

v8::internal::SlotAccessor
ForHandle::offset



```
graph LR; A["v8::internal::SlotAccessor<br>ForHandle::offset"] --> B["v8::internal::UNREACHABLE"]
```

A diagram showing a pointer relationship. On the left, a gray rectangular box contains the text "v8::internal::SlotAccessor" and "ForHandle::offset" on two lines. A blue arrow points from the right side of this box to the left side of a white rectangular box on the right. The white box contains the text "v8::internal::UNREACHABLE".

v8::internal::UNREACHABLE