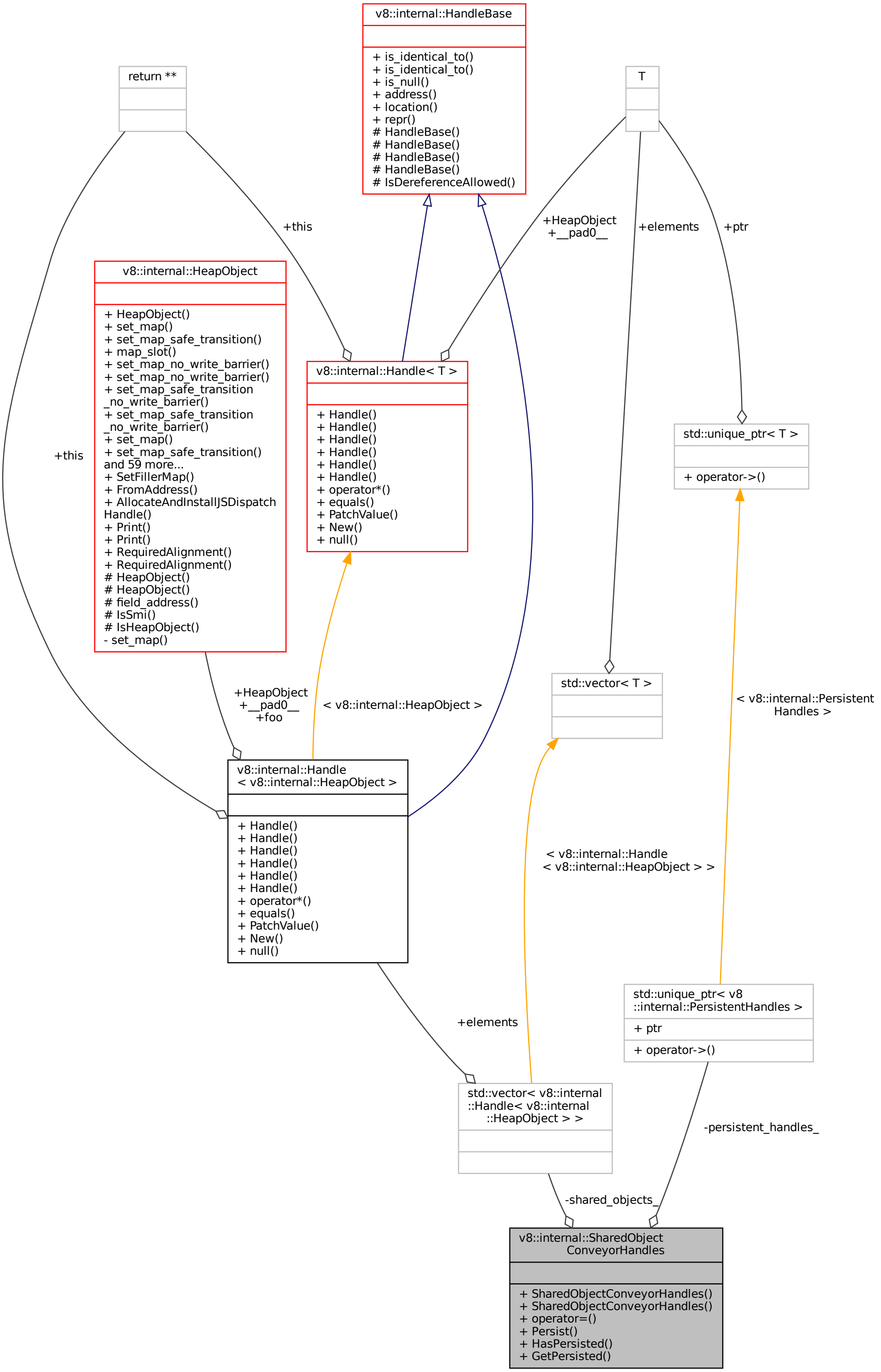
v8::internal::HandleBase
+ is_identical_to()
+ is_identical_to()
+ is_null()
+ address()
+ location()
+ repr()
# HandleBase()
# HandleBase()
# HandleBase()
# HandleBase()
# IsDereferenceAllowed()
return **
T
+this
+HeapObject
+__pad0__
+elements
+ptr
v8::internal::HeapObject
+ HeapObject()
+ set_map()
+ set_map_safe_transition()
+ map_slot()
+ set_map_no_write_barrier()
+ set_map_no_write_barrier()
+ set_map_safe_transition
_no_write_barrier()
+ set_map_safe_transition
_no_write_barrier()
+ set_map()
+ set_map_safe_transition()
and 59 more...
+ SetFillerMap()
+ FromAddress()
+ AllocateAndInstallJSDispatch
Handle()
+ Print()
+ Print()
+ RequiredAlignment()
+ RequiredAlignment()
# HeapObject()
# HeapObject()
# field_address()
# IsSmi()
# IsHeapObject()
- set_map()
v8::internal::Handle< T >
+ Handle()
+ Handle()
+ Handle()
+ Handle()
+ Handle()
+ Handle()
+ operator*()
+ equals()
+ PatchValue()
+ New()
+ null()
std::unique_ptr< T >
+ operator->()
+this
+HeapObject
+__pad0__
+foo
< v8::internal::HeapObject >
std::vector< T >
< v8::internal::Persistent
Handles >
v8::internal::Handle
< v8::internal::HeapObject >
+ Handle()
+ Handle()
+ Handle()
+ Handle()
+ Handle()
+ Handle()
+ operator*()
+ equals()
+ PatchValue()
+ New()
+ null()
< v8::internal::Handle
< v8::internal::HeapObject > >
+elements
std::unique_ptr< v8
::internal::PersistentHandles >
+ ptr
+ operator->()
std::vector< v8::internal
::Handle< v8::internal
::HeapObject > >
-persistent_handles_
-shared_objects_
v8::internal::SharedObject
ConveyorHandles
+ SharedObjectConveyorHandles()
+ SharedObjectConveyorHandles()
+ operator=()
+ Persist()
+ HasPersisted()
+ GetPersisted()