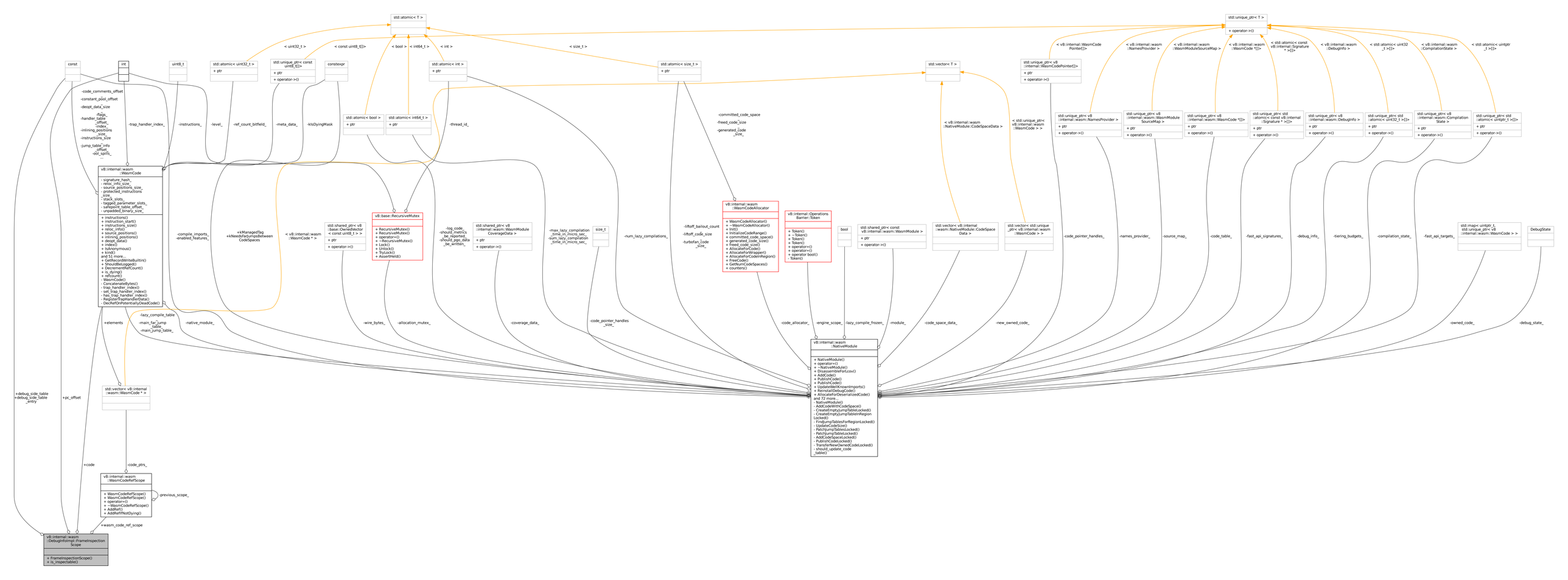
std::atomic< T >
std::unique_ptr< T >
+ operator->()
< uint32_t >
< const uint8_t[]>
< bool >
< int64_t >
< int >
< size_t >
< v8::internal::WasmCode Pointer[]>
< v8::internal::wasm ::NamesProvider >
< v8::internal::wasm ::WasmModuleSourceMap >
< v8::internal::wasm ::WasmCode *[]>
< std::atomic< const v8::internal::Signature * >[]>
< v8::internal::wasm ::DebugInfo >
< std::atomic< uint32 _t >[]>
< v8::internal::wasm ::CompilationState >
< std::atomic< uintptr _t >[]>
const
int
uint8_t
std::atomic< uint32_t >
+ ptr
std::unique_ptr< const uint8_t[]>
+ ptr
+ operator->()
constexpr
std::atomic< int >
+ ptr
std::atomic< size_t >
+ ptr
std::vector< T >
std::unique_ptr< v8 ::internal::WasmCodePointer[]>
+ ptr
+ operator->()
-code_comments_offset
-constant_pool_offset
-deopt_data_size
-flags
-handler_table _offset_
-index_
-inlining_positions _size_
-instructions_size
-jump_table_info _offset_
-ool_spills_
-trap_handler_index_
-instructions_
-level_
-ref_count_bitfield_
-meta_data_
-kIsDyingMask
std::atomic< bool >
+ ptr
std::atomic< int64_t >
+ ptr
-thread_id_
-committed_code_space
-freed_code_size
-generated_code _size_
< v8::internal::wasm ::NativeModule::CodeSpaceData > >
< std::unique_ptr< v8::internal::wasm ::WasmCode > >
std::unique_ptr< v8 ::internal::wasm::NamesProvider >
+ ptr
+ operator->()
std::unique_ptr< v8 ::internal::wasm::WasmModule SourceMap >
+ ptr
+ operator->()
std::unique_ptr< v8 ::internal::wasm::WasmCode *[]>
+ ptr
+ operator->()
std::unique_ptr< std ::atomic< const v8::internal ::Signature * >[]>
+ ptr
+ operator->()
std::unique_ptr< v8 ::internal::wasm::DebugInfo >
+ ptr
+ operator->()
std::unique_ptr< std ::atomic< uint32_t >[]>
+ ptr
+ operator->()
std::unique_ptr< v8 ::internal::wasm::Compilation State >
+ ptr
+ operator->()
std::unique_ptr< std ::atomic< uintptr_t >[]>
+ ptr
+ operator->()
v8::internal::wasm ::WasmCode
- signature_hash_
- reloc_info_size_
- source_positions_size_
- protected_instructions _size_
- stack_slots_
- tagged_parameter_slots_
- safepoint_table_offset_
- unpadded_binary_size_
+ instructions()
+ instruction_start()
+ instructions_size()
+ reloc_info()
+ source_positions()
+ inlining_positions()
+ deopt_data()
+ index()
+ IsAnonymous()
+ kind()
and 51 more...
