T
+ operator->()
std::shared_ptr< T >
std::atomic< T >
std::unique_ptr< T >
std::shared_ptr< v8 ::internal::wasm::WasmModule ::CoverageData >
std::atomic< const v8::internal::Signature * >
const
friend
uint64_t
uintptr_t
std::atomic< size_t >
bool
std::unique_ptr< v8 ::internal::compiler ::WasmGraphAssembler >
v8::internal::wasm ::CompilationEnv
v8::internal::compiler ::Type
v8::internal::SourcePosition
v8::internal::Zone
v8::internal::compiler ::Node
v8::base::EnumSet< E, T >
v8::base::Flags< EnumT, BitfieldT, BitfieldStorageT >
v8::internal::wasm ::WasmError
v8::internal::compiler ::NodeOriginTable
v8::internal::compiler ::SourcePositionTable
v8::internal::Isolate
v8::internal::Segment
v8::internal::compiler ::NodeAuxData< T, def >
v8::internal::ZoneVector < v8::internal::SourcePosition >
v8::internal::compiler ::CommonNodeCache
v8::internal::compiler ::MachineOperatorBuilder
v8::internal::wasm ::Decoder
v8::internal::compiler ::CommonOperatorBuilder
v8::internal::compiler ::TFGraph
v8::internal::Accounting Allocator
v8::internal::compiler ::NodeAuxData< v8::internal ::compiler::NodeOrigin, UnknownNode Origin >
v8::internal::compiler ::SourcePosition, UnknownSourcePosition >
v8::internal::compiler ::MachineGraph
v8::internal::SetOncePointer< T >
v8::internal::compiler ::MachineGraphBuilder
v8::internal::wasm ::WasmEnabledFeatures
v8::internal::compiler ::WasmGraphBuilder
v8::internal::compiler ::WasmDecorator
NullCheckStrategy
v8::internal::compiler ::NodeOriginTable::Decorator
v8::internal::compiler ::SourcePositionTable ::Decorator
v8::internal::compiler ::GraphDecorator
v8::internal::compiler ::MachineOperatorGlobalCache
v8::internal::compiler ::MachineOperatorBuilder ::AlignmentRequirements
v8::internal::compiler ::NodeOrigin
v8::internal::compiler ::NodeAuxDataMap< T, kNonExistent >
v8::internal::compiler ::NodeAuxDataMap< int, -1 >
v8::internal::compiler ::NodeAuxDataMap< int32_t, kNoWasmCallDescriptor >
v8::internal::compiler ::NodeAuxDataMap< int64_t, 0 >
v8::internal::compiler ::NodeAuxDataMap< IrOpcode::Value, 0 >
v8::internal::compiler ::NodeAuxDataMap< const v8::internal::compiler::Operator *, nullptr >
v8::internal::compiler ::NodeAuxDataMap< const wasm::WasmModuleCoverageData * >
v8::internal::compiler ::NodeAuxDataMap< const v8::internal::Signature * >
v8::internal::compiler ::NodeAuxDataMap< v8::internal::compiler ::WasmGraphAssembler * >
v8::internal::ZoneVector < v8::internal::compiler ::GraphDecorator * >
v8::internal::ZoneVector < v8::internal::compiler ::Node * >
v8::internal::SetOncePointer < v8::internal::compiler ::Node >
v8::internal::SetOncePointer < const v8::internal::compiler ::Operator >
NodeCache< int32_t >
NodeCache< int64_t >
NodeCache< RelocInt64Key >
NodeCache< RelocInt32Key >
int
uint32_t
void
constexpr
Ptr< Use >
Inputs final
NON_EXPORTED_BASE ZoneObject
va_list
-input_ptr_
-kMaxInlineCapacity
-kOutlineMarker
-op_
-word_
-cache_
-first_use_
-count_
-bits_
-mask_
-type_
-len
#end_
#ptr_
#start_
-stack_trace_for_uncaught_exceptions_frame_limit
-stack_trace_hexing
level
-current_async_task
_id_
-embedded_blob_code
size
-embedded_blob_data
size
-promise_hook_flags_
-add_crash_key_callback
_
-host_initialize
_import_meta_object
callback
-promise_hook
_reject_callback_
-use_counter_callback_
-bit_field_
-mark_
-offset_
-kNotErrorOffset
-format_
-kMaxErrorMsg
#buffer_offset_
-zone_
-current_phase_name_
-mark_max_
-next_node_id_
-segment_head_
-segment_bytes_allocated_
-limit_
-position_
-sealed_
-current_memory_usage_
-max_memory_usage_
-has_simd_
-needs_stack_check_
-gasm_
-enabled_
