

v8::api_internal::Indirect
HandleBase

+ IsEmpty()
 + Clear()
 # IndirectHandleBase()
 # IndirectHandleBase()
 # operator=()
 # IndirectHandleBase()
 # ptr()
 # slot()
 # slot()
 # value()
 # repr()

v8::PersistentBase< T >

+ Reset()
 + Reset()
 + Reset()
 + Get()
 + operator==()
 + operator==()
 + operator!=()
 + operator!=()
 + SetWeak()
 + SetWeak()
 and 8 more...
 - PersistentBase()
 - PersistentBase()
 - New()

v8::Local< S >

+ Local()
 + Local()
 + operator->()
 + operator*()
 + operator==()
 + operator==()
 + operator!=()
 + operator!=()
 + As()
 + Cast()
 + New()
 + New()
 + New()
 - Local()
 - Local()
 - Local()
 - UnsafeAs()
 - New()
 - New()
 - FromRepr()
 - FromSlot()

const

v8::Global< T >

+ Global()
 + requires()
 + value()
 + requires()
 + value()
 + Global()
 + ~Global()
 + operator=()
 + Pass()
 + Global()
 + operator=()
 + operator=()

v8::Global< v8::Context >

+ that
+ that

+ Global()
 + Global()
 + Global()
 + requires()
 + requires()
 + value()
 + value()
 + ~Global()
 + operator=()
 + operator=()
 + operator=()
 + Pass()

v8::CpuProfilingOptions

+ CpuProfilingOptions()
 + CpuProfilingOptions()
 + operator=()
 + mode()
 + max_samples()
 + sampling_interval_us()
 - has_filter_context()
 - raw_filter_context()

int

unsigned

CpuProfilingMode



< v8::Context >



-filter_context_

-sampling_interval_us_

-max_samples_

-mode_

