

cppgc::internal::MakeGarbage
CollectedTraitInternal::
AllocationDispatcher::Invoke

cppgc::internal::MakeGarbage
CollectedTraitInternal::
AllocationDispatcher< GCInfoType,
void, api_constants::kDefaultAlignment
>::Invoke

cppgc::internal::MakeGarbage
CollectedTraitInternal::
AllocationDispatcher< GCInfoType,
void, alignment >::Invoke

cppgc::internal::MakeGarbage
CollectedTraitInternal::
AllocationDispatcher< GCInfoType,
CustomSpace, api_constants::kDefaultAlignment
>::Invoke

cppgc::internal::MakeGarbage
CollectedTraitInternal::
Allocate

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graph LR; A["cppgc::internal::MakeGarbage<br>CollectedTraitInternal::<br>AllocationDispatcher::Invoke"] --> D["cppgc::internal::MakeGarbage<br>CollectedTraitInternal::<br>Allocate"]; B["cppgc::internal::MakeGarbage<br>CollectedTraitInternal::<br>AllocationDispatcher< GCInfoType,<br>void, api_constants::kDefaultAlignment<br>>::Invoke"] --> D; C["cppgc::internal::MakeGarbage<br>CollectedTraitInternal::<br>AllocationDispatcher< GCInfoType,<br>void, alignment >::Invoke"] --> D; E["cppgc::internal::MakeGarbage<br>CollectedTraitInternal::<br>AllocationDispatcher< GCInfoType,<br>CustomSpace, api_constants::kDefaultAlignment<br>>::Invoke"] --> D; style D fill:#ccc
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