-allocator_
-next_
-isolate_
-compiler_zone_
-stress_deopt_count_
-last_recorder
_context_id_
-isolate_addresses
-abort_on_uncaught
_exception_callback
-allow_atomics_wait
-capture_stack
_trace_for_uncaught
_exceptions
-deoptimize_every
_n_times
-detailed_source
_positions_for_profiling
-enable_rs_allocation
_for_snapshot
-fuzzer_gc_analysis
-has_fatal_error_
-initialized_
-value_
-kAlignmentInBytes
-kMaximumSegmentSize
-name_
-payload_
+kNotInlined
-phase_name_
-reducer_name_
-BitsetType
::UnionType
+kBMMaxShift
+k2SlidingsStaticOffsets
InTable
+kUCSAlphabetSize
-ast_string_constants
-embedded_blob_code
-embedded_blob
data
-isz_
-size_
-input_start_
-kMaxInlineCapacity
-kOutlineMarker
-op_
-input_ptr_
-kMaxInlineCapacity
-kOutlineMarker
-op_
-module_coverage_data
-fast_api_signatures
+enabled_features
+fast_sig_targets
+module
-unaligned_loadUnsupported
types
-unaligned_storeUnsupported
types
-unalignedSupport_
-external_constants
-float32_constants
-float64_constants
-int32_constants
-int64_constants
-number_constants
-pointer_constants_
-tagged_index
constants
-relocatable_int64
constants
-relocatable_int32
constants
-heap_constants
#env_
#function_sig_
#parameter_node_
#wrapper_sig_
#inlining_id_
#cached_memory_index
#cache_
#Dead_
#machine_
#call_counts_
#kNoCachedMemoryIndex
#common_
#graph_
#table_
#zone_
#isolate_
#parameters_
#enabled_features_
#mcgraph_
#instance_data_node_
#stack_check_code
node
#stack_check_call_operator_
#decorator_
#null_check_strategy_
#source_position_table_
-cache_
-flags_
-buffer
-args
#error_
-end
-start_
-current_bytecode_position_
-current_origin_
-decorators_
-simd_stores_
-current_position_
-aux_data_
-pointer_
-alignment_requirements_
-origins_
-source_positions_
< WasmEnabledFeature >
< int, -1 >
< v8::internal::compiler ::Node >
< const v8::internal ::compiler::Operator >
< size_t >
< v8::internal::compiler ::NodeOrigin, UnknownNodeOrigin >
< v8::internal::SourcePosition, UnknownSourcePosition >
T *
+ ptr
+ operator->()
+ operator*()
+ operator=()
+ operator==()
+ operator!=()
+ Set()
+ get()
+ is_set()
+ reset()
+ swap()
+ hash_value()
+ operator<<()
+ operator>>()
+ begin()
+ end()
+ size()
+ empty()
+ data()
+ at()
+ push_back()
+ pop_back()
+ resize()
+ reserve()
+ clear()
+ erase()
+ insert()
+ emplace()
+ Add()
+ Remove()
+ Contains()
+ Equals()
+ Hash()
+ ToString()
+ Print()
+ Dump()
+ Allocate()
+ Delete()
+ New()
+ NewArray()
+ DeleteArray()
+ AllocateVector()
+ NewVector()
+ DeleteArray()
+ CloneVector()
+ AsmNew()
+ AsmDelete()
+ AsmDeleteArray()
+ ExpandIfNeeded()
+ Expand()
+ Zone()
+ ~Zone()
+ AllocateSegment()
+ ReturnSegment()
+ GetZoneMemoryUsage()
+ TraceZoneCreation()
+ TraceZoneDestruction()
+ TraceZoneSegmentMalloc()
+ TraceZoneDeleteSegment()
+ TraceZoneDestructionImpl()
+ TraceAllocateSegmentImpl()
+ isolate()
+ Isolate()
+ ~Isolate()
+ operator delete()
+ SetUpFromReadOnlyArtifacts()
+ heap_allocator()
+ page_allocator()
+ isCurrent()
+ InitializeLoggingAndCounters()
+ InitializeDefaultOsHandles()
+ Init()
+ InitializeOncePerProcess()
+ New()
+ Delete()
+ Deinitialize()
+ Free()
+ Delete()
+ CurrentPerIsolateThreadData()
+ EnterIsolate()
+ SetCurrent()
+ { _entry_fp}
+ { _stack_limit}
- Isolate()
- ~Isolate()
- Init()
- DisableUserSnapshot()
- InitializeCodeRanges()
- AddCodeMemoryRange()
- ForSandbox()
- RunAndClearCompletedCallbacks()
- Interrupt()
- DoInterrupt()
- RequestInterrupt()
and 17 more...
- Allocate()
- RemoveContextIdCallback()
- SetIsolateThreadLocals()
- FireCallCompletedCallback()
- Iterate()
- Clear()
- FillCache()
and 17 more...
