

AtloriaElement

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Kind: Class

Source: `atloria-monorepo/packages/ui-core/src/lib/reactive-element-base.ts`

A LitElement that guarantees its reactive properties are actually reactive.

Lit installs an accessor per declared property on the PROTOTYPE. Under ES2022 class-field

semantics (`useDefineForClassFields` , which several bundlers apply regardless of this package's own tsconfig) a declared field is additionally installed on each INSTANCE with

`[[Define]]` . The instance property wins, so:

- every assignment writes a plain data property,
- Lit's setter never runs and nothing is marked changed,
- the component renders once with its defaults and never again.

Nothing throws. The value is present and readable, which is what makes it so hard to spot:

the published API playground held a 524-path spec in `spec` , 633 items in the endpoint list's `endpoints` , and rendered "No endpoints found".

Deleting the own property re-exposes the accessor; re-assigning the captured value sends it

through the setter and records the change. This is what Lit's own pre-upgrade rescue does —

done here so it holds however the consuming build compiles class fields.

Extends: `LitElement`

Methods

Method	Signature	Returns
<code>connectedCallback</code>	<code>connectedCallback()</code>	<code>void</code>
<code>rescueShadowedProperties</code>	<code>rescueShadowedProperties()</code>	<code>void</code>

Where it refuses work

- `AtloriaElement` stops the work with an early return when `!declared` .