

```
v8::internal::Assembler
+ rt
+ ra
+ rb
+ rc
+ VU
+ XMMRegister
+ YMMRegister
+ E6
+ XMMRegister
+ YMMRegister
+ kNoHandlerTable
+ kNoSafepointTable
+ kSpecialTargetSize
+ kMaxDistToPcRelativeConstant
+ kMaxDistToIntPool
+ kTypicalNumPending32Constants
+ kMaxNumPending32Constants
+ kVeneerCodeSize
+ kNoSafepointTable
+ kTestAllByte
and 33 more...
# reloc_info_writer
# pending_32_bit_constants_
# scratch_register_list_
# scratch_vfp_register_
# zone_
# unresolved_branches_
# branch_link_chain_back_
# next_veneer_pool_check_
# jump_table_info_writer_
# kGap_
# kMaxRelocSize
# kVeneerDistanceMargin
# kVeneerNoProtectionFactor
# kVeneerDistanceCheckMargin
- constant_pool_deadline_
- const_pool_blocked_
- nesting_
- no_const_pool_before_
- first_const_pool_32_use_
- last_bound_pos_
- veneer_pool_blocked_
- nesting_
- internal_reference_
- positions_
- constpool_
- next_buffer_check_
- trampoline_pool_blocked_
- nesting_
and 22 more...
- kMaximalBufferSize
- kCheckPoolDeadline
- kStartOfLabelLinkChain
- kBufferCheckInterval
- kCheckConstIntervalInst
- kCheckConstInterval
- kInvalidSlotPos
- kMaxCondBranchReach
- kMaxBlockTrampolineSectionSize
```

```
+ Assembler()
+ Assembler()
+ ~Assembler()
+ AbortedCodeGeneration()
+ GetCode()
+ GetCode()
+ GetCode()
+ bind()
+ branch_offset()
+ GetScratchRegisterList()
and 3929 more...
+ DefaultTmpList()
+ DefaultFPTmpList()
+ is_constant_pool_load()
+ constant_pool_entry_
+ address()
+ target_address_at()
+ set_target_address_at()
+ deserialization_special_
+ target_size()
+ deserialization_set_
+ target_internal_reference_at()
+ uint32_constant_at()
+ set_uint32_constant_at()
and 333 more...
# buffer_space()
# target_at()
# target_at_put()
# StartBlockConstPool()
# EndBlockConstPool()
# is_const_pool_blocked()
# has_pending_constants()
# VfpRegisterIsAvailable()
# VfpRegisterIsAvailable()
# emit()
and 101 more...
# IsImmLSPair()
# IsImmFP32()
# IsImmFP64()
# LoadOpFor()
# LoadPairOpFor()
# StoreOpFor()
# StorePairOpFor()
# LoadLiteralOpFor()
# set_target_internal_
+ reference_encoded_at()
# set_target_internal_
+ reference_encoded_at()
# set_target_internal_
+ reference_encoded_at()
- CheckBuffer()
- GrowBuffer()
- AddrMode1()
- AddrMode1TryEncodeOperand()
- AddrMode2()
- AddrMode3()
- AddrMode4()
- AddrMode5()
- print()
- bind_to()
and 394 more...
- FPToImm8()
- disassembleInstr()
- emit()
```

```
v8::internal::MacroAssemblerBase
# isolate_
# code_object_
# root_array_available_
# hard_abort_
# has_frame_
# sandboxing_mode_
# maybe_builtin_
# comment_depth_
+ MacroAssemblerBase()
+ MacroAssemblerBase()
+ MacroAssemblerBase()
+ MacroAssemblerBase()
+ isolate()
+ CodeObject()
+ root_array_available()
+ set_root_array_available()
+ should_abort_hard()
and 17 more...
