function (t) { return (isNaN(t) ? 0 : t) / i * r * 100 }), o = 100 * r, s = p(a, function (t) { return Math.floor(t) }), l = g(s, function (t, e) { return t + e }, 0), u = p(a, function (t, e) { return t - s[e] }); o > l;) { for (var h = Number.NEGATIVE_INFINITY, c = null, f = 0, d = u.length; d > f; ++f)u[f] > h && (h = u[f], c = f); ++s[c], u[c] = 0, ++l } return s[e] / r } function po(t) { var e = 2 * Math.PI; return (t % e + e) % e } function go(t) { return t > -Dg && Dg > t } function vo(t) { if (t instanceof Date) return t; if ("string" == typeof t) { var e = Pg.exec(t); if (!e) return new Date(0 / 0); if (e[8]) { var n = +e[4] || 0; return "Z" !== e[8].toUpperCase() && (n -= e[8].slice(0, 3)), new Date(Date.UTC(+e[1], +(e[2] || 1) - 1, +e[3] || 1, n, +(e[5] || 0), +e[6] || 0, +e[7] || 0)) } return new Date(+e[1], +(e[2] || 1) - 1, +e[3] || 1, +e[4] || 0, +(e[5] || 0), +e[6] || 0, +e[7] || 0) } return new Date(null == t ? 0 / 0 : Math.round(t)) } function mo(t) { return Math.pow(10, yo(t)) } function yo(t) { return Math.floor(Math.log(t) / Math.LN10) } function _o(t, e) { var n, i = yo(t), r = Math.pow(10, i), a = t / r; return n = e ? 1.5 > a ? 1 : 2.5 > a ? 2 : 4 > a ? 3 : 7 > a ? 5 : 10 : 1 > a ? 1 : 2 > a ? 2 : 3 > a ? 3 : 5 > a ? 5 : 10, t = n * r, i >= -20 ? +t.toFixed(0 > i ? -i : 0) : t } function xo(t, e) { var n = (t.length - 1) * e + 1, i = Math.floor(n), r = +t[i - 1], a = n - i; return a ? r + a * (t[i] - r) : r } function wo(t) { function e(t, n, i) { return t.interval[i] < n.interval[i] || t.interval[i] === n.interval[i] && (t.close[i] - n.close[i] === (i ? -1 : 1) || !i && e(t, n, 1)) } t.sort(function (t, n) { return e(t, n, 0) ? -1 : 1 }); for (var n = -1 / 0, i = 1, r = 0; r < t.length;) { for (var a = t[r].interval, o = t[r].close, s = 0; 2 > s; s++)a[s] <= n && (a[s] = n, o[s] = s ? 1 : 1 - i), n = a[s], i = o[s]; a[0] === a[1] && o[0] * o[1] !== 1 ? t.splice(r, 1) : r++ } return t } function bo(t) { return t - parseFloat(t) >= 0 } function So(t) { return isNaN(t) ? "-" : (t = (t + "").split("."), t[0].replace(/(\d{1,3})(?=(?:\d{3})+(?!\d))/g, "$1,") + (t.length > 1 ? "." + t[1] : "")) } function Mo(t, e) { return t = (t || "").toLowerCase().replace(/-(.)/g, function (t, e) { return e.toUpperCase() }), e && t && (t =

t.charAt(0).toUpperCase() + t.slice(1)), t } function Io(t) { return null == t ? "" : (t + "").replace(Bg, function (t, e) { return Eg[e] }) } function Co(t, e, n) { x(e) || (e = [e]); var i = e.length; if (!i) return ""; for (var r = e[0].$vars || [], a = 0; a < r.length; a++) { var o = Rg[a]; t = t.replace(zg(o), zg(o, 0)) } for (var s = 0; i > s; s++)for (var l = 0; l < r.length; l++) { var u = e[s][r[l]]; t = t.replace(zg(Rg[l], s), n ? Io(u) : u) } return t } function To(t, e, n) { return d(e, function (e, i) { t = t.replace("{" + i + "}", n ? Io(e) : e) }), t } function ko(t, e) { t = b(t) ? { color: t, extraCssText: e } : t || {}; var n = t.color, i = t.type, e = t.extraCssText, r = t.renderMode || "html", a = t.markerId || "X"; return n ? "html" === r ? "subItem" === i ? '<span style="display:inline-block;vertical-align:middle;margin-right:8px;margin-left:3px;border-radius:4px;width:4px;height:4px;background-color:' + Io(n) + ";" + (e || "") + '">' : '<span style="display:inline-block;margin-right:5px;border-radius:10px;width:10px;height:10px;background-color:' + Io(n) + ";" + (e || "") + '">' : { renderMode: r, content: "{marker" + a + "|} ", style: { color: n } } : "" } function Do(t, e) { return t += "", "0000".substr(0, e - t.length) + t } function Ao(t, e, n) { ("week" === t || "month" === t || "quarter" === t || "half-year" === t || "year" === t) && (t = "MM-dd\nyyyy"); var i = vo(e), r = n ? "UTC" : "", a = i["get" + r + "FullYear"](), o = i["get" + r + "Month"]() + 1, s = i["get" + r + "Date"](), l = i["get" + r + "Hours"](), u = i["get" + r + "Minutes"](), h = i["get" + r + "Seconds"](), c = i["get" + r + "Milliseconds"](); return t = t.replace("MM", Do(o, 2)).replace("M", o).replace("yyyy", a).replace("yy", a % 100).replace("dd", Do(s, 2)).replace("d", s).replace("hh", Do(l, 2)).replace("h", l).replace("mm", Do(u, 2)).replace("m", u).replace("ss", Do(h, 2)).replace("s", h).replace("SSS", Do(c, 3)) } function Po(t) { return t ? t.charAt(0).toUpperCase() + t.substr(1) : t } function Oo(t) { return Vn(t.text, t.font, t.textAlign, t.textVerticalAlign, t.textPadding, t.textLineHeight, t.rich, t.truncate) } function Lo(t, e, n, i, r, a, o, s) { return Vn(t, e, n, i, r, s, a, o) } function Bo(t, e, n, i, r) { var a = 0, o = 0; null == i && (i = 1 / 0), null == r && (r = 1 / 0); var s = 0; e.eachChild(function (l, u) { var h, c, f = l.position, d = l.getBoundingRect(), p = e.childAt(u + 1), g = p && p.getBoundingRect(); if ("horizontal" === t) { var v = d.width + (g ? -g.x + d.x : 0); h = a + v, h > i || l.newline ? (a = 0, h = v, o += s + n, s = d.height) : s = Math.max(s, d.height) } else { var m = d.height + (g ? -g.y + d.y : 0); c = o + m, c > r || l.newline ? (a +=

s + n, o = 0, c = m, s = d.width) : s = Math.max(s, d.width) } l.newline || (f[0] = a, f[1] = o, "horizontal" === t ? a = h + n : o = c + n) }) } function Eo(t, e, n) { n = Lg(n || 0); var i = e.width, r = e.height, a = oo(t.left, i), o = oo(t.top, r), s = oo(t.right, i), l = oo(t.bottom, r), u = oo(t.width, i), h = oo(t.height, r), c = n[2] + n[0], f = n[1] + n[3], d = t.aspect; switch (isNaN(u) && (u = i - s - f - a), isNaN(h) && (h = r - l - c - o), null != d && (isNaN(u) && isNaN(h) && (d > i / r ? u = .8 * i : h = .8 * r), isNaN(u) && (u = d * h), isNaN(h) && (h = u / d)), isNaN(a) && (a = i - s - u - f), isNaN(o) && (o = r - l - h - c), t.left || t.right) { case "center": a = i / 2 - u / 2 - n[3]; break; case "right": a = i - u - f }switch (t.top || t.bottom) { case "middle": case "center": o = r / 2 - h / 2 - n[0]; break; case "bottom": o = r - h - c }a = a || 0, o = o || 0, isNaN(u) && (u = i - f - a - (s || 0)), isNaN(h) && (h = r - c - o - (l || 0)); var p = new wn(a + n[3], o + n[0], u, h); return p.margin = n, p } function Ro(t, e, n) { function i(n, i) { var o = {}, l = 0, u = {}, h = 0, c = 2; if (Vg(n, function (e) { u[e] = t[e] }), Vg(n, function (t) { r(e, t) && (o[t] = u[t] = e[t]), a(o, t) && l++ , a(u, t) && h++ }), s[i]) return a(e, n[1]) ? u[n[2]] = null : a(e, n[2]) && (u[n[1]] = null), u; if (h !== c && l) { if (l >= c) return o; for (var f = 0; f < n.length; f++) { var d = n[f]; if (!r(o, d) && r(t, d)) { o[d] = t[d]; break } } return o } return u } function r(t, e) { return t.hasOwnProperty(e) } function a(t, e) { return null != t[e] && "auto" !== t[e] } function o(t, e, n) { Vg(t, function (t) { e[t] = n[t] }) } !S(n) && (n = {}); var s = n.ignoreSize; !x(s) && (s = [s, s]); var l = i(Hg[0], 0), u = i(Hg[1], 1); o(Hg[0], t, l), o(Hg[1], t, u) } function zo(t) { return Fo({}, t) } function Fo(t, e) { return e && t && Vg(Wg, function (n) { e.hasOwnProperty(n) && (t[n] = e[n]) }), t } function No(t) { var e = []; return d(Ug.getClassesByMainType(t), function (t) { e = e.concat(t.prototype.dependencies || []) }), e = p(e, function (t) { return tr(t).main }), "dataset" !== t && u(e, "dataset") <= 0 && e.unshift("dataset"), e } function Vo(t, e) { for (var n = t.length, i = 0; n > i; i++)if (t[i].length > e) return t[i]; return t[n - 1] } function Wo(t) { var e = t.get("coordinateSystem"), n = { coordSysName: e, coordSysDims: [], axisMap: F(), categoryAxisMap: F() }, i = Qg[e]; return i ? (i(t, n, n.axisMap, n.categoryAxisMap), n) : void 0 } function Ho(t) { return "category" === t.get("type") } function Go(t) { this.fromDataset = t.fromDataset, this.data = t.data || (t.sourceFormat === ev ? {} : []), this.sourceFormat = t.sourceFormat || nv, this.seriesLayoutBy = t.seriesLayoutBy || rv, this.dimensionsDefine = t.dimensionsDefine,

this.encodeDefine = t.encodeDefine && F(t.encodeDefine), this.startIndex = t.startIndex || 0, this.dimensionsDetectCount = t.dimensionsDetectCount } function Xo(t) { var e = t.option.source, n = nv; if (l(e)) n = iv; else if (x(e)) { 0 === e.length && (n = Jg); for (var i = 0, r = e.length; r > i; i++) { var a = e[i]; if (null != a) { if (x(a)) { n = Jg; break } if (S(a)) { n = tv; break } } } } else if (S(e)) { for (var o in e) if (e.hasOwnProperty(o) && f(e[o])) { n = ev; break } } else if (null != e) throw new Error("Invalid data"); ov(t).sourceFormat = n } function qo(t) { return ov(t).source } function Uo(t) { ov(t).datasetMap = F() } function jo(t) { var e = t.option, n = e.data, i = l(n) ? iv : Kg, r = !1, a = e.seriesLayoutBy, o = e.sourceHeader, s = e.dimensions, l = Jo(t); if (l) { var u = l.option; n = u.source, i = ov(l).sourceFormat, r = !0, a = a || u.seriesLayoutBy, null == o && (o = u.sourceHeader), s = s || u.dimensions } var h = Yo(n, i, a, o, s), c = e.encode; !c && l && (c = Ko(t, l, n, i, a, h)), ov(t).source = new Go({ data: n, fromDataset: r, seriesLayoutBy: a, sourceFormat: i, dimensionsDefine: h.dimensionsDefine, startIndex: h.startIndex, dimensionsDetectCount: h.dimensionsDetectCount, encodeDefine: c }) } function Yo(t, e, n, i, r) { if (!t) return { dimensionsDefine: Zo(r) }; var a, o, s; if (e === Jg) "auto" === i || null == i ? $o(function (t) { null != t && "-" !== t && (b(t) ? null == o && (o = 1) : o = 0) }, n, t, 10) : o = i ? 1 : 0, r || 1 !== o || (r = [], $o(function (t, e) { r[e] = null != t ? t : "" }, n, t)), a = r ? r.length : n === av ? t.length : t[0] ? t[0].length : null; else if (e === tv) r || (r = Qo(t), s = !0); else if (e === ev) r || (r = [], s = !0, d(t, function (t, e) { r.push(e) })); else if (e === Kg) { var l = Wi(t[0]); a = x(l) && l.length || 1 } var u; return s && d(r, function (t, e) { "name" === (S(t) ? t.name : t) && (u = e) }), { startIndex: o, dimensionsDefine: Zo(r), dimensionsDetectCount: a, potentialNameDimIndex: u } } function Zo(t) { if (t) { var e = F(); return p(t, function (t) { if (t = o({}, S(t) ? t : { name: t }), null == t.name) return t; t.name += "", null == t.displayName && (t.displayName = t.name); var n = e.get(t.name); return n ? t.name += "-" + n.count++ : e.set(t.name, { count: 1 }), t }) } } function $o(t, e, n, i) { if (null == i && (i = 1 / 0), e === av) for (var r = 0; r < n.length && i > r; r++)t(n[r] ? n[r][0] : null, r); else for (var a = n[0] || [], r = 0; r < a.length && i > r; r++)t(a[r], r) } function Qo(t) { for (var e, n = 0; n < t.length && !(e = t[n++]);); if (e) { var i = []; return d(e, function (t, e) { i.push(e) }), i } } function Ko(t, e, n, i, r, a) { var o = Wo(t), s = {}, l = [], u = [], h = t.subType, c = F(["pie", "map", "funnel"]), f = F(["line",

"bar", "pictorialBar", "scatter", "effectScatter", "candlestick", "boxplot"]); if (o && null != f.get(h)) { var p = t.ecModel, g = ov(p).datasetMap, v = e.uid + "_" + r, m = g.get(v) || g.set(v, { categoryWayDim: 1, valueWayDim: 0 }); d(o.coordSysDims, function (t) { if (null == o.firstCategoryDimIndex) { var e = m.valueWayDim++; s[t] = e, u.push(e) } else if (o.categoryAxisMap.get(t)) s[t] = 0, l.push(0); else { var e = m.categoryWayDim++; s[t] = e, u.push(e) } }) } else if (null != c.get(h)) { for (var y, _ = 0; 5 > _ && null == y; _++)es(n, i, r, a.dimensionsDefine, a.startIndex, _) || (y = _); if (null != y) { s.value = y; var x = a.potentialNameDimIndex || Math.max(y - 1, 0); u.push(x), l.push(x) } } return l.length && (s.itemName = l), u.length && (s.seriesName = u), s } function Jo(t) { var e = t.option, n = e.data; return n ? void 0 : t.ecModel.getComponent("dataset", e.datasetIndex || 0) } function ts(t, e) { return es(t.data, t.sourceFormat, t.seriesLayoutBy, t.dimensionsDefine, t.startIndex, e) } function es(t, e, n, i, r, a) { function o(t) { return null != t && isFinite(t) && "" !== t ? !1 : b(t) && "-" !== t ? !0 : void 0 } var s, l = 5; if (l(t)) return !1; var u; if (i && (u = i[a], u = S(u) ? u.name : u), e === Jg) if (n === av) { for (var h = t[a], c = 0; c < (h || []).length && l > c; c++)if (null != (s = o(h[r + c]))) return s } else for (var c = 0; c < t.length && l > c; c++) { var f = t[r + c]; if (f && null != (s = o(f[a]))) return s } else if (e === tv) { if (!u) return; for (var c = 0; c < t.length && l > c; c++) { var d = t[c]; if (d && null != (s = o(d[u]))) return s } } else if (e === ev) { if (!u) return; var h = t[u]; if (!h || l(h)) return !1; for (var c = 0; c < h.length && l > c; c++)if (null != (s = o(h[c]))) return s } else if (e === Kg) for (var c = 0; c < t.length && l > c; c++) { var d = t[c], p = Wi(d); if (!x(p)) return !1; if (null != (s = o(p[a]))) return s } return !1 } function ns(t, e) { if (e) { var n = e.seiresIndex, i = e.seriesId, r = e.seriesName; return null != n && t.componentIndex !== n || null != i && t.id !== i || null != r && t.name !== r } } function is(t, e) { var n = t.color && !t.colorLayer; d(e, function (e, a) { "colorLayer" === a && n || Ug.hasClass(a) || ("object" == typeof e ? t[a] = t[a] ? r(t[a], e, !1) : i(e) : null == t[a] && (t[a] = e)) }) } function rs(t) { t = t, this.option = {}, this.option[sv] = 1, this._componentsMap = F({ series: [] }), this._seriesIndices, this._seriesIndicesMap, is(t, this._theme.option), r(t, Yg, !1), this.mergeOption(t) } function as(t, e) { x(e) || (e = e ? [e] : []); var n = {}; return d(e, function (e) { n[e] = (t.get(e) || []).slice() }), n } function os(t, e, n) { var i = e.type ? e.type : n ? n.subType : Ug.determineSubType(t, e); return i }

function ss(t, e) { t._seriesIndicesMap = F(t._seriesIndices = p(e, function (t) { return t.componentIndex }) || []) } function ls(t, e) { return e.hasOwnProperty("subType") ? v(t, function (t) { return t.subType === e.subType }) : t } function us(t) { d(uv, function (e) { this[e] = y(t[e], t) }, this) } function hs() { this._coordinateSystems = [] } function cs(t) { this._api = t, this._timelineOptions = [], this._mediaList = [], this._mediaDefault, this._currentMediaIndices = [], this._optionBackup, this._newBaseOption } function fs(t, e, n) { var i, r, a = [], o = [], s = t.timeline; if (t.baseOption && (r = t.baseOption), (s || t.options) && (r = r || {}, a = (t.options || []).slice()), t.media) { r = r || {}; var l = t.media; cv(l, function (t) { t && t.option && (t.query ? o.push(t) : i || (i = t)) }) } return r || (r = t), r.timeline || (r.timeline = s), cv([r].concat(a).concat(p(o, function (t) { return t.option })), function (t) { cv(e, function (e) { e(t, n) }) }), { baseOption: r, timelineOptions: a, mediaDefault: i, mediaList: o } } function ds(t, e, n) { var i = { width: e, height: n, aspectratio: e / n }, r = !0; return d(t, function (t, e) { var n = e.match(gv); if (n && n[1] && n[2]) { var a = n[1], o = n[2].toLowerCase(); ps(i[o], t, a) || (r = !1) } }), r } function ps(t, e, n) { return "min" === n ? t >= e : "max" === n ? e >= t : t === e } function gs(t, e) { return t.join(",") === e.join(",") } function vs(t, e) { e = e || {}, cv(e, function (e, n) { if (null != e) { var i = t[n]; if (Ug.hasClass(n)) { e = Ni(e), i = Ni(i); var r = Gi(i, e); t[n] = dv(r, function (t) { return t.option && t.exist ? pv(t.exist, t.option, !0) : t.exist || t.option }) } else t[n] = pv(i, e, !0) } }) } function ms(t) { var e = t && t.itemStyle; if (e) for (var n = 0, i = yv.length; i > n; n++) { var a = yv[n], o = e.normal, s = e.emphasis; o && o[a] && (t[a] = t[a] || {}, t[a].normal ? r(t[a].normal, o[a]) : t[a].normal = o[a], o[a] = null), s && s[a] && (t[a] = t[a] || {}, t[a].emphasis ? r(t[a].emphasis, s[a]) : t[a].emphasis = s[a], s[a] = null) } } function ys(t, e, n) { if (t && t[e] && (t[e].normal || t[e].emphasis)) { var i = t[e].normal, r = t[e].emphasis; i && (n ? (t[e].normal = t[e].emphasis = null, s(t[e], i)) : t[e] = i), r && (t.emphasis = t.emphasis || {}, t.emphasis[e] = r) } } function _s(t) { ys(t, "itemStyle"), ys(t, "lineStyle"), ys(t, "areaStyle"), ys(t, "label"), ys(t, "labelLine"), ys(t, "upperLabel"), ys(t, "edgeLabel") } function xs(t, e) { var n = mv(t) && t[e], i = mv(n) && n.textStyle; if (i) for (var r = 0, a = Cd.length; a > r; r++) { var e = Cd[r]; i.hasOwnProperty(e) && (n[e] = i[e]) } } function ws(t) { t && (_s(t), xs(t, "label"), t.emphasis && xs(t.emphasis, "label")) } function bs(t) { if (mv(t)) {

ms(t), _s(t), xs(t, "label"), xs(t, "upperLabel"), xs(t, "edgeLabel"), t.emphasis && (xs(t.emphasis, "label"), xs(t.emphasis, "upperLabel"), xs(t.emphasis, "edgeLabel")); var e = t.markPoint; e && (ms(e), ws(e)); var n = t.markLine; n && (ms(n), ws(n)); var i = t.markArea; i && ws(i); var r = t.data; if ("graph" === t.type) { r = r || t.nodes; var a = t.links || t.edges; if (a && !l(a)) for (var o = 0; o < a.length; o++)ws(a[o]); d(t.categories, function (t) { _s(t) }) } if (r && !l(r)) for (var o = 0; o < r.length; o++)ws(r[o]); var e = t.markPoint; if (e && e.data) for (var s = e.data, o = 0; o < s.length; o++)ws(s[o]); var n = t.markLine; if (n && n.data) for (var l = n.data, o = 0; o < l.length; o++)x(l[o]) ? (ws(l[o][0]), ws(l[o][1])) : ws(l[o]); "gauge" === t.type ? (xs(t, "axisLabel"), xs(t, "title"), xs(t, "detail")) : "treemap" === t.type ? (ys(t.breadcrumb, "itemStyle"), d(t.levels, function (t) { _s(t) })) : "tree" === t.type && _s(t.leaves) } } function Ss(t) { return x(t) ? t : t ? [t] : [] } function Ms(t) { return (x(t) ? t[0] : t) || {} } function Is(t, e) { e = e.split(","); for (var n = t, i = 0; i < e.length && (n = n && n[e[i]], null != n); i++); return n } function Cs(t, e, n, i) { e = e.split(","); for (var r, a = t, o = 0; o < e.length - 1; o++)r = e[o], null == a[r] && (a[r] = {}), a = a[r]; (i || null == a[e[o]]) && (a[e[o]] = n) } function Ts(t) { d(xv, function (e) { e[0] in t && !(e[1] in t) && (t[e[1]] = t[e[0]]) }) } function ks(t) { d(t, function (e, n) { var i = [], r = [0 / 0, 0 / 0], a = [e.stackResultDimension, e.stackedOverDimension], o = e.data, s = e.isStackedByIndex, l = o.map(a, function (a, l, u) { var h = o.get(e.stackedDimension, u); if (isNaN(h)) return r; var c, f; s ? f = o.getRawIndex(u) : c = o.get(e.stackedByDimension, u); for (var d = 0 / 0, p = n - 1; p >= 0; p--) { var g = t[p]; if (s || (f = g.data.rawIndexOf(g.stackedByDimension, c)), f >= 0) { var v = g.data.getByRawIndex(g.stackResultDimension, f); if (h >= 0 && v > 0 || 0 >= h && 0 > v) { h += v, d = v; break } } } return i[0] = h, i[1] = d, i }); o.hostModel.setData(l), e.data = l }) } function Ds(t, e) { Go.isInstance(t) || (t = Go.seriesDataToSource(t)), this._source = t; var n = this._data = t.data, i = t.sourceFormat; i === iv && (this._offset = 0, this._dimSize = e, this._data = n); var r = Iv[i === Jg ? i + "_" + t.seriesLayoutBy : i]; o(this, r) } function As() { return this._data.length } function Ps(t) { return this._data[t] } function Os(t) { for (var e = 0; e < t.length; e++)this._data.push(t[e]) } function Ls(t, e, n) { return null != n ? t[n] : t } function Bs(t, e, n, i) { return Es(t[i], this._dimensionInfos[e]) } function Es(t, e) { var n = e && e.type; if ("ordinal"

=== n) { var i = e && e.ordinalMeta; return i ? i.parseAndCollect(t) : t } return "time" === n && "number" != typeof t && null != t && "-" !== t && (t = +vo(t)), null == t || "" === t ? 0 / 0 : +t } function Rs(t, e, n) { if (t) { var i = t.getRawDataItem(e); if (null != i) { var r, a, o = t.getProvider().getSource().sourceFormat, s = t.getDimensionInfo(n); return s && (r = s.name, a = s.index), Cv[o](i, e, a, r) } } } function zs(t, e, n) { if (t) { var i = t.getProvider().getSource().sourceFormat; if (i === Kg || i === tv) { var r = t.getRawDataItem(e); return i !== Kg || S(r) || (r = null), r ? r[n] : void 0 } } } function Fs(t) { return new Ns(t) } function Ns(t) { t = t || {}, this._reset = t.reset, this._plan = t.plan, this._count = t.count, this._onDirty = t.onDirty, this._dirty = !0, this.context } function Vs(t, e, n, i, r, a) { Pv.reset(n, i, r, a), t._callingProgress = e, t._callingProgress({ start: n, end: i, count: i - n, next: Pv.next }, t.context) } function Ws(t, e) { t._dueIndex = t._outputDueEnd = t._dueEnd = 0, t._settedOutputEnd = null; var n, i; !e && t._reset && (n = t._reset(t.context), n && n.progress && (i = n.forceFirstProgress, n = n.progress), x(n) && !n.length && (n = null)), t._progress = n, t._modBy = t._modDataCount = null; var r = t._downstream; return r && r.dirty(), i } function Hs(t) { var e = t.name; qi(t) || (t.name = Gs(t) || e) } function Gs(t) { var e = t.getRawData(), n = e.mapDimension("seriesName", !0), i = []; return d(n, function (t) { var n = e.getDimensionInfo(t); n.displayName && i.push(n.displayName) }), i.join(" ") } function Xs(t) { return t.model.getRawData().count() } function qs(t) { var e = t.model; return e.setData(e.getRawData().cloneShallow()), Us } function Us(t, e) { t.end > e.outputData.count() && e.model.getRawData().cloneShallow(e.outputData) } function js(t, e) { d(t.CHANGABLE_METHODS, function (n) { t.wrapMethod(n, _(Ys, e)) }) } function Ys(t) { var e = Zs(t); e && e.setOutputEnd(this.count()) } function Zs(t) { var e = (t.ecModel || {}).scheduler, n = e && e.getPipeline(t.uid); if (n) { var i = n.currentTask; if (i) { var r = i.agentStubMap; r && (i = r.get(t.uid)) } return i } } function $s() { this.group = new Mf, this.uid = eo("viewChart"), this.renderTask = Fs({ plan: Js, reset: tl }), this.renderTask.context = { view: this } } function Qs(t, e, n) { if (t && (t.trigger(e, n), t.isGroup && !Ia(t))) for (var i = 0, r = t.childCount(); r > i; i++)Qs(t.childAt(i), e, n) } function Ks(t, e, n) { var i = ji(t, e), r = e && null != e.highlightKey ? Ca(e.highlightKey) : null; null != i ? d(Ni(i), function (e) {

Qs(t.getItemGraphicEl(e), n, r) }) : t.eachItemGraphicEl(function (t) { Qs(t, n, r) }) } function Js(t) { return Fv(t.model) } function tl(t) { var e = t.model, n = t.ecModel, i = t.api, r = t.payload, a = e.pipelineContext.progressiveRender, o = t.view, s = r && zv(r).updateMethod, l = a ? "incrementalPrepareRender" : s && o[s] ? s : "render"; return "render" !== l && o[l](e, n, i, r), Vv[l] } function el(t, e, n) { function i() { h = (new Date).getTime(), c = null, t.apply(o, s || []) } var r, a, o, s, l, u = 0, h = 0, c = null; e = e || 0; var f = function () { r = (new Date).getTime(), o = this, s = arguments; var t = l || e, f = l || n; l = null, a = r - (f ? u : h) - t, clearTimeout(c), f ? c = setTimeout(i, t) : a >= 0 ? i() : c = setTimeout(i, -a), u = r }; return f.clear = function () { c && (clearTimeout(c), c = null) }, f.debounceNextCall = function (t) { l = t }, f } function nl(t, e, n, i) { this.ecInstance = t, this.api = e, this.unfinished; var n = this._dataProcessorHandlers = n.slice(), i = this._visualHandlers = i.slice(); this._allHandlers = n.concat(i), this._stageTaskMap = F() } function il(t, e, n, i, r) { function a(t, e) { return t.setDirty && (!t.dirtyMap || t.dirtyMap.get(e.__pipeline.id)) } r = r || {}; var o; d(e, function (e) { if (!r.visualType || r.visualType === e.visualType) { var s = t._stageTaskMap.get(e.uid), l = s.seriesTaskMap, u = s.overallTask; if (u) { var h, c = u.agentStubMap; c.each(function (t) { a(r, t) && (t.dirty(), h = !0) }), h && u.dirty(), jv(u, i); var f = t.getPerformArgs(u, r.block); c.each(function (t) { t.perform(f) }), o |= u.perform(f) } else l && l.each(function (s) { a(r, s) && s.dirty(); var l = t.getPerformArgs(s, r.block); l.skip = !e.performRawSeries && n.isSeriesFiltered(s.context.model), jv(s, i), o |= s.perform(l) }) } }), t.unfinished |= o } function rl(t, e, n, i, r) { function a(n) { var a = n.uid, s = o.get(a) || o.set(a, Fs({ plan: hl, reset: cl, count: dl })); s.context = { model: n, ecModel: i, api: r, useClearVisual: e.isVisual && !e.isLayout, plan: e.plan, reset: e.reset, scheduler: t }, pl(t, n, s) } var o = n.seriesTaskMap || (n.seriesTaskMap = F()), s = e.seriesType, l = e.getTargetSeries; e.createOnAllSeries ? i.eachRawSeries(a) : s ? i.eachRawSeriesByType(s, a) : l && l(i, r).each(a); var u = t._pipelineMap; o.each(function (t, e) { u.get(e) || (t.dispose(), o.removeKey(e)) }) } function al(t, e, n, i, r) { function a(e) { var n = e.uid, i = s.get(n); i || (i = s.set(n, Fs({ reset: sl, onDirty: ul })), o.dirty()), i.context = { model: e, overallProgress: h, modifyOutputEnd: c }, i.agent = o, i.__block = h, pl(t, e, i) } var o = n.overallTask = n.overallTask || Fs({ reset: ol }); o.context = {

ecModel: i, api: r, overallReset: e.overallReset, scheduler: t }; var s = o.agentStubMap = o.agentStubMap || F(), l = e.seriesType, u = e.getTargetSeries, h = !0, c = e.modifyOutputEnd; l ? i.eachRawSeriesByType(l, a) : u ? u(i, r).each(a) : (h = !1, d(i.getSeries(), a)); var f = t._pipelineMap; s.each(function (t, e) { f.get(e) || (t.dispose(), o.dirty(), s.removeKey(e)) }) } function ol(t) { t.overallReset(t.ecModel, t.api, t.payload) } function sl(t) { return t.overallProgress && ll } function ll() { this.agent.dirty(), this.getDownstream().dirty() } function ul() { this.agent && this.agent.dirty() } function hl(t) { return t.plan && t.plan(t.model, t.ecModel, t.api, t.payload) } function cl(t) { t.useClearVisual && t.data.clearAllVisual(); var e = t.resetDefines = Ni(t.reset(t.model, t.ecModel, t.api, t.payload)); return e.length > 1 ? p(e, function (t, e) { return fl(e) }) : Yv } function fl(t) { return function (e, n) { var i = n.data, r = n.resetDefines[t]; if (r && r.dataEach) for (var a = e.start; a < e.end; a++)r.dataEach(i, a); else r && r.progress && r.progress(e, i) } } function dl(t) { return t.data.count() } function pl(t, e, n) { var i = e.uid, r = t._pipelineMap.get(i); !r.head && (r.head = n), r.tail && r.tail.pipe(n), r.tail = n, n.__idxInPipeline = r.count++ , n.__pipeline = r } function gl(t) { Zv = null; try { t($v, Qv) } catch (e) { } return Zv } function vl(t, e) { for (var n in e.prototype) t[n] = V } function ml(t) { if (b(t)) { var e = new DOMParser; t = e.parseFromString(t, "text/xml") } for (9 === t.nodeType && (t = t.firstChild); "svg" !== t.nodeName.toLowerCase() || 1 !== t.nodeType;)t = t.nextSibling; return t } function yl() { this._defs = {}, this._root = null, this._isDefine = !1, this._isText = !1 } function _l(t, e) { for (var n = t.firstChild; n;) { if (1 === n.nodeType) { var i = n.getAttribute("offset"); i = i.indexOf("%") > 0 ? parseInt(i, 10) / 100 : i ? parseFloat(i) : 0; var r = n.getAttribute("stop-color") || "#000000"; e.addColorStop(i, r) } n = n.nextSibling } } function xl(t, e) { t && t.__inheritedStyle && (e.__inheritedStyle || (e.__inheritedStyle = {}), s(e.__inheritedStyle, t.__inheritedStyle)) } function wl(t) { for (var e = B(t).split(am), n = [], i = 0; i < e.length; i += 2) { var r = parseFloat(e[i]), a = parseFloat(e[i + 1]); n.push([r, a]) } return n } function bl(t, e, n, i) { var r = e.__inheritedStyle || {}, a = "text" === e.type; if (1 === t.nodeType && (Ml(t, e), o(r, ll(t)), !i)) for (var s in lm) if (lm.hasOwnProperty(s)) { var l = t.getAttribute(s); null != l && (r[lm[s]] = l) } var u = a ? "textFill" : "fill", h = a ? "textStroke" : "stroke"; e.style = e.style || new Lf; var c = e.style; null != r.fill

```
&& c.set(u, Sl(r.fill, n)), null != r.stroke && c.set(h, Sl(r.stroke, n)),
d(["lineWidth", "opacity", "fillOpacity", "strokeOpacity", "miterLimit",
"fontSize"], function (t) { var e = "lineWidth" === t && a ? "textStrokeWidth" :
t; null != r[t] && c.set(e, parseFloat(r[t])) }), r.textBaseline && "auto" !==
r.textBaseline || (r.textBaseline = "alphabetic"), "alphabetic" ===
r.textBaseline && (r.textBaseline = "bottom"), "start" === r.textAlign &&
(r.textAlign = "left"), "end" === r.textAlign && (r.textAlign = "right"),
d(["lineDashOffset", "lineCap", "lineJoin", "fontWeight", "fontFamily",
"fontStyle", "textAlign", "textBaseline"], function (t) { null != r[t] && c.set(t,
r[t]) }), r.lineDash && (e.style.lineDash = B(r.lineDash).split(am)), c[h] &&
"none" !== c[h] && (e[h] = !0), e.__inheritedStyle = r } function Sl(t, e) { var n
= e && t && t.match(um); if (n) { var i = B(n[1]), r = e[i]; return r } return t }
function Ml(t, e) { var n = t.getAttribute("transform"); if (n) { n = n.replace(/,/g,
" "); var i = null, r = []; n.replace(hm, function (t, e, n) { r.push(e, n) }); for (var
a = r.length - 1; a > 0; a -= 2) { var o = r[a], s = r[a - 1]; switch (i = i || Te(), s) {
case "translate": o = B(o).split(am), Pe(i, i, [parseFloat(o[0]), parseFloat(o[1] ||
0)]); break; case "scale": o = B(o).split(am), Le(i, i, [parseFloat(o[0]),
parseFloat(o[1] || o[0])]); break; case "rotate": o = B(o).split(am), Oe(i, i,
parseFloat(o[0])); break; case "skew": o = B(o).split(am), console.warn("Skew
transform is not supported yet"); break; case "matrix": var o = B(o).split(am);
i[0] = parseFloat(o[0]), i[1] = parseFloat(o[1]), i[2] = parseFloat(o[2]), i[3] =
parseFloat(o[3]), i[4] = parseFloat(o[4]), i[5] = parseFloat(o[5]) } }
e.setLocalTransform(i) } } function Il(t) { var e = t.getAttribute("style"), n = {};
if (!e) return n; var i = {}; cm.lastIndex = 0; for (var r; null != (r =
cm.exec(e));)i[r[1]] = r[2]; for (var a in lm) lm.hasOwnProperty(a) && null !=
i[a] && (n[lm[a]] = i[a]); return n } function Cl(t, e, n) { var i = e / t.width, r = n /
t.height, a = Math.min(i, r), o = [a, a], s = [-(t.x + t.width / 2) * a + e / 2, -(t.y +
t.height / 2) * a + n / 2]; return { scale: o, position: s } } function Tl(t, e) {
return function (n, i, r) { (e || !this._disposed) && (n = n && n.toLowerCase(),
Oc.prototype[t].call(this, n, i, r)) } } function kl() { Oc.call(this) } function Dl(t,
e, n) { function r(t, e) { return t.__prio - e.__prio } n = n || {}, "string" == typeof
e && (e = jm[e]), this.id, this.group, this._dom = t; var a = "canvas", o =
this._zr = Bi(t, { renderer: n.renderer || a, devicePixelRatio: n.devicePixelRatio,
width: n.width, height: n.height }); this._throttledZrFlush = el(y(o.flush, o), 17);
```

var e = i(e); e && bv(e, !0), this._theme = e, this._chartsViews = [], this._chartsMap = {}, this._componentsViews = [], this._componentsMap = {}, this._coordSysMgr = new hs; var s = this._api = jl(this); Dn(Um, r), Dn(Gm, r), this._scheduler = new nl(this, s, Gm, Um), Oc.call(this, this._ecEventProcessor = new Yl), this._messageCenter = new kl, this._initEvents(), this.resize = y(this.resize, this), this._pendingActions = [], o.animation.on("frame", this._onframe, this), zl(o, this), E(this) } function Al(t, e, n) { if (!this._disposed) { var i, r = this._model, a = this._coordSysMgr.getCoordinateSystems(); e = Zi(r, e); for (var o = 0; o < a.length; o++) { var s = a[o]; if (s[t] && null != (i = s[t](r, e, n))) return i } } } function Pl(t) { var e = t._model, n = t._scheduler; n.restorePipelines(e), n.prepareStageTasks(), Fl(t, "component", e, n), Fl(t, "chart", e, n), n.plan() } function Ol(t, e, n, i, r) { function a(i) { i && i.__alive && i[e] && i[e](i.__model, o, t._api, n) } var o = t._model; if (!i) return void vm(t._componentsViews.concat(t._chartsViews), a); var s = {}; s[i + "Id"] = n[i + "Id"], s[i + "Index"] = n[i + "Index"], s[i + "Name"] = n[i + "Name"]; var l = { mainType: i, query: s }; r && (l.subType = r); var u = n.excludeSeriesId; null != u && (u = F(Ni(u))), o && o.eachComponent(l, function (e) { u && null != u.get(e.id) || a(t["series" === i ? "_chartsMap" : "_componentsMap"][e.__viewId]) }, t) } function Ll(t, e) { var n = t._chartsMap, i = t._scheduler; e.eachSeries(function (t) { i.updateStreamModes(t, n[t.__viewId]) }) } function Bl(t, e) { var n = t.type, i = t.escapeConnect, r = Wm[n], a = r.actionInfo, l = (a.update || "update").split(":"), u = l.pop(); l = null != l[0] && _m(l[0]), this[Em] = !0; var h = [t], c = !1; t.batch && (c = !0, h = p(t.batch, function (e) { return e = s(o({}, e), t), e.batch = null, e })); var f, d = [], g = "highlight" === n || "downplay" === n; vm(h, function (t) { f = r.action(t, this._model, this._api), f = f || o({}, t), f.type = a.event || f.type, d.push(f), g ? Ol(this, u, t, "series") : l && Ol(this, u, t, l.main, l.sub) }, this), "none" === u || g || l || (this[Rm] ? (Pl(this), Nm.update.call(this, t), this[Rm] = !1) : Nm[u].call(this, t)), f = c ? { type: a.event || n, escapeConnect: i, batch: d } : d[0], this[Em] = !1, !e && this._messageCenter.trigger(f.type, f) } function El(t) { for (var e = this._pendingActions; e.length;) { var n = e.shift(); Bl.call(this, n, t) } } function Rl(t) { !t && this.trigger("updated") } function zl(t, e) { t.on("rendered", function () { e.trigger("rendered"), !t.animation.isFinished() || e[Rm] || e._scheduler.unfinished || e._pendingActions.length || e.trigger("finished") }) }

