

binaryen.ts / Module /

# Class Module

A WASM module.

Module itself is:

- an instantiable class (via `new Module()`)
- a namespace containing the following members, which themselves are classes (see related documentation):
  - [Module.Tag](#)
  - [Module.Global](#)
  - [Module.Memory](#)
  - [Module.Table](#)
  - [Module.Function](#)
  - [Module.DataSegment](#)
  - [Module.ElementSegment](#)
  - [Module.Import](#)
  - [Module.Export](#)

Each instance of Module:

- is a WASM module with module manipulation methods (`.emitText()`, `.validate()`, etc.).
- is an individual namespace containing mixins, each with its own component manipulation methods (`.tags.add()`, `.globals.get()`, etc.):
  - [Module#tags](#)
  - [Module#globals](#)
  - [Module#memories](#)
  - [Module#tables](#)
  - [Module#functions](#)
  - [Module#dataSegments](#)
  - [Module#elementSegments](#)
  - [Module#imports](#)
  - [Module#exports](#)
- has a property `.wasm`, a namespace for creating expressions in the module (`.wasm.nop()`, `.wasm.i32.add()`, etc.)

Defined in [classes/module/Module.ts:151](#)

Defined in [classes/module/Module.ts:523](#)

## ▼ Index

### Debugging

- (M) addDebugInfoFileName
- (M) getDebugInfoFileName
- (M) setDebugLocation

### Emission & Execution

- (M) dispose
- (M) emitAsmjs
- (M) emitBinary
- (M) emitStackIR
- (M) emitText
- (M) interpret

### Expression Manipulation

- (P) wasm
- (M) copyExpression
- (M) getSideEffects
- (M) pop

### Module Component Operations

- (P) dataSegments
- (P) elementSegments
- (P) exports
- (P) functions
- (P) globals
- (P) imports
- (P) memories
- (P) tables
- (P) tags
- (A) features
- (A) start
- (M) getDataSegmentInfo

(M) getMemoryInfo

## Other

(C) constructor

(M) addActiveElementSegment

(M) addCustomSection

(M) addFunction

(M) addFunctionExport

(M) addFunctionImport

(M) addGlobal

(M) addGlobalExport

(M) addGlobalImport

(M) addMemoryExport

(M) addMemoryImport

(M) addPassiveElementSegment

(M) addTable

(M) addTableExport

(M) addTableImport

(M) addTag

(M) addTagExport

(M) addTagImport

(M) getDataSegment

(M) getDataSegmentByIndex

(M) getElementSegment

(M) getElementSegmentByIndex

(M) getExport

(M) getExportByIndex

(M) getFeatures

(M) getFunction

(M) getFunctionByIndex

(M) getGlobal

(M) getGlobalByIndex

(M) getNumDataSegments

(M) getNumElementSegments

- (M) getNumExports
- (M) getNumFunctions
- (M) getNumGlobals
- (M) getNumTables
- (M) getStart
- (M) getTable
- (M) getTableByIndex
- (M) getTableSegments
- (M) getTag
- (M) hasMemory
- (M) removeElementSegment
- (M) removeExport
- (M) removeFunction
- (M) removeGlobal
- (M) removeTable
- (M) removeTag
- (M) setFeatures
- (M) setFieldName
- (M) setMemory
- (M) setStart
- (M) setTypeName
- (M) updateMaps

## **Validation & Optimization**

- (M) optimize
- (M) optimizeFunction
- (M) runPasses
- (M) runPassesOnFunction
- (M) validate

## **▾ Debugging**

**addDebugInfoFileName**

---

```
addDebugInfoFileName(filename: string): number
```

---

Adds a debug info file name to the module and returns its index.

### Parameters

- `filename`: *string*

**Returns** *number*

Defined in [classes/module/Module.ts:470](#)

## getDebugInfoFileName

---

```
getDebugInfoFileName(index: number): string
```

---

Gets the name of the debug info file at the specified index.

### Parameters

- `index`: *number*

**Returns** *string*

Defined in [classes/module/Module.ts:478](#)

## setDebugLocation

---

```
setDebugLocation(  
    func: number,  
    expr: number,  
    fileIndex: number,  
    lineNumber: number,  
    columnNumber: number,  
): void
```

---

Sets the debug location of the specified `ExpressionRef` within the specified `FunctionRef`.

### Parameters

- `func`: *number*
- `expr`: *number*
- `fileIndex`: *number*
- `lineNumber`: *number*
- `columnNumber`: *number*

**Returns** *void*

Defined in [classes/module/Module.ts:486](#)

## ▼ Emission & Execution

### dispose

---

`dispose()`: *void*

---

Releases the resources held by the module once it isn't needed anymore.

**Returns** *void*

Defined in [classes/module/Module.ts:414](#)

### emitAsmjs

---

`emitAsmjs()`: *string*

---

Returns the [asm.js](#) representation of the module.

