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() < ArrayNoArgumentConstructor Descriptor >

v8::internal::StaticCall InterfaceDescriptor < ArrayNo ArgumentConstructorDescriptor >

+ 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::ArrayNoArgument ConstructorDescriptor