+ CanBeImmediate()
+ ReadOnlyRootPtr()
+ RootRegisterOffsetForRoot_
+ Index()
+ RootRegisterOffsetForBuiltin()
+ RootRegisterOffsetForExternal_
+ Reference()
+ RootRegisterOffsetForExternal_
+ ReferenceTableEntry()
+ IsAddressableThroughRoot_
+ Register()
# DISALLOW_IMPLICIT_CONSTRUCTORS()
```

```
v8::internal::SharedMacroAssemblerBase
+ Move()
+ Move()
+ Add()
+ And()
+ Movhps()
+ Movlps()
+ Blendvps()
+ Blendvpd()
+ Pblendvbl()
+ Pinsrb()
and 60 more...
# PinsrHelper()
- I8x16SplatPreAvx2()
- I16x8SplatPreAvx2()
```

```
v8::internal::SharedMacroAssembler< Impl >
+ Abspd()
+ Absps()
+ Absph()
+ Negpd()
+ Negps()
+ Negph()
+ Pextrd()
+ Pinsrd()
+ Pinsrd()
+ F64x2ConvertLowI32x4U()
and 9 more...
- impl()
- ExternalReferenceAsOperand()
- FloatUnop()
```

< MacroAssembler >

```
v8::internal::SharedMacroAssembler< MacroAssembler >
+ Abspd()
+ Absps()
+ Absph()
+ Negpd()
+ Negps()
+ Negph()
+ Pextrd()
+ Pinsrd()
+ Pinsrd()
+ F64x2ConvertLowI32x4U()
and 9 more...
- impl()
- ExternalReferenceAsOperand()
- FloatUnop()
```

```
v8::internal::MacroAssembler
+ DECLARE_STORE_FUNCTION
+ St
+ kExtraSlotClaimedByPrologue
+ kSwitchTablePrologueSize
- tmp_list_
- fptmp_list_
- has_double_zero_reg_set_
- has_single_zero_reg_set_
- kSmiShift
+ EnterFrame()
+ LeaveFrame()
+ AllocateStackSpace()
+ AllocateStackSpace()
+ PushCommonFrame()
+ StubPrologue()
+ Prologue()
+ DropArguments()
+ DropArgumentsAndPushNewReceiver()
+ PushStandardFrame()
and 3387 more...
+ ActivationFrameAlignment()
+ IsNearCallOffset()
+ CountSetHalfWords()
+ DefaultTmpList()
+ DefaultFPTmpList()
+ IsImmMovn()
+ IsImmMovz()
+ InstrCountForLi64Bit()
+ IsNearCallOffset()
+ CalculateTargetOffset()
and 11 more...
# PushHelper()
# ConditionalCompareMacro()
# AddSubWithCarryMacro()
# CallPrintf()
# GetRkAsRegisterHelper()
# GetOffset()
# GetRtAsRegisterHelper()
# GetOffset()
# GetRtAsRegisterHelper()
# GetOffset()
# GetSmiConstant()
# DropArguments()
- InvokePrologue()
- VFPCmpareAndLoadFlags()
- VFPCmpareAndLoadFlags()
- VFPCmpareAndLoadFlags()
- VFPCmpareAndLoadFlags()
- Jump()
- FloatMaxHelper()
- FloatMinHelper()
- FloatMinOutOfLineHelper()
- FloatMinOutOfLineHelper()
and 78 more...
- CalculateTargetOffset()
- SafepointRegisterStackIndex()
```

```
v8::internal::wasm::LiftoffAssembler
+ local_kinds_
+ more_local_kinds_
+ kStackSlotSize
+ kIntPtrKind
+ kSmiKind
- num_locals_
- @155
- cache_state_
- max_used_spill_offset_
- ool_spill_space_size_
- bailout_reason_
- bailout_detail_
- kInlineLocalKinds
+ LiftoffAssembler()
+ ~LiftoffAssembler()
+ zone()
+ LoadToRegister()
+ LoadToRegister_Slow()
+ LoadToFixedRegister()
+ LoadToModifiableRegister()
+ PopVarState()
+ PopToRegister()
+ PopToFixedRegister()
and 488 more...
+ NextSpillOffset()
+ StaticStackFrameSize()
+ SlotSizeForType()
+ NeedsAlignment()
- Load64HalfIntoRegister()
- SpillOneRegister()
- SpillAdjacentFpRegisters()
```