**Returns** *string*

Defined in [classes/module/Module.ts:359](#)

### emitBinary

---

`emitBinary()`: *Uint8Array*

---

Returns the module in binary format.

## Returns *Uint8Array*

Defined in [classes/module/Module.ts:374](#)

---

```
emitBinary(sourceMapUrl: string): { binary: Uint8Array; sourceMap: string }
```

---

Returns the module in binary format with a given source map.

## Parameters

- `sourceMapUrl`: *string*

Returns { **binary**: *Uint8Array*; **sourceMap**: *string* }

Defined in [classes/module/Module.ts:379](#)

## emitStackIR

---

```
emitStackIR(): string
```

---

Returns the module in official stack-style text format.

Returns *string*

Defined in [classes/module/Module.ts:346](#)

## emitText

---

```
emitText(): string
```

---

Returns the module in Binaryen's s-expression text format (not official stack-style text format).

Returns *string*

Defined in [classes/module/Module.ts:333](#)

## interpret

---

`interpret(): void`

---

Runs the module in the interpreter, calling the start function.

**Returns** *void*

Defined in [classes/module/Module.ts:406](#)

## ▼ Expression Manipulation

Readonly **wasm**

This module's WASM expression builder.

See [ExpressionBuilder](#) for its type signature.

N.B.: For convenience, developers may want to destructure the module to free `wasm` :

```
const mod = new Module();
const {wasm} = mod;
wasm.drop(wasm.i32.add(wasm.i32.const(3), wasm.i32.const(5)));
```

or to free its properties:

```
const {i32, drop} = mod.wasm;
drop(i32.add(i32.const(3), i32.const(5)));
```

Defined in [classes/module/Module.ts:188](#)

## copyExpression

---

`copyExpression(expr: number): number`

---

Creates a deep copy of an expression.

**Parameters**

- `expr: number`

**Returns** *number*

Defined in [classes/module/Module.ts:228](#)

## getSideEffects

---

```
getSideEffects(expr: number): SideEffect
```

---

Gets the side effects of the specified expression.

### Parameters

- `expr: number`

**Returns** *SideEffect*

Defined in [classes/module/Module.ts:220](#)

## pop

---

```
pop(typ: number): number
```

---

Pseudo-instruction enabling Binaryen to reason about multiple values on the stack.

### Parameters

- `typ: number`

**Returns** *number*

Defined in [classes/module/Module.ts:194](#)

## ▼ Module Component Operations

Readonly **dataSegments**

```
dataSegments: {  
  count(): number;  
  get(name: string): number;  
  getByIndex(index: number): number;  
} = ...
```

## Type Declaration

- **count: function**

---

```
count(): number
```

---

Gets the number of data segments within the module.

**Returns** *number*

Defined in [classes/module/DataSegment.ts:70](#)

- **get: function**

---

```
get(name: string): number
```

---

Gets a data segment by name.

**Parameters**

- *name: string*

**Returns** *number*

Defined in [classes/module/DataSegment.ts:60](#)

- **getByIndex: function**

---

```
getByIndex(index: number): number
```

---

Gets a data segment by index.

**Parameters**

- *index: number*

**Returns** *number*

Defined in [classes/module/DataSegment.ts:65](#)

Defined in [classes/module/Module.ts:239](#)

## ReadOnly **elementSegments**

```
elementSegments: {
  addActive(
    table: string,
    name: string,
    funcNames: readonly string[],
    offset?: number,
  ): number;
  addPassive(name: string, funcNames: readonly string[]): number;
  count(): number;
  get(name: string): number;
  getByIndex(index: number): number;
  remove(name: string): void;
} = ...
```

### Type Declaration

- **addActive**: function

---

```
addActive(
  table: string,
  name: string,
  funcNames: readonly string[],
  offset?: number,
): number
```

---

Adds an active element segment.

#### Parameters

- `table`: *string*
- `name`: *string*
- `funcNames`: *readonly string[]*
- `offset`: *number = ...*

Returns *number*

Defined in [classes/module/ElementSegment.ts:56](#)

- **addPassive**: function

---

```
addPassive(name: string, funcNames: readonly string[]): number
```

---

Adds a passive element segment.

### Parameters

- `name`: *string*
- `funcNames`: *readonly string[]*

**Returns** *number*

Defined in [classes/module/ElementSegment.ts:68](#)

- **count**: function

---

```
count(): number
```

---

Gets the number of element segments within the module.

**Returns** *number*

Defined in [classes/module/ElementSegment.ts:88](#)

- **get**: function

---

```
get(name: string): number
```

---

Gets an element segment by name.

### Parameters

- `name`: *string*

**Returns** *number*

Defined in [classes/module/ElementSegment.ts:78](#)

- **getByIndex**: function

---

```
getByIndex(index: number): number
```

---

Gets an element segment by index.

## Parameters

- `index`: *number*

**Returns** *number*

Defined in [classes/module/ElementSegment.ts:83](#)

- **remove**: function

---

```
remove(name: string): void
```

---

Removes an element segment by name.

