v8::internal::CallInterface Descriptor - data + CallInterfaceDescriptor() + ~CallInterfaceDescriptor() + CallInterfaceDescriptor() + flags() + tag() + sandboxing_mode() + HasContextParameter() + AllowVarArgs() + CalleeSaveRegisters() + GetReturnCount() and 13 more... + ContextRegister() # data() # CheckFloatingPointParameters() # IsValidFloatParameterRegister() # DefaultRegisterArray() # DefaultDoubleRegisterArray() # DefaultReturnRegisterArray() # DefaultReturnDoubleRegister Array() # DefaultJSRegisterArray()

- + kStackArgumentOrder
- + kMaxRegisterParams
- + kRestrictAllocatableRegisters
- + kCalleeSaveRegisters
- + kCustomMachineTypes
- + StaticCallInterfaceDescriptor()
- + registers()
- + double_registers()
- + return_registers()
- + return_double_registers()
 + flags()
- + flags()
- + AllowVarArgs()
- + HasContextParameter()
- + GetReturnCount()
 + GetParameterCou
- + GetParameterCount()
- + GetRegisterParameterCount() and 6 more...
- Initialize()
- Initialize(
- InitializeTypes()

KeyedHaslCBaselineDescriptor >

v8::internal::StaticCall InterfaceDescriptor< KeyedHas ICBaselineDescriptor >

- + kReturnCount
- + kParameterCount
- + kNoContext
- + kAllowVarArgs
- + kNoStackScan
- + kStackArgumentOrder
- + kMaxRegisterParams
- + kRestrictAllocatableRegisters
- + kCalleeSaveRegisters+ kCustomMachineTypes
- The design rule in the light state of the light sta
- + StaticCallInterfaceDescriptor()
- + registers()
- + double_registers()
- + return_registers()
- + return_double_registers()
- + flags()
- + AllowVarArgs()
- + HasContextParameter()
- + GetReturnCount()
- + GetParameterCount()
- + GetRegisterParameterCount()
- and 6 more...
- Initialize()
- InitializeTypes()

v8::internal::KeyedHaslCBaseline Descriptor

- + DEFINE_PARAMETER_TYPES()
- + NameRegister()
- + SlotRegister()
- + registers()