function Fl(t, e, n, i) { function r(t) { var e = "_ec_" + t.id + "_" + t.type, r = s[e]; if (!r) { var h = _m(t.type), c = a ? Bv.getClass(h.main, h.sub) : $s.getClass(h.sub); r = new c, r.init(n, u), s[e] = r, o.push(r), l.add(r.group) } t.__viewId = r.__id = e, r.__alive = !0, r.__model = t, r.group.__ecComponentInfo = { mainType: t.mainType, index: t.componentIndex }, !a && i.prepareView(r, t, n, u) } for (var a = "component" === e, o = a ? t._componentsViews : t._chartsViews, s = a ? t._componentsMap : t._chartsMap, l = t._zr, u = t._api, h = 0; h < o.length; h++)o[h].__alive = !1; a ? n.eachComponent(function (t, e) { "series" !== t && r(e) }) : n.eachSeries(r); for (var h = 0; h < o.length;) { var c = o[h]; c.__alive ? h++ : (!a && c.renderTask.dispose(), l.remove(c.group), c.dispose(n, u), o.splice(h, 1), delete s[c.__id], c.__id = c.group.__ecComponentInfo = null) } } function Nl(t) { t.clearColorPalette(), t.eachSeries(function (t) { t.clearColorPalette() }) } function Vl(t, e, n, i) { Wl(t, e, n, i), vm(t._chartsViews, function (t) { t.__alive = !1 }), Hl(t, e, n, i), vm(t._chartsViews, function (t) { t.__alive || t.remove(e, n) }) } function Wl(t, e, n, i, r) { vm(r || t._componentsViews, function (t) { var r = t.__model; t.render(r, e, n, i), Ul(r, t) }) } function Hl(t, e, n, i, r) { var a, o = t._scheduler; e.eachSeries(function (e) { var n = t._chartsMap[e.__viewId]; n.__alive = !0; var s = n.renderTask; o.updatePayload(s, i), r && r.get(e.uid) && s.dirty(), a |= s.perform(o.getPerformArgs(s)), n.group.silent = !!e.get("silent"), Ul(e, n), ql(e, n) }), o.unfinished |= a, Xl(t, e), Gv(t._zr.dom, e) } function Gl(t, e) { vm(qm, function (n) { n(t, e) }) } function Xl(t, e) { var n = t._zr, i = n.storage, r = 0; i.traverse(function () { r++ }), r > e.get("hoverLayerThreshold") && !hc.node && e.eachSeries(function (e) { if (!e.preventUsingHoverLayer) { var n = t._chartsMap[e.__viewId]; n.__alive && n.group.traverse(function (t) { t.useHoverLayer = !0 }) } }) } function ql(t, e) { var n = t.get("blendMode") || null; e.group.traverse(function (t) { t.isGroup || t.style.blend !== n && t.setStyle("blend", n), t.eachPendingDisplayable && t.eachPendingDisplayable(function (t) { t.setStyle("blend", n) }) }) } function Ul(t, e) { var n = t.get("z"), i = t.get("zlevel"); e.group.traverse(function (t) { "group" !== t.type && (null != n && (t.z = n), null != i && (t.zlevel = i)) }) } function jl(t) { var e = t._coordSysMgr; return o(new us(t), { getCoordinateSystems: y(e.getCoordinateSystems, e), getComponentByElement: function (e) { for (; e;) { var n =

e.__ecComponentInfo; if (null != n) return t._model.getComponent(n.mainType, n.index); e = e.parent } } }) } function Yl() { this.eventInfo } function Zl(t) { function e(t, e) { for (var n = 0; n < t.length; n++) { var i = t[n]; i[a] = e } } var n = 0, i = 1, r = 2, a = "__connectUpdateStatus"; vm(Hm, function (o, s) { t._messageCenter.on(s, function (o) { if ($m[t.group] && t[a] !== n) { if (o && o.escapeConnect) return; var s = t.makeActionFromEvent(o), l = []; vm(Zm, function (e) { e !== t && e.group === t.group && l.push(e) }), e(l, n), vm(l, function (t) { t[a] !== i && t.dispatchAction(s) }), e(l, r) } }) }) } function $l(t, e, n) { var i = tu(t); if (i) return i; var r = new Dl(t, e, n); return r.id = "ec_" + Qm++ , Zm[r.id] = r, Qi(t, Jm, r.id), Zl(r), r } function Ql(t) { if (x(t)) { var e = t; t = null, vm(e, function (e) { null != e.group && (t = e.group) }), t = t || "g_" + Km++ , vm(e, function (e) { e.group = t }) } return $m[t] = !0, t } function Kl(t) { $m[t] = !1 } function Jl(t) { "string" == typeof t ? t = Zm[t] : t instanceof Dl || (t = tu(t)), t instanceof Dl && !t.isDisposed() && t.dispose() } function tu(t) { return Zm[Ki(t, Jm)] } function eu(t) { return Zm[t] } function nu(t, e) { jm[t] = e } function iu(t) { Xm.push(t) } function ru(t, e) { cu(Gm, t, e, Sm) } function au(t) { qm.push(t) } function ou(t, e, n) { "function" == typeof e && (n = e, e = ""); var i = ym(t) ? t.type : [t, t = { event: e }][0]; t.event = (t.event || i).toLowerCase(), e = t.event, gm(zm.test(i) && zm.test(e)), Wm[i] || (Wm[i] = { action: n, actionInfo: t }), Hm[e] = i } function su(t, e) { hs.register(t, e) } function lu(t) { var e = hs.get(t); return e ? e.getDimensionsInfo ? e.getDimensionsInfo() : e.dimensions.slice() : void 0 } function uu(t, e) { cu(Um, t, e, Tm, "layout") } function hu(t, e) { cu(Um, t, e, Am, "visual") } function cu(t, e, n, i, r) { (mm(e) || ym(e)) && (n = e, e = i); var a = nl.wrapStageHandler(n, r); return a.__prio = e, a.__raw = n, t.push(a), a } function fu(t, e) { Ym[t] = e } function du(t) { return Ug.extend(t) } function pu(t) { return Bv.extend(t) } function gu(t) { return Lv.extend(t) } function vu(t) { return $s.extend(t) } function mu(t) { n("createCanvas", t) } function yu(t, e, n) { dm.registerMap(t, e, n) } function _u(t) { var e = dm.retrieveMap(t); return e && e[0] && { geoJson: e[0].geoJSON, specialAreas: e[0].specialAreas } } function xu(t) { return t } function wu(t, e, n, i, r) { this._old = t, this._new = e, this._oldKeyGetter = n || xu, this._newKeyGetter = i || xu, this.context = r } function bu(t, e, n, i, r) { for (var a = 0; a < t.length; a++) { var o = "_ec_" + r[i](t[a], a), s = e[o]; null == s ? (n.push(o), e[o] = a) : (s.length || (e[o] = s = [s]),

```
s.push(a)) } } function Su(t) {
    var e = {}, n = e.encode = {}, i = F(), r = [], a = [], o = e.userOutput = {
dimensionNames: t.dimensions.slice(), encode: {} }; d(t.dimensions, function
(e) { var s = t.getDimensionInfo(e), l = s.coordDim; if (l) { var u =
s.coordDimIndex; Mu(n, l)[u] = e, s.isExtraCoord || (i.set(l, 1), Cu(s.type) &&
(r[0] = e), Mu(o.encode, l)[u] = s.index), s.defaultTooltip && a.push(e) }
ny.each(function (t, e) { var i = Mu(n, e), r = s.otherDims[e]; null != r && r !==
!1 && (i[r] = s.name) }) }); var s = [], l = {}; i.each(function (t, e) {
      var i = n[e]; l[e] = i[0], s = s.concat(i)
    }), e.dataDimsOnCoord = s, e.encodeFirstDimNotExtra = l; var u = n.label; u
&& u.length && (r = u.slice()); var h = n.tooltip; return h && h.length ? a =
h.slice() : a.length || (a = r.slice()), n.defaultedLabel = r, n.defaultedTooltip =
a, e
  } function Mu(t, e) { return t.hasOwnProperty(e) || (t[e] = []), t[e] } function
Iu(t) { return "category" === t ? "ordinal" : "time" === t ? "time" : "float" }
function Cu(t) { return !("ordinal" === t || "time" === t) } function Tu(t) { return
t._rawCount > 65535 ? ly : hy } function ku(t) { var e = t.constructor; return e
=== Array ? t.slice() : new e(t) } function Du(t, e) {
d(cy.concat(e.__wrappedMethods || []), function (n) { e.hasOwnProperty(n)
&& (t[n] = e[n]) }), t.__wrappedMethods = e.__wrappedMethods, d(fy, function
(n) { t[n] = i(e[n]) }), t._calculationInfo = o(e._calculationInfo) } function Au(t, e,
n, i, r) { var a = sy[e.type], o = i - 1, s = e.name, l = t[s][o]; if (l && l.length < n)
{ for (var u = new a(Math.min(r - o * n, n)), h = 0; h < l.length; h++)u[h] = l[h];
t[s][o] = u } for (var c = i * n; r > c; c += n)t[s].push(new a(Math.min(r - c, n)))
} function Pu(t) { var e = t._invertedIndicesMap; d(e, function (n, i) { var r =
t._dimensionInfos[i], a = r.ordinalMeta; if (a) { n = e[i] = new
uy(a.categories.length); for (var o = 0; o < n.length; o++)n[o] = ay; for (var o =
0; o < t._count; o++)n[t.get(i, o)] = o } }) } function Ou(t, e, n) { var i; if (null !=
e) { var r = t._chunkSize, a = Math.floor(n / r), o = n % r, s = t.dimensions[e], l
= t._storage[s][a]; if (l) { i = l[o]; var u = t._dimensionInfos[s].ordinalMeta; u
&& u.categories.length && (i = u.categories[i]) } } return i } function Lu(t) {
return t } function Bu(t) { return t < this._count && t >= 0 ? this._indices[t] : -1
} function Eu(t, e) { var n = t._idList[e]; return null == n && (n = Ou(t,
t._idDimIdx, e)), null == n && (n = oy + e), n } function Ru(t) { return x(t) || (t =
```

[t]), t } function zu(t, e) { var n = t.dimensions, i = new dy(p(n, t.getDimensionInfo, t), t.hostModel); Du(i, t); for (var r = i._storage = {}, a = t._storage, o = 0; o < n.length; o++) { var s = n[o]; a[s] && (u(e, s) >= 0 ? (r[s] = Fu(a[s]), i._rawExtent[s] = Nu(), i._extent[s] = null) : r[s] = a[s]) } return i } function Fu(t) { for (var e = new Array(t.length), n = 0; n < t.length; n++)e[n] = ku(t[n]); return e } function Nu() { return [1 / 0, -1 / 0] } function Vu(t, e, n) { function r(t, e, n) { null != ny.get(e) ? t.otherDims[e] = n : (t.coordDim = e, t.coordDimIndex = n, h.set(e, !0)) } Go.isInstance(e) || (e = Go.seriesDataToSource(e)), n = n || {}, t = (t || []).slice(); for (var a = (n.dimsDef || []).slice(), l = F(n.encodeDef), u = F(), h = F(), c = [], f = Wu(e, t, a, n.dimCount), p = 0; f > p; p++) { var g = a[p] = o({}, S(a[p]) ? a[p] : { name: a[p] }), v = g.name, m = c[p] = { otherDims: {} }; null != v && null == u.get(v) && (m.name = m.displayName = v, u.set(v, p)), null != g.type && (m.type = g.type), null != g.displayName && (m.displayName = g.displayName) } l.each(function (t, e) { if (t = Ni(t).slice(), 1 === t.length && !b(t[0]) && t[0] < 0) return void l.set(e, !1); var n = l.set(e, []); d(t, function (t, i) { b(t) && (t = u.get(t)), null != t && f > t && (n[i] = t, r(c[t], e, i)) }) }); var y = 0; d(t, function (t) { var e, t, n, a; if (b(t)) e = t, t = {}; else { e = t.name; var o = t.ordinalMeta; t.ordinalMeta = null, t = i(t), t.ordinalMeta = o, n = t.dimsDef, a = t.otherDims, t.name = t.coordDim = t.coordDimIndex = t.dimsDef = t.otherDims = null } var u = l.get(e); if (u !== !1) { var u = Ni(u); if (!u.length) for (var h = 0; h < (n && n.length || 1); h++) { for (; y < c.length && null != c[y].coordDim;)y++; y < c.length && u.push(y++) } d(u, function (i, o) { var l = c[i]; if (r(s(l, t), e, o), null == l.name && n) { var u = n[o]; !S(u) && (u = { name: u }), l.name = l.displayName = u.name, l.defaultTooltip = u.defaultTooltip } a && s(l.otherDims, a) }) } }); var _ = n.generateCoord, x = n.generateCoordCount, w = null != x; x = _ ? x || 1 : 0; for (var M = _ || "value", l = 0; f > l; l++) { var m = c[l] = c[l] || {}, C = m.coordDim; null == C && (m.coordDim = Hu(M, h, w), m.coordDimIndex = 0, (!_ || 0 >= x) && (m.isExtraCoord = !0), x--), null == m.name && (m.name = Hu(m.coordDim, u)), null == m.type && ts(e, l, m.name) && (m.type = "ordinal") } return c } function Wu(t, e, n, i) { var r = Math.max(t.dimensionsDetectCount || 1, e.length, n.length, i || 0); return d(e, function (t) { var e = t.dimsDef; e && (r = Math.max(r, e.length)) }), r } function Hu(t, e, n) { if (n || null != e.get(t)) { for (var i = 0; null != e.get(t + i);)i++; t += i

} return e.set(t, !0), t } function Gu(t, e, n) { n = n || {}; var i, r, a, o, s = n.byIndex, l = n.stackedCoordDimension, u = !(!t || !t.get("stack")); if (d(e, function (t, n) { b(t) && (e[n] = t = { name: t }), u && !t.isExtraCoord && (s || i || !t.ordinalMeta || (i = t), r || "ordinal" === t.type || "time" === t.type || l && l !== t.coordDim || (r = t)) }), !r || s || i || (s = !0), r) { a = "__\x00ecstackresult", o = "__\x00ecstackedover", i && (i.createInvertedIndices = !0); var h = r.coordDim, c = r.type, f = 0; d(e, function (t) { t.coordDim === h && f++ }), e.push({ name: a, coordDim: h, coordDimIndex: f, type: c, isExtraCoord: !0, isCalculationCoord: !0 }), f++ , e.push({ name: o, coordDim: o, coordDimIndex: f, type: c, isExtraCoord: !0, isCalculationCoord: !0 }) } return { stackedDimension: r && r.name, stackedByDimension: i && i.name, isStackedByIndex: s, stackedOverDimension: o, stackResultDimension: a } } function Xu(t, e) { return !!e && e === t.getCalculationInfo("stackedDimension") } function qu(t, e) { return Xu(t, e) ? t.getCalculationInfo("stackResultDimension") : e } function Uu(t, e, n) { n = n || {}, Go.isInstance(t) || (t = Go.seriesDataToSource(t)); var i, r = e.get("coordinateSystem"), a = hs.get(r), o = Wo(e); o && (i = p(o.coordSysDims, function (t) { var e = { name: t }, n = o.axisMap.get(t); if (n) { var i = n.get("type"); e.type = lu(i) } return e })), i || (i = a && (a.getDimensionsInfo ? a.getDimensionsInfo() : a.dimensions.slice()) || ["x", "y"]); var s, l, u = vy(t, { coordDimensions: i, generateCoord: n.generateCoord }); o && d(u, function (t, e) { var n = t.coordDim, i = o.categoryAxisMap.get(n); i && (null == s && (s = e), t.ordinalMeta = i.getOrdinalMeta()), null != t.otherDims.itemName && (l = !0) }), l || null == s || (u[s].otherDims.itemName = 0); var h = Gu(e, u), c = new dy(u, e); c.setCalculationInfo(h); var f = null != s && ju(t) ? function (t, e, n, i) { return i === s ? n : this.defaultDimValueGetter(t, e, n, i) } : null; return c.hasItemOption = !1, c.initData(t, null, f), c } function ju(t) { if (t.sourceFormat === Kg) { var e = Yu(t.data || []); return null != e && !x(Wi(e)) } } function Yu(t) { for (var e = 0; e < t.length && null == t[e];)e++; return t[e] } function Zu(t) { this._setting = t || {}, this._extent = [1 / 0, -1 / 0], this._interval = 0, this.init && this.init.apply(this, arguments) } function $u(t) { this.categories = t.categories || [], this._needCollect = t.needCollect, this._deduplication = t.deduplication, this._map } function Qu(t) { return t._map || (t._map = F(t.categories)) }

function Ku(t) { return S(t) && null != t.value ? t.value : t + "" } function Ju(t, e, n, i) { var r = {}, a = t[1] - t[0], o = r.interval = _o(a / e, !0); null != n && n > o && (o = r.interval = n), null != i && o > i && (o = r.interval = i); var s = r.intervalPrecision = th(o), l = r.niceTickExtent = [xy(Math.ceil(t[0] / o) * o, s), xy(Math.floor(t[1] / o) * o, s)]; return nh(l, t), r } function th(t) { return ho(t) + 2 } function eh(t, e, n) { t[e] = Math.max(Math.min(t[e], n[1]), n[0]) } function nh(t, e) { !isFinite(t[0]) && (t[0] = e[0]), !isFinite(t[1]) && (t[1] = e[1]), eh(t, 0, e), eh(t, 1, e), t[0] > t[1] && (t[0] = t[1]) } function ih(t, e, n, i) { var r = []; if (!t) return r; var a = 1e4; e[0] < n[0] && r.push(e[0]); for (var o = n[0]; o <= n[1] && (r.push(o), o = xy(o + t, i), o !== r[r.length - 1]);)if (r.length > a) return []; return e[1] > (r.length ? r[r.length - 1] : n[1]) && r.push(e[1]), r } function rh(t) { return t.get("stack") || Sy + t.seriesIndex } function ah(t) { return t.dim + t.index } function oh(t, e) { var n = []; return e.eachSeriesByType(t, function (t) { hh(t) && !ch(t) && n.push(t) }), n } function sh(t) { var e = []; return d(t, function (t) { var n = t.getData(), i = t.coordinateSystem, r = i.getBaseAxis(), a = r.getExtent(), o = "category" === r.type ? r.getBandWidth() : Math.abs(a[1] - a[0]) / n.count(), s = oo(t.get("barWidth"), o), l = oo(t.get("barMaxWidth"), o), u = t.get("barGap"), h = t.get("barCategoryGap"); e.push({ bandWidth: o, barWidth: s, barMaxWidth: l, barGap: u, barCategoryGap: h, axisKey: ah(r), stackId: rh(t) }) }), lh(e) } function lh(t) { var e = {}; d(t, function (t) { var n = t.axisKey, i = t.bandWidth, r = e[n] || { bandWidth: i, remainedWidth: i, autoWidthCount: 0, categoryGap: "20%", gap: "30%", stacks: {} }, a = r.stacks; e[n] = r; var o = t.stackId; a[o] || r.autoWidthCount++ , a[o] = a[o] || { width: 0, maxWidth: 0 }; var s = t.barWidth; s && !a[o].width && (a[o].width = s, s = Math.min(r.remainedWidth, s), r.remainedWidth -= s); var l = t.barMaxWidth; l && (a[o].maxWidth = l); var u = t.barGap; null != u && (r.gap = u); var h = t.barCategoryGap; null != h && (r.categoryGap = h) }); var n = {}; return d(e, function (t, e) { n[e] = {}; var i = t.stacks, r = t.bandWidth, a = oo(t.categoryGap, r), o = oo(t.gap, 1), s = t.remainedWidth, l = t.autoWidthCount, u = (s - a) / (l + (l - 1) * o); u = Math.max(u, 0), d(i, function (t) { var e = t.maxWidth; e && u > e && (e = Math.min(e, s), t.width && (e = Math.min(e, t.width)), s -= e, t.width = e, l--) }), u = (s - a) / (l + (l - 1) * o), u = Math.max(u, 0); var h, c = 0; d(i, function (t) { t.width || (t.width = u), h = t, c += t.width * (1 + o) }), h && (c -= h.width * o); var f = -c / 2; d(i, function (t, i) {

n[e][i] = n[e][i] || { bandWidth: r, offset: f, width: t.width }, f += t.width * (1 + o) }) }), n } function uh(t, e, n) { if (t && e) { var i = t[ah(e)]; return null != i && null != n && (i = i[rh(n)]), i } } function hh(t) { return t.coordinateSystem && "cartesian2d" === t.coordinateSystem.type } function ch(t) { return t.pipelineContext && t.pipelineContext.large } function fh(t, e) { return e.toGlobalCoord(e.dataToCoord(0)) } function dh(t, e) { return Ny(t, Fy(e)) } function ph(t, e) { var n, i, r, a = t.type, o = e.getMin(), s = e.getMax(), l = null != o, u = null != s, h = t.getExtent(); "ordinal" === a ? n = e.getCategories().length : (i = e.get("boundaryGap"), x(i) || (i = [i || 0, i || 0]), "boolean" == typeof i[0] && (i = [0, 0]), i[0] = oo(i[0], 1), i[1] = oo(i[1], 1), r = h[1] - h[0] || Math.abs(h[0])), null == o && (o = "ordinal" === a ? n ? 0 : 0 / 0 : h[0] - i[0] * r), null == s && (s = "ordinal" === a ? n ? n - 1 : 0 / 0 : h[1] + i[1] * r), "dataMin" === o ? o = h[0] : "function" == typeof o && (o = o({ min: h[0], max: h[1] })), "dataMax" === s ? s = h[1] : "function" == typeof s && (s = s({ min: h[0], max: h[1] })), (null == o || !isFinite(o)) && (o = 0 / 0), (null == s || !isFinite(s)) && (s = 0 / 0), t.setBlank(T(o) || T(s) || "ordinal" === a && !t.getOrdinalMeta().categories.length), e.getNeedCrossZero() && (o > 0 && s > 0 && !l && (o = 0), 0 > o && 0 > s && !u && (s = 0)); var c = e.ecModel; if (c && "time" === a) { var f, p = oh("bar", c); if (d(p, function (t) { f |= t.getBaseAxis() === e.axis }), f) { var g = sh(p), v = gh(o, s, e, g); o = v.min, s = v.max } } return [o, s] } function gh(t, e, n, i) { var r = n.axis.getExtent(), a = r[1] - r[0], o = uh(i, n.axis); if (void 0 === o) return { min: t, max: e }; var s = 1 / 0; d(o, function (t) { s = Math.min(t.offset, s) }); var l = -1 / 0; d(o, function (t) { l = Math.max(t.offset + t.width, l) }), s = Math.abs(s), l = Math.abs(l); var u = s + l, h = e - t, c = 1 - (s + l) / a, f = h / c - h; return e += f * (l / u), t -= f * (s / u), { min: t, max: e } } function vh(t, e) { var n = ph(t, e), i = null != e.getMin(), r = null != e.getMax(), a = e.get("splitNumber"); "log" === t.type && (t.base = e.get("logBase")); var o = t.type; t.setExtent(n[0], n[1]), t.niceExtent({ splitNumber: a, fixMin: i, fixMax: r, minInterval: "interval" === o || "time" === o ? e.get("minInterval") : null, maxInterval: "interval" === o || "time" === o ? e.get("maxInterval") : null }); var s = e.get("interval"); null != s && t.setInterval && t.setInterval(s) } function mh(t, e) { if (e = e || t.get("type")) switch (e) { case "category": return new _y(t.getOrdinalMeta ? t.getOrdinalMeta() : t.getCategories(), [1 / 0, -1 / 0]); case "value": return new by; default: return

(Zu.getClass(e) || by).create(t) } } function yh(t) { var e = t.getLabelModel().get("formatter"), n = "category" === t.type ? t.scale.getExtent()[0] : null; return "string" == typeof e ? e = function (e) { return function (n) { return n = t.scale.getLabel(n), e.replace("{value}", null != n ? n : "") } }(e) : "function" == typeof e ? function (i, r) { return null != n && (r = i - n), e(_h(t, i), r) } : function (e) { return t.scale.getLabel(e) } } function _h(t, e) { return "category" === t.type ? t.scale.getLabel(e) : e } function xh(t) { var e = t.get("interval"); return null == e ? "auto" : e } function wh(t) { return "category" === t.type && 0 === xh(t.getLabelModel()) } function bh(t, e) { if ("image" !== this.type) { var n = this.style, i = this.shape; i && "line" === i.symbolType ? n.stroke = t : this.__isEmptyBrush ? (n.stroke = t, n.fill = e || "#fff") : (n.fill && (n.fill = t), n.stroke && (n.stroke = t)), this.dirty(!1) } } function Sh(t, e, n, i, r, a, o) { var s = 0 === t.indexOf("empty"); s && (t = t.substr(5, 1).toLowerCase() + t.substr(6)); var l; return l = 0 === t.indexOf("image://") ? aa(t.slice(8), new wn(e, n, i, r), o ? "center" : "cover") : 0 === t.indexOf("path://") ? ra(t.slice(7), {}, new wn(e, n, i, r), o ? "center" : "cover") : new Jy({ shape: { symbolType: t, x: e, y: n, width: i, height: r } }), l.__isEmptyBrush = s, l.setColor = bh, l.setColor(a), l } function Mh(t) { return Uu(t.getSource(), t) } function Ih(t, e) { var n = e; Ka.isInstance(e) || (n = new Ka(e), c(n, qy)); var i = mh(n); return i.setExtent(t[0], t[1]), vh(i, n), i } function Ch(t) { c(t, qy) } function Th(t, e) { return Math.abs(t - e) < n_ } function kh(t, e, n) { var i = 0, r = t[0]; if (!r) return !1; for (var a = 1; a < t.length; a++) { var o = t[a]; i += Pr(r[0], r[1], o[0], o[1], e, n), r = o } var s = t[0]; return Th(r[0], s[0]) && Th(r[1], s[1]) || (i += Pr(r[0], r[1], s[0], s[1], e, n)), 0 !== i } function Dh(t, e, n) { if (this.name = t, this.geometries = e, n) n = [n[0], n[1]]; else { var i = this.getBoundingRect(); n = [i.x + i.width / 2, i.y + i.height / 2] } this.center = n } function Ah(t) { if (!t.UTF8Encoding) return t; var e = t.UTF8Scale; null == e && (e = 1024); for (var n = t.features, i = 0; i < n.length; i++)for (var r = n[i], a = r.geometry, o = a.coordinates, s = a.encodeOffsets, l = 0; l < o.length; l++) { var u = o[l]; if ("Polygon" === a.type) o[l] = Ph(u, s[l], e); else if ("MultiPolygon" === a.type) for (var h = 0; h < u.length; h++) { var c = u[h]; u[h] = Ph(c, s[l][h], e) } } return t.UTF8Encoding = !1, t } function Ph(t, e, n) { for (var i = [], r = e[0], a = e[1], o = 0; o < t.length; o += 2) { var s = t.charCodeAt(o) - 64, l = t.charCodeAt(o + 1) - 64; s = s >> 1 ^ -(1 & s), l = l

>> 1 ^ -(1 & l), s += r, l += a, r = s, a = l, i.push([s / n, l / n]) } return i } function Oh(t) { return "category" === t.type ? Bh(t) : zh(t) } function Lh(t, e) { return "category" === t.type ? Rh(t, e) : { ticks: t.scale.getTicks() } } function Bh(t) { var e = t.getLabelModel(), n = Eh(t, e); return !e.get("show") || t.scale.isBlank() ? { labels: [], labelCategoryInterval: n.labelCategoryInterval } : n } function Eh(t, e) { var n = Fh(t, "labels"), i = xh(e), r = Nh(n, i); if (r) return r; var a, o; return w(i) ? a = qh(t, i) : (o = "auto" === i ? Wh(t) : i, a = Xh(t, o)), Vh(n, i, { labels: a, labelCategoryInterval: o }) } function Rh(t, e) { var n = Fh(t, "ticks"), i = xh(e), r = Nh(n, i); if (r) return r; var a, o; if ((!e.get("show") || t.scale.isBlank()) && (a = []), w(i)) a = qh(t, i, !0); else if ("auto" === i) { var s = Eh(t, t.getLabelModel()); o = s.labelCategoryInterval, a = p(s.labels, function (t) { return t.tickValue }) } else o = i, a = Xh(t, o, !0); return Vh(n, i, { ticks: a, tickCategoryInterval: o }) } function zh(t) { var e = t.scale.getTicks(), n = yh(t); return { labels: p(e, function (e, i) { return { formattedLabel: n(e, i), rawLabel: t.scale.getLabel(e), tickValue: e } }) } } function Fh(t, e) { return r_(t)[e] || (r_(t)[e] = []) } function Nh(t, e) { for (var n = 0; n < t.length; n++)if (t[n].key === e) return t[n].value } function Vh(t, e, n) { return t.push({ key: e, value: n }), n } function Wh(t) { var e = r_(t).autoInterval; return null != e ? e : r_(t).autoInterval = t.calculateCategoryInterval() } function Hh(t) { var e = Gh(t), n = yh(t), i = (e.axisRotate - e.labelRotate) / 180 * Math.PI, r = t.scale, a = r.getExtent(), o = r.count(); if (a[1] - a[0] < 1) return 0; var s = 1; o > 40 && (s = Math.max(1, Math.floor(o / 40))); for (var l = a[0], u = t.dataToCoord(l + 1) - t.dataToCoord(l), h = Math.abs(u * Math.cos(i)), c = Math.abs(u * Math.sin(i)), f = 0, d = 0; l <= a[1]; l += s) { var p = 0, g = 0, v = Vn(n(l), e.font, "center", "top"); p = 1.3 * v.width, g = 1.3 * v.height, f = Math.max(f, p, 7), d = Math.max(d, g, 7) } var m = f / h, y = d / c; isNaN(m) && (m = 1 / 0), isNaN(y) && (y = 1 / 0); var _ = Math.max(0, Math.floor(Math.min(m, y))), x = r_(t.model), w = x.lastAutoInterval, b = x.lastTickCount; return null != w && null != b && Math.abs(w - _) <= 1 && Math.abs(b - o) <= 1 && w > _ ? _ = w : (x.lastTickCount = o, x.lastAutoInterval = _), _ } function Gh(t) { var e = t.getLabelModel(); return { axisRotate: t.getRotate ? t.getRotate() : t.isHorizontal && !t.isHorizontal() ? 90 : 0, labelRotate: e.get("rotate") || 0, font: e.getFont() } } function Xh(t, e, n) { function i(t) { l.push(n ? t : { formattedLabel: r(t), rawLabel: a.getLabel(t), tickValue: t }) } var r = yh(t), a =

t.scale, o = a.getExtent(), s = t.getLabelModel(), l = [], u = Math.max((e || 0) + 1, 1), h = o[0], c = a.count(); 0 !== h && u > 1 && c / u > 2 && (h = Math.round(Math.ceil(h / u) * u)); var f = wh(t), d = s.get("showMinLabel") || f, p = s.get("showMaxLabel") || f; d && h !== o[0] && i(o[0]); for (var g = h; g <= o[1]; g += u)i(g); return p && g - u !== o[1] && i(o[1]), l } function qh(t, e, n) { var i = t.scale, r = yh(t), a = []; return d(i.getTicks(), function (t) { var o = i.getLabel(t); e(t, o) && a.push(n ? t : { formattedLabel: r(t), rawLabel: o, tickValue: t }) }), a } function Uh(t, e) { var n = t[1] - t[0], i = e, r = n / i / 2; t[0] += r, t[1] -= r } function jh(t, e, n, i, r) { function a(t, e) { return h ? t > e : e > t } var o = e.length; if (t.onBand && !i && o) { var s, l = t.getExtent(); if (1 === o) e[0].coord = l[0], s = e[1] = { coord: l[0] }; else { var u = e[1].coord - e[0].coord; d(e, function (t) { t.coord -= u / 2; var e = e || 0; e % 2 > 0 && (t.coord -= u / (2 * (e + 1))) }), s = { coord: e[o - 1].coord + u }, e.push(s) } var h = l[0] > l[1]; a(e[0].coord, l[0]) && (r ? e[0].coord = l[0] : e.shift()), r && a(l[0], e[0].coord) && e.unshift({ coord: l[0] }), a(l[1], s.coord) && (r ? s.coord = l[1] : e.pop()), r && a(s.coord, l[1]) && e.push({ coord: l[1] }) } } function Yh(t, e, n, i) { var r = e.getData(), a = this.dataIndex, o = r.getName(a), s = e.get("selectedOffset"); i.dispatchAction({ type: "pieToggleSelect", from: t, name: o, seriesId: e.id }), r.each(function (t) { Zh(r.getItemGraphicEl(t), r.getItemLayout(t), e.isSelected(r.getName(t)), s, n) }) } function Zh(t, e, n, i, r) { var a = (e.startAngle + e.endAngle) / 2, o = Math.cos(a), s = Math.sin(a), l = n ? i : 0, u = [o * l, s * l]; r ? t.animate().when(200, { position: u }).start("bounceOut") : t.attr("position", u) } function $h(t, e) { Mf.call(this); var n = new Hp({ z2: 2 }), i = new jp, r = new Fp; this.add(n), this.add(i), this.add(r), this.updateData(t, e, !0) } function Qh(t, e, n, i, r, a, o) { function s(e, n, i) { for (var r = e; n > r; r++)if (t[r].y += i, r > e && n > r + 1 && t[r + 1].y > t[r].y + t[r].height) return void l(r, i / 2); l(n - 1, i / 2) } function l(e, n) { for (var i = e; i >= 0 && (t[i].y -= n, !(i > 0 && t[i].y > t[i - 1].y + t[i - 1].height)); i--); } function u(t, e, n, i, r, a) { for (var o = a > 0 ? e ? Number.MAX_VALUE : 0 : e ? Number.MAX_VALUE : 0, s = 0, l = t.length; l > s; s++) { var u = Math.abs(t[s].y - i), h = t[s].len, c = t[s].len2, f = r + h > u ? Math.sqrt((r + h + c) * (r + h + c) - u * u) : Math.abs(t[s].x - n); e && f >= o && (f = o - 10), !e && o >= f && (f = o + 10), t[s].x = n + f * a, o = f } } t.sort(function (t, e) { return t.y - e.y }); for (var h, c = 0, f = t.length, d = [], p = [], g = 0; f > g; g++)h = t[g].y - c, 0 > h &&

s(g, f, -h, r), c = t[g].y + t[g].height; 0 > o - c && l(f - 1, c - o); for (var g = 0; f > g; g++)t[g].y >= n ? p.push(t[g]) : d.push(t[g]); u(d, !1, e, n, i, r), u(p, !0, e, n, i, r) } function Kh(t, e, n, i, r, a) { for (var o = [], s = [], l = 0; l < t.length; l++)Jh(t[l]) || (t[l].x < e ? o.push(t[l]) : s.push(t[l])); Qh(s, e, n, i, 1, r, a), Qh(o, e, n, i, -1, r, a); for (var l = 0; l < t.length; l++)if (!Jh(t[l])) { var u = t[l].linePoints; if (u) { var h = u[1][0] - u[2][0]; u[2][0] = t[l].x < e ? t[l].x + 3 : t[l].x - 3, u[1][1] = u[2][1] = t[l].y, u[1][0] = u[2][0] + h } } } function Jh(t) { return "center" === t.position } function tc(t, e, n) { var i, r = {}, a = "toggleSelected" === t; return n.eachComponent("legend", function (n) { a && null != i ? n[i ? "select" : "unSelect"](e.name) : "allSelect" === t || "inverseSelect" === t ? n[t]() : (n[t](e.name), i = n.isSelected(e.name)); var o = n.getData(); d(o, function (t) { var e = t.get("name"); if ("\n" !== e && "" !== e) { var i = n.isSelected(e); r[e] = r.hasOwnProperty(e) ? r[e] && i : i } }) }), "allSelect" === t || "inverseSelect" === t ? { selected: r } : { name: e.name, selected: r } } function ec(t, e) { var n = Lg(e.get("padding")), i = e.getItemStyle(["color", "opacity"]); i.fill = e.get("backgroundColor"); var t = new $p({ shape: { x: t.x - n[3], y: t.y - n[0], width: t.width + n[1] + n[3], height: t.height + n[0] + n[2], r: e.get("borderRadius") }, style: i, silent: !0, z2: -1 }); return t } function nc(t, e, n, i, r, a) { var o; return "line" !== e && e.indexOf("empty") < 0 ? (o = n.getItemStyle(), t.style.stroke = i, a || (o.stroke = r)) : o = n.getItemStyle(["borderWidth", "borderColor"]), t.setStyle(o) } function ic(t, e) { e.dispatchAction({ type: "legendToggleSelect", name: t }) } function rc(t, e, n, i) { var r = n.getZr().storage.getDisplayList()[0]; r && r.useHoverLayer || n.dispatchAction({ type: "highlight", seriesName: t, name: e, excludeSeriesId: i }) } function ac(t, e, n, i) { var r = n.getZr().storage.getDisplayList()[0]; r && r.useHoverLayer || n.dispatchAction({ type: "downplay", seriesName: t, name: e, excludeSeriesId: i }) } function oc(t, e, n) { var i = t.getOrient(), r = [1, 1]; r[i.index] = 0, Ro(e, n, { type: "box", ignoreSize: r }) } var sc = 2311, lc = function () { return sc++ }, uc = {}; uc = "object" == typeof wx && "function" == typeof wx.getSystemInfoSync ? { browser: {}, os: {}, node: !1, wxa: !0, canvasSupported: !0, svgSupported: !1, touchEventsSupported: !0, domSupported: !1 } : "undefined" == typeof document && "undefined" != typeof self ? { browser: {}, os: {}, node: !1, worker: !0, canvasSupported: !0,

domSupported: !1 } : "undefined" == typeof navigator ? { browser: {}, os: {}, node: !0, worker: !1, canvasSupported: !0, svgSupported: !0, domSupported: !1 } : e(navigator.userAgent); var hc = uc, cc = { "[object Function]": 1, "[object RegExp]": 1, "[object Date]": 1, "[object Error]": 1, "[object CanvasGradient]": 1, "[object CanvasPattern]": 1, "[object Image]": 1, "[object Canvas]": 1 }, fc = { "[object Int8Array]": 1, "[object Uint8Array]": 1, "[object Uint8ClampedArray]": 1, "[object Int16Array]": 1, "[object Uint16Array]": 1, "[object Int32Array]": 1, "[object Uint32Array]": 1, "[object Float32Array]": 1, "[object Float64Array]": 1 }, dc = Object.prototype.toString, pc = Array.prototype, gc = pc.forEach, vc = pc.filter, mc = pc.slice, yc = pc.map, _c = pc.reduce, xc = {}, wc = function () { return xc.createCanvas() }; xc.createCanvas = function () { return document.createElement("canvas") }; var bc, Sc = "__ec_primitive__"; z.prototype = { constructor: z, get: function (t) { return this.data.hasOwnProperty(t) ? this.data[t] : null }, set: function (t, e) { return this.data[t] = e }, each: function (t, e) { void 0 !== e && (t = y(t, e)); for (var n in this.data) this.data.hasOwnProperty(n) && t(this.data[n], n) }, removeKey: function (t) { delete this.data[t] } }; var Mc = (Object.freeze || Object)({ $override: n, clone: i, merge: r, mergeAll: a, extend: o, defaults: s, createCanvas: wc, getContext: l, indexOf: u, inherits: h, mixin: c, isArrayLike: f, each: d, map: p, reduce: g, filter: v, find: m, bind: y, curry: _, isArray: x, isFunction: w, isString: b, isObject: S, isBuiltInObject: M, isTypedArray: I, isDom: C, eqNaN: T, retrieve: k, retrieve2: D, retrieve3: A, slice: P, normalizeCssArray: O, assert: L, trim: B, setAsPrimitive: E, isPrimitive: R, createHashMap: F, concatArray: N, noop: V }), Ic = "undefined" == typeof Float32Array ? Array : Float32Array, Cc = Y, Tc = Z, kc = ee, Dc = ne, Ac = (Object.freeze || Object)({ create: W, copy: H, clone: G, set: X, add: q, scaleAndAdd: U, sub: j, len: Y, length: Cc, lenSquare: Z, lengthSquare: Tc, mul: $, div: Q, dot: K, scale: J, normalize: te, distance: ee, dist: kc, distanceSquare: ne, distSquare: Dc, negate: ie, lerp: re, applyTransform: ae, min: oe, max: se }); le.prototype = { constructor: le, _dragStart: function (t) { var e = t.target; e && e.draggable && (this._draggingTarget = e, e.dragging = !0, this._x = t.offsetX, this._y = t.offsetY, this.dispatchToElement(ue(e, t), "dragstart", t.event)) }, _drag: function (t) { var e = this._draggingTarget; if (e) { var n = t.offsetX, i = t.offsetY, r = n - this._x, a = i - this._y; this._x = n, this._y

= i, e.drift(r, a, t), this.dispatchToElement(ue(e, t), "drag", t.event); var o = this.findHover(n, i, e).target, s = this._dropTarget; this._dropTarget = o, e !== o && (s && o !== s && this.dispatchToElement(ue(s, t), "dragleave", t.event), o && o !== s && this.dispatchToElement(ue(o, t), "dragenter", t.event)) } }, _dragEnd: function (t) { var e = this._draggingTarget; e && (e.dragging = !1), this.dispatchToElement(ue(e, t), "dragend", t.event), this._dropTarget && this.dispatchToElement(ue(this._dropTarget, t), "drop", t.event), this._draggingTarget = null, this._dropTarget = null } }; var Pc = Array.prototype.slice, Oc = function (t) { this._$handlers = {}, this._$eventProcessor = t }; Oc.prototype = { constructor: Oc, one: function (t, e, n, i) { return ce(this, t, e, n, i, !0) }, on: function (t, e, n, i) { return ce(this, t, e, n, i, !1) }, isSilent: function (t) { var e = this._$handlers; return !e[t] || !e[t].length }, off: function (t, e) { var n = this._$handlers; if (!t) return this._$handlers = {}, this; if (e) { if (n[t]) { for (var i = [], r = 0, a = n[t].length; a > r; r++)n[t][r].h !== e && i.push(n[t][r]); n[t] = i } n[t] && 0 === n[t].length && delete n[t] } else delete n[t]; return this }, trigger: function (t) { var e = this._$handlers[t], n = this._$eventProcessor; if (e) { var i = arguments, r = i.length; r > 3 && (i = Pc.call(i, 1)); for (var a = e.length, o = 0; a > o;) { var s = e[o]; if (n && n.filter && null != s.query && !n.filter(t, s.query)) o++; else { switch (r) { case 1: s.h.call(s.ctx); break; case 2: s.h.call(s.ctx, i[1]); break; case 3: s.h.call(s.ctx, i[1], i[2]); break; default: s.h.apply(s.ctx, i) }s.one ? (e.splice(o, 1), a--) : o++ } } } return n && n.afterTrigger && n.afterTrigger(t), this }, triggerWithContext: function (t) { var e = this._$handlers[t], n = this._$eventProcessor; if (e) { var i = arguments, r = i.length; r > 4 && (i = Pc.call(i, 1, i.length - 1)); for (var a = i[i.length - 1], o = e.length, s = 0; o > s;) { var l = e[s]; if (n && n.filter && null != l.query && !n.filter(t, l.query)) s++; else { switch (r) { case 1: l.h.call(a); break; case 2: l.h.call(a, i[1]); break; case 3: l.h.call(a, i[1], i[2]); break; default: l.h.apply(a, i) }l.one ? (e.splice(s, 1), o--) : s++ } } } return n && n.afterTrigger && n.afterTrigger(t), this } }; var Lc = Math.log(2), Bc = "undefined" != typeof window && !!window.addEventListener, Ec = /^(?:mouse|pointer|contextmenu|drag|drop)|click/, Rc = "___zrEVENTSAVED", zc = [], Fc = Bc ? function (t) { t.preventDefault(), t.stopPropagation(), t.cancelBubble = !0 } : function (t) { t.returnValue = !1, t.cancelBubble = !0 },

