v8::internal::SnapshotCreator Impl::AddContext v8::internal::ValueDeserializer ::AddObjectWithID v8::internal::wasm ::AsyncCompileJob::AsyncCompileJob v8::internal::GlobalHandles ::CopyGlobal v8::internal::GlobalHandles ::Create v8::internal::wasm ::AsyncStreamingProcessor ::Deserialize v8::internal::MemoryMeasurement ::EnqueueRequest v8::internal::baseline ::BaselineBatchCompiler ::EnsureQueueCapacity v8::internal::wasm ::WasmInterpreterThread ::EnsureRefStackSpace v8::internal::Managed ::From v8::internal::GlobalHandles v8::internal::GlobalHandles ::IterateAllRootsForTesting ::ApplyPersistentHandleVisitor v8::internal::TrustedManaged v8::internal::NodeBase ::From ::handle v8::internal::GlobalHandles v8::internal::NodeBase ::Create ::Publish v8::api\_internal::Globalize Reference v8::internal::DebugInfoCollection ::Insert wasm::RefImpl::make v8::internal::wasm ::anonymous\_namespace {wasm-interpreter::cc} ::MakeWeak v8::internal::wasm ::AsyncCompileJob::Prepare RuntimeObjects v8::internal::CrossHeapRemembered Set::RememberReferenceIfNeeded v8::internal::wasm ::FrameState::SetCaughtException v8::internal::SnapshotCreator Impl::SetDefaultContext v8::internal::WeakCodeRegistry ::Track v8::internal::ValueDeserializer ::TransferArrayBuffer v8::internal::wasm ::anonymous namespace {wasm-engine::cc}::WeakScript Handle::WeakScriptHandle