```
+ kMapOffset
                 + kHeaderSize
                 + HeapObject()
                 + set_map()
                 + set_map_safe_transition()
                 + map_slot()
                 + set_map_no_write_barrier()
                 + set_map_no_write_barrier()
                 + set_map_safe_transition
                  _no_write_barrier()
                 __ + set_map_safe_transition
_no_write_barrier()
                 + set_map()
                 + set_map_safe_transition()
                 and 59 more...
                 + SetFillerMap()
                 + FromAddress()
                 + AllocateAndInstallJSDispatch
                 Handle()
                 + Print()
                 + Print()
                 + RequiredAlignment()
                 + RequiredAlignment()
                 # HeapObject()
                 # HeapObject()
                 # field address()
                 # IsSmi()
                 # IsHeapObject()

    set_map()

                                Д
                   v8::internal::TrustedObject
               + kHeaderSize
               + ReadProtectedPointerField()
               + ReadProtectedPointerField()
               + WriteProtectedPointerField()
               + WriteProtectedPointerField()
               + IsProtectedPointerFieldEmpty()
               + IsProtectedPointerFieldEmpty()
               + ClearProtectedPointerField()
               + ClearProtectedPointerField()
               + RawProtectedPointerField()
               + RawProtectedMaybeObjectField()
               + OBJECT_CONSTRUCTORS()
                  v8::internal::ExposedTrusted
                             Object
                  + kHeaderSize
                  + init_self indirect
                   _pointer()
                  + init_self_indirect
                   _pointer()
                  + self_indirect_pointer
                   handle()
                  + OBJECT_CONSTRUCTORS()
                    v8::internal::RegExpData
                  + type_tag()
                  + set_type_tag()
                  + flags()
                  + set_flags()
                   + capture
                             count()
                  + HasCompiledCode()
                  + OBJECT_CONSTRUCTORS()
                  + TypeSupportsCaptures()
                                     v8::internal::IrRegExpData
                                     + has_code()
                                     + set code()
v8::internal::AtomRegExpData
                                     + code()
                                     + has_bytecode()
                                     + clear_bytecode()
+ OBJECT_CONSTRUCTORS()
                                     + set_bytecode()
                                     + bytecode()
                                     + set_capture_name_map()
                                     + CanTierUp()
                                     + MarkedForTierUp()
                                     and 7 more...
```

v8::internal::HeapObject