Nc = function () { this._track = [] }; Nc.prototype = { constructor: Nc, recognize: function (t, e, n) { return this._doTrack(t, e, n), this._recognize(t) }, clear: function () { return this._track.length = 0, this }, _doTrack: function (t, e, n) { var i = t.touches; if (i) { for (var r = { points: [], touches: [], target: e, event: t }, a = 0, o = i.length; o > a; a++) { var s = i[a], l = pe(n, s, {}); r.points.push([l.zrX, l.zrY]), r.touches.push(s) } this._track.push(r) } }, _recognize: function (t) { for (var e in Vc) if (Vc.hasOwnProperty(e)) { var n = Vc[e](this._track, t); if (n) return n } } }; var Vc = { pinch: function (t, e) { var n = t.length; if (n) { var i = (t[n - 1] || {}).points, r = (t[n - 2] || {}).points || i; if (r && r.length > 1 && i && i.length > 1) { var a = we(i) / we(r); !isFinite(a) && (a = 1), e.pinchScale = a; var o = be(i); return e.pinchX = o[0], e.pinchY = o[1], { type: "pinch", target: t[0].target, event: e } } } } }, Wc = "silent"; le.prototype.dispose = function () { }; var Hc = ["click", "dblclick", "mousewheel", "mouseout", "mouseup", "mousedown", "mousemove", "contextmenu"], Gc = function (t, e, n, i) { Oc.call(this), this.storage = t, this.painter = e, this.painterRoot = i, n = n || new le, this.proxy = null, this._hovered = {}, this._lastTouchMoment, this._lastX, this._lastY, this._gestureMgr, le.call(this), this.setHandlerProxy(n) }; Gc.prototype = { constructor: Gc, setHandlerProxy: function (t) { this.proxy && this.proxy.dispose(), t && (d(Hc, function (e) { t.on && t.on(e, this[e], this) }, this), t.handler = this), this.proxy = t }, mousemove: function (t) { var e = t.zrX, n = t.zrY, i = this._hovered, r = i.target; r && !r.__zr && (i = this.findHover(i.x, i.y), r = i.target); var a = this._hovered = this.findHover(e, n), o = a.target, s = this.proxy; s.setCursor && s.setCursor(o ? o.cursor : "default"), r && o !== r && this.dispatchToElement(i, "mouseout", t), this.dispatchToElement(a, "mousemove", t), o && o !== r && this.dispatchToElement(a, "mouseover", t) }, mouseout: function (t) { this.dispatchToElement(this._hovered, "mouseout", t); var e, n = t.toElement || t.relatedTarget; do n = n && n.parentNode; while (n && 9 !== n.nodeType && !(e = n === this.painterRoot)); !e && this.trigger("globalout", { event: t }) }, resize: function () { this._hovered = {} }, dispatch: function (t, e) { var n = this[t]; n && n.call(this, e) }, dispose: function () { this.proxy.dispose(), this.storage = this.proxy = this.painter = null }, setCursorStyle: function (t) { var e = this.proxy; e.setCursor && e.setCursor(t) }, dispatchToElement: function (t, e, n) { t = t || {}; var i =

t.target; if (!i || !i.silent) { for (var r = "on" + e, a = Se(e, t, n); i && (i[r] && (a.cancelBubble = i[r].call(i, a)), i.trigger(e, a), i = i.parent, !a.cancelBubble);); a.cancelBubble || (this.trigger(e, a), this.painter && this.painter.eachOtherLayer(function (t) { "function" == typeof t[r] && t[r].call(t, a), t.trigger && t.trigger(e, a) })) } }, findHover: function (t, e, n) { for (var i = this.storage.getDisplayList(), r = { x: t, y: e }, a = i.length - 1; a >= 0; a--) { var o; if (i[a] !== n && !i[a].ignore && (o = Ce(i[a], t, e)) && (!r.topTarget && (r.topTarget = i[a]), o !== Wc)) { r.target = i[a]; break } } return r }, processGesture: function (t, e) { this._gestureMgr || (this._gestureMgr = new Nc); var n = this._gestureMgr; "start" === e && n.clear(); var i = n.recognize(t, this.findHover(t.zrX, t.zrY, null).target, this.proxy.dom); if ("end" === e && n.clear(), i) { var r = i.type; t.gestureEvent = r, this.dispatchToElement({ target: i.target }, r, i.event) } } }, d(["click", "mousedown", "mouseup", "mousewheel", "dblclick", "contextmenu"], function (t) { Gc.prototype[t] = function (e) { var n = this.findHover(e.zrX, e.zrY), i = n.target; if ("mousedown" === t) this._downEl = i, this._downPoint = [e.zrX, e.zrY], this._upEl = i; else if ("mouseup" === t) this._upEl = i; else if ("click" === t) { if (this._downEl !== this._upEl || !this._downPoint || kc(this._downPoint, [e.zrX, e.zrY]) > 4) return; this._downPoint = null } this.dispatchToElement(n, t, e) } }), c(Gc, Oc), c(Gc, le); var Xc = "undefined" == typeof Float32Array ? Array : Float32Array, qc = (Object.freeze || Object)({ create: Te, identity: ke, copy: De, mul: Ae, translate: Pe, rotate: Oe, scale: Le, invert: Be, clone: Ee }), Uc = ke, jc = 5e-5, Yc = function (t) { t = t || {}, t.position || (this.position = [0, 0]), null == t.rotation && (this.rotation = 0), t.scale || (this.scale = [1, 1]), this.origin = this.origin || null }, Zc = Yc.prototype; Zc.transform = null, Zc.needLocalTransform = function () { return Re(this.rotation) || Re(this.position[0]) || Re(this.position[1]) || Re(this.scale[0] - 1) || Re(this.scale[1] - 1) }; var $c = []; Zc.updateTransform = function () { var t = this.parent, e = t && t.transform, n = this.needLocalTransform(), i = this.transform; if (!n && !e) return void (i && Uc(i)); i = i || Te(), n ? this.getLocalTransform(i) : Uc(i), e && (n ? Ae(i, t.transform, i) : De(i, t.transform)), this.transform = i; var r = this.globalScaleRatio; if (null != r && 1 !== r) { this.getGlobalScale($c); var a = $c[0] < 0 ? -1 : 1, o = $c[1] < 0 ? -1 : 1, s = (($c[0] - a) * r + a) / $c[0] || 0, l = (($c[1] - o) * r + o) / $c[1] || 0; i[0] *= s, i[1] *= s, i[2] *= l, i[3] *= l }

this.invTransform = this.invTransform || Te(), Be(this.invTransform, i) }, Zc.getLocalTransform = function (t) { return Yc.getLocalTransform(this, t) }, Zc.setTransform = function (t) { var e = this.transform, n = t.dpr || 1; e ? t.setTransform(n * e[0], n * e[1], n * e[2], n * e[3], n * e[4], n * e[5]) : t.setTransform(n, 0, 0, n, 0, 0) }, Zc.restoreTransform = function (t) { var e = t.dpr || 1; t.setTransform(e, 0, 0, e, 0, 0) }; var Qc = [], Kc = Te(); Zc.setLocalTransform = function (t) { if (t) { var e = t[0] * t[0] + t[1] * t[1], n = t[2] * t[2] + t[3] * t[3], i = this.position, r = this.scale; Re(e - 1) && (e = Math.sqrt(e)), Re(n - 1) && (n = Math.sqrt(n)), t[0] < 0 && (e = -e), t[3] < 0 && (n = -n), i[0] = t[4], i[1] = t[5], r[0] = e, r[1] = n, this.rotation = Math.atan2(-t[1] / n, t[0] / e) } }, Zc.decomposeTransform = function () { if (this.transform) { var t = this.parent, e = this.transform; t && t.transform && (Ae(Qc, t.invTransform, e), e = Qc); var n = this.origin; n && (n[0] || n[1]) && (Kc[4] = n[0], Kc[5] = n[1], Ae(Qc, e, Kc), Qc[4] -= n[0], Qc[5] -= n[1], e = Qc), this.setLocalTransform(e) } }, Zc.getGlobalScale = function (t) { var e = this.transform; return t = t || [], e ? (t[0] = Math.sqrt(e[0] * e[0] + e[1] * e[1]), t[1] = Math.sqrt(e[2] * e[2] + e[3] * e[3]), e[0] < 0 && (t[0] = -t[0]), e[3] < 0 && (t[1] = -t[1]), t) : (t[0] = 1, t[1] = 1, t) }, Zc.transformCoordToLocal = function (t, e) { var n = [t, e], i = this.invTransform; return i && ae(n, n, i), n }, Zc.transformCoordToGlobal = function (t, e) { var n = [t, e], i = this.transform; return i && ae(n, n, i), n }, Yc.getLocalTransform = function (t, e) { e = e || [], Uc(e); var n = t.origin, i = t.scale || [1, 1], r = t.rotation || 0, a = t.position || [0, 0]; return n && (e[4] -= n[0], e[5] -= n[1]), Le(e, e, i), r && Oe(e, e, r), n && (e[4] += n[0], e[5] += n[1]), e[4] += a[0], e[5] += a[1], e }; var Jc = {
    linear: function (t) { return t }, quadraticIn: function (t) { return t * t }, quadraticOut: function (t) { return t * (2 - t) }, quadraticInOut: function (t) { return (t *= 2) < 1 ? .5 * t * t : -.5 * (--t * (t - 2) - 1) }, cubicIn: function (t) { return t * t * t }, cubicOut: function (t) { return --t * t * t + 1 }, cubicInOut: function (t) { return (t *= 2) < 1 ? .5 * t * t * t : .5 * ((t -= 2) * t * t + 2) }, quarticIn: function (t) { return t * t * t * t }, quarticOut: function (t) { return 1 - --t * t * t * t }, quarticInOut: function (t) { return (t *= 2) < 1 ? .5 * t * t * t * t : -.5 * ((t -= 2) * t * t * t - 2) }, quinticIn: function (t) { return t * t * t * t * t }, quinticOut: function (t) { return --t * t * t * t * t + 1 }, quinticInOut: function (t) { return (t *= 2) < 1 ? .5 * t * t * t * t * t : .5 * ((t -= 2) * t * t * t * t + 2) },

sinusoidalIn: function (t) { return 1 - Math.cos(t * Math.PI / 2) }, sinusoidalOut: function (t) { return Math.sin(t * Math.PI / 2) }, sinusoidalInOut: function (t) { return .5 * (1 - Math.cos(Math.PI * t)) }, exponentialIn: function (t) { return 0 === t ? 0 : Math.pow(1024, t - 1) }, exponentialOut: function (t) { return 1 === t ? 1 : 1 - Math.pow(2, -10 * t) }, exponentialInOut: function (t) { return 0 === t ? 0 : 1 === t ? 1 : (t *= 2) < 1 ? .5 * Math.pow(1024, t - 1) : .5 * (-Math.pow(2, -10 * (t - 1)) + 2) }, circularIn: function (t) { return 1 - Math.sqrt(1 - t * t) }, circularOut: function (t) { return Math.sqrt(1 - --t * t) }, circularInOut: function (t) { return (t *= 2) < 1 ? -.5 * (Math.sqrt(1 - t * t) - 1) : .5 * (Math.sqrt(1 - (t -= 2) * t) + 1) }, elasticIn: function (t) { var e, n = .1, i = .4; return 0 === t ? 0 : 1 === t ? 1 : (!n || 1 > n ? (n = 1, e = i / 4) : e = i * Math.asin(1 / n) / (2 * Math.PI), -(n * Math.pow(2, 10 * (t -= 1)) * Math.sin(2 * (t - e) * Math.PI / i))) }, elasticOut: function (t) { var e, n = .1, i = .4; return 0 === t ? 0 : 1 === t ? 1 : (!n || 1 > n ? (n = 1, e = i / 4) : e = i * Math.asin(1 / n) / (2 * Math.PI), n * Math.pow(2, -10 * t) * Math.sin(2 * (t - e) * Math.PI / i) + 1) }, elasticInOut: function (t) { var e, n = .1, i = .4; return 0 === t ? 0 : 1 === t ? 1 : (!n || 1 > n ? (n = 1, e = i / 4) : e = i * Math.asin(1 / n) / (2 * Math.PI), (t *= 2) < 1 ? -.5 * n * Math.pow(2, 10 * (t -= 1)) * Math.sin(2 * (t - e) * Math.PI / i) : n * Math.pow(2, -10 * (t -= 1)) * Math.sin(2 * (t - e) * Math.PI / i) * .5 + 1) }, backIn: function (t) { var e = 1.70158; return t * t * ((e + 1) * t - e) }, backOut: function (t) { var e = 1.70158; return --t * t * ((e + 1) * t + e) + 1 }, backInOut: function (t) { var e = 2.5949095; return (t *= 2) < 1 ? .5 * t * t * ((e + 1) * t - e) : .5 * ((t -= 2) * t * ((e + 1) * t + e) + 2) }, bounceIn: function (t) { return 1 - Jc.bounceOut(1 - t) }, bounceOut: function (t) {

return 1 / 2.75 > t ? 7.5625 * t * t : 2 / 2.75 > t ? 7.5625 * (t -= 1.5 / 2.75) * t + .75 : 2.5 / 2.75 > t ? 7.5625 * (t -= 2.25 / 2.75) * t + .9375 : 7.5625 * (t -= 2.625 / 2.75) * t + .984375

}, bounceInOut: function (t) { return .5 > t ? .5 * Jc.bounceIn(2 * t) : .5 * Jc.bounceOut(2 * t - 1) + .5 }

}; ze.prototype = { constructor: ze, step: function (t, e) { if (this._initialized || (this._startTime = t + this._delay, this._initialized = !0), this._paused) return void (this._pausedTime += e); var n = (t - this._startTime - this._pausedTime) / this._life; if (!(0 > n)) { n = Math.min(n, 1); var i = this.easing, r = "string" == typeof i ? Jc[i] : i, a = "function" == typeof r ? r(n) : n; return this.fire("frame",

a), 1 === n ? this.loop ? (this.restart(t), "restart") : (this._needsRemove = !0, "destroy") : null } }, restart: function (t) { var e = (t - this._startTime - this._pausedTime) % this._life; this._startTime = t - e + this.gap, this._pausedTime = 0, this._needsRemove = !1 }, fire: function (t, e) { t = "on" + t, this[t] && this[t](this._target, e) }, pause: function () { this._paused = !0 }, resume: function () { this._paused = !1 } }; var tf = function () { this.head = null, this.tail = null, this._len = 0 }, ef = tf.prototype; ef.insert = function (t) { var e = new nf(t); return this.insertEntry(e), e }, ef.insertEntry = function (t) { this.head ? (this.tail.next = t, t.prev = this.tail, t.next = null, this.tail = t) : this.head = this.tail = t, this._len++ }, ef.remove = function (t) { var e = t.prev, n = t.next; e ? e.next = n : this.head = n, n ? n.prev = e : this.tail = e, t.next = t.prev = null, this._len-- }, ef.len = function () { return this._len }, ef.clear = function () { this.head = this.tail = null, this._len = 0 }; var nf = function (t) { this.value = t, this.next, this.prev }, rf = function (t) { this._list = new tf, this._map = {}, this._maxSize = t || 10, this._lastRemovedEntry = null }, af = rf.prototype; af.put = function (t, e) { var n = this._list, i = this._map, r = null; if (null == i[t]) { var a = n.len(), o = this._lastRemovedEntry; if (a >= this._maxSize && a > 0) { var s = n.head; n.remove(s), delete i[s.key], r = s.value, this._lastRemovedEntry = s } o ? o.value = e : o = new nf(e), o.key = t, n.insertEntry(o), i[t] = o } return r }, af.get = function (t) { var e = this._map[t], n = this._list; return null != e ? (e !== n.tail && (n.remove(e), n.insertEntry(e)), e.value) : void 0 }, af.clear = function () { this._list.clear(), this._map = {} }; var of = { transparent: [0, 0, 0, 0], aliceblue: [240, 248, 255, 1], antiquewhite: [250, 235, 215, 1], aqua: [0, 255, 255, 1], aquamarine: [127, 255, 212, 1], azure: [240, 255, 255, 1], beige: [245, 245, 220, 1], bisque: [255, 228, 196, 1], black: [0, 0, 0, 1], blanchedalmond: [255, 235, 205, 1], blue: [0, 0, 255, 1], blueviolet: [138, 43, 226, 1], brown: [165, 42, 42, 1], burlywood: [222, 184, 135, 1], cadetblue: [95, 158, 160, 1], chartreuse: [127, 255, 0, 1], chocolate: [210, 105, 30, 1], coral: [255, 127, 80, 1], cornflowerblue: [100, 149, 237, 1], cornsilk: [255, 248, 220, 1], crimson: [220, 20, 60, 1], cyan: [0, 255, 255, 1], darkblue: [0, 0, 139, 1], darkcyan: [0, 139, 139, 1], darkgoldenrod: [184, 134, 11, 1], darkgray: [169, 169, 169, 1], darkgreen: [0, 100, 0, 1], darkgrey: [169, 169, 169, 1], darkkhaki: [189, 183, 107, 1], darkmagenta: [139, 0, 139, 1], darkolivegreen: [85, 107, 47, 1], darkorange: [255, 140, 0, 1], darkorchid: [153,

50, 204, 1], darkred: [139, 0, 0, 1], darksalmon: [233, 150, 122, 1], darkseagreen: [143, 188, 143, 1], darkslateblue: [72, 61, 139, 1], darkslategray: [47, 79, 79, 1], darkslategrey: [47, 79, 79, 1], darkturquoise: [0, 206, 209, 1], darkviolet: [148, 0, 211, 1], deeppink: [255, 20, 147, 1], deepskyblue: [0, 191, 255, 1], dimgray: [105, 105, 105, 1], dimgrey: [105, 105, 105, 1], dodgerblue: [30, 144, 255, 1], firebrick: [178, 34, 34, 1], floralwhite: [255, 250, 240, 1], forestgreen: [34, 139, 34, 1], fuchsia: [255, 0, 255, 1], gainsboro: [220, 220, 220, 1], ghostwhite: [248, 248, 255, 1], gold: [255, 215, 0, 1], goldenrod: [218, 165, 32, 1], gray: [128, 128, 128, 1], green: [0, 128, 0, 1], greenyellow: [173, 255, 47, 1], grey: [128, 128, 128, 1], honeydew: [240, 255, 240, 1], hotpink: [255, 105, 180, 1], indianred: [205, 92, 92, 1], indigo: [75, 0, 130, 1], ivory: [255, 255, 240, 1], khaki: [240, 230, 140, 1], lavender: [230, 230, 250, 1], lavenderblush: [255, 240, 245, 1], lawngreen: [124, 252, 0, 1], lemonchiffon: [255, 250, 205, 1], lightblue: [173, 216, 230, 1], lightcoral: [240, 128, 128, 1], lightcyan: [224, 255, 255, 1], lightgoldenrodyellow: [250, 250, 210, 1], lightgray: [211, 211, 211, 1], lightgreen: [144, 238, 144, 1], lightgrey: [211, 211, 211, 1], lightpink: [255, 182, 193, 1], lightsalmon: [255, 160, 122, 1], lightseagreen: [32, 178, 170, 1], lightskyblue: [135, 206, 250, 1], lightslategray: [119, 136, 153, 1], lightslategrey: [119, 136, 153, 1], lightsteelblue: [176, 196, 222, 1], lightyellow: [255, 255, 224, 1], lime: [0, 255, 0, 1], limegreen: [50, 205, 50, 1], linen: [250, 240, 230, 1], magenta: [255, 0, 255, 1], maroon: [128, 0, 0, 1], mediumaquamarine: [102, 205, 170, 1], mediumblue: [0, 0, 205, 1], mediumorchid: [186, 85, 211, 1], mediumpurple: [147, 112, 219, 1], mediumseagreen: [60, 179, 113, 1], mediumslateblue: [123, 104, 238, 1], mediumspringgreen: [0, 250, 154, 1], mediumturquoise: [72, 209, 204, 1], mediumvioletred: [199, 21, 133, 1], midnightblue: [25, 25, 112, 1], mintcream: [245, 255, 250, 1], mistyrose: [255, 228, 225, 1], moccasin: [255, 228, 181, 1], navajowhite: [255, 222, 173, 1], navy: [0, 0, 128, 1], oldlace: [253, 245, 230, 1], olive: [128, 128, 0, 1], olivedrab: [107, 142, 35, 1], orange: [255, 165, 0, 1], orangered: [255, 69, 0, 1], orchid: [218, 112, 214, 1], palegoldenrod: [238, 232, 170, 1], palegreen: [152, 251, 152, 1], paleturquoise: [175, 238, 238, 1], palevioletred: [219, 112, 147, 1], papayawhip: [255, 239, 213, 1], peachpuff: [255, 218, 185, 1], peru: [205, 133, 63, 1], pink: [255, 192, 203, 1], plum: [221, 160, 221, 1], powderblue: [176, 224, 230, 1], purple: [128, 0, 128,

1], red: [255, 0, 0, 1], rosybrown: [188, 143, 143, 1], royalblue: [65, 105, 225, 1], saddlebrown: [139, 69, 19, 1], salmon: [250, 128, 114, 1], sandybrown: [244, 164, 96, 1], seagreen: [46, 139, 87, 1], seashell: [255, 245, 238, 1], sienna: [160, 82, 45, 1], silver: [192, 192, 192, 1], skyblue: [135, 206, 235, 1], slateblue: [106, 90, 205, 1], slategray: [112, 128, 144, 1], slategrey: [112, 128, 144, 1], snow: [255, 250, 250, 1], springgreen: [0, 255, 127, 1], steelblue: [70, 130, 180, 1], tan: [210, 180, 140, 1], teal: [0, 128, 128, 1], thistle: [216, 191, 216, 1], tomato: [255, 99, 71, 1], turquoise: [64, 224, 208, 1], violet: [238, 130, 238, 1], wheat: [245, 222, 179, 1], white: [255, 255, 255, 1], whitesmoke: [245, 245, 245, 1], yellow: [255, 255, 0, 1], yellowgreen: [154, 205, 50, 1] }, sf = new rf(20), lf = null, uf = Je, hf = tn, cf = (Object.freeze || Object)({ parse: Ye, lift: Qe, toHex: Ke, fastLerp: Je, fastMapToColor: uf, lerp: tn, mapToColor: hf, modifyHSL: en, modifyAlpha: nn, stringify: rn }), ff = Array.prototype.slice, df = function (t, e, n, i) { this._tracks = {}, this._target = t, this._loop = e || !1, this._getter = n || an, this._setter = i || on, this._clipCount = 0, this._delay = 0, this._doneList = [], this._onframeList = [], this._clipList = [] }; df.prototype = { when: function (t, e) { var n = this._tracks; for (var i in e) if (e.hasOwnProperty(i)) { if (!n[i]) { n[i] = []; var r = this._getter(this._target, i); if (null == r) continue; 0 !== t && n[i].push({ time: 0, value: pn(r) }) } n[i].push({ time: t, value: e[i] }) } return this }, during: function (t) { return this._onframeList.push(t), this }, pause: function () { for (var t = 0; t < this._clipList.length; t++)this._clipList[t].pause(); this._paused = !0 }, resume: function () { for (var t = 0; t < this._clipList.length; t++)this._clipList[t].resume(); this._paused = !1 }, isPaused: function () { return !!this._paused }, _doneCallback: function () { this._tracks = {}, this._clipList.length = 0; for (var t = this._doneList, e = t.length, n = 0; e > n; n++)t[n].call(this) }, start: function (t, e) { var n, i = this, r = 0, a = function () { r-- , r || i._doneCallback() }; for (var o in this._tracks) if (this._tracks.hasOwnProperty(o)) { var s = mn(this, t, a, this._tracks[o], o, e); s && (this._clipList.push(s), r++ , this.animation && this.animation.addClip(s), n = s) } if (n) { var l = n.onframe; n.onframe = function (t, e) { l(t, e); for (var n = 0; n < i._onframeList.length; n++)i._onframeList[n](t, e) } } return r || this._doneCallback(), this }, stop: function (t) { for (var e = this._clipList, n = this.animation, i = 0; i < e.length; i++) { var r = e[i]; t && r.onframe(this._target,

1), n && n.removeClip(r) } e.length = 0 }, delay: function (t) { return this._delay = t, this }, done: function (t) { return t && this._doneList.push(t), this }, getClips: function () { return this._clipList } }; var pf = 1; "undefined" != typeof window && (pf = Math.max(window.devicePixelRatio || 1, 1)); var gf = 0, vf = pf, mf = function () { }; 1 === gf && (mf = console.error); var yf = mf, _f = function () { this.animators = [] }; _f.prototype = { constructor: _f, animate: function (t, e) { var n, i = !1, r = this, a = this.__zr; if (t) { var o = t.split("."), s = r; i = "shape" === o[0]; for (var l = 0, h = o.length; h > l; l++)s && (s = s[o[l]]); s && (n = s) } else n = r; if (!n) return void yf('Property "' + t + '" is not existed in element ' + r.id); var c = r.animators, f = new df(n, e); return f.during(function () { r.dirty(i) }).done(function () { c.splice(u(c, f), 1) }), c.push(f), a && a.animation.addAnimator(f), f }, stopAnimation: function (t) { for (var e = this.animators, n = e.length, i = 0; n > i; i++)e[i].stop(t); return e.length = 0, this }, animateTo: function (t, e, n, i, r, a) { yn(this, t, e, n, i, r, a) }, animateFrom: function (t, e, n, i, r, a) { yn(this, t, e, n, i, r, a, !0) } }; var xf = function (t) { Yc.call(this, t), Oc.call(this, t), _f.call(this, t), this.id = t.id || lc() }; xf.prototype = { type: "element", name: "", __zr: null, ignore: !1, clipPath: null, isGroup: !1, drift: function (t, e) { switch (this.draggable) { case "horizontal": e = 0; break; case "vertical": t = 0 }var n = this.transform; n || (n = this.transform = [1, 0, 0, 1, 0, 0]), n[4] += t, n[5] += e, this.decomposeTransform(), this.dirty(!1) }, beforeUpdate: function () { }, afterUpdate: function () { }, update: function () { this.updateTransform() }, traverse: function () { }, attrKV: function (t, e) { if ("position" === t || "scale" === t || "origin" === t) { if (e) { var n = this[t]; n || (n = this[t] = []), n[0] = e[0], n[1] = e[1] } } else this[t] = e }, hide: function () { this.ignore = !0, this.__zr && this.__zr.refresh() }, show: function () { this.ignore = !1, this.__zr && this.__zr.refresh() }, attr: function (t, e) { if ("string" == typeof t) this.attrKV(t, e); else if (S(t)) for (var n in t) t.hasOwnProperty(n) && this.attrKV(n, t[n]); return this.dirty(!1), this }, setClipPath: function (t) { var e = this.__zr; e && t.addSelfToZr(e), this.clipPath && this.clipPath !== t && this.removeClipPath(), this.clipPath = t, t.__zr = e, t.__clipTarget = this, this.dirty(!1) }, removeClipPath: function () { var t = this.clipPath; t && (t.__zr && t.removeSelfFromZr(t.__zr), t.__zr = null, t.__clipTarget = null, this.clipPath = null, this.dirty(!1)) }, addSelfToZr: function (t) { this.__zr = t; var e =

this.animators; if (e) for (var n = 0; n < e.length;
n++)t.animation.addAnimator(e[n]); this.clipPath &&
this.clipPath.addSelfToZr(t) }, removeSelfFromZr: function (t) { this.__zr = null;
var e = this.animators; if (e) for (var n = 0; n < e.length;
n++)t.animation.removeAnimator(e[n]); this.clipPath &&
this.clipPath.removeSelfFromZr(t) } }, c(xf, _f), c(xf, Yc), c(xf, Oc); var wf = ae,
bf = Math.min, Sf = Math.max; wn.prototype = { constructor: wn, union:
function (t) { var e = bf(t.x, this.x), n = bf(t.y, this.y); this.width = Sf(t.x +
t.width, this.x + this.width) - e, this.height = Sf(t.y + t.height, this.y +
this.height) - n, this.x = e, this.y = n }, applyTransform: function () { var t = [],
e = [], n = [], i = []; return function (r) { if (r) { t[0] = n[0] = this.x, t[1] = i[1] =
this.y, e[0] = i[0] = this.x + this.width, e[1] = n[1] = this.y + this.height, wf(t, t,
r), wf(e, e, r), wf(n, n, r), wf(i, i, r), this.x = bf(t[0], e[0], n[0], i[0]), this.y =
bf(t[1], e[1], n[1], i[1]); var a = Sf(t[0], e[0], n[0], i[0]), o = Sf(t[1], e[1], n[1],
i[1]); this.width = a - this.x, this.height = o - this.y } } }(), calculateTransform:
function (t) { var e = this, n = t.width / e.width, i = t.height / e.height, r = Te();
return Pe(r, r, [-e.x, -e.y]), Le(r, r, [n, i]), Pe(r, r, [t.x, t.y]), r }, intersect:
function (t) { if (!t) return !1; t instanceof wn || (t = wn.create(t)); var e = this, n
= e.x, i = e.x + e.width, r = e.y, a = e.y + e.height, o = t.x, s = t.x + t.width, l =
t.y, u = t.y + t.height; return !(o > i || n > s || l > a || r > u) }, contain: function
(t, e) { var n = this; return t >= n.x && t <= n.x + n.width && e >= n.y && e <=
n.y + n.height }, clone: function () { return new wn(this.x, this.y, this.width,
this.height) }, copy: function (t) { this.x = t.x, this.y = t.y, this.width = t.width,
this.height = t.height }, plain: function () { return { x: this.x, y: this.y, width:
this.width, height: this.height } } }, wn.create = function (t) { return new wn(t.x,
t.y, t.width, t.height) }; var Mf = function (t) { t = t || {}, xf.call(this, t); for (var e
in t) t.hasOwnProperty(e) && (this[e] = t[e]); this._children = [], this.__storage
= null, this.__dirty = !0 }; Mf.prototype = { constructor: Mf, isGroup: !0, type:
"group", silent: !1, children: function () { return this._children.slice() }, childAt:
function (t) { return this._children[t] }, childOfName: function (t) { for (var e =
this._children, n = 0; n < e.length; n++)if (e[n].name === t) return e[n] },
childCount: function () { return this._children.length }, add: function (t) {
return t && t !== this && t.parent !== this && (this._children.push(t),
this._doAdd(t)), this }, addBefore: function (t, e) { if (t && t !== this &&

t.parent !== this && e && e.parent === this) { var n = this._children, i = n.indexOf(e); i >= 0 && (n.splice(i, 0, t), this._doAdd(t)) } return this }, _doAdd: function (t) { t.parent && t.parent.remove(t), t.parent = this; var e = this.__storage, n = this.__zr; e && e !== t.__storage && (e.addToStorage(t), t instanceof Mf && t.addChildrenToStorage(e)), n && n.refresh() }, remove: function (t) { var e = this.__zr, n = this.__storage, i = this._children, r = u(i, t); return 0 > r ? this : (i.splice(r, 1), t.parent = null, n && (n.delFromStorage(t), t instanceof Mf && t.delChildrenFromStorage(n)), e && e.refresh(), this) }, removeAll: function () { var t, e, n = this._children, i = this.__storage; for (e = 0; e < n.length; e++)t = n[e], i && (i.delFromStorage(t), t instanceof Mf && t.delChildrenFromStorage(i)), t.parent = null; return n.length = 0, this }, eachChild: function (t, e) { for (var n = this._children, i = 0; i < n.length; i++) { var r = n[i]; t.call(e, r, i) } return this }, traverse: function (t, e) { for (var n = 0; n < this._children.length; n++) { var i = this._children[n]; t.call(e, i), "group" === i.type && i.traverse(t, e) } return this }, addChildrenToStorage: function (t) { for (var e = 0; e < this._children.length; e++) { var n = this._children[e]; t.addToStorage(n), n instanceof Mf && n.addChildrenToStorage(t) } }, delChildrenFromStorage: function (t) { for (var e = 0; e < this._children.length; e++) { var n = this._children[e]; t.delFromStorage(n), n instanceof Mf && n.delChildrenFromStorage(t) } }, dirty: function () { return this.__dirty = !0, this.__zr && this.__zr.refresh(), this }, getBoundingRect: function (t) { for (var e = null, n = new wn(0, 0, 0, 0), i = t || this._children, r = [], a = 0; a < i.length; a++) { var o = i[a]; if (!o.ignore && !o.invisible) { var s = o.getBoundingRect(), l = o.getLocalTransform(r); l ? (n.copy(s), n.applyTransform(l), e = e || n.clone(), e.union(n)) : (e = e || s.clone(), e.union(s)) } } return e || n } }, h(Mf, xf); var lf = 32, Cf = 7, Tf = function () { this._roots = [], this._displayList = [], this._displayListLen = 0 }; Tf.prototype = { constructor: Tf, traverse: function (t, e) { for (var n = 0; n < this._roots.length; n++)this._roots[n].traverse(t, e) }, getDisplayList: function (t, e) { return e = e || !1, t && this.updateDisplayList(e), this._displayList }, updateDisplayList: function (t) { this._displayListLen = 0; for (var e = this._roots, n = this._displayList, i = 0, r = e.length; r > i; i++)this._updateAndAddDisplayable(e[i], null, t); n.length = this._displayListLen, hc.canvasSupported && Dn(n, An) }, _updateAndAddDisplayable: function (t, e, n) { if (!t.ignore || n) {

t.beforeUpdate(), t.__dirty && t.update(), t.afterUpdate(); var i = t.clipPath; if (i) { e = e ? e.slice() : []; for (var r = i, a = t; r;)r.parent = a, r.updateTransform(), e.push(r), a = r, r = r.clipPath } if (t.isGroup) { for (var o = t._children, s = 0; s < o.length; s++) { var l = o[s]; t.__dirty && (l.__dirty = !0), this._updateAndAddDisplayable(l, e, n) } t.__dirty = !1 } else t.__clipPaths = e, this._displayList[this._displayListLen++] = t } }, addRoot: function (t) { t.__storage !== this && (t instanceof Mf && t.addChildrenToStorage(this), this.addToStorage(t), this._roots.push(t)) }, delRoot: function (t) { if (null == t) { for (var e = 0; e < this._roots.length; e++) { var n = this._roots[e]; n instanceof Mf && n.delChildrenFromStorage(this) } return this._roots = [], this._displayList = [], void (this._displayListLen = 0) } if (t instanceof Array) for (var e = 0, i = t.length; i > e; e++)this.delRoot(t[e]); else { var r = u(this._roots, t); r >= 0 && (this.delFromStorage(t), this._roots.splice(r, 1), t instanceof Mf && t.delChildrenFromStorage(this)) } }, addToStorage: function (t) { return t && (t.__storage = this, t.dirty(!1)), this }, delFromStorage: function (t) { return t && (t.__storage = null), this }, dispose: function () { this._renderList = this._roots = null }, displayableSortFunc: An }; var kf = { shadowBlur: 1, shadowOffsetX: 1, shadowOffsetY: 1, textShadowBlur: 1, textShadowOffsetX: 1, textShadowOffsetY: 1, textBoxShadowBlur: 1, textBoxShadowOffsetX: 1, textBoxShadowOffsetY: 1 }, Df = function (t, e, n) { return kf.hasOwnProperty(e) ? n *= t.dpr : n }, Af = { NONE: 0, STYLE_BIND: 1, PLAIN_TEXT: 2 }, Pf = 9, Of = [["shadowBlur", 0], ["shadowOffsetX", 0], ["shadowOffsetY", 0], ["shadowColor", "#000"], ["lineCap", "butt"], ["lineJoin", "miter"], ["miterLimit", 10]], Lf = function (t) { this.extendFrom(t, !1) }; Lf.prototype = { constructor: Lf, fill: "#000", stroke: null, opacity: 1, fillOpacity: null, strokeOpacity: null, lineDash: null, lineDashOffset: 0, shadowBlur: 0, shadowOffsetX: 0, shadowOffsetY: 0, lineWidth: 1, strokeNoScale: !1, text: null, font: null, textFont: null, fontStyle: null, fontWeight: null, fontSize: null, fontFamily: null, textTag: null, textFill: "#000", textStroke: null, textWidth: null, textHeight: null, textStrokeWidth: 0, textLineHeight: null, textPosition: "inside", textRect: null, textOffset: null, textAlign: null, textVerticalAlign: null, textDistance: 5, textShadowColor: "transparent", textShadowBlur: 0, textShadowOffsetX: 0, textShadowOffsetY: 0, textBoxShadowColor: "transparent", textBoxShadowBlur: 0,

textBoxShadowOffsetX: 0, textBoxShadowOffsetY: 0, transformText: !1, textRotation: 0, textOrigin: null, textBackgroundColor: null, textBorderColor: null, textBorderWidth: 0, textBorderRadius: 0, textPadding: null, rich: null, truncate: null, blend: null, bind: function (t, e, n) { var i = this, r = n && n.style, a = !r || t.__attrCachedBy !== Af.STYLE_BIND; t.__attrCachedBy = Af.STYLE_BIND; for (var o = 0; o < Of.length; o++) { var s = Of[o], l = s[0]; (a || i[l] !== r[l]) && (t[l] = Df(t, l, i[l] || s[1])) } if ((a || i.fill !== r.fill) && (t.fillStyle = i.fill), (a || i.stroke !== r.stroke) && (t.strokeStyle = i.stroke), (a || i.opacity !== r.opacity) && (t.globalAlpha = null == i.opacity ? 1 : i.opacity), (a || i.blend !== r.blend) && (t.globalCompositeOperation = i.blend || "source-over"), this.hasStroke()) { var u = i.lineWidth; t.lineWidth = u / (this.strokeNoScale && e && e.getLineScale ? e.getLineScale() : 1) } }, hasFill: function () { var t = this.fill; return null != t && "none" !== t }, hasStroke: function () { var t = this.stroke; return null != t && "none" !== t && this.lineWidth > 0 }, extendFrom: function (t, e) { if (t) for (var n in t) !t.hasOwnProperty(n) || e !== !0 && (e === !1 ? this.hasOwnProperty(n) : null == t[n]) || (this[n] = t[n]) }, set: function (t, e) { "string" == typeof t ? this[t] = e : this.extendFrom(t, !0) }, clone: function () { var t = new this.constructor; return t.extendFrom(this, !0), t }, getGradient: function (t, e, n) { for (var i = "radial" === e.type ? On : Pn, r = i(t, e, n), a = e.colorStops, o = 0; o < a.length; o++)r.addColorStop(a[o].offset, a[o].color); return r } }; for (var Bf = Lf.prototype, Ef = 0; Ef < Of.length; Ef++) { var Rf = Of[Ef]; Rf[0] in Bf || (Bf[Rf[0]] = Rf[1]) } Lf.getGradient = Bf.getGradient; var zf = function (t, e) { this.image = t, this.repeat = e, this.type = "pattern" }; zf.prototype.getCanvasPattern = function (t) { return t.createPattern(this.image, this.repeat || "repeat") }; var Ff = function (t, e, n) { var i; n = n || vf, "string" == typeof t ? i = Bn(t, e, n) : S(t) && (i = t, t = i.id), this.id = t, this.dom = i; var r = i.style; r && (i.onselectstart = Ln, r["-webkit-user-select"] = "none", r["user-select"] = "none", r["-webkit-touch-callout"] = "none", r["-webkit-tap-highlight-color"] = "rgba(0,0,0,0)", r.padding = 0, r.margin = 0, r["border-width"] = 0), this.domBack = null, this.ctxBack = null, this.painter = e, this.config = null, this.clearColor = 0, this.motionBlur = !1, this.lastFrameAlpha = .7, this.dpr = n }; Ff.prototype = { constructor: Ff, __dirty: !0, __used: !1, __drawIndex: 0, __startIndex: 0, __endIndex: 0, incremental: !1, getElementCount: function () { return this.__endIndex -

