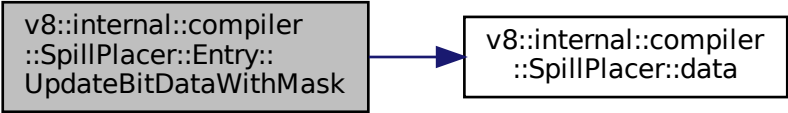


v8::internal::compiler  
::SpillPlacer::Entry::  
UpdateBitDataWithMask



```
graph LR; A["v8::internal::compiler  
::SpillPlacer::Entry::  
UpdateBitDataWithMask"] --> B["v8::internal::compiler  
::SpillPlacer::data"]
```

A diagram showing a call from a compiler entry to a data object. On the left, a gray box contains the text 'v8::internal::compiler', '::SpillPlacer::Entry::', and 'UpdateBitDataWithMask'. A blue arrow points from this box to a white box on the right. The white box contains the text 'v8::internal::compiler' and '::SpillPlacer::data'.

v8::internal::compiler  
::SpillPlacer::data