## v8::internal::BodyDescriptorBase + IteratePointers() + IterateMavbeWeakPointers() + IterateCustomWeakPointers() + IterateEphemeron() + IteratePointers() + IteratePointer() + IterateCustomWeakPointers() + IterateCustomWeakPointer() + IterateEphemeron() + IterateMaybeWeakPointers() + IterateMavbeWeakPointer() + IterateTrustedPointer() + IterateCodePointer() + IterateSelfIndirectPointer() + IterateProtectedPointer() # IsValidEmbedder|SObjectSlot ()lgml # IterateISObjectBodyImpl() # IterateISObjectBodyWithout EmbedderFieldsImpl() v8::internal::Code ::BodyDescriptor + IterateBody() + SizeOf()