v8::internal::CallInterface Descriptor - data + CallInterfaceDescriptor() + ~CallInterfaceDescriptor() + CallInterfaceDescriptor() + flags() + tag() + sandboxing_mode() + HasContextParameter() + AllowVarArgs() + CalleeSaveRegisters() + GetReturnCount() and 13 more.. + ContextRegister() # data() # CheckFloatingPointParameters() # IsValidFloatParameterRegister() # DefaultRegisterArray() # DefaultDoubleRegisterArray() # DefaultReturnRegisterArray() # DefaultReturnDoubleRegister # DefaultJSRegisterArray() v8::internal::StaticCall InterfaceDescriptor < Derived Descriptor > + kReturnCount + kParameterCount + kNoContext + kAllowVarArgs + kNoStackScan + kStackArgumentOrder + kMaxRegisterParams + kRestrictAllocatableRegisters + kCalleeSaveRegisters + kCustomMachineTypes + StaticCallInterfaceDescriptor() + registers() + double_registers() + return_registers() + return double registers() + flags() + AllowVarArgs() + HasContextParameter() + GetReturnCount() + GetParameterCount() + GetRegisterParameterCount() and 6 more... Initialize()

v8::internal::StaticCall InterfaceDescriptor < Construct WithSpread BaselineDescriptor >

InitializeTypes()

< ConstructWithSpread BaselineDescriptor >

- + kReturnCount
- + kParameterCount
- + kNoContext
- + kAllowVarArgs
- + kNoStackScan
- + kStackArgumentOrder
- + kMaxRegisterParams
- + kRestrictAllocatableRegisters
- + kCalleeSaveRegisters
- + kCustomMachineTypes
- + StaticCallInterfaceDescriptor()
- + registers()
- + double_registers() + return_registers()
- + return double registers()
- + flags()
- + AllowVarArgs()
- + HasContextParameter()
- + GetReturnCount()
- + GetParameterCount()
- + GetRegisterParameterCount() and 6 more...
- Initialize()
- InitializeTypes()

v8::internal::ConstructWith Spread BaselineDescriptor