## v8::internal::CallInterface Descriptor - data + CallInterfaceDescriptor() + ~CallInterfaceDescriptor() + CallInterfaceDescriptor() + flags() + tag() + sandboxing\_mode() + HasContextParameter() + AllowVarArgs() + CalleeSaveRegisters() + GetReturnCount() and 13 more.. + ContextRegister() # data() # CheckFloatingPointParameters() # IsValidFloatParameterRegister() # DefaultRegisterArray() # DefaultDoubleRegisterArray() # DefaultReturnRegisterArray() # DefaultReturnDoubleRegister # DefaultJSRegisterArray() v8::internal::StaticCall InterfaceDescriptor < Derived Descriptor > + kReturnCount + kParameterCount + kNoContext + kAllowVarArgs + kNoStackScan + kStackArgumentOrder + kMaxRegisterParams + kRestrictAllocatableRegisters + kCalleeSaveRegisters + kCustomMachineTypes + StaticCallInterfaceDescriptor() + registers() + double\_registers() + return\_registers() + return\_double\_registers() + flags() + AllowVarArgs() + HasContextParameter() + GetReturnCount() + GetParameterCount() + GetRegisterParameterCount() and 6 more... - Initialize() InitializeTypes() < DefineKeyedOwnWithVector Descriptor > v8::internal::StaticCall InterfaceDescriptor < DefineKeyed OwnWithVectorDescriptor > + kReturnCount + kParameterCount + kNoContext + kAllowVarArgs + kNoStackScan + kStackArgumentOrder + kMaxRegisterParams + kRestrictAllocatableRegisters

- + kCalleeSaveRegisters
- + kCustomMachineTypes
- + StaticCallInterfaceDescriptor()
- + registers()
- + double\_registers() + return\_registers()
- + return\_double\_registers()
- + flags()
- + AllowVarArgs()
- + HasContextParameter() + GetReturnCount()
- + GetParameterCount()
- + GetRegisterParameterCount()
- and 6 more... Initialize()
- InitializeTypes()

v8::internal::DefineKeyed OwnWithVectorDescriptor