```
v8::internal::compiler
      ::FieldAccess
+ base is tagged
+ offset
+ name
+ map
+ type
+ machine type
+ write barrier kind
+ creator mnemonic
+ const field info
+ is store in literal
+ external pointer tag
+ maybe initializing
or transitioning store
+ is bounded size access
+ is immutable
+ indirect pointer tag
+ FieldAccess()
+ FieldAccess()
+ tag()
v8::internal::compiler
::turboshaft::FieldAccessTS
       < Class, T >
```

FieldAccessTS()