

v8::internal::Translated Value

+ GetRawValue()

+ GetSmiValue()

+ GetValue()

+ IsMaterializedObject()

+ IsMaterializableByDebugger()

- TranslatedValue()

- kind()

- materialization_state()

- Handlify()

- GetChildrenCount()

- isolate()

- set_storage()

- set_initialized_storage()

- mark_finished()

- mark_allocated()

and 13 more...

- NewDeferredObject()

- NewDuplicateObject()

- NewStringConcat()

- NewFloat()

- NewDouble()

- NewHoleyDouble()

- NewSimd128()

- NewInt32()

- NewInt64()

- NewInt64ToBigInt()

and 6 more...

std::deque< T >

std::deque< v8::internal::TranslatedValue >

int

friend

v8::internal::Translated Frame::iterator

+ operator++()

+ operator++()

+ operator==()

+ operator!=()

+ operator*()

+ operator->()

+ operator*()

+ operator->()

+ input_index()

- iterator()

uintptr_t

v8::internal::Deoptimizer::ValueToMaterialize

+elements

< v8::internal::Translated Value >

-position_

-input_index_

-TranslatedFrame

+value_

+output_slot_address_