```
uintptr t
             -location
v8::api internal::Indirect
      HandleBase
+ IsEmpty()
+ Clear()
# IndirectHandleBase()
# IndirectHandleBase()
# operator=()
# IndirectHandleBase()
# ptr()
# slot()
# slot()
# value()
# repr()
v8::PersistentBase< T >
+ Reset()
+ Reset()
+ Reset()
+ Get()
+ operator==()
+ operator==()
+ operator!=()
+ operator!=()
+ SetWeak()
+ SetWeak()
and 8 more...
PersistentBase()
PersistentBase()
```

- New()