```
v8::internal::RelocInfo
+ kMinRelocCommentSize
+ kMaxCallSize
+ kMaxSmallPCDelta
+ kApplyMask
# pc
# rmode
# data
# constant pool
+ RelocInfo()
+ RelocInfo()
+ RelocInfo()
+ pc()
+ rmode()
+ constant pool()
+ data()
+ IsCodedSpecially()
+ IsInConstantPool()
+ wasm call address()
and 19 more..
+ IsRealRelocMode()
+ IsGCRelocMode()
+ IsShareableRelocMode()
+ IsCodeTarget()
+ IsCodeTargetMode()
+ IsRelativeCodeTarget()
+ IsFullEmbeddedObject()
+ IsCompressedEmbeddedObject()
+ IsEmbeddedObjectMode()
+ IsWasmCall()
and 24 more...
  v8::internal::WritableRelocInfo
  - jit allocation
  + WritableRelocInfo()
  + WritableRelocInfo()
  + apply()
  + set_wasm_call_address()
+ set_wasm_stub_call
   address()
  + set_wasm_canonical
   _sig_id()
  + set_wasm_code_pointer
  table entry()
  + set target address()
  + set_target_address()
  + set target object()
  + set target object()
  + set target external
  reference()
  + set js dispatch handle()
  + jit allocation()
```