v8::HandleScope - i_isolate - prev next - prev_limit_ + HandleScope() + ~HandleScope() + GetIsolate() + HandleScope() + operator=() + NumberOfHandles() + CreateHandleForCurrentIsolate() # HandleScope() # Initialize() # CreateHandle() operator new() operator new[]() - operator delete() operator delete[]() v8::EscapableHandleScopeBase escape slot + EscapableHandleScopeBase() + ~EscapableHandleScopeBase() + EscapableHandleScopeBase() + operator=() + operator new() + operator new[]() + operator delete() + operator delete[]() # EscapeSlot() v8::EscapableHandleScope v8::InternalEscapableScope + EscapableHandleScope() + InternalEscapableScope() + ~EscapableHandleScope() + Escape() + Escape() + EscapeMaybe() + EscapeMaybe()