```
v8::api internal::Indirect
         HandleBase
   + IsEmpty()
   + Clear()
   # IndirectHandleBase()
   # IndirectHandleBase()
   # operator=()
   # IndirectHandleBase()
   # ptr()
   # slot()
   # slot()
   # value()
   # repr()
  v8::TracedReferenceBase
   + Reset()
   + Get()
   + IsEmptyThreadSafe()
   # TracedReferenceBase()
   # SetSlotThreadSafe()
   # GetSlotThreadSafe()
   # CheckValue()
v8::BasicTracedReference < T >
+ Get()
+ As()

    BasicTracedReference()

NewFromNonEmptyValue()
  v8::TracedReference< T >
  + TracedReference()
  + operator=()
  + operator=()
  + operator=()
  and 6 more...
```