```
uint32 t
                             const
                                 +kHasIndexBit
                                   +kIndexBits
                                   +kIndexShift
                                 +klsNullableBit
                                    +kIsRefBit
                 #bit_field_
                                  +kIsSharedBit
                                  +kLastUsedBit
                                +kNumIndexBits
                                 +kRefKindBits
                                 +kRefKindShift
                  v8::internal::wasm
                   ::ValueTypeBase
                  + ValueTypeBase()
                  + Populate()
                  + type_kind()
+ has index()
                  + is_sentinel()
                  + is_numeric()
                  + is_abstract_ref()
                  + is_ref()
+ is_generic()
                  + nullability()
                  and 39 more..
                  + Primitive()
                  #
                    Value<u>TypeBase()</u>
                  # ValueTypeBase()
                  # ValueTypeBase()
# ValueTypeBase()
                  # raw_index()
          +encoded_size
           +num locals
               v8::internal::wasm
                      ::ValueType
               + AsNonNull()
               + AsNullable()
               + AsExact()
               + AsExactIfIndexed()
               + AsExactIfEnabled()
               + AsNonShared()
               + Unpacked()
               + Canonicalize()
               + heap_representation()
+ is_reference_to()
+ is_reference_to()
               + operator==(\bar{)}
               + heap_type()
+ ref_index()
               + Primitive()
               + Generic()
               + Ref()
               + Ref()
               + RefÑull()
               + RefNull()
               + RefMaybeNull()
               + RefMaybeNull()
               + FromRawBitField()
                 Primitive()
               + For()
                +local_types
v8::internal::wasm
::BodyLocalDecls
```