## 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 Array() # 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() < LoadWithVectorDescriptor > v8::internal::StaticCall InterfaceDescriptor < LoadWith VectorDescriptor > + kReturnCount + kParameterCount + kNoContext + kAllowVarArgs + kNoStackScan + kStackArgumentOrder + kMaxRegisterParams + kRestrictAllocatableRegisters + kCalleeSaveRegisters + kCustomMachineTypes + StaticCallInterfaceDescriptor() + registers()

## + return\_double\_registers() + flags() + AllowVarArgs() + HasContextParameter() + GetReturnCount() + GetParameterCount() + GetRegisterParameterCount() and 6 more... - Initialize() - InitializeTypes() V8::internal::LoadWithVector Descriptor

+ DEFINE PARAMETER TYPES()

+ registers()

+ double\_registers() + return\_registers()