+ GetRecordWriteBuiltin()
+ ShouldBeLogged()
+ IncRefUnlessRefCount()
+ is_dying()
+ refcount()
- WasmCode()
- ConcatenateBytes()
- trap_handler_index()
- set_trap_handler_index()
- has_trap_handler_index()
- RegisterTrapHandlerData()
- DecRefOnPotentiallyDeadCode()
-compile_imports_
-enabled_features_
+kManagedTag
+kNeedsFarJumpsBetween CodeSpaces
< v8::internal::wasm ::WasmCode * >
std::shared_ptr< v8 ::base::OwnedVector < const uint8_t > >
+ ptr
+ operator->()
v8::base::RecursiveMutex
+ RecursiveMutex()
+ RecursiveMutex()
+ operator=()
+ ~RecursiveMutex()
+ Lock()
+ Unlock()
+ TryLock()
+ AssertHeld()
-log_code_ -should_metrics _be_reported -should_pgo_data _be_written_
std::shared_ptr< v8 ::internal::wasm::WasmModule CoverageData >
+ ptr
+ operator->()
-max_lazy_compilation _time_in_micro_sec_ -sum_lazy_compilation _time_in_micro_sec_
size_t
-num_lazy_compilations_
-liftoff_bailout_count
-liftoff_code_size
-turbofan_code _size_
v8::internal::wasm ::WasmCodeAllocator
+ WasmCodeAllocator()
+ ~WasmCodeAllocator()
+ init()
+ InitializeCodeRange()
+ committed_code_space()
+ generated_code_size()
+ freed_code_size()
+ AllocateForCode()
+ AllocateForWrapper()
+ AllocateForCodeInRegion()
+ FreeCode()
+ GetNumCodeSpaces()
+ counters()
v8::internal::Operations Barrier::Token
+ Token()
+ ~Token()
+ Token()
+ Token()
+ operator=()
+ operator=()
+ operator bool()
- Token()
bool
std::shared_ptr< const v8::internal::wasm::WasmModule >
+ ptr
+ operator->()
std::vector< v8::internal ::wasm::NativeModule::CodeSpace Data >
std::vector< std::unique _ptr< v8::internal::wasm ::WasmCode > >
-code_pointer_handles_
-names_provider_
-source_map_
-code_table_
-fast_api_signatures_
-debug_info_
-tiering_budgets_
-compilation_state_
-fast_api_targets_
std::map< uintptr_t, std::unique_ptr< v8 ::internal::wasm::WasmCode > >
DebugState
+elements
-lazy_compile_table
-main_far_jump _table_
-main_jump_table_
-native_module_
-wire_bytes_
-allocation_mutex_
-coverage_data_
-code_pointer_handles _size_
-code_allocator_
-engine_scope_
-lazy_compile_frozen_
-module_
-code_space_data_
-new_owned_code_
-owned_code_
-debug_state_
v8::internal::wasm ::NativeModule
+ NativeModule()
+ operator=()
+ ~NativeModule()
+ DisassembleForLow()
+ AddCode()
+ AddCompiledCode()
+ PublishCode()
+ UpdateWellKnownImports()
+ ReinstallDebugCode()
+ AllocateForDeserializedCode()
and 72 more...
- NativeModule()
- AddCodeWithCodeSpace()
- CreateEmptyJumpTableLocked()
- CreateEmptyJumpTableInRegion Locked()
- UpdateJumpTablesForRegionLocked()
- UpdateCodeSize()
- PatchJumpTablesLocked()
- PatchJumpTableLocked()
- AddCodeSpaceLocked()
- PublishCodeLocked()
- TransferNewOwnedCodeLocked()
- should_update_code _table()
+debug_side_table
+debug_side_table _entry
+pc_offset
std::vector< v8::internal ::wasm::WasmCode * >
-code_ptrs_
+code
v8::internal::wasm ::WasmCodeRefScope
+ WasmCodeRefScope()
+ WasmCodeRefScope()
+ operator=()
+ ~WasmCodeRefScope()
+ AddRef()
+ AddRefIfNotDying()
-previous_scope_
+wasm_code_ref_scope
v8::internal::wasm ::DebugInfoImpl::FrameInspection Scope
+ FrameInspectionScope()
+ is_inspectable()