

1

Signal Table

```
char *name  
napi_value val  
slots_t *slots  
signal_table_t *prev  
int slot_count
```

2

Signal Table

```
char *name  
napi_value val  
slots_t *slots  
signal_table_t *prev  
int slot_count
```

3

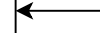
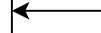
Signal Table

```
char *name  
napi_value val  
slots_t *slots  
signal_table_t *prev  
int slot_count
```

4

Signal Table

```
char *name  
napi_value val  
slots_t *slots  
signal_table_t *prev  
int slot_count
```



Signal Table Database

```
signal_table_t *head  
char **signal_names  
int table_count 4
```

2 Dim. Array

```
[  
  ['l', 'o', 'a', 'd', 'i', 'n', 'g'],  
  ['t', 'e', 's', 't']  
]
```