```
v8::internal::compiler
    ::turboshaft::OpIndex
# offset
# kGenerationMaskShift
# kGenerationMask
# kUnmaskGenerationMask
# kTurbofanNodeIdFlag
+ OpIndex()
+ OpIndex()
+ id()
+ hash()
+ offset()
+ valid()
+ DecodeTurbofanNodeId()
+ IsTurbofanNodeId()
+ operator==()
+ operator!=()
+ operator<()
+ operator>()
+ operator<=()
+ operator>=()
+ FromOffset()
+ Invalid()
+ EncodeTurbofanNodeId()
# OpIndex()
v8::internal::compiler
::turboshaft::OptionalOpIndex
+ OptionalOpIndex()
+ hash()
+ has_value()
+ value()
+ value_or_
+ OpIndex()
            _invalid()
+ OpIndex()
+ OpIndex()
  valid()
+ Nullopt()
                     v8::internal::compiler
                      ::turboshaft::OptionalV< T >
                     + rep
                     implicitly_constructible_from
                     + OptionalV()
                     + OptionalV()
                     + OptionalV()
                     + value()
                     + value_or_invalid()
+ requires()
                     + Nullopt()
                     + Cast()
+ Cast()
                             < v8::internal::compiler
                            ::turboshaft::FrameState >
v8::internal::compiler
::turboshaft::OptionalV
< v8::internal::compiler
  ::turboshaft::FrameState >
+ rep
implicitly_constructible_from
+ OptionalV()
+ OptionalV()
+ OptionalV()
+ value()
+ value_or_invalid()
+ requires()
+ Nullopt()
+ Cast()
+ Cast()
```