## Descriptor - data + CallInterfaceDescriptor() + ~CallInterfaceDescriptor() + CallInterfaceDescriptor() + flags() + tag() + sandboxing\_mode() + HasContextParameter() + AllowVarArgs() + CalleeSaveRegisters() + GetReturnCount() and 13 more.. + ContextRegister() # data() # CheckFloatingPointParameters() # IsValidFloatParameterRegister() # DefaultRegisterArray() # DefaultDoubleRegisterArray() # DefaultReturnRegisterArray() # DefaultReturnDoubleRegister # DefaultJSRegisterArray() v8::internal::StaticCall InterfaceDescriptor< Derived Descriptor > + kReturnCount + kParameterCount + kNoContext + kAllowVarArgs + kNoStackScan + kStackArgumentOrder + kMaxRegisterParams + kRestrictAllocatableRegisters + kCalleeSaveRegisters + kCustomMachineTypes + StaticCallInterfaceDescriptor() + registers() + double\_registers() + return\_registers() + return\_double\_registers() + flags() + AllowVarArgs() + HasContextParameter() + GetReturnCount() + GetParameterCount() + GetRegisterParameterCount() and 6 more... Initialize() InitializeTypes() < WasmFloat32ToNumberDescriptor > v8::internal::StaticCall InterfaceDescriptor < WasmFloat32 ToNumberDescriptor > + kReturnCount + kParameterCount + kNoContext + kAllowVarArgs + kNoStackScan + kStackArgumentOrder + kMaxRegisterParams + kRestrictAllocatableRegisters + kCalleeSaveRegisters + kCustomMachineTypes + StaticCallInterfaceDescriptor() + registers() + double\_registers() + return\_registers() + return\_double\_registers() + flags() + AllowVarArgs() + HasContextParameter() + GetReturnCount()

+ GetParameterCount()

and 6 more...Initialize()InitializeTypes()

+ GetRegisterParameterCount()

v8::internal::WasmFloat32 ToNumberDescriptor

v8::internal::CallInterface