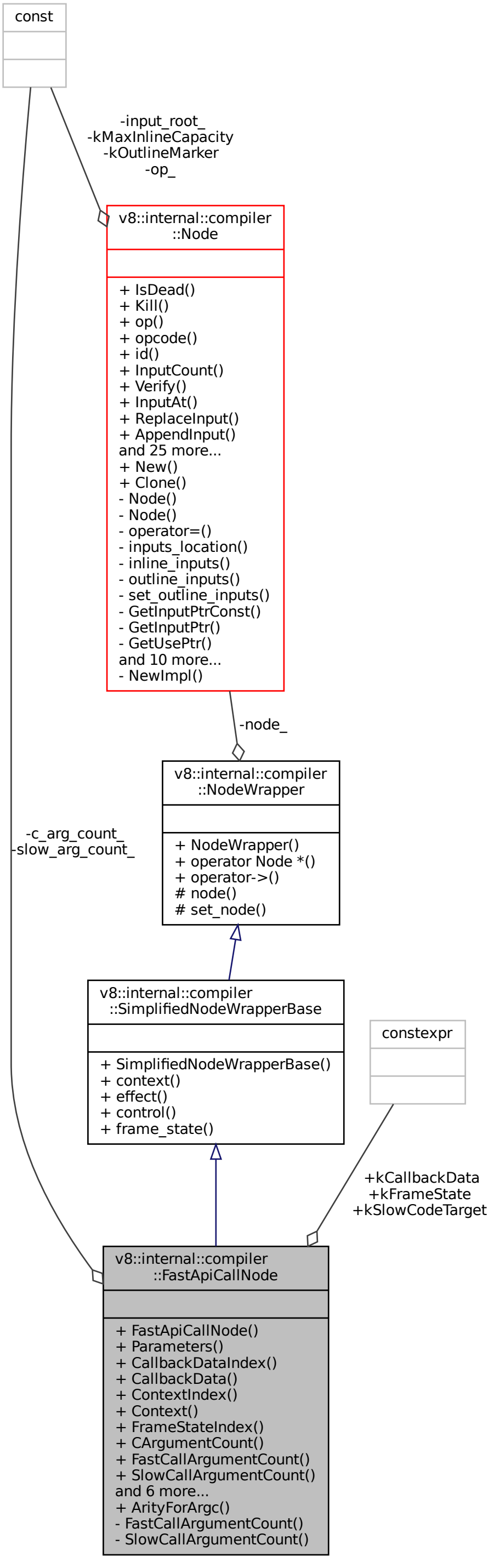
const
-input_root_
-kMaxInlineCapacity
-kOutlineMarker
-op_
v8::internal::compiler
::Node
+ IsDead()
+ Kill()
+ op()
+ opcode()
+ id()
+ InputCount()
+ Verify()
+ InputAt()
+ ReplaceInput()
+ AppendInput()
and 25 more...
+ New()
+ Clone()
- Node()
- Node()
- operator=()
- inputs_location()
- inline_inputs()
- outline_inputs()
- set_outline_inputs()
- GetInputPtrConst()
- GetInputPtr()
- GetUsePtr()
and 10 more...
- NewImpl()
-node_
v8::internal::compiler
::NodeWrapper
+ NodeWrapper()
+ operator Node *()
+ operator->()
# node()
# set_node()
-c_arg_count_
-slow_arg_count_
v8::internal::compiler
::SimplifiedNodeWrapperBase
+ SimplifiedNodeWrapperBase()
+ context()
+ effect()
+ control()
+ frame_state()
constexpr
+kCallbackData
+kFrameState
+kSlowCodeTarget
v8::internal::compiler
::FastApiCallNode
+ FastApiCallNode()
+ Parameters()
+ CallbackDataIndex()
+ CallbackData()
+ ContextIndex()
+ Context()
+ FrameStateIndex()
+ CArgumentCount()
+ FastCallArgumentCount()
+ SlowCallArgumentCount()
and 6 more...
+ ArityForArgc()
- FastCallArgumentCount()
- SlowCallArgumentCount()