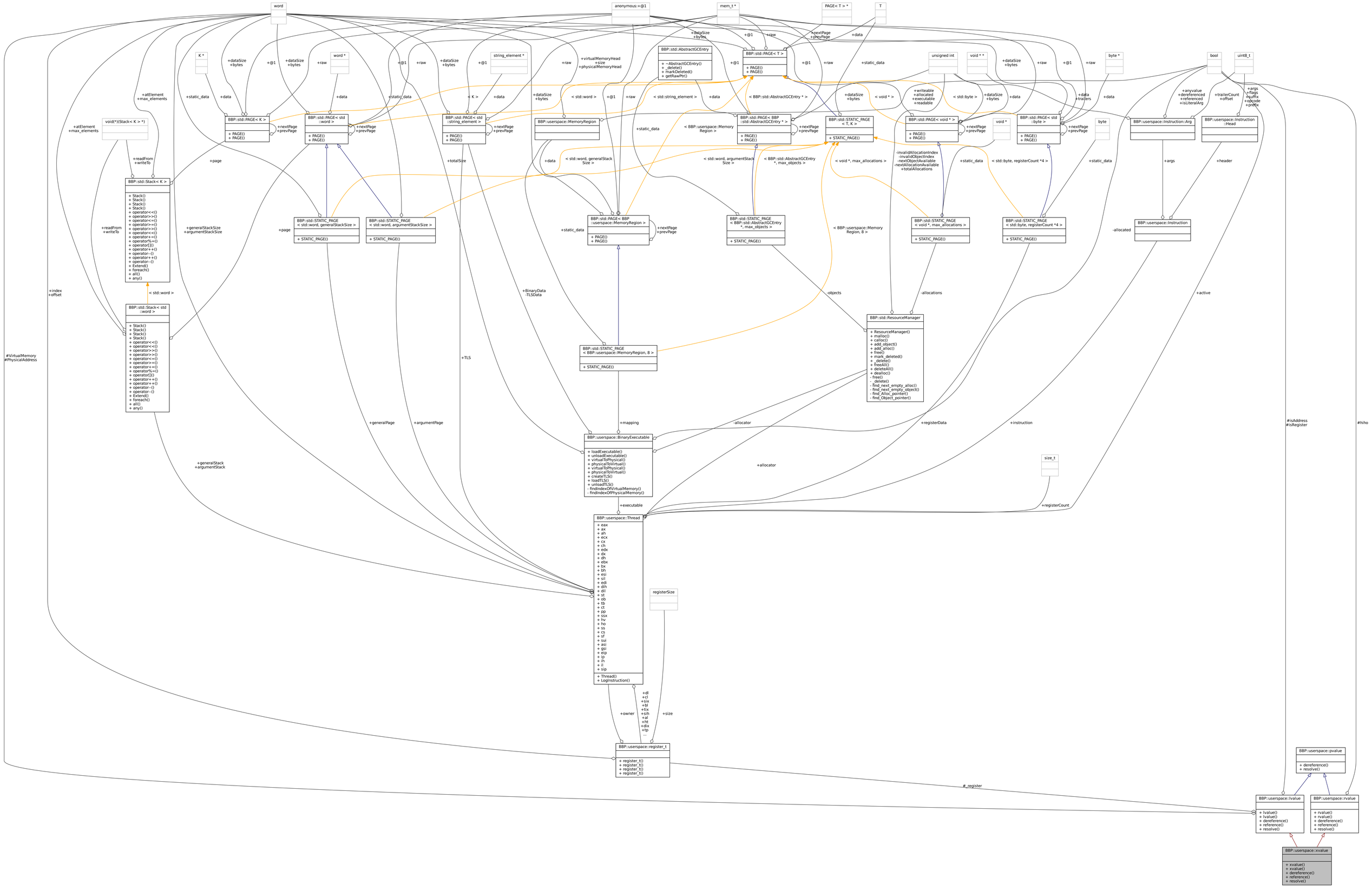
word
anonymous:+@1
mem_t *
PAGE< T > *
T
K *
word *
string_element *
BBP::std::AbstractGCEntry
+ ~AbstractGCEntry()
+ _delete()
+ markDeleted()
+ getRawPtr()
BBP::std::PAGE< T >
+ PAGE()
+ PAGE()
unsigned int
void * *
byte *
bool
uint8_t
void(*)(Stack< K > *)
BBP::std::PAGE< K >
+ PAGE()
+ PAGE()
BBP::std::PAGE< std ::word >
+ PAGE()
+ PAGE()
BBP::std::PAGE< std ::string_element >
+ PAGE()
+ PAGE()
BBP::userspace::MemoryRegion
BBP::std::PAGE< BBP ::std::AbstractGCEntry * >
+ PAGE()
+ PAGE()
BBP::std::STATIC_PAGE < T, K >
+ STATIC_PAGE()
BBP::std::PAGE< void * >
+ PAGE()
+ PAGE()
void *
BBP::std::PAGE< std ::byte >
+ PAGE()
+ PAGE()
byte
BBP::userspace::Instruction::Arg
BBP::userspace::Instruction ::Head
BBP::std::Stack< K >
+ Stack()
+ Stack()
+ Stack()
+ Stack()
+ operator<<()
+ operator>>()
+ operator<=()
+ operator>=()
+ operator>>()
+ operator<<()
+ operator+=()
+ operator%=()
+ operator[](i)
+ operator++()
+ operator--()
+ operator++()
+ operator--()
+ Extend()
+ foreach()
+ all()
+ any()
BBP::std::STATIC_PAGE < std::word, generalStackSize >
+ STATIC_PAGE()
BBP::std::STATIC_PAGE < std::word, argumentStackSize >
+ STATIC_PAGE()
BBP::std::PAGE< BBP ::userspace::MemoryRegion >
+ PAGE()
+ PAGE()
BBP::std::STATIC_PAGE < BBP::std::AbstractGCEntry *, max_objects >
+ STATIC_PAGE()
BBP::std::STATIC_PAGE < void *, max_allocations >
+ STATIC_PAGE()
BBP::std::STATIC_PAGE < std::byte, registerCount *4 >
+ STATIC_PAGE()
BBP::userspace::Instruction
BBP::std::Stack< std ::word >
+ Stack()
+ Stack()
+ Stack()
+ Stack()
+ operator<<()
+ operator<<()
+ operator>>()
+ operator>>()
+ operator<=()
+ operator>=()
+ operator+=()
+ operator%=()
+ operator[](i)
+ operator++()
+ operator++()
+ operator--()
+ operator--()
+ Extend()
+ foreach()
+ all()
+ any()
BBP::std::ResourceManager
+ ResourceManager()
+ malloc()
+ calloc()
+ add_object()
+ add_alloc()
+ free()
+ mark_deleted()
+ _delete()
+ freeAll()
+ deleteAll()
+ dealloc()
- free()
- _delete()
- find_next_empty_alloc()
- find_next_empty_object()
- find_Alloc_pointer()
- find_Object_pointer()
BBP::std::STATIC_PAGE < BBP::userspace::MemoryRegion, 8 >
