## v8::internal::Relocatable - isolate - prev\_ + Relocatable() + ~Relocatable() + IterateInstance() + PostGarbageCollection() + PostGarbageCollectionProcessing() + ArchiveSpacePerThread() + ArchiveState() + RestoreState() + Iterate() + Iterate() + Iterate() Δ v8::internal::CustomArgumentsBase # CustomArgumentsBase() v8::internal::CustomArguments< T > + kReturnValueIndex # values + ~CustomArguments() + IterateInstance() # CustomArguments() # GetReturnValue() # isolate() # slot\_at() < FunctionCallbackInfo < Value > > v8::internal::CustomArguments < FunctionCallbackInfo< Value > > + kReturnValueIndex # values + ~CustomArguments() + IterateInstance() # CustomArguments() # GetReturnValue() # isolate() # slot\_at() Δ v8::internal::FunctionCallback **Arguments** + kArgsLength + kArgsLengthWithReceiver + kUnusedIndex + kIsolateIndex + kContextIndex + kTargetIndex + kNewTargetIndex + kSize + kImplicitArgsOffset + kValuesOffset + kLengthOffset - argv\_ - argc + FunctionCallbackArguments() + CallOrConstruct() + GetTarget()