```
uint64 t
                   const
       -bit field
                    -kOffsetBitsSize
  v8::internal::FieldIndex
+ FieldIndex()
+ GetLoadByFieldIndex()
+ is inobject()
+ is double()
+ offset()
+ bit field()
+ index()
+ outobject array index()
+ property_index()
+ GetFieldAccessStubKey()
+ operator==()
+ operator!=()
+ ForPropertyIndex()
+ ForInObjectOffset()
+ ForSmiLoadHandler()
+ ForDescriptor()
+ ForDescriptor()
+ ForDetails()
FieldIndex()
```

first inobject property

offset()

- FieldEncoding()