+ STATIC_PAGE()
BBP::userspace::BinaryExecutable
+ loadExecutable()
+ unloadExecutable()
+ virtualToPhysical()
+ physicalToVirtual()
+ virtualToPhysical()
+ virtualToPhysical()
+ physicalToVirtual()
+ createTLS()
+ loadTLS()
+ unloadTLS()
- findIndexOfVirtualMemory()
- findIndexOfPhysicalMemory()
size_t
BBP::userspace::Thread
+ eax
+ ax
+ ah
+ ecx
+ cx
+ ch
+ edx
+ dx
+ dh
+ ebx
+ bx
+ bh
+ esi
+ sil
+ edi
+ dih
+ dil
+ st
+ ob
+ tb
+ ct
+ pp
+ ssx
+ hv
+ ho
+ ss
+ cs
+ sf
+ sui
+ asi
+ qsi
+ eip
+ ip
+ ih
+ il
+ sip
+ Thread()
+ LogInstruction()
registerSize
BBP::userspace::register_t
+ register_t()
+ register_t()
+ register_t()
+ register_t()
BBP::userspace::pvalue
+ dereference()
+ resolve()
BBP::userspace::lvalue
+ lvalue()
+ lvalue()
+ dereference()
+ reference()
+ resolve()
BBP::userspace::rvalue
+ rvalue()
+ rvalue()
+ dereference()
+ reference()
+ resolve()
BBP::userspace::xvalue
+ xvalue()
+ xvalue()
+ dereference()
+ reference()
+ resolve()
+dataSize +bytes
+@1
+raw
+nextPage +prevPage
+data
+static_data
+virtualMemoryHead +size +physicalMemoryHead
+atElement +max_elements
+readFrom +writeTo
+page
+totalSize
+generalStackSize +argumentStackSize
+generalPage
+argumentPage
+generalStack +argumentStack
+index +offset
#VirtualMemory #PhysicalAddress
+TLS
+BinaryData -TLSData
+mapping
-allocator
+allocator
+registerData
+instruction
+registerCount
+executable
+owner
+size
+dl +cl +six +bl +bx +sih +al +ht +dix +tp ...
-objects
-allocations
+active
-allocated
+args
+header
+anyvalue +dereferenced +referenced +isLiteralArg
+trailerCount +offset
+args +flags +suffix +opcode +prefix
+writeable +allocated +executable +readable
+data +trailers
-invalidAllocationIndex -invalidObjectIndex -nextObjectAvailable -nextAllocationAvailable +totalAllocations
< K >
< std::word >
< std::string_element >
< BBP::std::AbstractGCEntry * >
< void * >
< std::byte >
< std::word, generalStack Size >
< std::word, argumentStack Size >
< BBP::std::AbstractGCEntry *, max_objects >
< void *, max_allocations >
< std::byte, registerCount *4 >
< BBP::userspace::Memory Region >
< BBP::userspace::Memory Region, 8 >
#isAddress #isRegister
#hiho
#_register