v8_inspector::RemoteObject IdBase

m_isolateId
m_injectedScriptId
m_id

+ isolateId()
+ contextId()
# RemoteObjectIdBase()
# ~RemoteObjectIdBase()
# parseId()

v8_inspector::RemoteCall FrameId

+ ~RemoteCallFrameId()
+ frameOrdinal()
+ parse()
+ serialize()