this.__startIndex }, initContext: function () { this.ctx = this.dom.getContext("2d"), this.ctx.dpr = this.dpr }, createBackBuffer: function () { var t = this.dpr; this.domBack = Bn("back-" + this.id, this.painter, t), this.ctxBack = this.domBack.getContext("2d"), 1 !== t && this.ctxBack.scale(t, t) }, resize: function (t, e) { var n = this.dpr, i = this.dom, r = i.style, a = this.domBack; r && (r.width = t + "px", r.height = e + "px"), i.width = t * n, i.height = e * n, a && (a.width = t * n, a.height = e * n, 1 !== n && this.ctxBack.scale(n, n)) }, clear: function (t, e) { var n = this.dom, i = this.ctx, r = n.width, a = n.height, e = e || this.clearColor, o = this.motionBlur && !t, s = this.lastFrameAlpha, l = this.dpr; if (o && (this.domBack || this.createBackBuffer(), this.ctxBack.globalCompositeOperation = "copy", this.ctxBack.drawImage(n, 0, 0, r / l, a / l)), i.clearRect(0, 0, r, a), e && "transparent" !== e) { var u; e.colorStops ? (u = e.__canvasGradient || Lf.getGradient(i, e, { x: 0, y: 0, width: r, height: a }), e.__canvasGradient = u) : e.image && (u = zf.prototype.getCanvasPattern.call(e, i)), i.save(), i.fillStyle = u || e, i.fillRect(0, 0, r, a), i.restore() } if (o) { var h = this.domBack; i.save(), i.globalAlpha = s, i.drawImage(h, 0, 0, r, a), i.restore() } } }; var Nf = "undefined" != typeof window && (window.requestAnimationFrame && window.requestAnimationFrame.bind(window) || window.msRequestAnimationFrame && window.msRequestAnimationFrame.bind(window) || window.mozRequestAnimationFrame || window.webkitRequestAnimationFrame) || function (t) { setTimeout(t, 16) }, Vf = new rf(50), Wf = {}, Hf = 0, Gf = 5e3, Xf = /\{([a-zA-Z0-9_]+)\|([^}]*)\}/g, qf = "12px sans-serif", Uf = {}; Uf.measureText = function (t, e) { var n = l(); return n.font = e || qf, n.measureText(t) }; var jf = qf, Yf = { left: 1, right: 1, center: 1 }, Zf = { top: 1, bottom: 1, middle: 1 }, $f = [["textShadowBlur", "shadowBlur", 0], ["textShadowOffsetX", "shadowOffsetX", 0], ["textShadowOffsetY", "shadowOffsetY", 0], ["textShadowColor", "shadowColor", "transparent"]], Qf = {}, Kf = {}, Jf = new wn, td = function () { }; td.prototype = { constructor: td, drawRectText: function (t, e) { var n = this.style; e = n.textRect || e, this.__dirty && ii(n, !0); var i = n.text; if (null != i && (i += ""), xi(i, n)) { t.save(); var r = this.transform; n.transformText ? this.setTransform(t) : r && (Jf.copy(e), Jf.applyTransform(r), e = Jf), ai(this, t,

i, n, e, Pf), t.restore() } } }, wi.prototype = { constructor: wi, type: "displayable", __dirty: !0, invisible: !1, z: 0, z2: 0, zlevel: 0, draggable: !1, dragging: !1, silent: !1, culling: !1, cursor: "pointer", rectHover: !1, progressive: !1, incremental: !1, globalScaleRatio: 1, beforeBrush: function () { }, afterBrush: function () { }, brush: function () { }, getBoundingRect: function () { }, contain: function (t, e) { return this.rectContain(t, e) }, traverse: function (t, e) { t.call(e, this) }, rectContain: function (t, e) { var n = this.transformCoordToLocal(t, e), i = this.getBoundingRect(); return i.contain(n[0], n[1]) }, dirty: function () { this.__dirty = this.__dirtyText = !0, this._rect = null, this.__zr && this.__zr.refresh() }, animateStyle: function (t) { return this.animate("style", t) }, attrKV: function (t, e) { "style" !== t ? xf.prototype.attrKV.call(this, t, e) : this.style.set(e) }, setStyle: function (t, e) { return this.style.set(t, e), this.dirty(!1), this }, useStyle: function (t) { return this.style = new Lf(t, this), this.dirty(!1), this }, calculateTextPosition: null }, h(wi, xf), c(wi, td), bi.prototype = { constructor: bi, type: "image", brush: function (t, e) { var n = this.style, i = n.image; n.bind(t, this, e); var r = this._image = Rn(i, this._image, this, this.onload); if (r && Fn(r)) { var a = n.x || 0, o = n.y || 0, s = n.width, l = n.height, u = r.width / r.height; if (null == s && null != l ? s = l * u : null == l && null != s ? l = s / u : null == s && null == l && (s = r.width, l = r.height), this.setTransform(t), n.sWidth && n.sHeight) { var h = n.sx || 0, c = n.sy || 0; t.drawImage(r, h, c, n.sWidth, n.sHeight, a, o, s, l) } else if (n.sx && n.sy) { var h = n.sx, c = n.sy, f = s - h, d = l - c; t.drawImage(r, h, c, f, d, a, o, s, l) } else t.drawImage(r, a, o, s, l); null != n.text && (this.restoreTransform(t), this.drawRectText(t, this.getBoundingRect())) } }, getBoundingRect: function () { var t = this.style; return this._rect || (this._rect = new wn(t.x || 0, t.y || 0, t.width || 0, t.height || 0)), this._rect } }, h(bi, wi); var ed = 1e5, nd = 314159, id = .01, rd = .001, ad = new wn(0, 0, 0, 0), od = new wn(0, 0, 0, 0), sd = function (t, e, n) { this.type = "canvas"; var i = !t.nodeName || "CANVAS" === t.nodeName.toUpperCase(); this._opts = n = o({}, n || {}), this.dpr = n.devicePixelRatio || vf, this._singleCanvas = i, this.root = t; var r = t.style; r && (r["-webkit-tap-highlight-color"] = "transparent", r["-webkit-user-select"] = r["user-select"] = r["-webkit-touch-callout"] = "none", t.innerHTML = ""), this.storage = e; var a = this._zlevelList = [], s = this._layers = {}; if (this._layerConfig = {}, this._needsManuallyCompositing = !1, i) { var l =

t.width, u = t.height; null != n.width && (l = n.width), null != n.height && (u = n.height), this.dpr = n.devicePixelRatio || 1, t.width = l * this.dpr, t.height = u * this.dpr, this._width = l, this._height = u; var h = new Ff(t, this, this.dpr); h.__builtin__ = !0, h.initContext(), s[nd] = h, h.zlevel = nd, a.push(nd), this._domRoot = t } else { this._width = this._getSize(0), this._height = this._getSize(1); var c = this._domRoot = ki(this._width, this._height); t.appendChild(c) } this._hoverlayer = null, this._hoverElements = [] }; sd.prototype = { constructor: sd, getType: function () { return "canvas" }, isSingleCanvas: function () { return this._singleCanvas }, getViewportRoot: function () { return this._domRoot }, getViewportRootOffset: function () { var t = this.getViewportRoot(); return t ? { offsetLeft: t.offsetLeft || 0, offsetTop: t.offsetTop || 0 } : void 0 }, refresh: function (t) { var e = this.storage.getDisplayList(!0), n = this._zlevelList; this._redrawId = Math.random(), this._paintList(e, t, this._redrawId); for (var i = 0; i < n.length; i++) { var r = n[i], a = this._layers[r]; if (!a.__builtin__ && a.refresh) { var o = 0 === i ? this._backgroundColor : null; a.refresh(o) } } return this.refreshHover(), this }, addHover: function (t, e) { if (!t.__hoverMir) { var n = new t.constructor({ style: t.style, shape: t.shape, z: t.z, z2: t.z2, silent: t.silent }); return n.__from = t, t.__hoverMir = n, e && n.setStyle(e), this._hoverElements.push(n), n } }, removeHover: function (t) { var e = t.__hoverMir, n = this._hoverElements, i = u(n, e); i >= 0 && n.splice(i, 1), t.__hoverMir = null }, clearHover: function () { for (var t = this._hoverElements, e = 0; e < t.length; e++) { var n = t[e].__from; n && (n.__hoverMir = null) } t.length = 0 }, refreshHover: function () { var t = this._hoverElements, e = t.length, n = this._hoverlayer; if (n && n.clear(), e) { Dn(t, this.storage.displayableSortFunc), n || (n = this._hoverlayer = this.getLayer(ed)); var i = {}; n.ctx.save(); for (var r = 0; e > r;) { var a = t[r], o = a.__from; o && o.__zr ? (r++ , o.invisible || (a.transform = o.transform, a.invTransform = o.invTransform, a.__clipPaths = o.__clipPaths, this._doPaintEl(a, n, !0, i))) : (t.splice(r, 1), o.__hoverMir = null, e--) } n.ctx.restore() } }, getHoverLayer: function () { return this.getLayer(ed) }, _paintList: function (t, e, n) { if (this._redrawId === n) { e = e || !1, this._updateLayerStatus(t); var i = this._doPaintList(t, e); if (this._needsManuallyCompositing && this._compositeManually(), !i) { var r = this; Nf(function () { r._paintList(t, e, n) }) } } }, _compositeManually: function ()

{ var t = this.getLayer(nd).ctx, e = this._domRoot.width, n = this._domRoot.height; t.clearRect(0, 0, e, n), this.eachBuiltinLayer(function (i) { i.virtual && t.drawImage(i.dom, 0, 0, e, n) }) }, _doPaintList: function (t, e) { for (var n = [], i = 0; i < this._zlevelList.length; i++) { var r = this._zlevelList[i], a = this._layers[r]; a.__builtin__ && a !== this._hoverlayer && (a.__dirty || e) && n.push(a) } for (var o = !0, s = 0; s < n.length; s++) { var a = n[s], l = a.ctx, u = {}; l.save(); var h = e ? a.__startIndex : a.__drawIndex, c = !e && a.incremental && Date.now, f = c && Date.now(), p = a.zlevel === this._zlevelList[0] ? this._backgroundColor : null; if (a.__startIndex === a.__endIndex) a.clear(!1, p); else if (h === a.__startIndex) { var g = t[h]; g.incremental && g.notClear && !e || a.clear(!1, p) } -1 === h && (console.error("For some unknown reason. drawIndex is -1"), h = a.__startIndex); for (var v = h; v < a.__endIndex; v++) { var m = t[v]; if (this._doPaintEl(m, a, e, u), m.__dirty = m.__dirtyText = !1, c) { var y = Date.now() - f; if (y > 15) break } } a.__drawIndex = v, a.__drawIndex < a.__endIndex && (o = !1), u.prevElClipPaths && l.restore(), l.restore() } return hc.wxa && d(this._layers, function (t) { t && t.ctx && t.ctx.draw && t.ctx.draw() }), o }, _doPaintEl: function (t, e, n, i) { var r = e.ctx, a = t.transform; if (!(!e.__dirty && !n || t.invisible || 0 === t.style.opacity || a && !a[0] && !a[3] || t.culling && Ii(t, this._width, this._height))) { var o = t.__clipPaths, s = i.prevElClipPaths; (!s || Ci(o, s)) && (s && (r.restore(), i.prevElClipPaths = null, i.prevEl = null), o && (r.save(), Ti(o, r), i.prevElClipPaths = o)), t.beforeBrush && t.beforeBrush(r), t.brush(r, i.prevEl || null), i.prevEl = t, t.afterBrush && t.afterBrush(r) } }, getLayer: function (t, e) { this._singleCanvas && !this._needsManuallyCompositing && (t = nd); var n = this._layers[t]; return n || (n = new Ff("zr_" + t, this, this.dpr), n.zlevel = t, n.__builtin__ = !0, this._layerConfig[t] && r(n, this._layerConfig[t], !0), e && (n.virtual = e), this.insertLayer(t, n), n.initContext()), n }, insertLayer: function (t, e) { var n = this._layers, i = this._zlevelList, r = i.length, a = null, o = -1, s = this._domRoot; if (n[t]) return void yf("ZLevel " + t + " has been used already"); if (!Mi(e)) return void yf("Layer of zlevel " + t + " is not valid"); if (r > 0 && t > i[0]) { for (o = 0; r - 1 > o && !(i[o] < t && i[o + 1] > t); o++); a = n[i[o]] } if (i.splice(o + 1, 0, t), n[t] = e, !e.virtual) if (a) { var l = a.dom; l.nextSibling ? s.insertBefore(e.dom, l.nextSibling) : s.appendChild(e.dom) } else s.firstChild ? s.insertBefore(e.dom, s.firstChild) : s.appendChild(e.dom) }, eachLayer:

function (t, e) { var n, i, r = this._zlevelList; for (i = 0; i < r.length; i++)n = r[i], t.call(e, this._layers[n], n) }, eachBuiltinLayer: function (t, e) { var n, i, r, a = this._zlevelList; for (r = 0; r < a.length; r++)i = a[r], n = this._layers[i], n.__builtin__ && t.call(e, n, i) }, eachOtherLayer: function (t, e) { var n, i, r, a = this._zlevelList; for (r = 0; r < a.length; r++)i = a[r], n = this._layers[i], n.__builtin__ || t.call(e, n, i) }, getLayers: function () { return this._layers }, _updateLayerStatus: function (t) { function e(t) { r && (r.__endIndex !== t && (r.__dirty = !0), r.__endIndex = t) } if (this.eachBuiltinLayer(function (t) { t.__dirty = t.__used = !1 }), this._singleCanvas) for (var n = 1; n < t.length; n++) { var i = t[n]; if (i.zlevel !== t[n - 1].zlevel || i.incremental) { this._needsManuallyCompositing = !0; break } } for (var r = null, a = 0, n = 0; n < t.length; n++) { var o, i = t[n], s = i.zlevel; i.incremental ? (o = this.getLayer(s + rd, this._needsManuallyCompositing), o.incremental = !0, a = 1) : o = this.getLayer(s + (a > 0 ? id : 0), this._needsManuallyCompositing), o.__builtin__ || yf("ZLevel " + s + " has been used by unkown layer " + o.id), o !== r && (o.__used = !0, o.__startIndex !== n && (o.__dirty = !0), o.__startIndex = n, o.__drawIndex = o.incremental ? -1 : n, e(n), r = o), i.__dirty && (o.__dirty = !0, o.incremental && o.__drawIndex < 0 && (o.__drawIndex = n)) } e(n), this.eachBuiltinLayer(function (t) { !t.__used && t.getElementCount() > 0 && (t.__dirty = !0, t.__startIndex = t.__endIndex = t.__drawIndex = 0), t.__dirty && t.__drawIndex < 0 && (t.__drawIndex = t.__startIndex) }) }, clear: function () { return this.eachBuiltinLayer(this._clearLayer), this }, _clearLayer: function (t) { t.clear() }, setBackgroundColor: function (t) { this._backgroundColor = t }, configLayer: function (t, e) { if (e) { var n = this._layerConfig; n[t] ? r(n[t], e, !0) : n[t] = e; for (var i = 0; i < this._zlevelList.length; i++) { var a = this._zlevelList[i]; if (a === t || a === t + id) { var o = this._layers[a]; r(o, n[t], !0) } } } }, delLayer: function (t) { var e = this._layers, n = this._zlevelList, i = e[t]; i && (i.dom.parentNode.removeChild(i.dom), delete e[t], n.splice(u(n, t), 1)) }, resize: function (t, e) { if (this._domRoot.style) { var n = this._domRoot; n.style.display = "none"; var i = this._opts; if (null != t && (i.width = t), null != e && (i.height = e), t = this._getSize(0), e = this._getSize(1), n.style.display = "", this._width !== t || e !== this._height) { n.style.width = t + "px", n.style.height = e + "px"; for (var r in this._layers) this._layers.hasOwnProperty(r) && this._layers[r].resize(t, e); d(this._progressiveLayers, function (n) { n.resize(t,

e) }), this.refresh(!0) } this._width = t, this._height = e } else { if (null == t || null == e) return; this._width = t, this._height = e, this.getLayer(nd).resize(t, e) } return this }, clearLayer: function (t) { var e = this._layers[t]; e && e.clear() }, dispose: function () { this.root.innerHTML = "", this.root = this.storage = this._domRoot = this._layers = null }, getRenderedCanvas: function (t) { if (t = t || {}, this._singleCanvas && !this._compositeManually) return this._layers[nd].dom; var e = new Ff("image", this, t.pixelRatio || this.dpr); if (e.initContext(), e.clear(!1, t.backgroundColor || this._backgroundColor), t.pixelRatio <= this.dpr) { this.refresh(); var n = e.dom.width, i = e.dom.height, r = e.ctx; this.eachLayer(function (t) { t.__builtin__ ? r.drawImage(t.dom, 0, 0, n, i) : t.renderToCanvas && (e.ctx.save(), t.renderToCanvas(e.ctx), e.ctx.restore()) }) } else for (var a = {}, o = this.storage.getDisplayList(!0), s = 0; s < o.length; s++) { var l = o[s]; this._doPaintEl(l, e, !0, a) } return e.dom }, getWidth: function () { return this._width }, getHeight: function () { return this._height }, _getSize: function (t) { var e = this._opts, n = ["width", "height"][t], i = ["clientWidth", "clientHeight"][t], r = ["paddingLeft", "paddingTop"][t], a = ["paddingRight", "paddingBottom"][t]; if (null != e[n] && "auto" !== e[n]) return parseFloat(e[n]); var o = this.root, s = document.defaultView.getComputedStyle(o); return (o[i] || Si(s[n]) || Si(o.style[n])) - (Si(s[r]) || 0) - (Si(s[a]) || 0) | 0 }, pathToImage: function (t, e) { e = e || this.dpr; var n = document.createElement("canvas"), i = n.getContext("2d"), r = t.getBoundingRect(), a = t.style, o = a.shadowBlur * e, s = a.shadowOffsetX * e, l = a.shadowOffsetY * e, u = a.hasStroke() ? a.lineWidth : 0, h = Math.max(u / 2, -s + o), c = Math.max(u / 2, s + o), f = Math.max(u / 2, -l + o), d = Math.max(u / 2, l + o), p = r.width + h + c, g = r.height + f + d; n.width = p * e, n.height = g * e, i.scale(e, e), i.clearRect(0, 0, p, g), i.dpr = e; var v = { position: t.position, rotation: t.rotation, scale: t.scale }; t.position = [h - r.x, f - r.y], t.rotation = 0, t.scale = [1, 1], t.updateTransform(), t && t.brush(i); var m = bi, y = new m({ style: { x: 0, y: 0, image: n } }); return null != v.position && (y.position = t.position = v.position), null != v.rotation && (y.rotation = t.rotation = v.rotation), null != v.scale && (y.scale = t.scale = v.scale), y } }; var ld = function (t) {
  t = t || {}, this.stage = t.stage || {}, this.onframe = t.onframe || function () { }, this._clips = [], this._running = !1, this._time, this._pausedTime,

```
this._pauseStart, this._paused = !1, Oc.call(this)
  }; ld.prototype = { constructor: ld, addClip: function (t) { this._clips.push(t) },
addAnimator: function (t) { t.animation = this; for (var e = t.getClips(), n = 0; n
< e.length; n++)this.addClip(e[n]) }, removeClip: function (t) { var e =
u(this._clips, t); e >= 0 && this._clips.splice(e, 1) }, removeAnimator: function
(t) { for (var e = t.getClips(), n = 0; n < e.length; n++)this.removeClip(e[n]);
t.animation = null }, _update: function () { for (var t = (new Date).getTime() -
this._pausedTime, e = t - this._time, n = this._clips, i = n.length, r = [], a = [], o
= 0; i > o; o++) { var s = n[o], l = s.step(t, e); l && (r.push(l), a.push(s)) } for
(var o = 0; i > o;)n[o]._needsRemove ? (n[o] = n[i - 1], n.pop(), i--) : o++; i =
r.length; for (var o = 0; i > o; o++)a[o].fire(r[o]); this._time = t, this.onframe(e),
this.trigger("frame", e), this.stage.update && this.stage.update() },
_startLoop: function () { function t() { e._running && (Nf(t), !e._paused &&
e._update()) } var e = this; this._running = !0, Nf(t) }, start: function () {
this._time = (new Date).getTime(), this._pausedTime = 0, this._startLoop() },
stop: function () { this._running = !1 }, pause: function () { this._paused ||
(this._pauseStart = (new Date).getTime(), this._paused = !0) }, resume:
function () { this._paused && (this._pausedTime += (new Date).getTime() -
this._pauseStart, this._paused = !1) }, clear: function () { this._clips = [] },
isFinished: function () { return !this._clips.length }, animate: function (t, e) { e
= e || {}; var n = new df(t, e.loop, e.getter, e.setter); return
this.addAnimator(n), n } }, c(ld, Oc); var ud = 300, hd = ["click", "dblclick",
"mousewheel", "mouseout", "mouseup", "mousedown", "mousemove",
"contextmenu"], cd = ["touchstart", "touchend", "touchmove"], fd = {
pointerdown: 1, pointerup: 1, pointermove: 1, pointerout: 1 }, dd = p(hd,
function (t) { var e = t.replace("mouse", "pointer"); return fd[e] ? e : t }), pd = {
mousemove: function (t) { t = ye(this.dom, t), this.trigger("mousemove", t) },
mouseout: function (t) { t = ye(this.dom, t); var e = t.toElement ||
t.relatedTarget; if (e !== this.dom) for (; e && 9 !== e.nodeType;) { if (e ===
this.dom) return; e = e.parentNode } this.trigger("mouseout", t) }, touchstart:
function (t) { t = ye(this.dom, t), t.zrByTouch = !0, this._lastTouchMoment =
new Date, this.handler.processGesture(this, t, "start"),
pd.mousemove.call(this, t), pd.mousedown.call(this, t), Ai(this) }, touchmove:
function (t) { t = ye(this.dom, t), t.zrByTouch = !0,
```

this.handler.processGesture(this, t, "change"), pd.mousemove.call(this, t), Ai(this) }, touchend: function (t) { t = ye(this.dom, t), t.zrByTouch = !0, this.handler.processGesture(this, t, "end"), pd.mouseup.call(this, t), +new Date - this._lastTouchMoment < ud && pd.click.call(this, t), Ai(this) }, pointerdown: function (t) { pd.mousedown.call(this, t) }, pointermove: function (t) { Pi(t) || pd.mousemove.call(this, t) }, pointerup: function (t) { pd.mouseup.call(this, t) }, pointerout: function (t) { Pi(t) || pd.mouseout.call(this, t) } }; d(["click", "mousedown", "mouseup", "mousewheel", "dblclick", "contextmenu"], function (t) { pd[t] = function (e) { e = ye(this.dom, e), this.trigger(t, e) } }); var gd = Li.prototype; gd.dispose = function () { for (var t = hd.concat(cd), e = 0; e < t.length; e++) { var n = t[e]; xe(this.dom, Di(n), this._handlers[n]) } }, gd.setCursor = function (t) { this.dom.style && (this.dom.style.cursor = t || "default") }, c(Li, Oc); var vd = !hc.canvasSupported, md = { canvas: sd }, yd = {}, _d = "4.1.1", xd = function (t, e, n) { n = n || {}, this.dom = e, this.id = t; var i = this, r = new Tf, a = n.renderer; if (vd) { if (!md.vml) throw new Error("You need to require 'zrender/vml/vml' to support IE8"); a = "vml" } else a && md[a] || (a = "canvas"); var o = new md[a](e, r, n, t); this.storage = r, this.painter = o; var s = hc.node || hc.worker ? null : new Li(o.getViewportRoot()); this.handler = new Gc(r, o, s, o.root), this.animation = new ld({ stage: { update: y(this.flush, this) } }), this.animation.start(), this._needsRefresh; var l = r.delFromStorage, u = r.addToStorage; r.delFromStorage = function (t) { l.call(r, t), t && t.removeSelfFromZr(i) }, r.addToStorage = function (t) { u.call(r, t), t.addSelfToZr(i) } }; xd.prototype = { constructor: xd, getId: function () { return this.id }, add: function (t) { this.storage.addRoot(t), this._needsRefresh = !0 }, remove: function (t) { this.storage.delRoot(t), this._needsRefresh = !0 }, configLayer: function (t, e) { this.painter.configLayer && this.painter.configLayer(t, e), this._needsRefresh = !0 }, setBackgroundColor: function (t) { this.painter.setBackgroundColor && this.painter.setBackgroundColor(t), this._needsRefresh = !0 }, refreshImmediately: function () { this._needsRefresh = this._needsRefreshHover = !1, this.painter.refresh(), this._needsRefresh = this._needsRefreshHover = !1 }, refresh: function () { this._needsRefresh = !0 }, flush: function () { var t; this._needsRefresh && (t = !0,

this.refreshImmediately()), this._needsRefreshHover && (t = !0,
this.refreshHoverImmediately()), t && this.trigger("rendered") }, addHover:
function (t, e) { if (this.painter.addHover) { var n = this.painter.addHover(t, e);
return this.refreshHover(), n } }, removeHover: function (t) {
this.painter.removeHover && (this.painter.removeHover(t),
this.refreshHover()) }, clearHover: function () { this.painter.clearHover &&
(this.painter.clearHover(), this.refreshHover()) }, refreshHover: function () {
this._needsRefreshHover = !0 }, refreshHoverImmediately: function () {
this._needsRefreshHover = !1, this.painter.refreshHover &&
this.painter.refreshHover() }, resize: function (t) { t = t || {},
this.painter.resize(t.width, t.height), this.handler.resize() }, clearAnimation:
function () { this.animation.clear() }, getWidth: function () { return
this.painter.getWidth() }, getHeight: function () { return
this.painter.getHeight() }, pathToImage: function (t, e) { return
this.painter.pathToImage(t, e) }, setCursorStyle: function (t) {
this.handler.setCursorStyle(t) }, findHover: function (t, e) { return
this.handler.findHover(t, e) }, on: function (t, e, n) { this.handler.on(t, e, n) },
off: function (t, e) { this.handler.off(t, e) }, trigger: function (t, e) {
this.handler.trigger(t, e) }, clear: function () { this.storage.delRoot(),
this.painter.clear() }, dispose: function () { this.animation.stop(), this.clear(),
this.storage.dispose(), this.painter.dispose(), this.handler.dispose(),
this.animation = this.storage = this.painter = this.handler = null, Fi(this.id) } };
var wd = (Object.freeze || Object)({ version: _d, init: Bi, dispose: Ei,
getInstance: Ri, registerPainter: zi }), bd = d, Sd = S, Md = x, Id = "series\x00",
Cd = ["fontStyle", "fontWeight", "fontSize", "fontFamily", "rich", "tag", "color",
"textBorderColor", "textBorderWidth", "width", "height", "lineHeight", "align",
"verticalAlign", "baseline", "shadowColor", "shadowBlur", "shadowOffsetX",
"shadowOffsetY", "textShadowColor", "textShadowBlur",
"textShadowOffsetX", "textShadowOffsetY", "backgroundColor",
"borderColor", "borderWidth", "borderRadius", "padding"], Td = 0, kd = ".", Dd
= "___EC__COMPONENT__CONTAINER___", Ad = 0, Pd = function (t) { for (var
e = 0; e < t.length; e++)t[e][1] || (t[e][1] = t[e][0]); return function (e, n, i) { for
(var r = {}, a = 0; a < t.length; a++) { var o = t[a][1]; if (!(n && u(n, o) >= 0 || i
&& u(i, o) < 0)) { var s = e.getShallow(o); null != s && (r[t[a][0]] = s) } } return r

} }, Od = Pd([["lineWidth", "width"], ["stroke", "color"], ["opacity"], ["shadowBlur"], ["shadowOffsetX"], ["shadowOffsetY"], ["shadowColor"]]), Ld = { getLineStyle: function (t) { var e = Od(this, t); return e.lineDash = this.getLineDash(e.lineWidth), e }, getLineDash: function (t) { null == t && (t = 1); var e = this.get("type"), n = Math.max(t, 2), i = 4 * t; return "solid" === e || null == e ? !1 : "dashed" === e ? [i, i] : [n, n] } }, Bd = Pd([["fill", "color"], ["shadowBlur"], ["shadowOffsetX"], ["shadowOffsetY"], ["opacity"], ["shadowColor"]]), Ed = { getAreaStyle: function (t, e) { return Bd(this, t, e) } }, Rd = Math.pow, zd = Math.sqrt, Fd = 1e-8, Nd = 1e-4, Vd = zd(3), Wd = 1 / 3, Hd = W(), Gd = W(), Xd = W(), qd = Math.min, Ud = Math.max, jd = Math.sin, Yd = Math.cos, Zd = 2 * Math.PI, $d = W(), Qd = W(), Kd = W(), Jd = [], tp = [], ep = { M: 1, L: 2, C: 3, Q: 4, A: 5, Z: 6, R: 7 }, np = [], ip = [], rp = [], ap = [], op = Math.min, sp = Math.max, lp = Math.cos, up = Math.sin, hp = Math.sqrt, cp = Math.abs, fp = "undefined" != typeof Float32Array, dp = function (t) { this._saveData = !t, this._saveData && (this.data = []), this._ctx = null }; dp.prototype = { constructor: dp, _xi: 0, _yi: 0, _x0: 0, _y0: 0, _ux: 0, _uy: 0, _len: 0, _lineDash: null, _dashOffset: 0, _dashIdx: 0, _dashSum: 0, setScale: function (t, e, n) { n = n || 0, this._ux = cp(n / vf / t) || 0, this._uy = cp(n / vf / e) || 0 }, getContext: function () { return this._ctx }, beginPath: function (t) { return this._ctx = t, t && t.beginPath(), t && (this.dpr = t.dpr), this._saveData && (this._len = 0), this._lineDash && (this._lineDash = null, this._dashOffset = 0), this }, moveTo: function (t, e) { return this.addData(ep.M, t, e), this._ctx && this._ctx.moveTo(t, e), this._x0 = t, this._y0 = e, this._xi = t, this._yi = e, this }, lineTo: function (t, e) { var n = cp(t - this._xi) > this._ux || cp(e - this._yi) > this._uy || this._len < 5; return this.addData(ep.L, t, e), this._ctx && n && (this._needsDash() ? this._dashedLineTo(t, e) : this._ctx.lineTo(t, e)), n && (this._xi = t, this._yi = e), this }, bezierCurveTo: function (t, e, n, i, r, a) { return this.addData(ep.C, t, e, n, i, r, a), this._ctx && (this._needsDash() ? this._dashedBezierTo(t, e, n, i, r, a) : this._ctx.bezierCurveTo(t, e, n, i, r, a)), this._xi = r, this._yi = a, this }, quadraticCurveTo: function (t, e, n, i) { return this.addData(ep.Q, t, e, n, i), this._ctx && (this._needsDash() ? this._dashedQuadraticTo(t, e, n, i) : this._ctx.quadraticCurveTo(t, e, n, i)), this._xi = n, this._yi = i, this }, arc: function (t, e, n, i, r, a) { return this.addData(ep.A, t, e, n, n, i, r - i, 0, a ? 0 : 1), this._ctx && this._ctx.arc(t, e,

n, i, r, a), this._xi = lp(r) * n + t, this._yi = up(r) * n + e, this }, arcTo: function (t, e, n, i, r) { return this._ctx && this._ctx.arcTo(t, e, n, i, r), this }, rect: function (t, e, n, i) { return this._ctx && this._ctx.rect(t, e, n, i), this.addData(ep.R, t, e, n, i), this }, closePath: function () { this.addData(ep.Z); var t = this._ctx, e = this._x0, n = this._y0; return t && (this._needsDash() && this._dashedLineTo(e, n), t.closePath()), this._xi = e, this._yi = n, this }, fill: function (t) { t && t.fill(), this.toStatic() }, stroke: function (t) { t && t.stroke(), this.toStatic() }, setLineDash: function (t) { if (t instanceof Array) { this._lineDash = t, this._dashIdx = 0; for (var e = 0, n = 0; n < t.length; n++)e += t[n]; this._dashSum = e } return this }, setLineDashOffset: function (t) { return this._dashOffset = t, this }, len: function () { return this._len }, setData: function (t) { var e = t.length; this.data && this.data.length === e || !fp || (this.data = new Float32Array(e)); for (var n = 0; e > n; n++)this.data[n] = t[n]; this._len = e }, appendPath: function (t) { t instanceof Array || (t = [t]); for (var e = t.length, n = 0, i = this._len, r = 0; e > r; r++)n += t[r].len(); fp && this.data instanceof Float32Array && (this.data = new Float32Array(i + n)); for (var r = 0; e > r; r++)for (var a = t[r].data, o = 0; o < a.length; o++)this.data[i++] = a[o]; this._len = i }, addData: function (t) { if (this._saveData) { var e = this.data; this._len + arguments.length > e.length && (this._expandData(), e = this.data); for (var n = 0; n < arguments.length; n++)e[this._len++] = arguments[n]; this._prevCmd = t } }, _expandData: function () { if (!(this.data instanceof Array)) { for (var t = [], e = 0; e < this._len; e++)t[e] = this.data[e]; this.data = t } }, _needsDash: function () { return this._lineDash }, _dashedLineTo: function (t, e) { var n, i, r = this._dashSum, a = this._dashOffset, o = this._lineDash, s = this._ctx, l = this._xi, u = this._yi, h = t - l, c = e - u, f = hp(h * h + c * c), d = l, p = u, g = o.length; for (h /= f, c /= f, 0 > a && (a = r + a), a %= r, d -= a * h, p -= a * c; h > 0 && t >= d || 0 > h && d >= t || 0 === h && (c > 0 && e >= p || 0 > c && p >= e);)i = this._dashIdx, n = o[i], d += h * n, p += c * n, this._dashIdx = (i + 1) % g, h > 0 && l > d || 0 > h && d > l || c > 0 && u > p || 0 > c && p > u || s[i % 2 ? "moveTo" : "lineTo"](h >= 0 ? op(d, t) : sp(d, t), c >= 0 ? op(p, e) : sp(p, e)); h = d - t, c = p - e, this._dashOffset = -hp(h * h + c * c) }, _dashedBezierTo: function (t, e, n, i, r, a) { var o, s, l, u, h, c = this._dashSum, f = this._dashOffset, d = this._lineDash, p = this._ctx, g = this._xi, v = this._yi, m = ur, y = 0, _ = this._dashIdx, x =

d.length, w = 0; for (0 > f && (f = c + f), f %= c, o = 0; 1 > o; o += .1)s = m(g, t, n, r, o + .1) - m(g, t, n, r, o), l = m(v, e, i, a, o + .1) - m(v, e, i, a, o), y += hp(s * s + l * l); for (; x > _ && (w += d[_], !(w > f)); _++); for (o = (w - f) / y; 1 >= o;)u = m(g, t, n, r, o), h = m(v, e, i, a, o), _ % 2 ? p.moveTo(u, h) : p.lineTo(u, h), o += d[_] / y, _ = (_ + 1) % x; _ % 2 !== 0 && p.lineTo(r, a), s = r - u, l = a - h, this._dashOffset = -hp(s * s + l * l) }, _dashedQuadraticTo: function (t, e, n, i) { var r = n, a = i; n = (n + 2 * t) / 3, i = (i + 2 * e) / 3, t = (this._xi + 2 * t) / 3, e = (this._yi + 2 * e) / 3, this._dashedBezierTo(t, e, n, i, r, a) }, toStatic: function () { var t = this.data; t instanceof Array && (t.length = this._len, fp && (this.data = new Float32Array(t))) }, getBoundingRect: function () { np[0] = np[1] = rp[0] = rp[1] = Number.MAX_VALUE, ip[0] = ip[1] = ap[0] = ap[1] = -Number.MAX_VALUE; for (var t = this.data, e = 0, n = 0, i = 0, r = 0, a = 0; a < t.length;) { var o = t[a++]; switch (1 === a && (e = t[a], n = t[a + 1], i = e, r = n), o) { case ep.M: i = t[a++], r = t[a++], e = i, n = r, rp[0] = i, rp[1] = r, ap[0] = i, ap[1] = r; break; case ep.L: br(e, n, t[a], t[a + 1], rp, ap), e = t[a++], n = t[a++]; break; case ep.C: Sr(e, n, t[a++], t[a++], t[a++], t[a++], t[a], t[a + 1], rp, ap), e = t[a++], n = t[a++]; break; case ep.Q: Mr(e, n, t[a++], t[a++], t[a], t[a + 1], rp, ap), e = t[a++], n = t[a++]; break; case ep.A: var s = t[a++], l = t[a++], u = t[a++], h = t[a++], c = t[a++], f = t[a++] + c; a += 1; var d = 1 - t[a++]; 1 === a && (i = lp(c) * u + s, r = up(c) * h + l), lr(s, l, u, h, c, f, d, rp, ap), e = lp(f) * u + s, n = up(f) * h + l; break; case ep.R: i = e = t[a++], r = n = t[a++]; var p = t[a++], g = t[a++]; br(i, r, i + p, r + g, rp, ap); break; case ep.Z: e = i, n = r }oe(np, np, rp), se(ip, ip, ap) } return 0 === a && (np[0] = np[1] = ip[0] = ip[1] = 0), new wn(np[0], np[1], ip[0] - np[0], ip[1] - np[1]) }, rebuildPath: function (t) { for (var e, n, i, r, a, o, s = this.data, l = this._ux, u = this._uy, h = this._len, c = 0; h > c;) { var f = s[c++]; switch (1 === c && (i = s[c], r = s[c + 1], e = i, n = r), f) { case ep.M: e = i = s[c++], n = r = s[c++], t.moveTo(i, r); break; case ep.L: a = s[c++], o = s[c++], (cp(a - i) > l || cp(o - r) > u || c === h - 1) && (t.lineTo(a, o), i = a, r = o); break; case ep.C: t.bezierCurveTo(s[c++], s[c++], s[c++], s[c++], s[c++], s[c++]), i = s[c - 2], r = s[c - 1]; break; case ep.Q: t.quadraticCurveTo(s[c++], s[c++], s[c++], s[c++]), i = s[c - 2], r = s[c - 1]; break; case ep.A: var d = s[c++], p = s[c++], g = s[c++], v = s[c++], m = s[c++], y = s[c++], _ = s[c++], x = s[c++], w = g > v ? g : v, b = g > v ? 1 : g / v, S = g > v ? v / g : 1, M = Math.abs(g - v) > .001, l =

m + y; M ? (t.translate(d, p), t.rotate(_), t.scale(b, S), t.arc(0, 0, w, m, l, 1 - x), t.scale(1 / b, 1 / S), t.rotate(-_), t.translate(-d, -p)) : t.arc(d, p, w, m, l, 1 - x), 1 === c && (e = lp(m) * g + d, n = up(m) * v + p), i = lp(l) * g + d, r = up(l) * v + p; break; case ep.R: e = i = s[c], n = r = s[c + 1], t.rect(s[c++], s[c++], s[c++], s[c++]); break; case ep.Z: t.closePath(), i = e, r = n } } }, dp.CMD = ep; var pp = 2 * Math.PI, gp = 2 * Math.PI, vp = dp.CMD, mp = 2 * Math.PI, yp = 1e-4, _p = [-1, -1, -1], xp = [-1, -1], wp = zf.prototype.getCanvasPattern, bp = Math.abs, Sp = new dp(!0); Vr.prototype = { constructor: Vr, type: "path", __dirtyPath: !0, strokeContainThreshold: 5, segmentIgnoreThreshold: 0, subPixelOptimize: !1, brush: function (t, e) { var n = this.style, i = this.path || Sp, r = n.hasStroke(), a = n.hasFill(), o = n.fill, s = n.stroke, l = a && !!o.colorStops, u = r && !!s.colorStops, h = a && !!o.image, c = r && !!s.image; if (n.bind(t, this, e), this.setTransform(t), this.__dirty) { var f; l && (f = f || this.getBoundingRect(), this._fillGradient = n.getGradient(t, o, f)), u && (f = f || this.getBoundingRect(), this._strokeGradient = n.getGradient(t, s, f)) } l ? t.fillStyle = this._fillGradient : h && (t.fillStyle = wp.call(o, t)), u ? t.strokeStyle = this._strokeGradient : c && (t.strokeStyle = wp.call(s, t)); var d = n.lineDash, p = n.lineDashOffset, g = !!t.setLineDash, v = this.getGlobalScale(); if (i.setScale(v[0], v[1], this.segmentIgnoreThreshold), this.__dirtyPath || d && !g && r ? (i.beginPath(t), d && !g && (i.setLineDash(d), i.setLineDashOffset(p)), this.buildPath(i, this.shape, !1), this.path && (this.__dirtyPath = !1)) : (t.beginPath(), this.path.rebuildPath(t)), a) if (null != n.fillOpacity) { var m = t.globalAlpha; t.globalAlpha = n.fillOpacity * n.opacity, i.fill(t), t.globalAlpha = m } else i.fill(t); if (d && g && (t.setLineDash(d), t.lineDashOffset = p), r) if (null != n.strokeOpacity) { var m = t.globalAlpha; t.globalAlpha = n.strokeOpacity * n.opacity, i.stroke(t), t.globalAlpha = m } else i.stroke(t); d && g && t.setLineDash([]), null != n.text && (this.restoreTransform(t), this.drawRectText(t, this.getBoundingRect())) }, buildPath: function () { }, createPathProxy: function () { this.path = new dp }, getBoundingRect: function () { var t = this._rect, e = this.style, n = !t; if (n) { var i = this.path; i || (i = this.path = new dp), this.__dirtyPath && (i.beginPath(), this.buildPath(i, this.shape, !1)), t = i.getBoundingRect() } if (this._rect = t, e.hasStroke()) { var r = this._rectWithStroke || (this._rectWithStroke = t.clone()); if (this.__dirty || n) { r.copy(t); var a = e.lineWidth, o = e.strokeNoScale ? this.getLineScale() : 1;