- Allocate()
- RemoveContextIdCallback()
- SetIsolateThreadLocals()
+ Segment()
+ zone()
+ set_zone()
+ set_next()
+ total_size()
+ start()
+ end()
+ ZapContents()
+ ZapHeader()
+ capacity()
+ address()
+ NodeAuxData()
+ NodeAuxData()
+ Set()
+ Get()
+ begin()
+ end()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ operator=()
+ operator<<()
+ operator>>()
+ operator=()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
- MoveToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ ZoneVector()
+ operator=()
+ operator<<()
+ operator>>()
+ operator=()
and 41 more...
- erase()
- NewCapacity()
- EnsureOneMoreCapacity()
- EnsureCapacity()
- CopyToNewStorage()
- CopyToNewStorage()
- MoveToNewStorage()
- MoveToNewStorage()
- CopyingOverwrite()
- CopyingOverwrite()
- MovingOverwrite()
- MovingOverwrite()
- Grow()
- PrepareForInsertion()
- emplace()
+ Accounting Allocator()
+ ~AccountingAllocator()
+ AllocateSegment()
+ ReturnSegment()
+ GetCurrentMemoryUsage()
+ GetMaxMemoryUsage()
+ TraceZoneCreation()
+ TraceZoneDestruction()
+ TraceZoneSegmentMalloc()
# TraceZoneDeleteSegment()
# TraceZoneDestructionImpl()
# TraceAllocateSegmentImpl()
# isolate()
+ NodeAuxData()
+ NodeAuxData()
+ Set()
+ Get()
+ Get()
+ begin()
+ end()
+ NodeAuxData()
+ NodeAuxData()
+ Set()
+ Set()
+ Get()
+ Get()
+ begin()
+ end()
+ SourcePosition()
+ IsKnown()
+ IsInlined()
+ IsExternal()
+ IsJavaScript()
+ ExternalLine()
+ ExternalFileId()
+ InliningStack()
+ InliningId()
+ FirstInfo()
and 10 more...
+ Unknown()
+ Unknown()
+ FromRaw()
- SourcePosition()
- Print()
+ Type()
+ IsNone()
+ IsInvalid()
+ Is()
+ Maybe()
+ Equals()
+ IsBitset()
+ IsRange()
+ IsOtherNumberConstant()
+ IsOtherNumberConstant()
and 20 more...
+ UnsignedSmall()
+ UnsignedSmall()
+ Constant()
+ Constant()
+ Constant()
+ Tuple()
+ Tuple()
+ Intersect()
+ Intersect()
+ For()
+ Invalid()
+ Type()
+ Bitset()
+ IsInvalid()
- ToTypeBitset()
- Is()
- IsUnion()
- AsBitset()
- AsUnion()
- BitsetLub()
- BitsetLub()
- Slows()
- SimplyEquals()
- SimplyEquals()
- NewBitset()
- Range()
- OtherNumberConstant()
- HeapConstant()
- OverTags()
- Contains()
- UpdateRange()
- NormalizeRangeAndBitset()
- ToUnion()
- AddToUnion()
- NormalizeUnion()
- NormalizeUnion()
- NormalizeRangeAndBitset()
+ Zone()
+ ~Zone()
+ Allocate()
+ Delete()
+ New()
+ NewArray()
+ DeleteArray()
+ AllocateVector()
+ NewVector()
+ DeleteArray()
+ CloneVector()
and 10 more...
- AsmNew()
- DeleteAll()
- SegmentAssignment()
- Expand()
+ NodeOrigin()
+ NodeOrigin()
+ NodeOrigin()
+ IsKnown()
+ created_from()
+ phase_name()
+ reducer_name()
+ origin_kind()
+ operator==()
+ operator!=()
+ ToString()
+ Print()
- NodeOrigin()
+ NodeOriginTable()
+ NodeOriginTable()
+ NodeOriginTable()
+ operator=()
+ AddDecorator()
+ RemoveDecorator()
+ GetNodeOrigin()
+ GetNodeOrigin()
+ SetNodeOrigin()
+ SetNodeOrigin()
+ SetCurrentPosition()
+ SetCurrentBytecodePosition()
+ SetCurrentBytecodePosition()
+ PrintJson()
- UnknownNodeOrigin()
+ SourcePositionTable()
+ SourcePositionTable()
+ ~SourcePositionTable()
+ AddDecorator()
+ RemoveDecorator()
+ GetSourcePosition()
+ GetSourcePosition()
+ SetSourcePosition()
+ SetCurrentPosition()
+ GetCurrentPosition()
+ Print()
+ Enable()
+ IsEnabled()
+ PrintJson()
- UnknownSourcePosition()
+ Flags()
+ Flags()
+ Flags()
+ operator=()
+ operator|=()
+ operator&=()
+ operator^=()
+ operator~()
+ operator bool()
+ operator!()
+ operator==()
+ operator!=()
+ Print()
+ Print()
+ Print