e.hasFill() || (a = Math.max(a, this.strokeContainThreshold || 4)), o > 1e-10 && (r.width += a / o, r.height += a / o, r.x -= a / o / 2, r.y -= a / o / 2) } return r } return t }, contain: function (t, e) { var n = this.transformCoordToLocal(t, e), i = this.getBoundingRect(), r = this.style; if (t = n[0], e = n[1], i.contain(t, e)) { var a = this.path.data; if (r.hasStroke()) { var o = r.lineWidth, s = r.strokeNoScale ? this.getLineScale() : 1; if (s > 1e-10 && (r.hasFill() || (o = Math.max(o, this.strokeContainThreshold)), Nr(a, o / s, t, e))) return !0 } if (r.hasFill()) return Fr(a, t, e) } return !1 }, dirty: function (t) { null == t && (t = !0), t && (this.__dirtyPath = t, this._rect = null), this.__dirty = this.__dirtyText = !0, this.__zr && this.__zr.refresh(), this.__clipTarget && this.__clipTarget.dirty() }, animateShape: function (t) { return this.animate("shape", t) }, attrKV: function (t, e) { "shape" === t ? (this.setShape(e), this.__dirtyPath = !0, this._rect = null) : wi.prototype.attrKV.call(this, t, e) }, setShape: function (t, e) { var n = this.shape; if (n) { if (S(t)) for (var i in t) t.hasOwnProperty(i) && (n[i] = t[i]); else n[t] = e; this.dirty(!0) } return this }, getLineScale: function () { var t = this.transform; return t && bp(t[0] - 1) > 1e-10 && bp(t[3] - 1) > 1e-10 ? Math.sqrt(bp(t[0] * t[3] - t[2] * t[1])) : 1 } }, Vr.extend = function (t) { var e = function (e) { Vr.call(this, e), t.style && this.style.extendFrom(t.style, !1); var n = t.shape; if (n) { this.shape = this.shape || {}; var i = this.shape; for (var r in n) !i.hasOwnProperty(r) && n.hasOwnProperty(r) && (i[r] = n[r]) } t.init && t.init.call(this, e) }; h(e, Vr); for (var n in t) "style" !== n && "shape" !== n && (e.prototype[n] = t[n]); return e }, h(Vr, wi); var Mp = dp.CMD, Ip = [[], [], []], Cp = Math.sqrt, Tp = Math.atan2, kp = function (t, e) { var n, i, r, a, o, s, l = t.data, u = Mp.M, h = Mp.C, c = Mp.L, f = Mp.R, d = Mp.A, p = Mp.Q; for (r = 0, a = 0; r < l.length;) { switch (n = l[r++], a = r, i = 0, n) { case u: i = 1; break; case c: i = 1; break; case h: i = 3; break; case p: i = 2; break; case d: var g = e[4], v = e[5], m = Cp(e[0] * e[0] + e[1] * e[1]), y = Cp(e[2] * e[2] + e[3] * e[3]), _ = Tp(-e[1] / y, e[0] / m); l[r] *= m, l[r++] += g, l[r] *= y, l[r++] += v, l[r++] *= m, l[r++] *= y, l[r++] += _, l[r++] += _, r += 2, a = r; break; case f: s[0] = l[r++], s[1] = l[r++], ae(s, s, e), l[a++] = s[0], l[a++] = s[1], s[0] += l[r++], s[1] += l[r++], ae(s, s, e), l[a++] = s[0], l[a++] = s[1] }for (o = 0; i > o; o++) { var s = Ip[o]; s[0] = l[r++], s[1] = l[r++], ae(s, s, e), l[a++] = s[0], l[a++] = s[1] } } }, Dp = Math.sqrt, Ap = Math.sin, Pp = Math.cos, Op = Math.PI, Lp = function (t) { return Math.sqrt(t[0] * t[0] + t[1] * t[1]) }, Bp = function (t, e) {

return (t[0] * e[0] + t[1] * e[1]) / (Lp(t) * Lp(e)) }, Ep = function (t, e) { return (t[0] * e[1] < t[1] * e[0] ? -1 : 1) * Math.acos(Bp(t, e)) }, Rp = /([mlvhzcqtsa])([^mlvhzcqtsa]*)/gi, zp = /-?([0-9]*\.)?[0-9]+([eE]-?[0-9]+)?/g, Fp = function (t) { wi.call(this, t) }; Fp.prototype = { constructor: Fp, type: "text", brush: function (t, e) { var n = this.style; this.__dirty && ii(n, !0), n.fill = n.stroke = n.shadowBlur = n.shadowColor = n.shadowOffsetX = n.shadowOffsetY = null; var i = n.text; return null != i && (i += ""), xi(i, n) ? (this.setTransform(t), ai(this, t, i, n, null, e), void this.restoreTransform(t)) : void (t.__attrCachedBy = Af.NONE) }, getBoundingRect: function () { var t = this.style; if (this.__dirty && ii(t, !0), !this._rect) { var e = t.text; null != e ? e += "" : e = ""; var n = Vn(t.text + "", t.font, t.textAlign, t.textVerticalAlign, t.textPadding, t.textLineHeight, t.rich); if (n.x += t.x || 0, n.y += t.y || 0, vi(t.textStroke, t.textStrokeWidth)) { var i = t.textStrokeWidth; n.x -= i / 2, n.y -= i / 2, n.width += i, n.height += i } this._rect = n } return this._rect } }, h(Fp, wi); var Np = Vr.extend({ type: "circle", shape: { cx: 0, cy: 0, r: 0 }, buildPath: function (t, e, n) { n && t.moveTo(e.cx + e.r, e.cy), t.arc(e.cx, e.cy, e.r, 0, 2 * Math.PI, !0) } }), Vp = [["shadowBlur", 0], ["shadowColor", "#000"], ["shadowOffsetX", 0], ["shadowOffsetY", 0]], Wp = function (t) { return hc.browser.ie && hc.browser.version >= 11 ? function () { var e, n = this.__clipPaths, i = this.style; if (n) for (var r = 0; r < n.length; r++) { var a = n[r], o = a && a.shape, s = a && a.type; if (o && ("sector" === s && o.startAngle === o.endAngle || "rect" === s && (!o.width || !o.height))) { for (var l = 0; l < Vp.length; l++)Vp[l][2] = i[Vp[l][0]], i[Vp[l][0]] = Vp[l][1]; e = !0; break } } if (t.apply(this, arguments), e) for (var l = 0; l < Vp.length; l++)i[Vp[l][0]] = Vp[l][2] } : t }, Hp = Vr.extend({ type: "sector", shape: { cx: 0, cy: 0, r0: 0, r: 0, startAngle: 0, endAngle: 2 * Math.PI, clockwise: !0 }, brush: Wp(Vr.prototype.brush), buildPath: function (t, e) { var n = e.cx, i = e.cy, r = Math.max(e.r0 || 0, 0), a = Math.max(e.r, 0), o = e.startAngle, s = e.endAngle, l = e.clockwise, u = Math.cos(o), h = Math.sin(o); t.moveTo(u * r + n, h * r + i), t.lineTo(u * a + n, h * a + i), t.arc(n, i, a, o, s, !l), t.lineTo(Math.cos(s) * r + n, Math.sin(s) * r + i), 0 !== r && t.arc(n, i, r, s, o, l), t.closePath() } }), Gp = Vr.extend({ type: "ring", shape: { cx: 0, cy: 0, r: 0, r0: 0 }, buildPath: function (t, e) { var n = e.cx, i = e.cy, r = 2 * Math.PI; t.moveTo(n + e.r, i), t.arc(n, i, e.r, 0, r, !1), t.moveTo(n + e.r0, i), t.arc(n, i, e.r0, 0, r, !0) } }), Xp = function (t, e) {

for (var n = t.length, i = [], r = 0, a = 1; n > a; a++)r += ee(t[a - 1], t[a]); var o = r / 2; o = n > o ? n : o; for (var a = 0; o > a; a++) { var s, l, u, h = a / (o - 1) * (e ? n : n - 1), c = Math.floor(h), f = h - c, d = t[c % n]; e ? (s = t[(c - 1 + n) % n], l = t[(c + 1) % n], u = t[(c + 2) % n]) : (s = t[0 === c ? c : c - 1], l = t[c > n - 2 ? n - 1 : c + 1], u = t[c > n - 3 ? n - 1 : c + 2]); var p = f * f, g = f * p; i.push([jr(s[0], d[0], l[0], u[0], f, p, g), jr(s[1], d[1], l[1], u[1], f, p, g)]) } return i }, qp = function (t, e, n, i) { var r, a, o, s, l = [], u = [], h = [], c = []; if (i) { o = [1 / 0, 1 / 0], s = [-1 / 0, -1 / 0]; for (var f = 0, d = t.length; d > f; f++)oe(o, o, t[f]), se(s, s, t[f]); oe(o, o, i[0]), se(s, s, i[1]) } for (var f = 0, d = t.length; d > f; f++) { var p = t[f]; if (n) r = t[f ? f - 1 : d - 1], a = t[(f + 1) % d]; else { if (0 === f || f === d - 1) { l.push(G(t[f])); continue } r = t[f - 1], a = t[f + 1] } j(u, a, r), J(u, u, e); var g = ee(p, r), v = ee(p, a), m = g + v; 0 !== m && (g /= m, v /= m), J(h, u, -g), J(c, u, v); var y = q([], p, h), _ = q([], p, c); i && (se(y, y, o), oe(y, y, s), se(_, _, o), oe(_, _, s)), l.push(y), l.push(_) } return n && l.push(l.shift()), l }, Up = Vr.extend({ type: "polygon", shape: { points: null, smooth: !1, smoothConstraint: null }, buildPath: function (t, e) { Yr(t, e, !0) } }), jp = Vr.extend({ type: "polyline", shape: { points: null, smooth: !1, smoothConstraint: null }, style: { stroke: "#000", fill: null }, buildPath: function (t, e) { Yr(t, e, !1) } }), Yp = Math.round, Zp = {}, $p = Vr.extend({ type: "rect", shape: { r: 0, x: 0, y: 0, width: 0, height: 0 }, buildPath: function (t, e) { var n, i, r, a; this.subPixelOptimize ? ($r(Zp, e, this.style), n = Zp.x, i = Zp.y, r = Zp.width, a = Zp.height, Zp.r = e.r, e = Zp) : (n = e.x, i = e.y, r = e.width, a = e.height), e.r ? ni(t, e) : t.rect(n, i, r, a), t.closePath() } }), Qp = {}, Kp = Vr.extend({ type: "line", shape: { x1: 0, y1: 0, x2: 0, y2: 0, percent: 1 }, style: { stroke: "#000", fill: null }, buildPath: function (t, e) { var n, i, r, a; this.subPixelOptimize ? (Zr(Qp, e, this.style), n = Qp.x1, i = Qp.y1, r = Qp.x2, a = Qp.y2) : (n = e.x1, i = e.y1, r = e.x2, a = e.y2); var o = e.percent; 0 !== o && (t.moveTo(n, i), 1 > o && (r = n * (1 - o) + r * o, a = i * (1 - o) + a * o), t.lineTo(r, a)) }, pointAt: function (t) { var e = this.shape; return [e.x1 * (1 - t) + e.x2 * t, e.y1 * (1 - t) + e.y2 * t] } }), Jp = [], tg = Vr.extend({ type: "bezier-curve", shape: { x1: 0, y1: 0, x2: 0, y2: 0, cpx1: 0, cpy1: 0, percent: 1 }, style: { stroke: "#000", fill: null }, buildPath: function (t, e) { var n = e.x1, i = e.y1, r = e.x2, a = e.y2, o = e.cpx1, s = e.cpy1, l = e.cpx2, u = e.cpy2, h = e.percent; 0 !== h && (t.moveTo(n, i), null == l || null == u ? (1 > h && (_r(n, o, r, h, Jp), o = Jp[1], r =

Jp[2], _r(i, s, a, h, Jp), s = Jp[1], a = Jp[2]), t.quadraticCurveTo(o, s, r, a)) : (1 > h && (dr(n, o, l, r, h, Jp), o = Jp[1], l = Jp[2], r = Jp[3], dr(i, s, u, a, h, Jp), s = Jp[1], u = Jp[2], a = Jp[3]), t.bezierCurveTo(o, s, l, u, r, a))) }, pointAt: function (t) { return Kr(this.shape, t, !1) }, tangentAt: function (t) { var e = Kr(this.shape, t, !0); return te(e, e) } }), eg = Vr.extend({ type: "arc", shape: { cx: 0, cy: 0, r: 0, startAngle: 0, endAngle: 2 * Math.PI, clockwise: !0 }, style: { stroke: "#000", fill: null }, buildPath: function (t, e) { var n = e.cx, i = e.cy, r = Math.max(e.r, 0), a = e.startAngle, o = e.endAngle, s = e.clockwise, l = Math.cos(a), u = Math.sin(a); t.moveTo(l * r + n, u * r + i), t.arc(n, i, r, a, o, !s) } }), ng = Vr.extend({ type: "compound", shape: { paths: null }, _updatePathDirty: function () { for (var t = this.__dirtyPath, e = this.shape.paths, n = 0; n < e.length; n++)t = t || e[n].__dirtyPath; this.__dirtyPath = t, this.__dirty = this.__dirty || t }, beforeBrush: function () { this._updatePathDirty(); for (var t = this.shape.paths || [], e = this.getGlobalScale(), n = 0; n < t.length; n++)t[n].path || t[n].createPathProxy(), t[n].path.setScale(e[0], e[1], t[n].segmentIgnoreThreshold) }, buildPath: function (t, e) { for (var n = e.paths || [], i = 0; i < n.length; i++)n[i].buildPath(t, n[i].shape, !0) }, afterBrush: function () { for (var t = this.shape.paths || [], e = 0; e < t.length; e++)t[e].__dirtyPath = !1 }, getBoundingRect: function () { return this._updatePathDirty(), Vr.prototype.getBoundingRect.call(this) } }), ig = function (t) { this.colorStops = t || [] }; ig.prototype = { constructor: ig, addColorStop: function (t, e) { this.colorStops.push({ offset: t, color: e }) } }; var rg = function (t, e, n, i, r, a) { this.x = null == t ? 0 : t, this.y = null == e ? 0 : e, this.x2 = null == n ? 1 : n, this.y2 = null == i ? 0 : i, this.type = "linear", this.global = a || !1, ig.call(this, r) }; rg.prototype = { constructor: rg }, h(rg, ig); var ag = function (t, e, n, i, r) { this.x = null == t ? .5 : t, this.y = null == e ? .5 : e, this.r = null == n ? .5 : n, this.type = "radial", this.global = r || !1, ig.call(this, i) }; ag.prototype = { constructor: ag }, h(ag, ig), Jr.prototype.incremental = !0, Jr.prototype.clearDisplaybles = function () { this._displayables = [], this._temporaryDisplayables = [], this._cursor = 0, this.dirty(), this.notClear = !1 }, Jr.prototype.addDisplayable = function (t, e) { e ? this._temporaryDisplayables.push(t) : this._displayables.push(t), this.dirty() }, Jr.prototype.addDisplayables = function (t, e) { e = e || !1; for (var n = 0; n <

t.length; n++)this.addDisplayable(t[n], e) }, Jr.prototype.eachPendingDisplayable = function (t) { for (var e = this._cursor; e < this._displayables.length; e++)t && t(this._displayables[e]); for (var e = 0; e < this._temporaryDisplayables.length; e++)t && t(this._temporaryDisplayables[e]) }, Jr.prototype.update = function () { this.updateTransform(); for (var t = this._cursor; t < this._displayables.length; t++) { var e = this._displayables[t]; e.parent = this, e.update(), e.parent = null } for (var t = 0; t < this._temporaryDisplayables.length; t++) { var e = this._temporaryDisplayables[t]; e.parent = this, e.update(), e.parent = null } }, Jr.prototype.brush = function (t) { for (var e = this._cursor; e < this._displayables.length; e++) { var n = this._displayables[e]; n.beforeBrush && n.beforeBrush(t), n.brush(t, e === this._cursor ? null : this._displayables[e - 1]), n.afterBrush && n.afterBrush(t) } this._cursor = e; for (var e = 0; e < this._temporaryDisplayables.length; e++) { var n = this._temporaryDisplayables[e]; n.beforeBrush && n.beforeBrush(t), n.brush(t, 0 === e ? null : this._temporaryDisplayables[e - 1]), n.afterBrush && n.afterBrush(t) } this._temporaryDisplayables = [], this.notClear = !0 }; var og = []; Jr.prototype.getBoundingRect = function () { if (!this._rect) { for (var t = new wn(1 / 0, 1 / 0, -1 / 0, -1 / 0), e = 0; e < this._displayables.length; e++) { var n = this._displayables[e], i = n.getBoundingRect().clone(); n.needLocalTransform() && i.applyTransform(n.getLocalTransform(og)), t.union(i) } this._rect = t } return this._rect }, Jr.prototype.contain = function (t, e) { var n = this.transformCoordToLocal(t, e), i = this.getBoundingRect(); if (i.contain(n[0], n[1])) for (var r = 0; r < this._displayables.length; r++) { var a = this._displayables[r]; if (a.contain(t, e)) return !0 } return !1 }, h(Jr, wi); var sg = Math.max, lg = Math.min, ug = {}, hg = 1, cg = { color: "textFill", textBorderColor: "textStroke", textBorderWidth: "textStrokeWidth" }, fg = "emphasis", dg = "normal", pg = 1, gg = {}, vg = {}, mg = Ur, yg = Qr, _g = F(), xg = 0; na("circle", Np), na("sector", Hp), na("ring", Gp), na("polygon", Up), na("polyline", jp), na("rect", $p), na("line", Kp), na("bezierCurve", tg), na("arc", eg); var wg = (Object.freeze || Object)({ Z2_EMPHASIS_LIFT: hg, CACHED_LABEL_STYLE_PROPERTIES: cg, extendShape: ta, extendPath: ea, registerShape: na, getShapeClass: ia, makePath: ra, makeImage: aa, mergePath: mg, resizePath: sa, subPixelOptimizeLine: la,

subPixelOptimizeRect: ua, subPixelOptimize: yg, setElementHoverStyle: ma, setHoverStyle: Sa, setAsHighDownDispatcher: Ma, isHighDownDispatcher: Ia, getHighlightDigit: Ca, setLabelStyle: Ta, modifyLabelStyle: ka, setTextStyle: Da, setText: Aa, getFont: za, updateProps: Na, initProps: Va, getTransform: Wa, applyTransform: Ha, transformDirection: Ga, groupTransition: Xa, clipPointsByRect: qa, clipRectByRect: Ua, createIcon: ja, linePolygonIntersect: Ya, lineLineIntersect: Za, Group: Mf, Image: bi, Text: Fp, Circle: Np, Sector: Hp, Ring: Gp, Polygon: Up, Polyline: jp, Rect: $p, Line: Kp, BezierCurve: tg, Arc: eg, IncrementalDisplayable: Jr, CompoundPath: ng, LinearGradient: rg, RadialGradient: ag, BoundingRect: wn }), bg = ["textStyle", "color"], Sg = { getTextColor: function (t) { var e = this.ecModel; return this.getShallow("color") || (!t && e ? e.get(bg) : null) }, getFont: function () { return za({ fontStyle: this.getShallow("fontStyle"), fontWeight: this.getShallow("fontWeight"), fontSize: this.getShallow("fontSize"), fontFamily: this.getShallow("fontFamily") }, this.ecModel) }, getTextRect: function (t) { return Vn(t, this.getFont(), this.getShallow("align"), this.getShallow("verticalAlign") || this.getShallow("baseline"), this.getShallow("padding"), this.getShallow("lineHeight"), this.getShallow("rich"), this.getShallow("truncateText")) } }, Mg = Pd([["fill", "color"], ["stroke", "borderColor"], ["lineWidth", "borderWidth"], ["opacity"], ["shadowBlur"], ["shadowOffsetX"], ["shadowOffsetY"], ["shadowColor"], ["textPosition"], ["textAlign"]]), Ig = { getItemStyle: function (t, e) { var n = Mg(this, t, e), i = this.getBorderLineDash(); return i && (n.lineDash = i), n }, getBorderLineDash: function () { var t = this.get("borderType"); return "solid" === t || null == t ? null : "dashed" === t ? [5, 5] : [1, 1] } }, Cg = c, Tg = Yi(); Ka.prototype = { constructor: Ka, init: null, mergeOption: function (t) { r(this.option, t, !0) }, get: function (t, e) { return null == t ? this.option : Ja(this.option, this.parsePath(t), !e && to(this, t)) }, getShallow: function (t, e) { var n = this.option, i = null == n ? n : n[t], r = !e && to(this, t); return null == i && r && (i = r.getShallow(t)), i }, getModel: function (t, e) { var n, i = null == t ? this.option : Ja(this.option, t = this.parsePath(t)); return e = e || (n = to(this, t)) && n.getModel(t), new Ka(i, e, this.ecModel) }, isEmpty: function () { return null == this.option }, restoreData: function () { }, clone: function () { var t = this.constructor; return new t(i(this.option)) }, setReadOnly: function () { },

parsePath: function (t) { return "string" == typeof t && (t = t.split(".")), t }, customizeGetParent: function (t) { Tg(this).getParent = t }, isAnimationEnabled: function () { if (!hc.node) { if (null != this.option.animation) return !!this.option.animation; if (this.parentModel) return this.parentModel.isAnimationEnabled() } } }, nr(Ka), ir(Ka), Cg(Ka, Ld), Cg(Ka, Ed), Cg(Ka, Sg), Cg(Ka, Ig); var kg = 0, Dg = 1e-4, Ag = 9007199254740991, Pg = /^(?:(\d{4})(?:[-\/](\d{1,2})(?:[-\/](\d{1,2})(?:[T](\d{1,2})(?::(\d\d)(?::(\d\d)(?:[.,](\d+))?)?)?(Z|[\+\-]\d\d:?\d\d)?)?)?)?)?$/, Og = (Object.freeze || Object)({ linearMap: ao, parsePercent: oo, round: so, asc: lo, getPrecision: uo, getPrecisionSafe: ho, getPixelPrecision: co, getPercentWithPrecision: fo, MAX_SAFE_INTEGER: Ag, remRadian: po, isRadianAroundZero: go, parseDate: vo, quantity: mo, nice: _o, quantile: xo, reformIntervals: wo, isNumeric: bo }), Lg = O, Bg = /([&<>"'])/g, Eg = { "&": "&", "<": "<", ">": ">", '"': """, "'": "'" }, Rg = ["a", "b", "c", "d", "e", "f", "g"], zg = function (t, e) { return "{" + t + (null == e ? "" : e) + "}" }, Fg = Un, Ng = (Object.freeze || Object)({ addCommas: So, toCamelCase: Mo, normalizeCssArray: Lg, encodeHTML: Io, formatTpl: Co, formatTplSimple: To, getTooltipMarker: ko, formatTime: Ao, capitalFirst: Po, truncateText: Fg, getTextBoundingRect: Oo, getTextRect: Lo }), Vg = d, Wg = ["left", "right", "top", "bottom", "width", "height"], Hg = [["width", "left", "right"], ["height", "top", "bottom"]], Gg = Bo, Xg = (_(Bo, "vertical"), _(Bo, "horizontal"), { getBoxLayoutParams: function () { return { left: this.get("left"), top: this.get("top"), right: this.get("right"), bottom: this.get("bottom"), width: this.get("width"), height: this.get("height") } } }), qg = Yi(), Ug = Ka.extend({ type: "component", id: "", name: "", mainType: "", subType: "", componentIndex: 0, defaultOption: null, ecModel: null, dependentModels: [], uid: null, layoutMode: null, $constructor: function (t, e, n, i) { Ka.call(this, t, e, n, i), this.uid = eo("ec_cpt_model") }, init: function (t, e, n) { this.mergeDefaultAndTheme(t, n) }, mergeDefaultAndTheme: function (t, e) { var n = this.layoutMode, i = n ? zo(t) : {}, a = e.getTheme(); r(t, a.get(this.mainType)), r(t, this.getDefaultOption()), n && Ro(t, i, n) }, mergeOption: function (t) { r(this.option, t, !0); var e = this.layoutMode; e && Ro(this.option, t, e) }, optionUpdated: function () { }, getDefaultOption: function () { var t = qg(this); if (!t.defaultOption) { for (var e = [], n =

```
this.constructor; n;) { var i = n.prototype.defaultOption; i && e.push(i), n =
n.superClass } for (var a = {}, o = e.length - 1; o >= 0; o--)a = r(a, e[o], !0);
t.defaultOption = a } return t.defaultOption }, getReferringComponents:
function (t) { return this.ecModel.queryComponents({ mainType: t, index:
this.get(t + "Index", !0), id: this.get(t + "Id", !0) }) } }); or(Ug, {
registerWhenExtend: !0 }), no(Ug), io(Ug, No), c(Ug, Xg); var jg = "";
"undefined" != typeof navigator && (jg = navigator.platform || ""); var Yg = {
color: ["#c23531", "#2f4554", "#61a0a8", "#d48265", "#91c7ae", "#749f83",
"#ca8622", "#bda29a", "#6e7074", "#546570", "#c4ccd3"], gradientColor:
["#f6efa6", "#d88273", "#bf444c"], textStyle: { fontFamily: jg.match(/^Win/) ?
"Microsoft YaHei" : "sans-serif", fontSize: 12, fontStyle: "normal", fontWeight:
"normal" }, blendMode: null, animation: "auto", animationDuration: 1e3,
animationDurationUpdate: 300, animationEasing: "exponentialOut",
animationEasingUpdate: "cubicOut", animationThreshold: 2e3,
progressiveThreshold: 3e3, progressive: 400, hoverLayerThreshold: 3e3,
useUTC: !1 }, Zg = Yi(), $g = {
    clearColorPalette: function () { Zg(this).colorIdx = 0,
Zg(this).colorNameMap = {} }, getColorFromPalette: function (t, e, n) {
      e = e || this; var i = Zg(e), r = i.colorIdx || 0, a = i.colorNameMap =
i.colorNameMap || {};
      if (a.hasOwnProperty(t)) return a[t]; var o = Ni(this.get("color", !0)), s =
this.get("colorLayer", !0), l = null != n && s ? Vo(s, n) : o; if (l = l || o, l &&
l.length) { var u = l[r]; return t && (a[t] = u), i.colorIdx = (r + 1) % l.length, u }
    }
  }, Qg = { cartesian2d: function (t, e, n, i) { var r =
t.getReferringComponents("xAxis")[0], a =
t.getReferringComponents("yAxis")[0]; e.coordSysDims = ["x", "y"], n.set("x",
r), n.set("y", a), Ho(r) && (i.set("x", r), e.firstCategoryDimIndex = 0), Ho(a) &&
(i.set("y", a), e.firstCategoryDimIndex = 1) }, singleAxis: function (t, e, n, i) {
var r = t.getReferringComponents("singleAxis")[0]; e.coordSysDims =
["single"], n.set("single", r), Ho(r) && (i.set("single", r),
e.firstCategoryDimIndex = 0) }, polar: function (t, e, n, i) { var r =
t.getReferringComponents("polar")[0], a = r.findAxisModel("radiusAxis"), o =
r.findAxisModel("angleAxis"); e.coordSysDims = ["radius", "angle"],
```

n.set("radius", a), n.set("angle", o), Ho(a) && (i.set("radius", a), e.firstCategoryDimIndex = 0), Ho(o) && (i.set("angle", o), e.firstCategoryDimIndex = 1) }, geo: function (t, e) { e.coordSysDims = ["lng", "lat"] }, parallel: function (t, e, n, i) { var r = t.ecModel, a = r.getComponent("parallel", t.get("parallelIndex")), o = e.coordSysDims = a.dimensions.slice(); d(a.parallelAxisIndex, function (t, a) { var s = r.getComponent("parallelAxis", t), l = o[a]; n.set(l, s), Ho(s) && null == e.firstCategoryDimIndex && (i.set(l, s), e.firstCategoryDimIndex = a) }) } }, Kg = "original", Jg = "arrayRows", tv = "objectRows", ev = "keyedColumns", nv = "unknown", iv = "typedArray", rv = "column", av = "row"; Go.seriesDataToSource = function (t) { return new Go({ data: t, sourceFormat: l(t) ? iv : Kg, fromDataset: !1 }) }, ir(Go); var ov = Yi(), sv = "\x00_ec_inner", lv = Ka.extend({ init: function (t, e, n, i) { n = n || {}, this.option = null, this._theme = new Ka(n), this._optionManager = i }, setOption: function (t, e) { L(!(sv in t), "please use chart.getOption()"), this._optionManager.setOption(t, e), this.resetOption(null) }, resetOption: function (t) { var e = !1, n = this._optionManager; if (!t || "recreate" === t) { var i = n.mountOption("recreate" === t); this.option && "recreate" !== t ? (this.restoreData(), this.mergeOption(i)) : rs.call(this, i), e = !0 } if (("timeline" === t || "media" === t) && this.restoreData(), !t || "recreate" === t || "timeline" === t) { var r = n.getTimelineOption(this); r && (this.mergeOption(r), e = !0) } if (!t || "recreate" === t || "media" === t) { var a = n.getMediaOption(this, this._api); a.length && d(a, function (t) { this.mergeOption(t, e = !0) }, this) } return e }, mergeOption: function (t) { function e(e, i) { var r = Ni(t[e]), s = Gi(a.get(e), r); Xi(s), d(s, function (t) { var n = t.option; S(n) && (t.keyInfo.mainType = e, t.keyInfo.subType = os(e, n, t.exist)) }); var l = as(a, i); n[e] = [], a.set(e, []), d(s, function (t, i) { var r = t.exist, s = t.option; if (L(S(s) || r, "Empty component definition"), s) { var u = Ug.getClass(e, t.keyInfo.subType, !0); if (r && r instanceof u) r.name = t.keyInfo.name, r.mergeOption(s, this), r.optionUpdated(s, !1); else { var h = o({ dependentModels: l, componentIndex: i }, t.keyInfo); r = new u(s, this, this, h), o(r, h), r.init(s, this, this, h), r.optionUpdated(null, !0) } } else r.mergeOption({}, this), r.optionUpdated({}, !1); a.get(e)[i] = r, n[e][i] = r.option }, this), "series" === e && ss(this, a.get("series")) } var n = this.option, a =

this._componentsMap, s = []; Uo(this), d(t, function (t, e) { null != t && (Ug.hasClass(e) ? e && s.push(e) : n[e] = null == n[e] ? i(t) : r(n[e], t, !0)) }), Ug.topologicalTravel(s, Ug.getAllClassMainTypes(), e, this), this._seriesIndicesMap = F(this._seriesIndices = this._seriesIndices || []) }, getOption: function () { var t = i(this.option); return d(t, function (e, n) { if (Ug.hasClass(n)) { for (var e = Ni(e), i = e.length - 1; i >= 0; i--)Ui(e[i]) && e.splice(i, 1); t[n] = e } }), delete t[sv], t }, getTheme: function () { return this._theme }, getComponent: function (t, e) { var n = this._componentsMap.get(t); return n ? n[e || 0] : void 0 }, queryComponents: function (t) { var e = t.mainType; if (!e) return []; var n = t.index, i = t.id, r = t.name, a = this._componentsMap.get(e); if (!a || !a.length) return []; var o; if (null != n) x(n) || (n = [n]), o = v(p(n, function (t) { return a[t] }), function (t) { return !!t }); else if (null != i) { var s = x(i); o = v(a, function (t) { return s && u(i, t.id) >= 0 || !s && t.id === i }) } else if (null != r) { var l = x(r); o = v(a, function (t) { return l && u(r, t.name) >= 0 || !l && t.name === r }) } else o = a.slice(); return ls(o, t) }, findComponents: function (t) { function e(t) { var e = r + "Index", n = r + "Id", i = r + "Name"; return !t || null == t[e] && null == t[n] && null == t[i] ? null : { mainType: r, index: t[e], id: t[n], name: t[i] } } function n(e) { return t.filter ? v(e, t.filter) : e } var i = t.query, r = t.mainType, a = e(i), o = a ? this.queryComponents(a) : this._componentsMap.get(r); return n(ls(o, t)) }, eachComponent: function (t, e, n) { var i = this._componentsMap; if ("function" == typeof t) n = e, e = t, i.each(function (t, i) { d(t, function (t, r) { e.call(n, i, t, r) }) }); else if (b(t)) d(i.get(t), e, n); else if (S(t)) { var r = this.findComponents(t); d(r, e, n) } }, getSeriesByName: function (t) { var e = this._componentsMap.get("series"); return v(e, function (e) { return e.name === t }) }, getSeriesByIndex: function (t) { return this._componentsMap.get("series")[t] }, getSeriesByType: function (t) { var e = this._componentsMap.get("series"); return v(e, function (e) { return e.subType === t }) }, getSeries: function () { return this._componentsMap.get("series").slice() }, getSeriesCount: function () { return this._componentsMap.get("series").length }, eachSeries: function (t, e) { d(this._seriesIndices, function (n) { var i = this._componentsMap.get("series")[n]; t.call(e, i, n) }, this) }, eachRawSeries: function (t, e) { d(this._componentsMap.get("series"), t, e) },

eachSeriesByType: function (t, e, n) { d(this._seriesIndices, function (i) { var r = this._componentsMap.get("series")[i]; r.subType === t && e.call(n, r, i) }, this) }, eachRawSeriesByType: function (t, e, n) { return d(this.getSeriesByType(t), e, n) }, isSeriesFiltered: function (t) { return null == this._seriesIndicesMap.get(t.componentIndex) }, getCurrentSeriesIndices: function () { return (this._seriesIndices || []).slice() }, filterSeries: function (t, e) { var n = v(this._componentsMap.get("series"), t, e); ss(this, n) }, restoreData: function (t) { var e = this._componentsMap; ss(this, e.get("series")); var n = []; e.each(function (t, e) { n.push(e) }), Ug.topologicalTravel(n, Ug.getAllClassMainTypes(), function (n) { d(e.get(n), function (e) { ("series" !== n || !ns(e, t)) && e.restoreData() }) }) } }); c(lv, $g); var uv = ["getDom", "getZr", "getWidth", "getHeight", "getDevicePixelRatio", "dispatchAction", "isDisposed", "on", "off", "getDataURL", "getConnectedDataURL", "getModel", "getOption", "getViewOfComponentModel", "getViewOfSeriesModel"], hv = {}; hs.prototype = { constructor: hs, create: function (t, e) { var n = []; d(hv, function (i) { var r = i.create(t, e); n = n.concat(r || []) }), this._coordinateSystems = n }, update: function (t, e) { d(this._coordinateSystems, function (n) { n.update && n.update(t, e) }) }, getCoordinateSystems: function () { return this._coordinateSystems.slice() } }, hs.register = function (t, e) { hv[t] = e }, hs.get = function (t) { return hv[t] }; var cv = d, fv = i, dv = p, pv = r, gv = /^(min|max)?(.+)$/; cs.prototype = { constructor: cs, setOption: function (t, e) { t && d(Ni(t.series), function (t) { t && t.data && I(t.data) && E(t.data) }), t = fv(t); var n = this._optionBackup, i = fs.call(this, t, e, !n); this._newBaseOption = i.baseOption, n ? (vs(n.baseOption, i.baseOption), i.timelineOptions.length && (n.timelineOptions = i.timelineOptions), i.mediaList.length && (n.mediaList = i.mediaList), i.mediaDefault && (n.mediaDefault = i.mediaDefault)) : this._optionBackup = i }, mountOption: function (t) { var e = this._optionBackup; return this._timelineOptions = dv(e.timelineOptions, fv), this._mediaList = dv(e.mediaList, fv), this._mediaDefault = fv(e.mediaDefault), this._currentMediaIndices = [], fv(t ? e.baseOption : this._newBaseOption) }, getTimelineOption: function (t) { var e, n = this._timelineOptions; if (n.length) { var i = t.getComponent("timeline"); i && (e = fv(n[i.getCurrentIndex()], !0)) } return e }, getMediaOption: function () { var t = this._api.getWidth(), e =

this._api.getHeight(), n = this._mediaList, i = this._mediaDefault, r = [], a = []; if (!n.length && !i) return a; for (var o = 0, s = n.length; s > o; o++)ds(n[o].query, t, e) && r.push(o); return !r.length && i && (r = [-1]), r.length && !gs(r, this._currentMediaIndices) && (a = dv(r, function (t) { return fv(-1 === t ? i.option : n[t].option) })), this._currentMediaIndices = r, a } }; var vv = d, mv = S, yv = ["areaStyle", "lineStyle", "nodeStyle", "linkStyle", "chordStyle", "label", "labelLine"], _v = function (t, e) { vv(Ss(t.series), function (t) { mv(t) && bs(t) }); var n = ["xAxis", "yAxis", "radiusAxis", "angleAxis", "singleAxis", "parallelAxis", "radar"]; e && n.push("valueAxis", "categoryAxis", "logAxis", "timeAxis"), vv(n, function (e) { vv(Ss(t[e]), function (t) { t && (xs(t, "axisLabel"), xs(t.axisPointer, "label")) }) }), vv(Ss(t.parallel), function (t) { var e = t && t.parallelAxisDefault; xs(e, "axisLabel"), xs(e && e.axisPointer, "label") }), vv(Ss(t.calendar), function (t) { ys(t, "itemStyle"), xs(t, "dayLabel"), xs(t, "monthLabel"), xs(t, "yearLabel") }), vv(Ss(t.radar), function (t) { xs(t, "name") }), vv(Ss(t.geo), function (t) { mv(t) && (ws(t), vv(Ss(t.regions), function (t) { ws(t) })) }), vv(Ss(t.timeline), function (t) { ws(t), ys(t, "label"), ys(t, "itemStyle"), ys(t, "controlStyle", !0); var e = t.data; x(e) && d(e, function (t) { S(t) && (ys(t, "label"), ys(t, "itemStyle")) }) }), vv(Ss(t.toolbox), function (t) { ys(t, "iconStyle"), vv(t.feature, function (t) { ys(t, "iconStyle") }) }), xs(Ms(t.axisPointer), "label"), xs(Ms(t.tooltip).axisPointer, "label") }, xv = [["x", "left"], ["y", "top"], ["x2", "right"], ["y2", "bottom"]], wv = ["grid", "geo", "parallel", "legend", "toolbox", "title", "visualMap", "dataZoom", "timeline"], bv = function (t, e) { _v(t, e), t.series = Ni(t.series), d(t.series, function (t) { if (S(t)) { var e = t.type; if ("line" === e) null != t.clipOverflow && (t.clip = t.clipOverflow); else if ("pie" === e || "gauge" === e) null != t.clockWise && (t.clockwise = t.clockWise); else if ("gauge" === e) { var n = Is(t, "pointer.color"); null != n && Cs(t, "itemStyle.color", n) } Ts(t) } }), t.dataRange && (t.visualMap = t.dataRange), d(wv, function (e) { var n = t[e]; n && (x(n) || (n = [n]), d(n, function (t) { Ts(t) })) }) }, Sv = function (t) { var e = F(); t.eachSeries(function (t) { var n = t.get("stack"); if (n) { var i = e.get(n) || e.set(n, []), r = t.getData(), a = { stackResultDimension: r.getCalculationInfo("stackResultDimension"), stackedOverDimension: r.getCalculationInfo("stackedOverDimension"), stackedDimension: r.getCalculationInfo("stackedDimension"), stackedByDimension:

r.getCalculationInfo("stackedByDimension"), isStackedByIndex: r.getCalculationInfo("isStackedByIndex"), data: r, seriesModel: t }; if (!a.stackedDimension || !a.isStackedByIndex && !a.stackedByDimension) return; i.length && r.setCalculationInfo("stackedOnSeries", i[i.length - 1].seriesModel), i.push(a) } }), e.each(ks) }, Mv = Ds.prototype; Mv.pure = !1, Mv.persistent = !0, Mv.getSource = function () { return this._source }; var Iv = { arrayRows_column: { pure: !0, count: function () { return Math.max(0, this._data.length - this._source.startIndex) }, getItem: function (t) { return this._data[t + this._source.startIndex] }, appendData: Os }, arrayRows_row: { pure: !0, count: function () { var t = this._data[0]; return t ? Math.max(0, t.length - this._source.startIndex) : 0 }, getItem: function (t) { t += this._source.startIndex; for (var e = [], n = this._data, i = 0; i < n.length; i++) { var r = n[i]; e.push(r ? r[t] : null) } return e }, appendData: function () { throw new Error('Do not support appendData when set seriesLayoutBy: "row".') } }, objectRows: { pure: !0, count: As, getItem: Ps, appendData: Os }, keyedColumns: { pure: !0, count: function () { var t = this._source.dimensionsDefine[0].name, e = this._data[t]; return e ? e.length : 0 }, getItem: function (t) { for (var e = [], n = this._source.dimensionsDefine, i = 0; i < n.length; i++) { var r = this._data[n[i].name]; e.push(r ? r[t] : null) } return e }, appendData: function (t) { var e = this._data; d(t, function (t, n) { for (var i = e[n] || (e[n] = []), r = 0; r < (t || []).length; r++)i.push(t[r]) }) } }, original: { count: As, getItem: Ps, appendData: Os }, typedArray: { persistent: !1, pure: !0, count: function () { return this._data ? this._data.length / this._dimSize : 0 }, getItem: function (t, e) { t -= this._offset, e = e || []; for (var n = this._dimSize * t, i = 0; i < this._dimSize; i++)e[i] = this._data[n + i]; return e }, appendData: function (t) { this._data = t }, clean: function () { this._offset += this.count(), this._data = null } } }, Cv = { arrayRows: Ls, objectRows: function (t, e, n, i) { return null != n ? t[i] : t }, keyedColumns: Ls, original: function (t, e, n) { var i = Wi(t); return null != n && i instanceof Array ? i[n] : i }, typedArray: Ls }, Tv = { arrayRows: Bs, objectRows: function (t, e) { return Es(t[e], this._dimensionInfos[e]) }, keyedColumns: Bs, original: function (t, e, n, i) { var r = t && (null == t.value ? t : t.value); return !this._rawData.pure && Hi(t) && (this.hasItemOption = !0), Es(r instanceof Array ? r[i] : r, this._dimensionInfos[e]) }, typedArray: function (t, e, n, i) { return t[i] } }, kv =

/\{@(.+?)\}/g, Dv = { getDataParams: function (t, e) { var n = this.getData(e), i = this.getRawValue(t, e), r = n.getRawIndex(t), a = n.getName(t), o = n.getRawDataItem(t), s = n.getItemVisual(t, "color"), l = n.getItemVisual(t, "borderColor"), u = this.ecModel.getComponent("tooltip"), h = u && u.get("renderMode"), c = Ji(h), f = this.mainType, d = "series" === f, p = n.userOutput; return { componentType: f, componentSubType: this.subType, componentIndex: this.componentIndex, seriesType: d ? this.subType : null, seriesIndex: this.seriesIndex, seriesId: d ? this.id : null, seriesName: d ? this.name : null, name: a, dataIndex: r, data: o, dataType: e, value: i, color: s, borderColor: l, dimensionNames: p ? p.dimensionNames : null, encode: p ? p.encode : null, marker: ko({ color: s, renderMode: c }), $vars: ["seriesName", "name", "value"] } }, getFormattedLabel: function (t, e, n, i, r) { e = e || "normal"; var a = this.getData(n), o = a.getItemModel(t), s = this.getDataParams(t, n); null != i && s.value instanceof Array && (s.value = s.value[i]); var l = o.get("normal" === e ? [r || "label", "formatter"] : [e, r || "label", "formatter"]); if ("function" == typeof l) return s.status = e, s.dimensionIndex = i, l(s); if ("string" == typeof l) { var u = Co(l, s); return u.replace(kv, function (e, n) { var i = n.length; return "[" === n.charAt(0) && "]" === n.charAt(i - 1) && (n = +n.slice(1, i - 1)), Rs(a, t, n) }) } }, getRawValue: function (t, e) { return Rs(this.getData(e), t) }, formatTooltip: function () { } }, Av = Ns.prototype; Av.perform = function (t) { function e(t) { return !(t >= 1) && (t = 1), t } var n = this._upstream, i = t && t.skip; if (this._dirty && n) { var r = this.context; r.data = r.outputData = n.context.outputData } this.__pipeline && (this.__pipeline.currentTask = this); var a; this._plan && !i && (a = this._plan(this.context)); var o = e(this._modBy), s = this._modDataCount || 0, l = e(t && t.modBy), u = t && t.modDataCount || 0; (o !== l || s !== u) && (a = "reset"); var h; (this._dirty || "reset" === a) && (this._dirty = !1, h = Ws(this, i)), this._modBy = l, this._modDataCount = u; var c = t && t.step; if (this._dueEnd = n ? n._outputDueEnd : this._count ? this._count(this.context) : 1 / 0, this._progress) { var f = this._dueIndex, d = Math.min(null != c ? this._dueIndex + c : 1 / 0, this._dueEnd); if (!i && (h || d > f)) { var p = this._progress; if (x(p)) for (var g = 0; g < p.length; g++)Vs(this, p[g], f, d, l, u); else Vs(this, p, f, d, l, u) } this._dueIndex = d; var v = null != this._settedOutputEnd ? this._settedOutputEnd : d; this._outputDueEnd = v }

else this._dueIndex = this._outputDueEnd = null != this._settedOutputEnd ? this._settedOutputEnd : this._dueEnd; return this.unfinished() }; var Pv = function () { function t() { return n > i ? i++ : null } function e() { var t = i % o * r + Math.ceil(i / o), e = i >= n ? null : a > t ? t : i; return i++ , e } var n, i, r, a, o, s = { reset: function (l, u, h, c) { i = l, n = u, r = h, a = c, o = Math.ceil(a / r), s.next = r > 1 && a > 0 ? e : t } }; return s }(); Av.dirty = function () { this._dirty = !0, this._onDirty && this._onDirty(this.context) }, Av.unfinished = function () { return this._progress && this._dueIndex < this._dueEnd }, Av.pipe = function (t) { (this._downstream !== t || this._dirty) && (this._downstream = t, t._upstream = this, t.dirty()) }, Av.dispose = function () { this._disposed || (this._upstream && (this._upstream._downstream = null), this._downstream && (this._downstream._upstream = null), this._dirty = !1, this._disposed = !0) }, Av.getUpstream = function () { return this._upstream }, Av.getDownstream = function () { return this._downstream }, Av.setOutputEnd = function (t) { this._outputDueEnd = this._settedOutputEnd = t }; var Ov = Yi(), Lv = Ug.extend({ type: "series.__base__", seriesIndex: 0, coordinateSystem: null, defaultOption: null, legendDataProvider: null, visualColorAccessPath: "itemStyle.color", visualBorderColorAccessPath: "itemStyle.borderColor", layoutMode: null, init: function (t, e, n) { this.seriesIndex = this.componentIndex, this.dataTask = Fs({ count: Xs, reset: qs }), this.dataTask.context = { model: this }, this.mergeDefaultAndTheme(t, n), jo(this); var i = this.getInitialData(t, n); js(i, this), this.dataTask.context.data = i, Ov(this).dataBeforeProcessed = i, Hs(this) }, mergeDefaultAndTheme: function (t, e) { var n = this.layoutMode, i = n ? zo(t) : {}, a = this.subType; Ug.hasClass(a) && (a += "Series"), r(t, e.getTheme().get(this.subType)), r(t, this.getDefaultOption()), Vi(t, "label", ["show"]), this.fillDataTextStyle(t.data), n && Ro(t, i, n) }, mergeOption: function (t, e) { t = r(this.option, t, !0), this.fillDataTextStyle(t.data); var n = this.layoutMode; n && Ro(this.option, t, n), jo(this); var i = this.getInitialData(t, e); js(i, this), this.dataTask.dirty(), this.dataTask.context.data = i, Ov(this).dataBeforeProcessed = i, Hs(this) }, fillDataTextStyle: function (t) { if (t && !l(t)) for (var e = ["show"], n = 0; n < t.length; n++)t[n] && t[n].label && Vi(t[n], "label", e) }, getInitialData: function () { }, appendData: function (t) { var e = this.getRawData(); e.appendData(t.data) }, getData: function (t) { var e = Zs(this); if (e) { var n =

e.context.data; return null == t ? n : n.getLinkedData(t) } return Ov(this).data }, setData: function (t) { var e = Zs(this); if (e) { var n = e.context; n.data !== t && e.modifyOutputEnd && e.setOutputEnd(t.count()), n.outputData = t, e !== this.dataTask && (n.data = t) } Ov(this).data = t }, getSource: function () { return qo(this) }, getRawData: function () { return Ov(this).dataBeforeProcessed }, getBaseAxis: function () { var t = this.coordinateSystem; return t && t.getBaseAxis && t.getBaseAxis() }, formatTooltip: function (t, e, n, i) { function r(n) { function r(t, n) { var r = c.getDimensionInfo(n); if (r && r.otherDims.tooltip !== !1) { var f = r.type, d = "sub" + o.seriesIndex + "at" + h, p = ko({ color: y, type: "subItem", renderMode: i, markerId: d }), g = "string" == typeof p ? p : p.content, v = (a ? g + Io(r.displayName || "-") + ": " : "") + Io("ordinal" === f ? t + "" : "time" === f ? e ? "" : Ao("yyyy/MM/dd hh:mm:ss", t) : So(t)); v && s.push(v), l && (u[d] = y, ++h) } } var a = g(n, function (t, e, n) { var i = c.getDimensionInfo(n); return t |= i && i.tooltip !== !1 && null != i.displayName }, 0), s = []; f.length ? d(f, function (e) { r(Rs(c, t, e), e) }) : d(n, r); var p = a ? l ? "\n" : "
" : "", v = p + s.join(p || ", "); return { renderMode: i, content: v, style: u } } function a(t) { return { renderMode: i, content: Io(So(t)), style: u } } var o = this; i = i || "html"; var s = "html" === i ? "
" : "\n", l = "richText" === i, u = {}, h = 0, c = this.getData(), f = c.mapDimension("defaultedTooltip", !0), p = f.length, v = this.getRawValue(t), m = x(v), y = c.getItemVisual(t, "color"); S(y) && y.colorStops && (y = (y.colorStops[0] || {}).color), y = y || "transparent"; var _ = p > 1 || m && !p ? r(v) : a(p ? Rs(c, t, f[0]) : m ? v[0] : v), w = _.content, b = o.seriesIndex + "at" + h, M = ko({ color: y, type: "item", renderMode: i, markerId: b }); u[b] = y, ++h; var I = c.getName(t), C = this.name; qi(this) || (C = ""), C = C ? Io(C) + (e ? ": " : s) : ""; var T = "string" == typeof M ? M : M.content, k = e ? T + C + w : C + T + (I ? Io(I) + ": " + w : w); return { html: k, markers: u } }, isAnimationEnabled: function () { if (hc.node) return !1; var t = this.getShallow("animation"); return t && this.getData().count() > this.getShallow("animationThreshold") && (t = !1), t }, restoreData: function () { this.dataTask.dirty() }, getColorFromPalette: function (t, e, n) { var i = this.ecModel, r = $g.getColorFromPalette.call(this, t, e, n); return r || (r = i.getColorFromPalette(t, e, n)), r }, coordDimToDataDim: function (t) { return this.getRawData().mapDimension(t, !0) }, getProgressive: function () { return

this.get("progressive") }, getProgressiveThreshold: function () { return this.get("progressiveThreshold") }, getAxisTooltipData: null, getTooltipPosition: null, pipeTask: null, preventIncremental: null, pipelineContext: null }); c(Lv, Dv), c(Lv, $g); var Bv = function () { this.group = new Mf, this.uid = eo("viewComponent") }; Bv.prototype = { constructor: Bv, init: function () { }, render: function () { }, dispose: function () { }, filterForExposedEvent: null }; var Ev = Bv.prototype; Ev.updateView = Ev.updateLayout = Ev.updateVisual = function () { }, nr(Bv), or(Bv, { registerWhenExtend: !0 }); var Rv = function () { var t = Yi(); return function (e) { var n = t(e), i = e.pipelineContext, r = n.large, a = n.progressiveRender, o = n.large = i.large, s = n.progressiveRender = i.progressiveRender; return !!(r ^ o || a ^ s) && "reset" } }, zv = Yi(), Fv = Rv(); $s.prototype = { type: "chart", init: function () { }, render: function () { }, highlight: function (t, e, n, i) { Ks(t.getData(), i, "emphasis") }, downplay: function (t, e, n, i) { Ks(t.getData(), i, "normal") }, remove: function () { this.group.removeAll() }, dispose: function () { }, incrementalPrepareRender: null, incrementalRender: null, updateTransform: null, filterForExposedEvent: null }; var Nv = $s.prototype; Nv.updateView = Nv.updateLayout = Nv.updateVisual = function (t, e, n, i) { this.render(t, e, n, i) }, nr($s, ["dispose"]), or($s, { registerWhenExtend: !0 }), $s.markUpdateMethod = function (t, e) { zv(t).updateMethod = e }; var Vv = { incrementalPrepareRender: { progress: function (t, e) { e.view.incrementalRender(t, e.model, e.ecModel, e.api, e.payload) } }, render: { forceFirstProgress: !0, progress: function (t, e) { e.view.render(e.model, e.ecModel, e.api, e.payload) } } }, Wv = { createOnAllSeries: !0, performRawSeries: !0, reset: function (t, e) { var n = t.getData(), i = (t.visualColorAccessPath || "itemStyle.color").split("."), r = t.get(i) || t.getColorFromPalette(t.name, null, e.getSeriesCount()); n.setVisual("color", r); var a = (t.visualBorderColorAccessPath || "itemStyle.borderColor").split("."), o = t.get(a); if (n.setVisual("borderColor", o), !e.isSeriesFiltered(t)) { "function" != typeof r || r instanceof ig || n.each(function (e) { n.setItemVisual(e, "color", r(t.getDataParams(e))) }); var s = function (t, e) { var n = t.getItemModel(e), r = n.get(i, !0), o = n.get(a, !0); null != r && t.setItemVisual(e, "color", r), null != o && t.setItemVisual(e, "borderColor", o) }; return { dataEach: n.hasItemOption ? s : null } } } }, Hv = { legend: { selector:

{ all: "全选", inverse: "反选" } }, toolbox: { brush: { title: { rect: "矩形选择", polygon: "圈选", lineX: "横向选择", lineY: "纵向选择", keep: "保持选择", clear: "清除选择" } }, dataView: { title: "数据视图", lang: ["数据视图", "关闭", "刷新"] }, dataZoom: { title: { zoom: "区域缩放", back: "区域缩放还原" } }, magicType: { title: { line: "切换为折线图", bar: "切换为柱状图", stack: "切换为堆叠", tiled: "切换为平铺" } }, restore: { title: "还原" }, saveAsImage: { title: "保存为图片", lang: ["右键另存为图片"] } }, series: { typeNames: { pie: "饼图", bar: "柱状图", line: "折线图", scatter: "散点图", effectScatter: "涟漪散点图", radar: "雷达图", tree: "树图", treemap: "矩形树图", boxplot: "箱型图", candlestick: "K线图", k: "K线图", heatmap: "热力图", map: "地图", parallel: "平行坐标图", lines: "线图", graph: "关系图", sankey: "桑基图", funnel: "漏斗图", gauge: "仪表盘图", pictorialBar: "象形柱图", themeRiver: "主题河流图", sunburst: "旭日图" } }, aria: { general: { withTitle: "这是一个关于“{title}”的图表。", withoutTitle: "这是一个图表，" }, series: { single: { prefix: "", withName: "图表类型是{seriesType}，表示{seriesName}。", withoutName: "图表类型是{seriesType}。" }, multiple: { prefix: "它由{seriesCount}个图表系列组成。", withName: "第{seriesId}个系列是一个表示{seriesName}的{seriesType}，", withoutName: "第{seriesId}个系列是一个{seriesType}，", separator: { middle: "；", end: "。" } } }, data: { allData: "其数据是——", partialData: "其中，前{displayCnt}项是——", withName: "{name}的数据是{value}", withoutName: "{value}", separator: { middle: "，", end: "" } } } }, Gv = function (t, e) { function n(t, e) { if ("string" != typeof t) return t; var n = t; return d(e, function (t, e) { n = n.replace(new RegExp("\\{\\s*" + e + "\\s*\\}", "g"), t) }), n } function i(t) { var e = o.get(t); if (null == e) { for (var n = t.split("."), i = Hv.aria, r = 0; r < n.length; ++r)i = i[n[r]]; return i } return e } function r() { var t = e.getModel("title").option; return t && t.length && (t = t[0]), t && t.text } function a(t) { return Hv.series.typeNames[t] || "自定义图" } var o = e.getModel("aria"); if (o.get("show")) { if (o.get("description")) return void t.setAttribute("aria-label", o.get("description")); var s = 0; e.eachSeries(function () { ++s }, this); var l, u = o.get("data.maxCount") || 10, h = o.get("series.maxCount") || 10, c = Math.min(s, h); if (!(1 > s)) { var f = r(); l = f ? n(i("general.withTitle"), { title: f }) : i("general.withoutTitle"); var p = [], g = s > 1 ? "series.multiple.prefix" : "series.single.prefix"; l += n(i(g), { seriesCount: s }), e.eachSeries(function (t, e) { if (c > e) { var r, o =

t.get("name"), l = "series." + (s > 1 ? "multiple" : "single") + "."; r = i(o ? l + "withName" : l + "withoutName"), r = n(r, { seriesId: t.seriesIndex, seriesName: t.get("name"), seriesType: a(t.subType) }); var h = t.getData(); window.data = h, r += h.count() > u ? n(i("data.partialData"), { displayCnt: u }) : i("data.allData"); for (var f = [], d = 0; d < h.count(); d++)if (u > d) { var g = h.getName(d), v = Rs(h, d); f.push(n(i(g ? "data.withName" : "data.withoutName"), { name: g, value: v })) } r += f.join(i("data.separator.middle")) + i("data.separator.end"), p.push(r) } }), l += p.join(i("series.multiple.separator.middle")) + i("series.multiple.separator.end"), t.setAttribute("aria-label", l) } } }, Xv = Math.PI, qv = function (t, e) { e = e || {}, s(e, { text: "loading", color: "#c23531", textColor: "#000", maskColor: "rgba(255, 255, 255, 0.8)", zlevel: 0 }); var n = new $p({ style: { fill: e.maskColor }, zlevel: e.zlevel, z: 1e4 }), i = new eg({ shape: { startAngle: -Xv / 2, endAngle: -Xv / 2 + .1, r: 10 }, style: { stroke: e.color, lineCap: "round", lineWidth: 5 }, zlevel: e.zlevel, z: 10001 }), r = new $p({ style: { fill: "none", text: e.text, textPosition: "right", textDistance: 10, textFill: e.textColor }, zlevel: e.zlevel, z: 10001 }); i.animateShape(!0).when(1e3, { endAngle: 3 * Xv / 2 }).start("circularInOut"), i.animateShape(!0).when(1e3, { startAngle: 3 * Xv / 2 }).delay(300).start("circularInOut"); var a = new Mf; return a.add(i), a.add(r), a.add(n), a.resize = function () { var e = t.getWidth() / 2, a = t.getHeight() / 2; i.setShape({ cx: e, cy: a }); var o = i.shape.r; r.setShape({ x: e - o, y: a - o, width: 2 * o, height: 2 * o }), n.setShape({ x: 0, y: 0, width: t.getWidth(), height: t.getHeight() }) }, a.resize(), a }, Uv = nl.prototype; Uv.restoreData = function (t, e) { t.restoreData(e), this._stageTaskMap.each(function (t) { var e = t.overallTask; e && e.dirty() }) }, Uv.getPerformArgs = function (t, e) { if (t.__pipeline) { var n = this._pipelineMap.get(t.__pipeline.id), i = n.context, r = !e && n.progressiveEnabled && (!i || i.progressiveRender) && t.__idxInPipeline > n.blockIndex, a = r ? n.step : null, o = i && i.modDataCount, s = null != o ? Math.ceil(o / a) : null; return { step: a, modBy: s, modDataCount: o } } }, Uv.getPipeline = function (t) { return this._pipelineMap.get(t) }, Uv.updateStreamModes = function (t, e) { var n = this._pipelineMap.get(t.uid), i = t.getData(), r = i.count(), a = n.progressiveEnabled && e.incrementalPrepareRender && r >= n.threshold, o = t.get("large") && r >=

t.get("largeThreshold"), s = "mod" === t.get("progressiveChunkMode") ? r : null; t.pipelineContext = n.context = { progressiveRender: a, modDataCount: s, large: o } }, Uv.restorePipelines = function (t) { var e = this, n = e._pipelineMap = F(); t.eachSeries(function (t) { var i = t.getProgressive(), r = t.uid; n.set(r, { id: r, head: null, tail: null, threshold: t.getProgressiveThreshold(), progressiveEnabled: i && !(t.preventIncremental && t.preventIncremental()), blockIndex: -1, step: Math.round(i || 700), count: 0 }), pl(e, t, t.dataTask) }) }, Uv.prepareStageTasks = function () { var t = this._stageTaskMap, e = this.ecInstance.getModel(), n = this.api; d(this._allHandlers, function (i) { var r = t.get(i.uid) || t.set(i.uid, []); i.reset && rl(this, i, r, e, n), i.overallReset && al(this, i, r, e, n) }, this) }, Uv.prepareView = function (t, e, n, i) { var r = t.renderTask, a = r.context; a.model = e, a.ecModel = n, a.api = i, r.__block = !t.incrementalPrepareRender, pl(this, e, r) }, Uv.performDataProcessorTasks = function (t, e) { il(this, this._dataProcessorHandlers, t, e, { block: !0 }) }, Uv.performVisualTasks = function (t, e, n) { il(this, this._visualHandlers, t, e, n) }, Uv.performSeriesTasks = function (t) { var e; t.eachSeries(function (t) { e |= t.dataTask.perform() }), this.unfinished |= e }, Uv.plan = function () { this._pipelineMap.each(function (t) { var e = t.tail; do { if (e.__block) { t.blockIndex = e.__idxInPipeline; break } e = e.getUpstream() } while (e) }) }; var jv = Uv.updatePayload = function (t, e) { "remain" !== e && (t.context.payload = e) }, Yv = fl(0); nl.wrapStageHandler = function (t, e) { return w(t) && (t = { overallReset: t, seriesType: gl(t) }), t.uid = eo("stageHandler"), e && (t.visualType = e), t }; var Zv, $v = {}, Qv = {}; vl($v, lv), vl(Qv, us), $v.eachSeriesByType = $v.eachRawSeriesByType = function (t) { Zv = t }, $v.eachComponent = function (t) { "series" === t.mainType && t.subType && (Zv = t.subType) }; var Kv = ["#37A2DA", "#32C5E9", "#67E0E3", "#9FE6B8", "#FFDB5C", "#ff9f7f", "#fb7293", "#E062AE", "#E690D1", "#e7bcf3", "#9d96f5", "#8378EA", "#96BFFF"], Jv = { color: Kv, colorLayer: [["#37A2DA", "#ffd85c", "#fd7b5f"], ["#37A2DA", "#67E0E3", "#FFDB5C", "#ff9f7f", "#E062AE", "#9d96f5"], ["#37A2DA", "#32C5E9", "#9FE6B8", "#FFDB5C", "#ff9f7f", "#fb7293", "#e7bcf3", "#8378EA", "#96BFFF"], Kv] }, tm = "#eee", em = function () { return { axisLine: { lineStyle: { color: tm } }, axisTick: { lineStyle: { color: tm } }, axisLabel: { textStyle: { color: tm } }, splitLine: { lineStyle: { type: "dashed", color: "#aaa" } }, splitArea: {

areaStyle: { color: tm } } } }, nm = ["#dd6b66", "#759aa0", "#e69d87", "#8dc1a9", "#ea7e53", "#eedd78", "#73a373", "#73b9bc", "#7289ab", "#91ca8c", "#f49f42"], im = { color: nm, backgroundColor: "#333", tooltip: { axisPointer: { lineStyle: { color: tm }, crossStyle: { color: tm } } }, legend: { textStyle: { color: tm } }, textStyle: { color: tm }, title: { textStyle: { color: tm } }, toolbox: { iconStyle: { normal: { borderColor: tm } } }, dataZoom: { textStyle: { color: tm } }, visualMap: { textStyle: { color: tm } }, timeline: { lineStyle: { color: tm }, itemStyle: { normal: { color: nm[1] } }, label: { normal: { textStyle: { color: tm } } } }, controlStyle: { normal: { color: tm, borderColor: tm } } }, timeAxis: em(), logAxis: em(), valueAxis: em(), categoryAxis: em(), line: { symbol: "circle" }, graph: { color: nm }, gauge: { title: { textStyle: { color: tm } } }, candlestick: { itemStyle: { normal: { color: "#FD1050", color0: "#0CF49B", borderColor: "#FD1050", borderColor0: "#0CF49B" } } } }; im.categoryAxis.splitLine.show = !1, Ug.extend({ type: "dataset", defaultOption: { seriesLayoutBy: rv, sourceHeader: null, dimensions: null, source: null }, optionUpdated: function () { Xo(this) } }), Bv.extend({ type: "dataset" }); var rm = Vr.extend({ type: "ellipse", shape: { cx: 0, cy: 0, rx: 0, ry: 0 }, buildPath: function (t, e) { var n = .5522848, i = e.cx, r = e.cy, a = e.rx, o = e.ry, s = a * n, l = o * n; t.moveTo(i - a, r), t.bezierCurveTo(i - a, r - l, i - s, r - o, i, r - o), t.bezierCurveTo(i + s, r - o, i + a, r - l, i + a, r), t.bezierCurveTo(i + a, r + l, i + s, r + o, i, r + o), t.bezierCurveTo(i - s, r + o, i - a, r + l, i - a, r), t.closePath() } }), am = /[\s,]+/; yl.prototype.parse = function (t, e) { e = e || {}; var n = ml(t); if (!n) throw new Error("Illegal svg"); var i = new Mf; this._root = i; var r = n.getAttribute("viewBox") || "", a = parseFloat(n.getAttribute("width") || e.width), o = parseFloat(n.getAttribute("height") || e.height); isNaN(a) && (a = null), isNaN(o) && (o = null), bl(n, i, null, !0); for (var s = n.firstChild; s;)this._parseNode(s, i), s = s.nextSibling; var l, u; if (r) { var h = B(r).split(am); h.length >= 4 && (l = { x: parseFloat(h[0] || 0), y: parseFloat(h[1] || 0), width: parseFloat(h[2]), height: parseFloat(h[3]) }) } if (l && null != a && null != o && (u = Cl(l, a, o), !e.ignoreViewBox)) { var c = i; i = new Mf, i.add(c), c.scale = u.scale.slice(), c.position = u.position.slice() } return e.ignoreRootClip || null == a || null == o || i.setClipPath(new $p({ shape: { x: 0, y: 0, width: a, height: o } })), { root: i, width: a, height: o, viewBoxRect: l, viewBoxTransform: u } }, yl.prototype._parseNode = function (t, e) { var n =

t.nodeName.toLowerCase(); "defs" === n ? this._isDefine = !0 : "text" === n && (this._isText = !0); var i; if (this._isDefine) { var r = sm[n]; if (r) { var a = r.call(this, t), o = t.getAttribute("id"); o && (this._defs[o] = a) } } else { var r = om[n]; r && (i = r.call(this, t, e), e.add(i)) } for (var s = t.firstChild; s;)1 === s.nodeType && this._parseNode(s, i), 3 === s.nodeType && this._isText && this._parseText(s, i), s = s.nextSibling; "defs" === n ? this._isDefine = !1 : "text" === n && (this._isText = !1) }, yl.prototype._parseText = function (t, e) { if (1 === t.nodeType) { var n = t.getAttribute("dx") || 0, i = t.getAttribute("dy") || 0; this._textX += parseFloat(n), this._textY += parseFloat(i) } var r = new Fp({ style: { text: t.textContent, transformText: !0 }, position: [this._textX || 0, this._textY || 0] }); xl(e, r), bl(t, r, this._defs); var a = r.style.fontSize; a && 9 > a && (r.style.fontSize = 9, r.scale = r.scale || [1, 1], r.scale[0] *= a / 9, r.scale[1] *= a / 9); var o = r.getBoundingRect(); return this._textX += o.width, e.add(r), r }; var om = {

g: function (t, e) { var n = new Mf; return xl(e, n), bl(t, n, this._defs), n }, rect: function (t, e) { var n = new $p; return xl(e, n), bl(t, n, this._defs), n.setShape({ x: parseFloat(t.getAttribute("x") || 0), y: parseFloat(t.getAttribute("y") || 0), width: parseFloat(t.getAttribute("width") || 0), height: parseFloat(t.getAttribute("height") || 0) }), n }, circle: function (t, e) { var n = new Np; return xl(e, n), bl(t, n, this._defs), n.setShape({ cx: parseFloat(t.getAttribute("cx") || 0), cy: parseFloat(t.getAttribute("cy") || 0), r: parseFloat(t.getAttribute("r") || 0) }), n }, line: function (t, e) { var n = new Kp; return xl(e, n), bl(t, n, this._defs), n.setShape({ x1: parseFloat(t.getAttribute("x1") || 0), y1: parseFloat(t.getAttribute("y1") || 0), x2: parseFloat(t.getAttribute("x2") || 0), y2: parseFloat(t.getAttribute("y2") || 0) }), n }, ellipse: function (t, e) { var n = new rm; return xl(e, n), bl(t, n, this._defs), n.setShape({ cx: parseFloat(t.getAttribute("cx") || 0), cy: parseFloat(t.getAttribute("cy") || 0), rx: parseFloat(t.getAttribute("rx") || 0), ry: parseFloat(t.getAttribute("ry") || 0) }), n }, polygon: function (t, e) { var n = t.getAttribute("points"); n && (n = wl(n)); var i = new Up({ shape: { points: n || [] } }); return xl(e, i), bl(t, i, this._defs), i }, polyline: function (t, e) { var n = new Vr; xl(e, n), bl(t, n, this._defs); var i = t.getAttribute("points"); i && (i = wl(i)); var r = new jp({ shape: { points: i || [] } }); return r }, image: function (t, e) { var n = new bi; return xl(e, n), bl(t, n, this._defs), n.setStyle({ image:

t.getAttribute("xlink:href"), x: t.getAttribute("x"), y: t.getAttribute("y"), width: t.getAttribute("width"), height: t.getAttribute("height") }), n }, text: function (t, e) {
    var n = t.getAttribute("x") || 0, i = t.getAttribute("y") || 0, r = t.getAttribute("dx") || 0, a = t.getAttribute("dy") || 0;
    this._textX = parseFloat(n) + parseFloat(r), this._textY = parseFloat(i) + parseFloat(a); var o = new Mf; return xl(e, o), bl(t, o, this._defs), o
  }, tspan: function (t, e) { var n = t.getAttribute("x"), i = t.getAttribute("y"); null != n && (this._textX = parseFloat(n)), null != i && (this._textY = parseFloat(i)); var r = t.getAttribute("dx") || 0, a = t.getAttribute("dy") || 0, o = new Mf; return xl(e, o), bl(t, o, this._defs), this._textX += r, this._textY += a, o }, path: function (t, e) { var n = t.getAttribute("d") || "", i = Xr(n); return xl(e, i), bl(t, i, this._defs), i }
 }, sm = { lineargradient: function (t) { var e = parseInt(t.getAttribute("x1") || 0, 10), n = parseInt(t.getAttribute("y1") || 0, 10), i = parseInt(t.getAttribute("x2") || 10, 10), r = parseInt(t.getAttribute("y2") || 0, 10), a = new rg(e, n, i, r); return _l(t, a), a }, radialgradient: function () { } }, lm = { fill: "fill", stroke: "stroke", "stroke-width": "lineWidth", opacity: "opacity", "fill-opacity": "fillOpacity", "stroke-opacity": "strokeOpacity", "stroke-dasharray": "lineDash", "stroke-dashoffset": "lineDashOffset", "stroke-linecap": "lineCap", "stroke-linejoin": "lineJoin", "stroke-miterlimit": "miterLimit", "font-family": "fontFamily", "font-size": "fontSize", "font-style": "fontStyle", "font-weight": "fontWeight", "text-align": "textAlign", "alignment-baseline": "textBaseline" }, um = /url\(\s*#(.*?)\)/, hm = /(translate|scale|rotate|skewX|skewY|matrix)\(([\-\s0-9\.e,]*)\)/g, cm = /([^\s:;]+)\s*:\s*([^:;]+)/g, fm = F(), dm = { registerMap: function (t, e, n) { var i; return x(e) ? i = e : e.svg ? i = [{ type: "svg", source: e.svg, specialAreas: e.specialAreas }] : (e.geoJson && !e.features && (n = e.specialAreas, e = e.geoJson), i = [{ type: "geoJSON", source: e, specialAreas: n }]), d(i, function (t) { var e = t.type; "geoJson" === e && (e = t.type = "geoJSON"); var n = pm[e]; n(t) }), fm.set(t, i) }, retrieveMap: function (t) { return fm.get(t) } }, pm = { geoJSON: function (t) { var e = t.source; t.geoJSON = b(e) ? "undefined" != typeof JSON && JSON.parse ? JSON.parse(e) : new Function("return (" + e + ");")() : e }, svg: function (t) { t.svgXML = ml(t.source) } }, gm = L, vm = d, mm = w, ym = S, _m = Ug.parseClassType, xm = "4.4.0", wm = { zrender: "4.1.1" },

bm = 1, Sm = 1e3, Mm = 800, Im = 900, Cm = 5e3, Tm = 1e3, km = 1100, Dm = 2e3, Am = 3e3, Pm = 3500, Om = 4e3, Lm = 5e3, Bm = { PROCESSOR: { FILTER: Sm, SERIES_FILTER: Mm, STATISTIC: Cm }, VISUAL: { LAYOUT: Tm, PROGRESSIVE_LAYOUT: km, GLOBAL: Dm, CHART: Am, POST_CHART_LAYOUT: Pm, COMPONENT: Om, BRUSH: Lm } }, Em = "__flagInMainProcess", Rm = "__optionUpdated", zm = /^[a-zA-Z0-9_]+$/; kl.prototype.on = Tl("on", !0), kl.prototype.off = Tl("off", !0), kl.prototype.one = Tl("one", !0), c(kl, Oc); var Fm = Dl.prototype; Fm._onframe = function () { if (!this._disposed) { var t = this._scheduler; if (this[Rm]) { var e = this[Rm].silent; this[Em] = !0, Pl(this), Nm.update.call(this), this[Em] = !1, this[Rm] = !1, El.call(this, e), Rl.call(this, e) } else if (t.unfinished) { var n = bm, i = this._model, r = this._api; t.unfinished = !1; do { var a = +new Date; t.performSeriesTasks(i), t.performDataProcessorTasks(i), Ll(this, i), t.performVisualTasks(i), Hl(this, this._model, r, "remain"), n -= +new Date - a } while (n > 0 && t.unfinished); t.unfinished || this._zr.flush() } } }, Fm.getDom = function () { return this._dom }, Fm.getZr = function () { return this._zr }, Fm.setOption = function (t, e, n) { if (!this._disposed) { var i; if (ym(e) && (n = e.lazyUpdate, i = e.silent, e = e.notMerge), this[Em] = !0, !this._model || e) { var r = new cs(this._api), a = this._theme, o = this._model = new lv; o.scheduler = this._scheduler, o.init(null, null, a, r) } this._model.setOption(t, Xm), n ? (this[Rm] = { silent: i }, this[Em] = !1) : (Pl(this), Nm.update.call(this), this._zr.flush(), this[Rm] = !1, this[Em] = !1, El.call(this, i), Rl.call(this, i)) } }, Fm.setTheme = function () { console.error("ECharts#setTheme() is DEPRECATED in ECharts 3.0") }, Fm.getModel = function () { return this._model }, Fm.getOption = function () { return this._model && this._model.getOption() }, Fm.getWidth = function () { return this._zr.getWidth() }, Fm.getHeight = function () { return this._zr.getHeight() }, Fm.getDevicePixelRatio = function () { return this._zr.painter.dpr || window.devicePixelRatio || 1 }, Fm.getRenderedCanvas = function (t) { if (hc.canvasSupported) { t = t || {}, t.pixelRatio = t.pixelRatio || 1, t.backgroundColor = t.backgroundColor || this._model.get("backgroundColor"); var e = this._zr; return e.painter.getRenderedCanvas(t) } }, Fm.getSvgDataUrl = function () { if (hc.svgSupported) { var t = this._zr, e = t.storage.getDisplayList(); return d(e,

function (t) { t.stopAnimation(!0) }), t.painter.pathToDataUrl() } },
Fm.getDataURL = function (t) { if (!this._disposed) { t = t || {}; var e =
t.excludeComponents, n = this._model, i = [], r = this; vm(e, function (t) {
n.eachComponent({ mainType: t }, function (t) { var e =
r._componentsMap[t.__viewId]; e.group.ignore || (i.push(e), e.group.ignore =
!0) }) }); var a = "svg" === this._zr.painter.getType() ? this.getSvgDataUrl() :
this.getRenderedCanvas(t).toDataURL("image/" + (t && t.type || "png"));
return vm(i, function (t) { t.group.ignore = !1 }), a } },
Fm.getConnectedDataURL = function (t) { if (!this._disposed &&
hc.canvasSupported) { var e = this.group, n = Math.min, r = Math.max, a = 1 /
0; if ($m[e]) { var o = a, s = a, l = -a, u = -a, h = [], c = t && t.pixelRatio || 1;
d(Zm, function (a) { if (a.group === e) { var c = a.getRenderedCanvas(i(t)), f =
a.getDom().getBoundingClientRect(); o = n(f.left, o), s = n(f.top, s), l =
r(f.right, l), u = r(f.bottom, u), h.push({ dom: c, left: f.left, top: f.top }) } }), o *=
c, s *= c, l *= c, u *= c; var f = l - o, p = u - s, g = wc(); g.width = f, g.height =
p; var v = Bi(g); return t.connectedBackgroundColor && v.add(new $p({
shape: { x: 0, y: 0, width: f, height: p }, style: { fill:
t.connectedBackgroundColor } })), vm(h, function (t) { var e = new bi({ style: {
x: t.left * c - o, y: t.top * c - s, image: t.dom } }); v.add(e) }),
v.refreshImmediately(), g.toDataURL("image/" + (t && t.type || "png")) } return
this.getDataURL(t) } }, Fm.convertToPixel = _(Al, "convertToPixel"),
Fm.convertFromPixel = _(Al, "convertFromPixel"), Fm.containPixel = function
(t, e) { if (!this._disposed) { var n, i = this._model; return t = Zi(i, t), d(t,
function (t, i) { i.indexOf("Models") >= 0 && d(t, function (t) { var r =
t.coordinateSystem; if (r && r.containPoint) n |= !!r.containPoint(e); else if
("seriesModels" === i) { var a = this._chartsMap[t.__viewId]; a &&
a.containPoint && (n |= a.containPoint(e, t)) } }, this) }, this), !!n } },
Fm.getVisual = function (t, e) { var n = this._model; t = Zi(n, t, {
defaultMainType: "series" }); var i = t.seriesModel, r = i.getData(), a =
t.hasOwnProperty("dataIndexInside") ? t.dataIndexInside :
t.hasOwnProperty("dataIndex") ? r.indexOfRawIndex(t.dataIndex) : null; return
null != a ? r.getItemVisual(a, e) : r.getVisual(e) },
Fm.getViewOfComponentModel = function (t) { return
this._componentsMap[t.__viewId] }, Fm.getViewOfSeriesModel = function (t) {

return this._chartsMap[t.__viewId] }; var Nm = { prepareAndUpdate: function (t) { Pl(this), Nm.update.call(this, t) }, update: function (t) { var e = this._model, n = this._api, i = this._zr, r = this._coordSysMgr, a = this._scheduler; if (e) { a.restoreData(e, t), a.performSeriesTasks(e), r.create(e, n), a.performDataProcessorTasks(e, t), Ll(this, e), r.update(e, n), Nl(e), a.performVisualTasks(e, t), Vl(this, e, n, t); var o = e.get("backgroundColor") || "transparent"; if (hc.canvasSupported) i.setBackgroundColor(o); else { var s = Ye(o); o = rn(s, "rgb"), 0 === s[3] && (o = "transparent") } Gl(e, n) } }, updateTransform: function (t) { var e = this._model, n = this, i = this._api; if (e) { var r = []; e.eachComponent(function (a, o) { var s = n.getViewOfComponentModel(o); if (s && s.__alive) if (s.updateTransform) { var l = s.updateTransform(o, e, i, t); l && l.update && r.push(s) } else r.push(s) }); var a = F(); e.eachSeries(function (r) { var o = n._chartsMap[r.__viewId]; if (o.updateTransform) { var s = o.updateTransform(r, e, i, t); s && s.update && a.set(r.uid, 1) } else a.set(r.uid, 1) }), Nl(e), this._scheduler.performVisualTasks(e, t, { setDirty: !0, dirtyMap: a }), Hl(n, e, i, t, a), Gl(e, this._api) } }, updateView: function (t) { var e = this._model; e && ($s.markUpdateMethod(t, "updateView"), Nl(e), this._scheduler.performVisualTasks(e, t, { setDirty: !0 }), Vl(this, this._model, this._api, t), Gl(e, this._api)) }, updateVisual: function (t) { Nm.update.call(this, t) }, updateLayout: function (t) { Nm.update.call(this, t) } }; Fm.resize = function (t) { if (!this._disposed) { this._zr.resize(t); var e = this._model; if (this._loadingFX && this._loadingFX.resize(), e) { var n = e.resetOption("media"), i = t && t.silent; this[Em] = !0, n && Pl(this), Nm.update.call(this), this[Em] = !1, El.call(this, i), Rl.call(this, i) } } }, Fm.showLoading = function (t, e) { if (!this._disposed && (ym(t) && (e = t, t = ""), t = t || "default", this.hideLoading(), Ym[t])) { var n = Ym[t](this._api, e), i = this._zr; this._loadingFX = n, i.add(n) } }, Fm.hideLoading = function () { this._disposed || (this._loadingFX && this._zr.remove(this._loadingFX), this._loadingFX = null) }, Fm.makeActionFromEvent = function (t) { var e = o({}, t); return e.type = Hm[t.type], e }, Fm.dispatchAction = function (t, e) { if (!this._disposed && (ym(e) || (e = { silent: !!e }), Wm[t.type] && this._model)) { if (this[Em]) return void this._pendingActions.push(t); Bl.call(this, t, e.silent), e.flush ? this._zr.flush(!0) : e.flush !== !1 && hc.browser.weChat &&

this._throttledZrFlush(), El.call(this, e.silent), Rl.call(this, e.silent) } }, Fm.appendData = function (t) { if (!this._disposed) { var e = t.seriesIndex, n = this.getModel(), i = n.getSeriesByIndex(e); i.appendData(t), this._scheduler.unfinished = !0 } }, Fm.on = Tl("on", !1), Fm.off = Tl("off", !1), Fm.one = Tl("one", !1); var Vm = ["click", "dblclick", "mouseover", "mouseout", "mousemove", "mousedown", "mouseup", "globalout", "contextmenu"]; Fm._initEvents = function () { vm(Vm, function (t) { var e = function (e) { var n, i = this.getModel(), r = e.target, a = "globalout" === t; if (a) n = {}; else if (r && null != r.dataIndex) { var s = r.dataModel || i.getSeriesByIndex(r.seriesIndex); n = s && s.getDataParams(r.dataIndex, r.dataType, r) || {} } else r && r.eventData && (n = o({}, r.eventData)); if (n) { var l = n.componentType, u = n.componentIndex; ("markLine" === l || "markPoint" === l || "markArea" === l) && (l = "series", u = n.seriesIndex); var h = l && null != u && i.getComponent(l, u), c = h && this["series" === h.mainType ? "_chartsMap" : "_componentsMap"][h.__viewId]; n.event = e, n.type = t, this._ecEventProcessor.eventInfo = { targetEl: r, packedEvent: n, model: h, view: c }, this.trigger(t, n) } }; e.zrEventfulCallAtLast = !0, this._zr.on(t, e, this) }, this), vm(Hm, function (t, e) { this._messageCenter.on(e, function (t) { this.trigger(e, t) }, this) }, this) }, Fm.isDisposed = function () { return this._disposed }, Fm.clear = function () { this._disposed || this.setOption({ series: [] }, !0) }, Fm.dispose = function () { if (!this._disposed) { this._disposed = !0, Qi(this.getDom(), Jm, ""); var t = this._api, e = this._model; vm(this._componentsViews, function (n) { n.dispose(e, t) }), vm(this._chartsViews, function (n) { n.dispose(e, t) }), this._zr.dispose(), delete Zm[this.id] } }, c(Dl, Oc), Yl.prototype = { constructor: Yl, normalizeQuery: function (t) { var e = {}, n = {}, i = {}; if (b(t)) { var r = _m(t); e.mainType = r.main || null, e.subType = r.sub || null } else { var a = ["Index", "Name", "Id"], o = { name: 1, dataIndex: 1, dataType: 1 }; d(t, function (t, r) { for (var s = !1, l = 0; l < a.length; l++) { var u = a[l], h = r.lastIndexOf(u); if (h > 0 && h === r.length - u.length) { var c = r.slice(0, h); "data" !== c && (e.mainType = c, e[u.toLowerCase()] = t, s = !0) } } o.hasOwnProperty(r) && (n[r] = t, s = !0), s || (i[r] = t) }) } return { cptQuery: e, dataQuery: n, otherQuery: i } }, filter: function (t, e) { function n(t, e, n, i) { return null == t[n] || e[i || n] === t[n] } var i = this.eventInfo; if (!i) return !0; var

r = i.targetEl, a = i.packedEvent, o = i.model, s = i.view; if (!o || !s) return !0; var l = e.cptQuery, u = e.dataQuery; return n(l, o, "mainType") && n(l, o, "subType") && n(l, o, "index", "componentIndex") && n(l, o, "name") && n(l, o, "id") && n(u, a, "name") && n(u, a, "dataIndex") && n(u, a, "dataType") && (!s.filterForExposedEvent || s.filterForExposedEvent(t, e.otherQuery, r, a)) }, afterTrigger: function () { this.eventInfo = null } }; var Wm = {}, Hm = {}, Gm = [], Xm = [], qm = [], Um = [], jm = {}, Ym = {}, Zm = {}, $m = {}, Qm = new Date - 0, Km = new Date - 0, Jm = "_echarts_instance_", ty = Kl; hu(Dm, Wv), iu(bv), ru(Im, Sv), fu("default", qv), ou({ type: "highlight", event: "highlight", update: "highlight" }, V), ou({ type: "downplay", event: "downplay", update: "downplay" }, V), nu("light", Jv), nu("dark", im); var ey = {}; wu.prototype = { constructor: wu, add: function (t) { return this._add = t, this }, update: function (t) { return this._update = t, this }, remove: function (t) { return this._remove = t, this }, execute: function () { var t, e = this._old, n = this._new, i = {}, r = {}, a = [], o = []; for (bu(e, i, a, "_oldKeyGetter", this), bu(n, r, o, "_newKeyGetter", this), t = 0; t < e.length; t++) { var s = a[t], l = r[s]; if (null != l) { var u = l.length; u ? (1 === u && (r[s] = null), l = l.unshift()) : r[s] = null, this._update && this._update(l, t) } else this._remove && this._remove(t) } for (var t = 0; t < o.length; t++) { var s = o[t]; if (r.hasOwnProperty(s)) { var l = r[s]; if (null == l) continue; if (l.length) for (var h = 0, u = l.length; u > h; h++)this._add && this._add(l[h]); else this._add && this._add(l) } } } }; var ny = F(["tooltip", "label", "itemName", "itemId", "seriesName"]), iy = S, ry = "undefined", ay = -1, oy = "e\x00\x00", sy = { "float": typeof Float64Array === ry ? Array : Float64Array, "int": typeof Int32Array === ry ? Array : Int32Array, ordinal: Array, number: Array, time: Array }, ly = typeof Uint32Array === ry ? Array : Uint32Array, uy = typeof Int32Array === ry ? Array : Int32Array, hy = typeof Uint16Array === ry ? Array : Uint16Array, cy = ["hasItemOption", "_nameList", "_idList", "_invertedIndicesMap", "_rawData", "_chunkSize", "_chunkCount", "_dimValueGetter", "_count", "_rawCount", "_nameDimIdx", "_idDimIdx"], fy = ["_extent", "_approximateExtent", "_rawExtent"], dy = function (t, e) { t = t || ["x", "y"]; for (var n = {}, i = [], r = {}, a = 0; a < t.length; a++) { var o = t[a]; b(o) && (o = { name: o }); var s = o.name; o.type = o.type || "float", o.coordDim || (o.coordDim = s, o.coordDimIndex = 0), o.otherDims = o.otherDims || {}, i.push(s), n[s] = o, o.index = a, o.createInvertedIndices &&

(r[s] = []) } this.dimensions = i, this._dimensionInfos = n, this.hostModel = e, this.dataType, this._indices = null, this._count = 0, this._rawCount = 0, this._storage = {}, this._nameList = [], this._idList = [], this._optionModels = [], this._visual = {}, this._layout = {}, this._itemVisuals = [], this.hasItemVisual = {}, this._itemLayouts = [], this._graphicEls = [], this._chunkSize = 1e5, this._chunkCount = 0, this._rawData, this._rawExtent = {}, this._extent = {}, this._approximateExtent = {}, this._dimensionsSummary = Su(this), this._invertedIndicesMap = r, this._calculationInfo = {}, this.userOutput = this._dimensionsSummary.userOutput }, py = dy.prototype; py.type = "list", py.hasItemOption = !0, py.getDimension = function (t) { return ("number" == typeof t || !isNaN(t) && !this._dimensionInfos.hasOwnProperty(t)) && (t = this.dimensions[t]), t }, py.getDimensionInfo = function (t) { return this._dimensionInfos[this.getDimension(t)] }, py.getDimensionsOnCoord = function () { return this._dimensionsSummary.dataDimsOnCoord.slice() }, py.mapDimension = function (t, e) { var n = this._dimensionsSummary; if (null == e) return n.encodeFirstDimNotExtra[t]; var i = n.encode[t]; return e === !0 ? (i || []).slice() : i && i[e] }, py.initData = function (t, e, n) { var i = Go.isInstance(t) || f(t); i && (t = new Ds(t, this.dimensions.length)), this._rawData = t, this._storage = {}, this._indices = null, this._nameList = e || [], this._idList = [], this._nameRepeatCount = {}, n || (this.hasItemOption = !1), this.defaultDimValueGetter = Tv[this._rawData.getSource().sourceFormat], this._dimValueGetter = n = n || this.defaultDimValueGetter, this._dimValueGetterArrayRows = Tv.arrayRows, this._rawExtent = {}, this._initDataFromProvider(0, t.count()), t.pure && (this.hasItemOption = !1) }, py.getProvider = function () { return this._rawData }, py.appendData = function (t) { var e = this._rawData, n = this.count(); e.appendData(t); var i = e.count(); e.persistent || (i += n), this._initDataFromProvider(n, i) }, py.appendValues = function (t, e) { for (var n = this._chunkSize, i = this._storage, r = this.dimensions, a = r.length, o = this._rawExtent, s = this.count(), l = s + Math.max(t.length, e ? e.length : 0), u = this._chunkCount, h = 0; a > h; h++) { var c = r[h]; o[c] || (o[c] = Nu()), i[c] || (i[c] = []), Au(i, this._dimensionInfos[c], n, u, l), this._chunkCount = i[c].length } for (var f = new Array(a), d = s; l > d; d++) { for (var p = d - s, g = Math.floor(d / n), v = d % n, m = 0; a > m; m++) { var c = r[m], y = this._dimValueGetterArrayRows(t[p] || f, c, p, m); i[c][g][v] =

y; var _ = o[c]; y < _[0] && (_[0] = y), y > _[1] && (_[1] = y) } e && (this._nameList[d] = e[p]) } this._rawCount = this._count = l, this._extent = {}, Pu(this) }, py._initDataFromProvider = function (t, e) { if (!(t >= e)) { for (var n, i = this._chunkSize, r = this._rawData, a = this._storage, o = this.dimensions, s = o.length, l = this._dimensionInfos, u = this._nameList, h = this._idList, c = this._rawExtent, f = this._nameRepeatCount = {}, d = this._chunkCount, p = 0; s > p; p++) { var g = o[p]; c[g] || (c[g] = Nu()); var v = l[g]; 0 === v.otherDims.itemName && (n = this._nameDimIdx = p), 0 === v.otherDims.itemId && (this._idDimIdx = p), a[g] || (a[g] = []), Au(a, v, i, d, e), this._chunkCount = a[g].length } for (var m = new Array(s), y = t; e > y; y++) { m = r.getItem(y, m); for (var _ = Math.floor(y / i), x = y % i, w = 0; s > w; w++) { var g = o[w], b = a[g][_], S = this._dimValueGetter(m, g, y, w); b[x] = S; var M = c[g]; S < M[0] && (M[0] = S), S > M[1] && (M[1] = S) } if (!r.pure) { var I = u[y]; if (m && null == I) if (null != m.name) u[y] = I = m.name; else if (null != n) { var C = o[n], T = a[C][_]; if (T) { I = T[x]; var k = l[C].ordinalMeta; k && k.categories.length && (I = k.categories[I]) } } var D = null == m ? null : m.id; null == D && null != I && (f[I] = f[I] || 0, D = I, f[I] > 0 && (D += "__ec__" + f[I]), f[I]++), null != D && (h[y] = D) } } !r.persistent && r.clean && r.clean(), this._rawCount = this._count = e, this._extent = {}, Pu(this) } }, py.count = function () { return this._count }, py.getIndices = function () { var t, e = this._indices; if (e) { var n = e.constructor, i = this._count; if (n === Array) { t = new n(i); for (var r = 0; i > r; r++)t[r] = e[r] } else t = new n(e.buffer, 0, i) } else for (var n = Tu(this), t = new n(this.count()), r = 0; r < t.length; r++)t[r] = r; return t }, py.get = function (t, e) { if (!(e >= 0 && e < this._count)) return 0 / 0; var n = this._storage; if (!n[t]) return 0 / 0; e = this.getRawIndex(e); var i = Math.floor(e / this._chunkSize), r = e % this._chunkSize, a = n[t][i], o = a[r]; return o }, py.getByRawIndex = function (t, e) { if (!(e >= 0 && e < this._rawCount)) return 0 / 0; var n = this._storage[t]; if (!n) return 0 / 0; var i = Math.floor(e / this._chunkSize), r = e % this._chunkSize, a = n[i]; return a[r] }, py._getFast = function (t, e) { var n = Math.floor(e / this._chunkSize), i = e % this._chunkSize, r = this._storage[t][n]; return r[i] }, py.getValues = function (t, e) { var n = []; x(t) || (e = t, t = this.dimensions); for (var i = 0, r = t.length; r > i; i++)n.push(this.get(t[i], e)); return n }, py.hasValue = function (t) { for (var e = this._dimensionsSummary.dataDimsOnCoord, n = 0, i = e.length; i > n; n++)if

(isNaN(this.get(e[n], t))) return !1; return !0 }, py.getDataExtent = function (t) { t = this.getDimension(t); var e = this._storage[t], n = Nu(); if (!e) return n; var i, r = this.count(), a = !this._indices; if (a) return this._rawExtent[t].slice(); if (i = this._extent[t]) return i.slice(); i = n; for (var o = i[0], s = i[1], l = 0; r > l; l++) { var u = this._getFast(t, this.getRawIndex(l)); o > u && (o = u), u > s && (s = u) } return i = [o, s], this._extent[t] = i, i }, py.getApproximateExtent = function (t) { return t = this.getDimension(t), this._approximateExtent[t] || this.getDataExtent(t) }, py.setApproximateExtent = function (t, e) { e = this.getDimension(e), this._approximateExtent[e] = t.slice() }, py.getCalculationInfo = function (t) { return this._calculationInfo[t] }, py.setCalculationInfo = function (t, e) { iy(t) ? o(this._calculationInfo, t) : this._calculationInfo[t] = e }, py.getSum = function (t) { var e = this._storage[t], n = 0; if (e) for (var i = 0, r = this.count(); r > i; i++) { var a = this.get(t, i); isNaN(a) || (n += a) } return n }, py.getMedian = function (t) { var e = []; this.each(t, function (t) { isNaN(t) || e.push(t) }); var n = [].concat(e).sort(function (t, e) { return t - e }), i = this.count(); return 0 === i ? 0 : i % 2 === 1 ? n[(i - 1) / 2] : (n[i / 2] + n[i / 2 - 1]) / 2 }, py.rawIndexOf = function (t, e) { var n = t && this._invertedIndicesMap[t], i = n[e]; return null == i || isNaN(i) ? ay : i }, py.indexOfName = function (t) { for (var e = 0, n = this.count(); n > e; e++)if (this.getName(e) === t) return e; return -1 }, py.indexOfRawIndex = function (t) { if (!this._indices) return t; if (t >= this._rawCount || 0 > t) return -1; var e = this._indices, n = e[t]; if (null != n && n < this._count && n === t) return t; for (var i = 0, r = this._count - 1; r >= i;) { var a = (i + r) / 2 | 0; if (e[a] < t) i = a + 1; else { if (!(e[a] > t)) return a; r = a - 1 } } return -1 }, py.indicesOfNearest = function (t, e, n) { var i = this._storage, r = i[t], a = []; if (!r) return a; null == n && (n = 1 / 0); for (var o = Number.MAX_VALUE, s = -1, l = 0, u = this.count(); u > l; l++) { var h = e - this.get(t, l), c = Math.abs(h); n >= h && o >= c && ((o > c || h >= 0 && 0 > s) && (o = c, s = h, a.length = 0), a.push(l)) } return a }, py.getRawIndex = Lu, py.getRawDataItem = function (t) { if (this._rawData.persistent) return this._rawData.getItem(this.getRawIndex(t)); for (var e = [], n = 0; n < this.dimensions.length; n++) { var i = this.dimensions[n]; e.push(this.get(i, t)) } return e }, py.getName = function (t) { var e = this.getRawIndex(t); return this._nameList[e] || Ou(this, this._nameDimIdx, e) || "" }, py.getId = function (t)

{ return Eu(this, this.getRawIndex(t)) }, py.each = function (t, e, n, i) { if (this._count) { "function" == typeof t && (i = n, n = e, e = t, t = []), n = n || i || this, t = p(Ru(t), this.getDimension, this); for (var r = t.length, a = 0; a < this.count(); a++)switch (r) { case 0: e.call(n, a); break; case 1: e.call(n, this.get(t[0], a), a); break; case 2: e.call(n, this.get(t[0], a), this.get(t[1], a), a); break; default: for (var o = 0, s = []; r > o; o++)s[o] = this.get(t[o], a); s[o] = a, e.apply(n, s) } } }, py.filterSelf = function (t, e, n, i) { if (this._count) { "function" == typeof t && (i = n, n = e, e = t, t = []), n = n || i || this, t = p(Ru(t), this.getDimension, this); for (var r = this.count(), a = Tu(this), o = new a(r), s = [], l = t.length, u = 0, h = t[0], c = 0; r > c; c++) { var f, d = this.getRawIndex(c); if (0 === l) f = e.call(n, c); else if (1 === l) { var g = this._getFast(h, d); f = e.call(n, g, c) } else { for (var v = 0; l > v; v++)s[v] = this._getFast(h, d); s[v] = c, f = e.apply(n, s) } f && (o[u++] = d) } return r > u && (this._indices = o), this._count = u, this._extent = {}, this.getRawIndex = this._indices ? Bu : Lu, this } }, py.selectRange = function (t) { if (this._count) { var e = []; for (var n in t) t.hasOwnProperty(n) && e.push(n); var i = e.length; if (i) { var r = this.count(), a = Tu(this), o = new a(r), s = 0, l = e[0], u = t[l][0], h = t[l][1], c = !1; if (!this._indices) { var f = 0; if (1 === i) { for (var d = this._storage[e[0]], p = 0; p < this._chunkCount; p++)for (var g = d[p], v = Math.min(this._count - p * this._chunkSize, this._chunkSize), m = 0; v > m; m++) { var y = g[m]; (y >= u && h >= y || isNaN(y)) && (o[s++] = f), f++ } c = !0 } else if (2 === i) { for (var d = this._storage[l], _ = this._storage[e[1]], x = t[e[1]][0], w = t[e[1]][1], p = 0; p < this._chunkCount; p++)for (var g = d[p], b = _[p], v = Math.min(this._count - p * this._chunkSize, this._chunkSize), m = 0; v > m; m++) { var y = g[m], S = b[m]; (y >= u && h >= y || isNaN(y)) && (S >= x && w >= S || isNaN(S)) && (o[s++] = f), f++ } c = !0 } } if (!c) if (1 === i) for (var m = 0; r > m; m++) { var M = this.getRawIndex(m), y = this._getFast(l, M); (y >= u && h >= y || isNaN(y)) && (o[s++] = M) } else for (var m = 0; r > m; m++) { for (var l = !0, M = this.getRawIndex(m), p = 0; i > p; p++) { var C = e[p], y = this._getFast(n, M); (y < t[C][0] || y > t[C][1]) && (l = !1) } l && (o[s++] = this.getRawIndex(m)) } return r > s && (this._indices = o), this._count = s, this._extent = {}, this.getRawIndex = this._indices ? Bu : Lu, this } } }, py.mapArray = function (t, e, n, i) { "function" == typeof t && (i = n, n = e, e = t, t = []), n = n || i || this; var r = []; return this.each(t, function () {

r.push(e && e.apply(this, arguments)) }, n), r }, py.map = function (t, e, n, i) { n = n || i || this, t = p(Ru(t), this.getDimension, this); var r = zu(this, t); r._indices = this._indices, r.getRawIndex = r._indices ? Bu : Lu; for (var a = r._storage, o = [], s = this._chunkSize, l = t.length, u = this.count(), h = [], c = r._rawExtent, f = 0; u > f; f++) { for (var d = 0; l > d; d++)h[d] = this.get(t[d], f); h[l] = f; var g = e && e.apply(n, h); if (null != g) { "object" != typeof g && (o[0] = g, g = o); for (var v = this.getRawIndex(f), m = Math.floor(v / s), y = v % s, _ = 0; _ < g.length; _++) { var x = t[_], w = g[_], b = c[x], S = a[x]; S && (S[m][y] = w), w < b[0] && (b[0] = w), w > b[1] && (b[1] = w) } } } return r }, py.downSample = function (t, e, n, i) { for (var r = zu(this, [t]), a = r._storage, o = [], s = Math.floor(1 / e), l = a[t], u = this.count(), h = this._chunkSize, c = r._rawExtent[t], f = new (Tu(this))(u), d = 0, p = 0; u > p; p += s) { s > u - p && (s = u - p, o.length = s); for (var g = 0; s > g; g++) { var v = this.getRawIndex(p + g), m = Math.floor(v / h), y = v % h; o[g] = l[m][y] } var _ = n(o), x = this.getRawIndex(Math.min(p + i(o, _) || 0, u - 1)), w = Math.floor(x / h), b = x % h; l[w][b] = _, _ < c[0] && (c[0] = _), _ > c[1] && (c[1] = _), f[d++] = x } return r._count = d, r._indices = f, r.getRawIndex = Bu, r }, py.getItemModel = function (t) { var e = this.hostModel; return new Ka(this.getRawDataItem(t), e, e && e.ecModel) }, py.diff = function (t) { var e = this; return new wu(t ? t.getIndices() : [], this.getIndices(), function (e) { return Eu(t, e) }, function (t) { return Eu(e, t) }) }, py.getVisual = function (t) { var e = this._visual; return e && e[t] }, py.setVisual = function (t, e) { if (iy(t)) for (var n in t) t.hasOwnProperty(n) && this.setVisual(n, t[n]); else this._visual = this._visual || {}, this._visual[t] = e }, py.setLayout = function (t, e) { if (iy(t)) for (var n in t) t.hasOwnProperty(n) && this.setLayout(n, t[n]); else this._layout[t] = e }, py.getLayout = function (t) { return this._layout[t] }, py.getItemLayout = function (t) { return this._itemLayouts[t] }, py.setItemLayout = function (t, e, n) { this._itemLayouts[t] = n ? o(this._itemLayouts[t] || {}, e) : e }, py.clearItemLayouts = function () { this._itemLayouts.length = 0 }, py.getItemVisual = function (t, e, n) { var i = this._itemVisuals[t], r = i && i[e]; return null != r || n ? r : this.getVisual(e) }, py.setItemVisual = function (t, e, n) { var i = this._itemVisuals[t] || {}, r = this.hasItemVisual; if (this._itemVisuals[t] = i, iy(e)) for (var a in e) e.hasOwnProperty(a) && (i[a] = e[a], r[a] = !0); else i[e] = n, r[e] = !0 }, py.clearAllVisual = function () { this._visual = {},

this._itemVisuals = [], this.hasItemVisual = {} }; var gy = function (t) { t.seriesIndex = this.seriesIndex, t.dataIndex = this.dataIndex, t.dataType = this.dataType }; py.setItemGraphicEl = function (t, e) { var n = this.hostModel; e && (e.dataIndex = t, e.dataType = this.dataType, e.seriesIndex = n && n.seriesIndex, "group" === e.type && e.traverse(gy, e)), this._graphicEls[t] = e }, py.getItemGraphicEl = function (t) { return this._graphicEls[t] }, py.eachItemGraphicEl = function (t, e) { d(this._graphicEls, function (n, i) { n && t && t.call(e, n, i) }) }, py.cloneShallow = function (t) { if (!t) { var e = p(this.dimensions, this.getDimensionInfo, this); t = new dy(e, this.hostModel) } if (t._storage = this._storage, Du(t, this), this._indices) { var n = this._indices.constructor; t._indices = new n(this._indices) } else t._indices = null; return t.getRawIndex = t._indices ? Bu : Lu, t }, py.wrapMethod = function (t, e) { var n = this[t]; "function" == typeof n && (this.__wrappedMethods = this.__wrappedMethods || [], this.__wrappedMethods.push(t), this[t] = function () { var t = n.apply(this, arguments); return e.apply(this, [t].concat(P(arguments))) }) }, py.TRANSFERABLE_METHODS = ["cloneShallow", "downSample", "map"], py.CHANGABLE_METHODS = ["filterSelf", "selectRange"]; var vy = function (t, e) { return e = e || {}, Vu(e.coordDimensions || [], t, { dimsDef: e.dimensionsDefine || t.dimensionsDefine, encodeDef: e.encodeDefine || t.encodeDefine, dimCount: e.dimensionsCount, generateCoord: e.generateCoord, generateCoordCount: e.generateCoordCount }) }; Zu.prototype.parse = function (t) { return t }, Zu.prototype.getSetting = function (t) { return this._setting[t] }, Zu.prototype.contain = function (t) { var e = this._extent; return t >= e[0] && t <= e[1] }, Zu.prototype.normalize = function (t) { var e = this._extent; return e[1] === e[0] ? .5 : (t - e[0]) / (e[1] - e[0]) }, Zu.prototype.scale = function (t) { var e = this._extent; return t * (e[1] - e[0]) + e[0] }, Zu.prototype.unionExtent = function (t) { var e = this._extent; t[0] < e[0] && (e[0] = t[0]), t[1] > e[1] && (e[1] = t[1]) }, Zu.prototype.unionExtentFromData = function (t, e) { this.unionExtent(t.getApproximateExtent(e)) }, Zu.prototype.getExtent = function () { return this._extent.slice() }, Zu.prototype.setExtent = function (t, e) { var n = this._extent; isNaN(t) || (n[0] = t), isNaN(e) || (n[1] = e) }, Zu.prototype.isBlank = function () { return this._isBlank }, Zu.prototype.setBlank = function (t) { this._isBlank = t },

Zu.prototype.getLabel = null, nr(Zu), or(Zu, { registerWhenExtend: !0 }), $u.createByAxisModel = function (t) { var e = t.option, n = e.data, i = n && p(n, Ku); return new $u({ categories: i, needCollect: !i, deduplication: e.dedplication !== !1 }) }; var my = $u.prototype; my.getOrdinal = function (t) { return Qu(this).get(t) }, my.parseAndCollect = function (t) { var e, n = this._needCollect; if ("string" != typeof t && !n) return t; if (n && !this._deduplication) return e = this.categories.length, this.categories[e] = t, e; var i = Qu(this); return e = i.get(t), null == e && (n ? (e = this.categories.length, this.categories[e] = t, i.set(t, e)) : e = 0 / 0), e }; var yy = Zu.prototype, _y = Zu.extend({ type: "ordinal", init: function (t, e) { (!t || x(t)) && (t = new $u({ categories: t })), this._ordinalMeta = t, this._extent = e || [0, t.categories.length - 1] }, parse: function (t) { return "string" == typeof t ? this._ordinalMeta.getOrdinal(t) : Math.round(t) }, contain: function (t) { return t = this.parse(t), yy.contain.call(this, t) && null != this._ordinalMeta.categories[t] }, normalize: function (t) { return yy.normalize.call(this, this.parse(t)) }, scale: function (t) { return Math.round(yy.scale.call(this, t)) }, getTicks: function () { for (var t = [], e = this._extent, n = e[0]; n <= e[1];)t.push(n), n++; return t }, getLabel: function (t) { return this.isBlank() ? void 0 : this._ordinalMeta.categories[t] }, count: function () { return this._extent[1] - this._extent[0] + 1 }, unionExtentFromData: function (t, e) { this.unionExtent(t.getApproximateExtent(e)) }, getOrdinalMeta: function () { return this._ordinalMeta }, niceTicks: V, niceExtent: V }); _y.create = function () { return new _y }; var xy = so, wy = so, by = Zu.extend({ type: "interval", _interval: 0, _intervalPrecision: 2, setExtent: function (t, e) { var n = this._extent; isNaN(t) || (n[0] = parseFloat(t)), isNaN(e) || (n[1] = parseFloat(e)) }, unionExtent: function (t) { var e = this._extent; t[0] < e[0] && (e[0] = t[0]), t[1] > e[1] && (e[1] = t[1]), by.prototype.setExtent.call(this, e[0], e[1]) }, getInterval: function () { return this._interval }, setInterval: function (t) { this._interval = t, this._niceExtent = this._extent.slice(), this._intervalPrecision = th(t) }, getTicks: function () { return ih(this._interval, this._extent, this._niceExtent, this._intervalPrecision) }, getLabel: function (t, e) { if (null == t) return ""; var n = e && e.precision; return null == n ? n = ho(t) || 0 : "auto" === n && (n = this._intervalPrecision), t = wy(t, n, !0), So(t) }, niceTicks: function (t, e, n) { t = t || 5; var i =

this._extent, r = i[1] - i[0]; if (isFinite(r)) { 0 > r && (r = -r, i.reverse()); var a = Ju(i, t, e, n); this._intervalPrecision = a.intervalPrecision, this._interval = a.interval, this._niceExtent = a.niceTickExtent } }, niceExtent: function (t) { var e = this._extent; if (e[0] === e[1]) if (0 !== e[0]) { var n = e[0]; t.fixMax ? e[0] -= n / 2 : (e[1] += n / 2, e[0] -= n / 2) } else e[1] = 1; var i = e[1] - e[0]; isFinite(i) || (e[0] = 0, e[1] = 1), this.niceTicks(t.splitNumber, t.minInterval, t.maxInterval); var r = this._interval; t.fixMin || (e[0] = wy(Math.floor(e[0] / r) * r)), t.fixMax || (e[1] = wy(Math.ceil(e[1] / r) * r)) } }); by.create = function () { return new by }; var Sy = "__ec_stack_", My = .5, Iy = "undefined" != typeof Float32Array ? Float32Array : Array, Cy = ({ seriesType: "bar", plan: Rv(), reset: function (t) { function e(t, e) { for (var n, c = t.count, f = new Iy(2 * c), d = new Iy(c), p = [], g = [], v = 0, m = 0; null != (n = t.next());)g[u] = e.get(o, n), g[1 - u] = e.get(s, n), p = i.dataToPoint(g, null, p), f[v++] = p[0], f[v++] = p[1], d[m++] = n; e.setLayout({ largePoints: f, largeDataIndices: d, barWidth: h, valueAxisStart: fh(r, a, !1), valueAxisHorizontal: l }) } if (hh(t) && ch(t)) { var n = t.getData(), i = t.coordinateSystem, r = i.getBaseAxis(), a = i.getOtherAxis(r), o = n.mapDimension(a.dim), s = n.mapDimension(r.dim), l = a.isHorizontal(), u = l ? 0 : 1, h = uh(sh([t]), r, t).width; return h > My || (h = My), { progress: e } } } }, by.prototype), Ty = Math.ceil, ky = Math.floor, Dy = 1e3, Ay = 60 * Dy, Py = 60 * Ay, Oy = 24 * Py, Ly = function (t, e, n, i) { for (; i > n;) { var r = n + i >>> 1; t[r][1] < e ? n = r + 1 : i = r } return n }, By = by.extend({ type: "time", getLabel: function (t) { var e = this._stepLvl, n = new Date(t); return Ao(e[0], n, this.getSetting("useUTC")) }, niceExtent: function (t) { var e = this._extent; if (e[0] === e[1] && (e[0] -= Oy, e[1] += Oy), e[1] === -1 / 0 && 1 / 0 === e[0]) { var n = new Date; e[1] = +new Date(n.getFullYear(), n.getMonth(), n.getDate()), e[0] = e[1] - Oy } this.niceTicks(t.splitNumber, t.minInterval, t.maxInterval); var i = this._interval; t.fixMin || (e[0] = so(ky(e[0] / i) * i)), t.fixMax || (e[1] = so(Ty(e[1] / i) * i)) }, niceTicks: function (t, e, n) { t = t || 10; var i = this._extent, r = i[1] - i[0], a = r / t; null != e && e > a && (a = e), null != n && a > n && (a = n); var o = Ey.length, s = Ly(Ey, a, 0, o), l = Ey[Math.min(s, o - 1)], u = l[1]; if ("year" === l[0]) { var h = r / u, c = _o(h / t, !0); u *= c } var f = this.getSetting("useUTC") ? 0 : 60 * new Date(+i[0] || +i[1]).getTimezoneOffset() * 1e3, d = [Math.round(Ty((i[0] - f) / u) * u + f), Math.round(ky((i[1] - f) / u) * u + f)]; nh(d, i), this._stepLvl = l, this._interval =

u, this._niceExtent = d }, parse: function (t) { return +vo(t) } }); d(["contain", "normalize"], function (t) { By.prototype[t] = function (e) { return Cy[t].call(this, this.parse(e)) } }); var Ey = [["hh:mm:ss", Dy], ["hh:mm:ss", 5 * Dy], ["hh:mm:ss", 10 * Dy], ["hh:mm:ss", 15 * Dy], ["hh:mm:ss", 30 * Dy], ["hh:mm\nMM-dd", Ay], ["hh:mm\nMM-dd", 5 * Ay], ["hh:mm\nMM-dd", 10 * Ay], ["hh:mm\nMM-dd", 15 * Ay], ["hh:mm\nMM-dd", 30 * Ay], ["hh:mm\nMM-dd", Py], ["hh:mm\nMM-dd", 2 * Py], ["hh:mm\nMM-dd", 6 * Py], ["hh:mm\nMM-dd", 12 * Py], ["MM-dd\nyyyy", Oy], ["MM-dd\nyyyy", 2 * Oy], ["MM-dd\nyyyy", 3 * Oy], ["MM-dd\nyyyy", 4 * Oy], ["MM-dd\nyyyy", 5 * Oy], ["MM-dd\nyyyy", 6 * Oy], ["week", 7 * Oy], ["MM-dd\nyyyy", 10 * Oy], ["week", 14 * Oy], ["week", 21 * Oy], ["month", 31 * Oy], ["week", 42 * Oy], ["month", 62 * Oy], ["week", 70 * Oy], ["quarter", 95 * Oy], ["month", 31 * Oy * 4], ["month", 31 * Oy * 5], ["half-year", 380 * Oy / 2], ["month", 31 * Oy * 8], ["month", 31 * Oy * 10], ["year", 380 * Oy]]; By.create = function (t) { return new By({ useUTC: t.ecModel.get("useUTC") }) }; var Ry = Zu.prototype, zy = by.prototype, Fy = ho, Ny = so, Vy = Math.floor, Wy = Math.ceil, Hy = Math.pow, Gy = Math.log, Xy = Zu.extend({
    type: "log", base: 10, $constructor: function () { Zu.apply(this, arguments), this._originalScale = new by }, getTicks: function () { var t = this._originalScale, e = this._extent, n = t.getExtent(); return p(zy.getTicks.call(this), function (i) { var r = so(Hy(this.base, i)); return r = i === e[0] && t.__fixMin ? dh(r, n[0]) : r, r = i === e[1] && t.__fixMax ? dh(r, n[1]) : r }, this) }, getLabel: zy.getLabel, scale: function (t) {
      return t = Ry.scale.call(this, t), Hy(this.base, t)
    }, setExtent: function (t, e) { var n = this.base; t = Gy(t) / Gy(n), e = Gy(e) / Gy(n), zy.setExtent.call(this, t, e) }, getExtent: function () { var t = this.base, e = Ry.getExtent.call(this); e[0] = Hy(t, e[0]), e[1] = Hy(t, e[1]); var n = this._originalScale, i = n.getExtent(); return n.__fixMin && (e[0] = dh(e[0], i[0])), n.__fixMax && (e[1] = dh(e[1], i[1])), e }, unionExtent: function (t) { this._originalScale.unionExtent(t); var e = this.base; t[0] = Gy(t[0]) / Gy(e), t[1] = Gy(t[1]) / Gy(e), Ry.unionExtent.call(this, t) }, unionExtentFromData: function (t, e) { this.unionExtent(t.getApproximateExtent(e)) }, niceTicks: function (t) { t = t || 10; var e = this._extent, n = e[1] - e[0]; if (!(1 / 0 === n || 0 >= n)) { var i = mo(n), r = t / n * i; for (.5 >= r && (i *= 10); !isNaN(i) && Math.abs(i) < 1 &&

Math.abs(i) > 0;)i *= 10; var a = [so(Wy(e[0] / i) * i), so(Vy(e[1] / i) * i)]; this._interval = i, this._niceExtent = a } }, niceExtent: function (t) { zy.niceExtent.call(this, t); var e = this._originalScale; e.__fixMin = t.fixMin, e.__fixMax = t.fixMax }
}); d(["contain", "normalize"], function (t) { Xy.prototype[t] = function (e) { return e = Gy(e) / Gy(this.base), Ry[t].call(this, e) } }), Xy.create = function () { return new Xy }; var qy = { getMin: function (t) { var e = this.option, n = t || null == e.rangeStart ? e.min : e.rangeStart; return this.axis && null != n && "dataMin" !== n && "function" != typeof n && !T(n) && (n = this.axis.scale.parse(n)), n }, getMax: function (t) { var e = this.option, n = t || null == e.rangeEnd ? e.max : e.rangeEnd; return this.axis && null != n && "dataMax" !== n && "function" != typeof n && !T(n) && (n = this.axis.scale.parse(n)), n }, getNeedCrossZero: function () { var t = this.option; return null != t.rangeStart || null != t.rangeEnd ? !1 : !t.scale }, getCoordSysModel: V, setRange: function (t, e) { this.option.rangeStart = t, this.option.rangeEnd = e }, resetRange: function () { this.option.rangeStart = this.option.rangeEnd = null } }, Uy = ta({ type: "triangle", shape: { cx: 0, cy: 0, width: 0, height: 0 }, buildPath: function (t, e) { var n = e.cx, i = e.cy, r = e.width / 2, a = e.height / 2; t.moveTo(n, i - a), t.lineTo(n + r, i + a), t.lineTo(n - r, i + a), t.closePath() } }), jy = ta({ type: "diamond", shape: { cx: 0, cy: 0, width: 0, height: 0 }, buildPath: function (t, e) { var n = e.cx, i = e.cy, r = e.width / 2, a = e.height / 2; t.moveTo(n, i - a), t.lineTo(n + r, i), t.lineTo(n, i + a), t.lineTo(n - r, i), t.closePath() } }), Yy = ta({ type: "pin", shape: { x: 0, y: 0, width: 0, height: 0 }, buildPath: function (t, e) { var n = e.x, i = e.y, r = e.width / 5 * 3, a = Math.max(r, e.height), o = r / 2, s = o * o / (a - o), l = i - a + o + s, u = Math.asin(s / o), h = Math.cos(u) * o, c = Math.sin(u), f = Math.cos(u), d = .6 * o, p = .7 * o; t.moveTo(n - h, l + s), t.arc(n, l, o, Math.PI - u, 2 * Math.PI + u), t.bezierCurveTo(n + h - c * d, l + s + f * d, n, i - p, n, i), t.bezierCurveTo(n, i - p, n - h + c * d, l + s + f * d, n - h, l + s), t.closePath() } }), Zy = ta({ type: "arrow", shape: { x: 0, y: 0, width: 0, height: 0 }, buildPath: function (t, e) { var n = e.height, i = e.width, r = e.x, a = e.y, o = i / 3 * 2; t.moveTo(r, a), t.lineTo(r + o, a + n), t.lineTo(r, a + n / 4 * 3), t.lineTo(r - o, a + n), t.lineTo(r, a), t.closePath() } }), $y = { line: Kp, rect: $p, roundRect: $p, square: $p, circle: Np, diamond: jy, pin: Yy, arrow: Zy, triangle: Uy }, Qy = { line: function (t, e, n, i, r) { r.x1 = t, r.y1

= e + i / 2, r.x2 = t + n, r.y2 = e + i / 2 }, rect: function (t, e, n, i, r) { r.x = t, r.y = e, r.width = n, r.height = i }, roundRect: function (t, e, n, i, r) { r.x = t, r.y = e, r.width = n, r.height = i, r.r = Math.min(n, i) / 4 }, square: function (t, e, n, i, r) { var a = Math.min(n, i); r.x = t, r.y = e, r.width = a, r.height = a }, circle: function (t, e, n, i, r) { r.cx = t + n / 2, r.cy = e + i / 2, r.r = Math.min(n, i) / 2 }, diamond: function (t, e, n, i, r) { r.cx = t + n / 2, r.cy = e + i / 2, r.width = n, r.height = i }, pin: function (t, e, n, i, r) { r.x = t + n / 2, r.y = e + i / 2, r.width = n, r.height = i }, arrow: function (t, e, n, i, r) { r.x = t + n / 2, r.y = e + i / 2, r.width = n, r.height = i }, triangle: function (t, e, n, i, r) { r.cx = t + n / 2, r.cy = e + i / 2, r.width = n, r.height = i } }, Ky = {}; d($y, function (t, e) { Ky[e] = new t }); var Jy = ta({ type: "symbol", shape: { symbolType: "", x: 0, y: 0, width: 0, height: 0 }, calculateTextPosition: function (t, e, n) { var i = qn(t, e, n), r = this.shape; return r && "pin" === r.symbolType && "inside" === e.textPosition && (i.y = n.y + .4 * n.height), i }, buildPath: function (t, e, n) { var i = e.symbolType; if ("none" !== i) { var r = Ky[i]; r || (i = "rect", r = Ky[i]), Qy[i](e.x, e.y, e.width, e.height, r.shape), r.buildPath(t, r.shape, n) } } }), t_ = { isDimensionStacked: Xu, enableDataStack: Gu, getStackedDimension: qu }, e_ = (Object.freeze || Object)({ createList: Mh, getLayoutRect: Eo, dataStack: t_, createScale: Ih, mixinAxisModelCommonMethods: Ch, completeDimensions: Vu, createDimensions: vy, createSymbol: Sh }), n_ = 1e-8; Dh.prototype = { constructor: Dh, properties: null, getBoundingRect: function () { var t = this._rect; if (t) return t; for (var e = Number.MAX_VALUE, n = [e, e], i = [-e, -e], r = [], a = [], o = this.geometries, s = 0; s < o.length; s++)if ("polygon" === o[s].type) { var l = o[s].exterior; wr(l, r, a), oe(n, n, r), se(i, i, a) } return 0 === s && (n[0] = n[1] = i[0] = i[1] = 0), this._rect = new wn(n[0], n[1], i[0] - n[0], i[1] - n[1]) }, contain: function (t) { var e = this.getBoundingRect(), n = this.geometries; if (!e.contain(t[0], t[1])) return !1; t: for (var i = 0, r = n.length; r > i; i++)if ("polygon" === n[i].type) { var a = n[i].exterior, o = n[i].interiors; if (kh(a, t[0], t[1])) { for (var s = 0; s < (o ? o.length : 0); s++)if (kh(o[s])) continue t; return !0 } } return !1 }, transformTo: function (t, e, n, i) { var r = this.getBoundingRect(), a = r.width / r.height; n ? i || (i = n / a) : n = a * i; for (var o = new wn(t, e, n, i), s = r.calculateTransform(o), l = this.geometries, u = 0; u < l.length; u++)if ("polygon" === l[u].type) { for (var h = l[u].exterior, c = l[u].interiors, f = 0; f < h.length; f++)ae(h[f], h[f], s); for (var d = 0; d < (c ?

c.length : 0); d++)for (var f = 0; f < c[d].length; f++)ae(c[d][f], c[d][f], s) } r = this._rect, r.copy(o), this.center = [r.x + r.width / 2, r.y + r.height / 2] }, cloneShallow: function (t) { null == t && (t = this.name); var e = new Dh(t, this.geometries, this.center); return e._rect = this._rect, e.transformTo = null, e } }; var i_ = function (t) { return Ah(t), p(v(t.features, function (t) { return t.geometry && t.properties && t.geometry.coordinates.length > 0 }), function (t) { var e = t.properties, n = t.geometry, i = n.coordinates, r = []; "Polygon" === n.type && r.push({ type: "polygon", exterior: i[0], interiors: i.slice(1) }), "MultiPolygon" === n.type && d(i, function (t) { t[0] && r.push({ type: "polygon", exterior: t[0], interiors: t.slice(1) }) }); var a = new Dh(e.name, r, e.cp); return a.properties = e, a }) }, r_ = Yi(), a_ = [0, 1], o_ = function (t, e, n) { this.dim = t, this.scale = e, this._extent = n || [0, 0], this.inverse = !1, this.onBand = !1 }; o_.prototype = { constructor: o_, contain: function (t) { var e = this._extent, n = Math.min(e[0], e[1]), i = Math.max(e[0], e[1]); return t >= n && i >= t }, containData: function (t) { return this.contain(this.dataToCoord(t)) }, getExtent: function () { return this._extent.slice() }, getPixelPrecision: function (t) { return co(t || this.scale.getExtent(), this._extent) }, setExtent: function (t, e) { var n = this._extent; n[0] = t, n[1] = e }, dataToCoord: function (t, e) { var n = this._extent, i = this.scale; return t = i.normalize(t), this.onBand && "ordinal" === i.type && (n = n.slice(), Uh(n, i.count())), ao(t, a_, n, e) }, coordToData: function (t, e) { var n = this._extent, i = this.scale; this.onBand && "ordinal" === i.type && (n = n.slice(), Uh(n, i.count())); var r = ao(t, n, a_, e); return this.scale.scale(r) }, pointToData: function () { }, getTicksCoords: function (t) { t = t || {}; var e = t.tickModel || this.getTickModel(), n = Lh(this, e), i = n.ticks, r = p(i, function (t) { return { coord: this.dataToCoord(t), tickValue: t } }, this), a = e.get("alignWithLabel"); return jh(this, r, n.tickCategoryInterval, a, t.clamp), r }, getViewLabels: function () { return Oh(this).labels }, getLabelModel: function () { return this.model.getModel("axisLabel") }, getTickModel: function () { return this.model.getModel("axisTick") }, getBandWidth: function () { var t = this._extent, e = this.scale.getExtent(), n = e[1] - e[0] + (this.onBand ? 1 : 0); 0 === n && (n = 1); var i = Math.abs(t[1] - t[0]); return Math.abs(i) / n }, isHorizontal: null, getRotate: null, calculateCategoryInterval: function () { return Hh(this) } }; var s_ = i_, l_ = {}; d(["map", "each", "filter", "indexOf",

"inherits", "reduce", "filter", "bind", "curry", "isArray", "isString", "isObject", "isFunction", "extend", "defaults", "clone", "merge"], function (t) { l_[t] = Mc[t] }); var u_ = {}; d(["extendShape", "extendPath", "makePath", "makeImage", "mergePath", "resizePath", "createIcon", "setHoverStyle", "setLabelStyle", "setTextStyle", "setText", "getFont", "updateProps", "initProps", "getTransform", "clipPointsByRect", "clipRectByRect", "registerShape", "getShapeClass", "Group", "Image", "Text", "Circle", "Sector", "Ring", "Polygon", "Polyline", "Rect", "Line", "BezierCurve", "Arc", "IncrementalDisplayable", "CompoundPath", "LinearGradient", "RadialGradient", "BoundingRect"], function (t) { u_[t] = wg[t] }); var h_ = function (t, e, n) { e = x(e) && { coordDimensions: e } || o({}, e); var i = t.getSource(), r = vy(i, e), a = new dy(r, t); return a.initData(i, n), a }, c_ = { updateSelectedMap: function (t) { this._targetList = x(t) ? t.slice() : [], this._selectTargetMap = g(t || [], function (t, e) { return t.set(e.name, e), t }, F()) }, select: function (t, e) { var n = null != e ? this._targetList[e] : this._selectTargetMap.get(t), i = this.get("selectedMode"); "single" === i && this._selectTargetMap.each(function (t) { t.selected = !1 }), n && (n.selected = !0) }, unSelect: function (t, e) { var n = null != e ? this._targetList[e] : this._selectTargetMap.get(t); n && (n.selected = !1) }, toggleSelected: function (t, e) { var n = null != e ? this._targetList[e] : this._selectTargetMap.get(t); return null != n ? (this[n.selected ? "unSelect" : "select"](t, e), n.selected) : void 0 }, isSelected: function (t, e) { var n = null != e ? this._targetList[e] : this._selectTargetMap.get(t); return n && n.selected } }, f_ = gu({ type: "series.pie", init: function (t) { f_.superApply(this, "init", arguments), this.legendDataProvider = function () { return this.getRawData() }, this.updateSelectedMap(this._createSelectableList()), this._defaultLabelLine(t) }, mergeOption: function (t) { f_.superCall(this, "mergeOption", t), this.updateSelectedMap(this._createSelectableList()) }, getInitialData: function () { return h_(this, ["value"]) }, _createSelectableList: function () { for (var t = this.getRawData(), e = t.mapDimension("value"), n = [], i = 0, r = t.count(); r > i; i++)n.push({ name: t.getName(i), value: t.get(e, i), selected: zs(t, i, "selected") }); return n }, getDataParams: function (t) { var e = this.getData(), n = f_.superCall(this, "getDataParams", t), i = []; return e.each(e.mapDimension("value"), function (t) { i.push(t) }), n.percent = fo(i, t,

e.hostModel.get("percentPrecision")), n.$vars.push("percent"), n }, _defaultLabelLine: function (t) { Vi(t, "labelLine", ["show"]); var e = t.labelLine, n = t.emphasis.labelLine; e.show = e.show && t.label.show, n.show = n.show && t.emphasis.label.show }, defaultOption: { zlevel: 0, z: 2, legendHoverLink: !0, hoverAnimation: !0, center: ["50%", "50%"], radius: [0, "75%"], clockwise: !0, startAngle: 90, minAngle: 0, minShowLabelAngle: 0, selectedOffset: 10, hoverOffset: 10, avoidLabelOverlap: !0, percentPrecision: 2, stillShowZeroSum: !0, label: { rotate: !1, show: !0, position: "outer" }, labelLine: { show: !0, length: 15, length2: 15, smooth: !1, lineStyle: { width: 1, type: "solid" } }, itemStyle: { borderWidth: 1 }, animationType: "expansion", animationTypeUpdate: "transition", animationEasing: "cubicOut" } }); c(f_, c_); var d_ = $h.prototype; d_.updateData = function (t, e, n) { var i = this.childAt(0), r = this.childAt(1), a = this.childAt(2), l = t.hostModel, u = t.getItemModel(e), h = t.getItemLayout(e), c = o({}, h); c.label = null; var f = l.getShallow("animationTypeUpdate"); if (n) { i.setShape(c); var d = l.getShallow("animationType"); "scale" === d ? (i.shape.r = h.r0, Va(i, { shape: { r: h.r } }, l, e)) : (i.shape.endAngle = h.startAngle, Na(i, { shape: { endAngle: h.endAngle } }, l, e)) } else "expansion" === f ? i.setShape(c) : Na(i, { shape: c }, l, e); var p = t.getItemVisual(e, "color"); i.useStyle(s({ lineJoin: "bevel", fill: p }, u.getModel("itemStyle").getItemStyle())), i.hoverStyle = u.getModel("emphasis.itemStyle").getItemStyle(); var g = u.getShallow("cursor"); g && i.attr("cursor", g), Zh(this, t.getItemLayout(e), l.isSelected(null, e), l.get("selectedOffset"), l.get("animation")); var v = !n && "transition" === f; this._updateLabel(t, e, v), this.highDownOnUpdate = u.get("hoverAnimation") && l.isAnimationEnabled() ? function (t, e) { "emphasis" === e ? (r.ignore = r.hoverIgnore, a.ignore = a.hoverIgnore, i.stopAnimation(!0), i.animateTo({ shape: { r: h.r + l.get("hoverOffset") } }, 300, "elasticOut")) : (r.ignore = r.normalIgnore, a.ignore = a.normalIgnore, i.stopAnimation(!0), i.animateTo({ shape: { r: h.r } }, 300, "elasticOut")) } : null, Sa(this) }, d_._updateLabel = function (t, e, n) { var i = this.childAt(1), r = this.childAt(2), a = t.hostModel, o = t.getItemModel(e), s = t.getItemLayout(e), l = s.label, u = t.getItemVisual(e, "color"); if (!l || isNaN(l.x) || isNaN(l.y)) return void (r.ignore = r.normalIgnore = r.hoverIgnore = i.ignore = i.normalIgnore = i.hoverIgnore = !0); var h = { points: l.linePoints || [[l.x, l.y], [l.x, l.y], [l.x, l.y]] },

c = { x: l.x, y: l.y }; n ? (Na(i, { shape: h }, a, e), Na(r, { style: c }, a, e)) : (i.attr({ shape: h }), r.attr({ style: c })), r.attr({ rotation: l.rotation, origin: [l.x, l.y], z2: 10 }); var f = o.getModel("label"), d = o.getModel("emphasis.label"), p = o.getModel("labelLine"), g = o.getModel("emphasis.labelLine"), u = t.getItemVisual(e, "color"); Ta(r.style, r.hoverStyle = {}, f, d, { labelFetcher: t.hostModel, labelDataIndex: e, defaultText: t.getName(e), autoColor: u, useInsideStyle: !!l.inside }, { textAlign: l.textAlign, textVerticalAlign: l.verticalAlign, opacity: t.getItemVisual(e, "opacity") }), r.ignore = r.normalIgnore = !f.get("show"), r.hoverIgnore = !d.get("show"), i.ignore = i.normalIgnore = !p.get("show"), i.hoverIgnore = !g.get("show"), i.setStyle({ stroke: u, opacity: t.getItemVisual(e, "opacity") }), i.setStyle(p.getModel("lineStyle").getLineStyle()), i.hoverStyle = g.getModel("lineStyle").getLineStyle(); var v = p.get("smooth"); v && v === !0 && (v = .4), i.setShape({ smooth: v }) }, h($h, Mf); var p_ = ($s.extend({ type: "pie", init: function () { var t = new Mf; this._sectorGroup = t }, render: function (t, e, n, i) { if (!i || i.from !== this.uid) { var r = t.getData(), a = this._data, o = this.group, s = e.get("animation"), l = !a, u = t.get("animationType"), h = t.get("animationTypeUpdate"), c = _(Yh, this.uid, t, s, n), f = t.get("selectedMode"); if (r.diff(a).add(function (t) { var e = new $h(r, t); l && "scale" !== u && e.eachChild(function (t) { t.stopAnimation(!0) }), f && e.on("click", c), r.setItemGraphicEl(t, e), o.add(e) }).update(function (t, e) { var n = a.getItemGraphicEl(e); l || "transition" === h || n.eachChild(function (t) { t.stopAnimation(!0) }), n.updateData(r, t), n.off("click"), f && n.on("click", c), o.add(n), r.setItemGraphicEl(t, n) }).remove(function (t) { var e = a.getItemGraphicEl(t); o.remove(e) }).execute(), s && r.count() > 0 && (l ? "scale" !== u : "transition" !== h)) { for (var d = r.getItemLayout(0), p = 1; isNaN(d.startAngle) && p < r.count(); ++p)d = r.getItemLayout(p); var g = Math.max(n.getWidth(), n.getHeight()) / 2, v = y(o.removeClipPath, o); o.setClipPath(this._createClipPath(d.cx, d.cy, g, d.startAngle, d.clockwise, v, t, l)) } else o.removeClipPath(); this._data = r } }, dispose: function () { }, _createClipPath: function (t, e, n, i, r, a, o, s) { var l = new Hp({ shape: { cx: t, cy: e, r0: 0, r: n, startAngle: i, endAngle: i, clockwise: r } }), u = s ? Va : Na; return u(l, { shape: { endAngle: i + (r ? 1 : -1) * Math.PI * 2 } }, o, a), l }, containPoint: function (t, e) { var n = e.getData(), i = n.getItemLayout(0); if (i) {

var r = t[0] - i.cx, a = t[1] - i.cy, o = Math.sqrt(r * r + a * a); return o <= i.r && o >= i.r0 } } }), function (t, e) { d(e, function (e) { e.update = "updateView", ou(e, function (n, i) { var r = {}; return i.eachComponent({ mainType: "series", subType: t, query: n }, function (t) { t[e.method] && t[e.method](n.name, n.dataIndex); var i = t.getData(); i.each(function (e) { var n = i.getName(e); r[n] = t.isSelected(n) || !1 }) }), { name: n.name, selected: r, seriesId: n.seriesId } }) }) }), g_ = function (t) { return { getTargetSeries: function (e) { var n = {}, i = F(); return e.eachSeriesByType(t, function (t) { t.__paletteScope = n, i.set(t.uid, t) }), i }, reset: function (t) { var e = t.getRawData(), n = {}, i = t.getData(); i.each(function (t) { var e = i.getRawIndex(t); n[e] = t }), e.each(function (r) { var a, o = n[r], s = null != o && i.getItemVisual(o, "color", !0), l = null != o && i.getItemVisual(o, "borderColor", !0); if (s && l || (a = e.getItemModel(r)), s) e.setItemVisual(r, "color", s); else { var u = a.get("itemStyle.color") || t.getColorFromPalette(e.getName(r) || r + "", t.__paletteScope, e.count()); e.setItemVisual(r, "color", u), null != o && i.setItemVisual(o, "color", u) } if (l) e.setItemVisual(r, "borderColor", l); else { var h = a.get("itemStyle.borderColor"); e.setItemVisual(r, "borderColor", h), null != o && i.setItemVisual(o, "borderColor", h) } }) } } }, v_ = Math.PI / 180, m_ = function (t, e, n, i) { var r, a, o = t.getData(), s = [], l = !1, u = (t.get("minShowLabelAngle") || 0) * v_; o.each(function (n) { var i = o.getItemLayout(n), h = o.getItemModel(n), c = h.getModel("label"), f = c.get("position") || h.get("emphasis.label.position"), d = h.getModel("labelLine"), p = d.get("length"), g = d.get("length2"); if (!(i.angle < u)) { var v, m, y, _, x = (i.startAngle + i.endAngle) / 2, w = Math.cos(x), b = Math.sin(x); r = i.cx, a = i.cy; var S = "inside" === f || "inner" === f; if ("center" === f) v = i.cx, m = i.cy, _ = "center"; else { var M = (S ? (i.r + i.r0) / 2 * w : i.r * w) + r, I = (S ? (i.r + i.r0) / 2 * b : i.r * b) + a; if (v = M + 3 * w, m = I + 3 * b, !S) { var C = M + w * (p + e - i.r), T = I + b * (p + e - i.r), k = C + (0 > w ? -1 : 1) * g, D = T; v = k + (0 > w ? -5 : 5), m = D, y = [[M, I], [C, T], [k, D]] } _ = S ? "center" : w > 0 ? "left" : "right" } var A, P = c.getFont(), O = c.get("rotate"); A = "number" == typeof O ? O * (Math.PI / 180) : O ? 0 > w ? -x + Math.PI : -x : 0; var L = t.getFormattedLabel(n, "normal") || o.getName(n), B = Vn(L, P, _, "top"); l = !!A, i.label = { x: v, y: m, position: f, height: B.height, len: p, len2: g, linePoints: y, textAlign: _, verticalAlign: "middle", rotation: A, inside: S }, S ||

s.push(i.label) } }), !l && t.get("avoidLabelOverlap") && Kh(s, r, a, e, n, i) }, y_ = 2 * Math.PI, __ = Math.PI / 180, x_ = function (t, e, n) { e.eachSeriesByType(t, function (t) { var e = t.getData(), i = e.mapDimension("value"), r = t.get("center"), a = t.get("radius"); x(a) || (a = [0, a]), x(r) || (r = [r, r]); var o = n.getWidth(), s = n.getHeight(), l = Math.min(o, s), u = oo(r[0], o), h = oo(r[1], s), c = oo(a[0], l / 2), f = oo(a[1], l / 2), d = -t.get("startAngle") * __, p = t.get("minAngle") * __, g = 0; e.each(i, function (t) { !isNaN(t) && g++ }); var v = e.getSum(i), m = Math.PI / (v || g) * 2, y = t.get("clockwise"), _ = t.get("roseType"), w = t.get("stillShowZeroSum"), b = e.getDataExtent(i); b[0] = 0; var S = y_, M = 0, I = d, C = y ? 1 : -1; if (e.each(i, function (t, n) { var i; if (isNaN(t)) return void e.setItemLayout(n, { angle: 0 / 0, startAngle: 0 / 0, endAngle: 0 / 0, clockwise: y, cx: u, cy: h, r0: c, r: _ ? 0 / 0 : f }); i = "area" !== _ ? 0 === v && w ? m : t * m : y_ / g, p > i ? (i = p, S -= p) : M += t; var r = I + C * i; e.setItemLayout(n, { angle: i, startAngle: I, endAngle: r, clockwise: y, cx: u, cy: h, r0: c, r: _ ? ao(t, b, [c, f]) : f }), I = r }), y_ > S && g) if (.001 >= S) { var T = y_ / g; e.each(i, function (t, n) { if (!isNaN(t)) { var i = e.getItemLayout(n); i.angle = T, i.startAngle = d + C * n * T, i.endAngle = d + C * (n + 1) * T } }) } else m = S / M, I = d, e.each(i, function (t, n) { if (!isNaN(t)) { var i = e.getItemLayout(n), r = i.angle === p ? p : t * m; i.startAngle = I, i.endAngle = I + C * r, I += C * r } }); m_(t, f, o, s) }) }, w_ = function (t) { return { seriesType: t, reset: function (t, e) { var n = e.findComponents({ mainType: "legend" }); if (n && n.length) { var i = t.getData(); i.filterSelf(function (t) { for (var e = i.getName(t), r = 0; r < n.length; r++)if (!n[r].isSelected(e)) return !1; return !0 }) } } } }; p_("pie", [{ type: "pieToggleSelect", event: "pieselectchanged", method: "toggleSelected" }, { type: "pieSelect", event: "pieselected", method: "select" }, { type: "pieUnSelect", event: "pieunselected", method: "unSelect" }]), hu(g_("pie")), uu(_(x_, "pie")), ru(w_("pie")); var b_ = Hv.legend.selector, S_ = { all: { type: "all", title: i(b_.all) }, inverse: { type: "inverse", title: i(b_.inverse) } }, M_ = du({ type: "legend.plain", dependencies: ["series"], layoutMode: { type: "box", ignoreSize: !0 }, init: function (t, e, n) { this.mergeDefaultAndTheme(t, n), t.selected = t.selected || {}, this._updateSelector(t) }, mergeOption: function (t) { M_.superCall(this, "mergeOption", t), this._updateSelector(t) }, _updateSelector: function (t) { var e = t.selector; e === !0 && (e = t.selector = ["all", "inverse"]), x(e) && d(e,

function (t, n) { b(t) && (t = { type: t }), e[n] = r(t, S_[t.type]) }) }, optionUpdated: function () { this._updateData(this.ecModel); var t = this._data; if (t[0] && "single" === this.get("selectedMode")) { for (var e = !1, n = 0; n < t.length; n++) { var i = t[n].get("name"); if (this.isSelected(i)) { this.select(i), e = !0; break } } !e && this.select(t[0].get("name")) } }, _updateData: function (t) { var e = [], n = []; t.eachRawSeries(function (i) { var r = i.name; n.push(r); var a; if (i.legendDataProvider) { var o = i.legendDataProvider(), s = o.mapArray(o.getName); t.isSeriesFiltered(i) || (n = n.concat(s)), s.length ? e = e.concat(s) : a = !0 } else a = !0; a && qi(i) && e.push(i.name) }), this._availableNames = n; var i = this.get("data") || e, r = p(i, function (t) { return ("string" == typeof t || "number" == typeof t) && (t = { name: t }), new Ka(t, this, this.ecModel) }, this); this._data = r }, getData: function () { return this._data }, select: function (t) { var e = this.option.selected, n = this.get("selectedMode"); if ("single" === n) { var i = this._data; d(i, function (t) { e[t.get("name")] = !1 }) } e[t] = !0 }, unSelect: function (t) { "single" !== this.get("selectedMode") && (this.option.selected[t] = !1) }, toggleSelected: function (t) { var e = this.option.selected; e.hasOwnProperty(t) || (e[t] = !0), this[e[t] ? "unSelect" : "select"](t) }, allSelect: function () { var t = this._data, e = this.option.selected; d(t, function (t) { e[t.get("name", !0)] = !0 }) }, inverseSelect: function () { var t = this._data, e = this.option.selected; d(t, function (t) { var n = t.get("name", !0); e.hasOwnProperty(n) || (e[n] = !0), e[n] = !e[n] }) }, isSelected: function (t) { var e = this.option.selected; return !(e.hasOwnProperty(t) && !e[t]) && u(this._availableNames, t) >= 0 }, getOrient: function () { return "vertical" === this.get("orient") ? { index: 1, name: "vertical" } : { index: 0, name: "horizontal" } }, defaultOption: { zlevel: 0, z: 4, show: !0, orient: "horizontal", left: "center", top: 0, align: "auto", backgroundColor: "rgba(0,0,0,0)", borderColor: "#ccc", borderRadius: 0, borderWidth: 0, padding: 5, itemGap: 10, itemWidth: 25, itemHeight: 14, inactiveColor: "#ccc", inactiveBorderColor: "#ccc", itemStyle: { borderWidth: 0 }, textStyle: { color: "#333" }, selectedMode: !0, selector: !1, selectorLabel: { show: !0, borderRadius: 10, padding: [3, 5, 3, 5], fontSize: 12, fontFamily: " sans-serif", color: "#666", borderWidth: 1, borderColor: "#666" }, emphasis: { selectorLabel: { show: !0, color: "#eee", backgroundColor: "#666" } }, selectorPosition: "auto", selectorItemGap: 7, selectorButtonGap:

10, tooltip: { show: !1 } } }); ou("legendToggleSelect", "legendselectchanged", _(tc, "toggleSelected")), ou("legendAllSelect", "legendselectall", _(tc, "allSelect")), ou("legendInverseSelect", "legendinverseselect", _(tc, "inverseSelect")), ou("legendSelect", "legendselected", _(tc, "select")), ou("legendUnSelect", "legendunselected", _(tc, "unSelect")); var I_ = _, C_ = d, T_ = Mf, k_ = pu({ type: "legend.plain", newlineDisabled: !1, init: function () { this.group.add(this._contentGroup = new T_), this._backgroundEl, this.group.add(this._selectorGroup = new T_), this._isFirstRender = !0 }, getContentGroup: function () { return this._contentGroup }, getSelectorGroup: function () { return this._selectorGroup }, render: function (t, e, n) { var i = this._isFirstRender; if (this._isFirstRender = !1, this.resetInner(), t.get("show", !0)) { var r = t.get("align"), a = t.get("orient"); r && "auto" !== r || (r = "right" === t.get("left") && "vertical" === a ? "right" : "left"); var o = t.get("selector", !0), l = t.get("selectorPosition", !0); !o || l && "auto" !== l || (l = "horizontal" === a ? "end" : "start"), this.renderInner(r, t, e, n, o, a, l); var u = t.getBoxLayoutParams(), h = { width: n.getWidth(), height: n.getHeight() }, c = t.get("padding"), f = Eo(u, h, c), d = this.layoutInner(t, r, f, i, o, l), p = Eo(s({ width: d.width, height: d.height }, u), h, c); this.group.attr("position", [p.x - d.x, p.y - d.y]), this.group.add(this._backgroundEl = ec(d, t)) } }, resetInner: function () { this.getContentGroup().removeAll(), this._backgroundEl && this.group.remove(this._backgroundEl), this.getSelectorGroup().removeAll() }, renderInner: function (t, e, n, i, r, a, o) { var s = this.getContentGroup(), l = F(), u = e.get("selectedMode"), h = []; n.eachRawSeries(function (t) { !t.get("legendHoverLink") && h.push(t.id) }), C_(e.getData(), function (r, a) { var o = r.get("name"); if (!this.newlineDisabled && ("" === o || "\n" === o)) return void s.add(new T_({ newline: !0 })); var c = n.getSeriesByName(o)[0]; if (!l.get(o)) if (c) { var f = c.getData(), d = f.getVisual("color"), p = f.getVisual("borderColor"); "function" == typeof d && (d = d(c.getDataParams(0))), "function" == typeof p && (p = p(c.getDataParams(0))); var g = f.getVisual("legendSymbol") || "roundRect", v = f.getVisual("symbol"), m = this._createItem(o, a, r, e, g, v, t, d, p, u); m.on("click", I_(ic, o, i)).on("mouseover", I_(rc, c.name, null, i, h)).on("mouseout", I_(ac, c.name, null, i, h)), l.set(o, !0) } else n.eachRawSeries(function (n) { if (!l.get(o) && n.legendDataProvider) { var s =

n.legendDataProvider(), c = s.indexOfName(o); if (0 > c) return; var f = s.getItemVisual(c, "color"), d = s.getItemVisual(c, "borderColor"), p = "roundRect", g = this._createItem(o, a, r, e, p, null, t, f, d, u); g.on("click", I_(ic, o, i)).on("mouseover", I_(rc, null, o, i, h)).on("mouseout", I_(ac, null, o, i, h)), l.set(o, !0) } }, this) }, this), r && this._createSelector(r, e, i, a, o) }, _createSelector: function (t, e, n) { function i(t) { var i = t.type, a = new Fp({ style: { x: 0, y: 0, align: "center", verticalAlign: "middle" }, onclick: function () { n.dispatchAction({ type: "all" === i ? "legendAllSelect" : "legendInverseSelect" }) } }); r.add(a); var o = e.getModel("selectorLabel"), s = e.getModel("emphasis.selectorLabel"); Ta(a.style, a.hoverStyle = {}, o, s, { defaultText: t.title, isRectText: !1 }), Sa(a) } var r = this.getSelectorGroup(); C_(t, function (t) { i(t) }) }, _createItem: function (t, e, n, i, r, a, s, l, u, h) { var c = i.get("itemWidth"), f = i.get("itemHeight"), d = i.get("inactiveColor"), p = i.get("inactiveBorderColor"), g = i.get("symbolKeepAspect"), v = i.getModel("itemStyle"), m = i.isSelected(t), y = new T_, _ = n.getModel("textStyle"), x = n.get("icon"), w = n.getModel("tooltip"), b = w.parentModel; r = x || r; var S = Sh(r, 0, 0, c, f, m ? l : d, null == g ? !0 : g); if (y.add(nc(S, r, v, u, p, m)), !x && a && (a !== r || "none" === a)) { var M = .8 * f; "none" === a && (a = "circle"); var I = Sh(a, (c - M) / 2, (f - M) / 2, M, M, m ? l : d, null == g ? !0 : g); y.add(nc(I, a, v, u, p, m)) } var C = "left" === s ? c + 5 : -5, T = s, k = i.get("formatter"), D = t; "string" == typeof k && k ? D = k.replace("{name}", null != t ? t : "") : "function" == typeof k && (D = k(t)), y.add(new Fp({ style: Da({}, _, { text: D, x: C, y: f / 2, textFill: m ? _.getTextColor() : d, textAlign: T, textVerticalAlign: "middle" }) })); var A = new $p({ shape: y.getBoundingRect(), invisible: !0, tooltip: w.get("show") ? o({ content: t, formatter: b.get("formatter", !0) || function () { return t }, formatterParams: { componentType: "legend", legendIndex: i.componentIndex, name: t, $vars: ["name"] } }, w.option) : null }); return y.add(A), y.eachChild(function (t) { t.silent = !0 }), A.silent = !h, this.getContentGroup().add(y), Sa(y), y.__legendDataIndex = e, y }, layoutInner: function (t, e, n, i, r, a) { var o = this.getContentGroup(), s = this.getSelectorGroup(); Gg(t.get("orient"), o, t.get("itemGap"), n.width, n.height); var l = o.getBoundingRect(), u = [-l.x, -l.y]; if (r) { Gg("horizontal", s, t.get("selectorItemGap", !0)); var h = s.getBoundingRect(), c = [-h.x, -h.y], f =

t.get("selectorButtonGap", !0), d = t.getOrient().index, p = 0 === d ? "width" : "height", g = 0 === d ? "height" : "width", v = 0 === d ? "y" : "x"; "end" === a ? c[d] += l[p] + f : u[d] += h[p] + f, c[1 - d] += l[g] / 2 - h[g] / 2, s.attr("position", c), o.attr("position", u); var m = { x: 0, y: 0 }; return m[p] = l[p] + f + h[p], m[g] = Math.max(l[g], h[g]), m[v] = Math.min(0, h[v] + c[1 - d]), m } return o.attr("position", u), this.group.getBoundingRect() }, remove: function () { this.getContentGroup().removeAll(), this._isFirstRender = !0 } }), D_ = function (t) { var e = t.findComponents({ mainType: "legend" }); e && e.length && t.filterSeries(function (t) { for (var n = 0; n < e.length; n++)if (!e[n].isSelected(t.name)) return !1; return !0 }) }; ru(Bm.PROCESSOR.SERIES_FILTER, D_), Ug.registerSubTypeDefaulter("legend", function () { return "plain" }); var A_ = M_.extend({ type: "legend.scroll", setScrollDataIndex: function (t) { this.option.scrollDataIndex = t }, defaultOption: { scrollDataIndex: 0, pageButtonItemGap: 5, pageButtonGap: null, pageButtonPosition: "end", pageFormatter: "{current}/{total}", pageIcons: { horizontal: ["M0,0L12,-10L12,10z", "M0,0L-12,-10L-12,10z"], vertical: ["M0,0L20,0L10,-20z", "M0,0L20,0L10,20z"] }, pageIconColor: "#2f4554", pageIconInactiveColor: "#aaa", pageIconSize: 15, pageTextStyle: { color: "#333" }, animationDurationUpdate: 800 }, init: function (t, e, n, i) { var r = zo(t); A_.superCall(this, "init", t, e, n, i), oc(this, t, r) }, mergeOption: function (t, e) { A_.superCall(this, "mergeOption", t, e), oc(this, this.option, t) } }), P_ = Mf, O_ = ["width", "height"], L_ = ["x", "y"], B_ = k_.extend({ type: "legend.scroll", newlineDisabled: !0, init: function () { B_.superCall(this, "init"), this._currentIndex = 0, this.group.add(this._containerGroup = new P_), this._containerGroup.add(this.getContentGroup()), this.group.add(this._controllerGroup = new P_), this._showController }, resetInner: function () { B_.superCall(this, "resetInner"), this._controllerGroup.removeAll(), this._containerGroup.removeClipPath(), this._containerGroup.__rectSize = null }, renderInner: function (t, e, n, i, r, a, o) { function s(t, n) { var r = t + "DataIndex", a = ja(e.get("pageIcons", !0)[e.getOrient().name][n], { onclick: y(l._pageGo, l, r, e, i) }, { x: -h[0] / 2, y: -h[1] / 2, width: h[0], height: h[1] }); a.name = t, u.add(a) } var l = this; B_.superCall(this, "renderInner", t, e, n, i, r, a, o); var u = this._controllerGroup,

h = e.get("pageIconSize", !0); x(h) || (h = [h, h]), s("pagePrev", 0); var c = e.getModel("pageTextStyle"); u.add(new Fp({ name: "pageText", style: { textFill: c.getTextColor(), font: c.getFont(), textVerticalAlign: "middle", textAlign: "center" }, silent: !0 })), s("pageNext", 1) }, layoutInner: function (t, e, n, r, a, o) { var s = this.getSelectorGroup(), l = t.getOrient().index, u = O_[l], h = L_[l], c = O_[1 - l], f = L_[1 - l]; a && Gg("horizontal", s, t.get("selectorItemGap", !0)); var d = t.get("selectorButtonGap", !0), p = s.getBoundingRect(), g = [-p.x, -p.y], v = i(n); a && (v[u] = n[u] - p[u] - d); var m = this._layoutContentAndController(t, r, v, l, u, c, f); if (a) { if ("end" === o) g[l] += m[u] + d; else { var y = p[u] + d; g[l] -= y, m[h] -= y } m[u] += p[u] + d, g[1 - l] += m[f] + m[c] / 2 - p[c] / 2, m[c] = Math.max(m[c], p[c]), m[f] = Math.min(m[f], p[f] + g[1 - l]), s.attr("position", g) } return m }, _layoutContentAndController: function (t, e, n, i, r, a, o) { var s = this.getContentGroup(), l = this._containerGroup, u = this._controllerGroup; Gg(t.get("orient"), s, t.get("itemGap"), i ? n.width : null, i ? null : n.height), Gg("horizontal", u, t.get("pageButtonItemGap", !0)); var h = s.getBoundingRect(), c = u.getBoundingRect(), f = this._showController = h[r] > n[r], d = [-h.x, -h.y]; e || (d[i] = s.position[i]); var p = [0, 0], g = [-c.x, -c.y], v = D(t.get("pageButtonGap", !0), t.get("itemGap", !0)); if (f) { var m = t.get("pageButtonPosition", !0); "end" === m ? g[i] += n[r] - c[r] : p[i] += c[r] + v } g[1 - i] += h[a] / 2 - c[a] / 2, s.attr("position", d), l.attr("position", p), u.attr("position", g); var y = { x: 0, y: 0 }; if (y[r] = f ? n[r] : h[r], y[a] = Math.max(h[a], c[a]), y[o] = Math.min(0, c[o] + g[1 - i]), l.__rectSize = n[r], f) { var _ = { x: 0, y: 0 }; _[r] = Math.max(n[r] - c[r] - v, 0), _[a] = y[a], l.setClipPath(new $p({ shape: _ })), l.__rectSize = _[r] } else u.eachChild(function (t) { t.attr({ invisible: !0, silent: !0 }) }); var x = this._getPageInfo(t); return null != x.pageIndex && Na(s, { position: x.contentPosition }, f ? t : !1), this._updatePageInfoView(t, x), y }, _pageGo: function (t, e, n) { var i = this._getPageInfo(e)[t]; null != i && n.dispatchAction({ type: "legendScroll", scrollDataIndex: i, legendId: e.id }) }, _updatePageInfoView: function (t, e) { var n = this._controllerGroup; d(["pagePrev", "pageNext"], function (i) { var r = null != e[i + "DataIndex"], a = n.childOfName(i); a && (a.setStyle("fill", r ? t.get("pageIconColor", !0) : t.get("pageIconInactiveColor", !0)), a.cursor = r ? "pointer" : "default") }); var i

= n.childOfName("pageText"), r = t.get("pageFormatter"), a = e.pageIndex, o = null != a ? a + 1 : 0, s = e.pageCount; i && r && i.setStyle("text", b(r) ? r.replace("{current}", o).replace("{total}", s) : r({ current: o, total: s })) }, _getPageInfo: function (t) { function e(t) { if (t) { var e = t.getBoundingRect(), n = e[l] + t.position[o]; return { s: n, e: n + e[s], i: t.__legendDataIndex } } } function n(t, e) { return t.e >= e && t.s <= e + a } var i = t.get("scrollDataIndex", !0), r = this.getContentGroup(), a = this._containerGroup.__rectSize, o = t.getOrient().index, s = O_[o], l = L_[o], u = this._findTargetItemIndex(i), h = r.children(), c = h[u], f = h.length, d = f ? 1 : 0, p = { contentPosition: r.position.slice(), pageCount: d, pageIndex: d - 1, pagePrevDataIndex: null, pageNextDataIndex: null }; if (!c) return p; var g = e(c); p.contentPosition[o] = -g.s; for (var v = u + 1, m = g, y = g, _ = null; f >= v; ++v)_ = e(h[v]), (!_ && y.e > m.s + a || _ && !n(_, m.s)) && (m = y.i > m.i ? y : _, m && (null == p.pageNextDataIndex && (p.pageNextDataIndex = m.i), ++p.pageCount)), y = _; for (var v = u - 1, m = g, y = g, _ = null; v >= -1; --v)_ = e(h[v]), _ && n(y, _.s) || !(m.i < y.i) || (y = m, null == p.pagePrevDataIndex && (p.pagePrevDataIndex = m.i), ++p.pageCount, ++p.pageIndex), m = _; return p }, _findTargetItemIndex: function (t) { var e, n, i = this.getContentGroup(); return this._showController && i.eachChild(function (i, r) { var a = i.__legendDataIndex; null == n && null != a && (n = r), a === t && (e = r) }), null != e ? e : n } }); ou("legendScroll", "legendscroll", function (t, e) { var n = t.scrollDataIndex; null != n && e.eachComponent({ mainType: "legend", subType: "scroll", query: t }, function (t) { t.setScrollDataIndex(n) }) }), t.version = xm, t.dependencies = wm, t.PRIORITY = Bm, t.init = $l, t.connect = Ql, t.disConnect = Kl, t.disconnect = ty, t.dispose = Jl, t.getInstanceByDom = tu, t.getInstanceById = eu, t.registerTheme = nu, t.registerPreprocessor = iu, t.registerProcessor = ru, t.registerPostUpdate = au, t.registerAction = ou, t.registerCoordinateSystem = su, t.getCoordinateSystemDimensions = lu, t.registerLayout = uu, t.registerVisual = hu, t.registerLoading = fu, t.extendComponentModel = du, t.extendComponentView = pu, t.extendSeriesModel = gu, t.extendChartView = vu, t.setCanvasCreator = mu, t.registerMap = yu, t.getMap = _u, t.dataTool = ey, t.zrender = wd, t.number = Og, t.format = Ng, t.throttle = el, t.helper = e_, t.matrix = qc, t.vector = Ac, t.color = cf, t.parseGeoJSON = i_, t.parseGeoJson

= s_, t.util = l_, t.graphic = u_, t.List = dy, t.Model = Ka, t.Axis = o_, t.env = hc
});

3.现在这样就已经万事OK。只欠DEMO；
在测试页面的json中引入组件 "ec-canvas": "/components/canvas/canvas"
wxml:

```
 <view class="container">
   <ec-canvas id="mychart-dom-calendar" canvas-id="mychart-calendar"
ec="{{ ec }}"></ec-canvas>

 </view>
```

js:

```
import * as echarts from '../../../utils/echarts';
Page({

 /**
  * 页面的初始数据
  */
 data: {
 ec: {
    lazyLoad: true,

   }
 },

 /**
  * 生命周期函数--监听页面加载
  */
 onLoad: function(options) {
   this.lineYear = this.selectComponent('#mychart-dom-calendar');
```

```
  this.echartsCreated();
},
echartsCreated: function() {

  var option = {

    legend: {
      orient: 'vertical',
      x: 'right',
      align: 'left',
      top: '20',
      left: '250',
      itemHeight: '25',
      borderRadius:'50%',
      selectedMode:false,
      icon: 'circle',
      textStyle: {
        fontSize: 20,

      },
    },

    series: [

      {
        type: 'pie',
        radius: ['30%', '70%'],
        avoidLabelOverlap: false,
        center: ["35%", "53%"],
        label: {
          normal: {
            show: false,
```

```
            position: 'center'
          },

        },
        labelLine: {
          normal: {
            show: false
          }
        },
        itemStyle:{
          emphasis: {
            shadowBlur: 10,
            shadowOffsetX: 0,
            shadowColor: 'rgba(0, 0, 0, 0.5)'
          },
          normal: {
            color: function (params) {
              //自定义颜色
              var colorList = [
                '#FF7370', '#A591E2', '#5CC38A', '#4AA0D5', '#FDAE26',
'#666666',
              ];
              return colorList[params.dataIndex]
            }
          }
        },
        data: [{
            value: 51,
            name: '学费51%'
          },
          {
            value: 30,
            name: '服装30%'
          },
```

```
        {
          value: 27,
          name: '餐饮27%'
        },
        {
          value: 22,
          name: '出行22%'
        },
        {
          value: 13,
          name: '娱乐13%'
        },
        {
          value: 4,
          name: '住宿4%'
        }
      ]
    }
  ],
  silent: true
};

let setOptionYear = (chart) => {
  chart.setOption(option);
}
try {
  let that = this;
  this.lineYear = this.selectComponent('#mychart-dom-calendar');;
  setTimeout(() => {
    this.lineYear.init((canvas, width, height) => {
      const chart = echarts.init(canvas, null, {
        width: width,
        height: height
      });
```

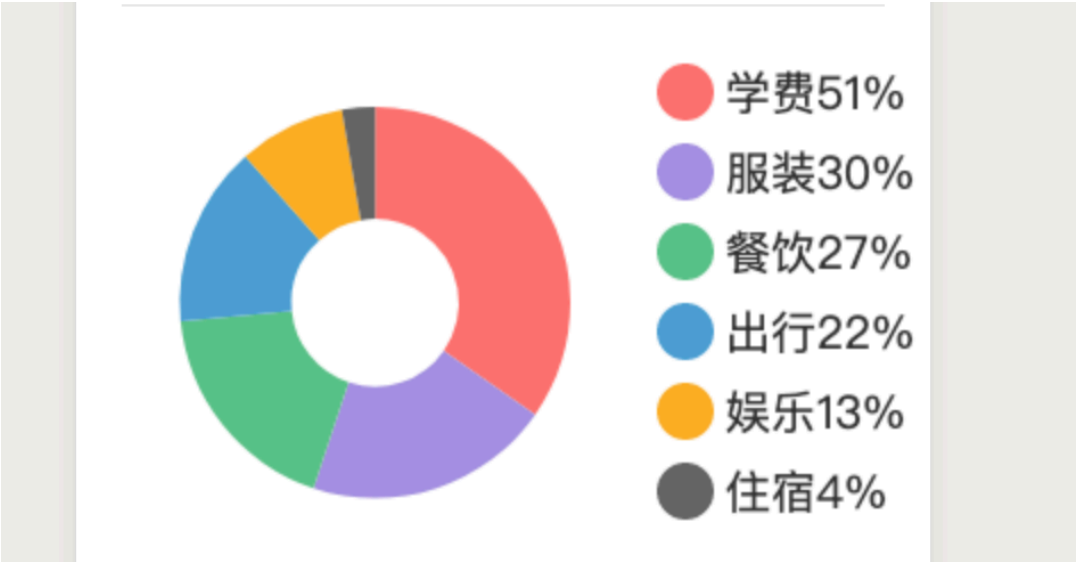
```
        setOptionYear(chart);
        that.chart = chart;
        setTimeout(function() {
          that.setData({
            isCanClickTime: true
          })
        }, 500)
        return chart;
      });
    }, 500)
  } catch (e) {
    console.log(e);
  }

},
```

})

4.至此,打完收工!

让我们看看效果吧~



TODO:

1.引入的canvas组件必须在外层给一个定高定宽

2.echarts组件层级最高！！！有自己写的导航，tabbar，需要将组件内部替换为cover-view,cover-images

3.echarts图表在ios,安卓上渲染图例文字大小有差异，需要去echarts官网重新打包构建试试

https://echarts.baidu.com/builder.html

由于业务需求，本人echarts中只打包了饼图，图例

一键下载替换echarts即可

相关文档地址：

https://github.com/ecomfe/echarts-for-weixin

https://www.echartsjs.com/zh/option.html#series-sunburst

https://echarts.apache.org/examples/en/#chart-type-pie

created by whq361