## Parameters

- `name`: *string*

**Returns** *void*

Defined in [classes/module/ElementSegment.ts:93](#)

Defined in [classes/module/Module.ts:240](#)

## Readonly exports

```
exports: {  
  addFunction(internalName: string, externalName: string): number;  
  addGlobal(internalName: string, externalName: string): number;  
  addMemory(internalName: string, externalName: string): number;  
  addTable(internalName: string, externalName: string): number;  
  addTag(internalName: string, externalName: string): number;  
  count(): number;  
  get(externalName: string): number;  
  getByIndex(index: number): number;  
  remove(externalName: string): void;  
} = ...
```

## Type Declaration

- **addFunction**: function

---

```
addFunction(internalName: string, externalName: string): number
```

---

Adds a function export.

### Parameters

- `internalName: string`
- `externalName: string`

**Returns** *number*

Defined in [classes/module/Export.ts:86](#)

- **addGlobal: function**

---

```
addGlobal(internalName: string, externalName: string): number
```

---

Adds a global variable export. Exported globals must be immutable.

### Parameters

- `internalName: string`
- `externalName: string`

**Returns** *number*

Defined in [classes/module/Export.ts:71](#)

- **addMemory: function**

---

```
addMemory(internalName: string, externalName: string): number
```

---

Adds a memory export. There's just one memory for now, using name "0".

### Parameters

- `internalName: string`
- `externalName: string`

**Returns** *number*

Defined in [classes/module/Export.ts:76](#)

- **addTable: function**

---

```
addTable(internalName: string, externalName: string): number
```

---

Adds a table export. There's just one table for now, using name "0".

### Parameters

- `internalName`: *string*
- `externalName`: *string*

**Returns** *number*

Defined in [classes/module/Export.ts:81](#)

- **addTag**: function

---

```
addTag(internalName: string, externalName: string): number
```

---

Adds a tag export.

### Parameters

- `internalName`: *string*
- `externalName`: *string*

**Returns** *number*

Defined in [classes/module/Export.ts:66](#)

- **count**: function

---

```
count(): number
```

---

Gets the number of exports within the module.

**Returns** *number*

Defined in [classes/module/Export.ts:56](#)

- **get**: function

---

```
get(externalName: string): number
```

---

Gets an export by name.

### Parameters

- `externalName`: *string*

**Returns** *number*

Defined in [classes/module/Export.ts:46](#)

- **getByIndex**: function

---

```
getByIndex(index: number): number
```

---

Gets an export by index.

### Parameters

- `index`: *number*

**Returns** *number*

Defined in [classes/module/Export.ts:51](#)

- **remove**: function

---

```
remove(externalName: string): void
```

---

Removes an export, by external name.

### Parameters

- `externalName`: *string*

**Returns** *void*

Defined in [classes/module/Export.ts:61](#)

Defined in [classes/module/Module.ts:242](#)

```
functions: {
  add(
    name: string,
    params: number,
    results: number,
    varTypes: readonly number[],
    body: number,
  ): number;
  count(): number;
  get(name: string): number;
  getByIndex(index: number): number;
  remove(name: string): void;
} = ...
```

## Type Declaration

- **add**: function

---

```
add(
  name: string,
  params: number,
  results: number,
  varTypes: readonly number[],
  body: number,
): number
```

---

Adds a function. `varTypes` indicate additional locals, in the given order.

### Parameters

- `name`: *string*
- `params`: *number*
- `results`: *number*
- `varTypes`: *readonly number[]*
- `body`: *number*

**Returns** *number*

Defined in [classes/module/Function.ts:98](#)

- **count**: function

---

```
count(): number
```

---

Gets the number of functions within the module.

**Returns** *number*

Defined in [classes/module/Function.ts:121](#)

- **get: function**

---

```
get(name: string): number
```

---

Gets a function by name.

### Parameters

- `name: string`

**Returns** *number*

Defined in [classes/module/Function.ts:111](#)

- **getByIndex: function**

---

```
getByIndex(index: number): number
```

---

Gets a function by index.

### Parameters

- `index: number`

**Returns** *number*

Defined in [classes/module/Function.ts:116](#)

- **remove: function**

---

```
remove(name: string): void
```

---

Removes a function by name.

### Parameters

- `name: string`

**Returns** *void*

Defined in [classes/module/Function.ts:126](#)

## Readonly **globals**

```
globals: {  
  add(name: string, type: number, mutable: boolean, init: number): number;  
  count(): number;  
  get(name: string): number;  
  getByIndex(index: number): number;  
  remove(name: string): void;  
} = ...
```

### Type Declaration

- **add**: function

---

```
add(name: string, type: number, mutable: boolean, init: number): number
```

---

Adds a global instance variable.

#### Parameters

- `name`: *string*
- `type`: *number*
- `mutable`: *boolean*
- `init`: *number*

**Returns** *number*

Defined in [classes/module/Global.ts:53](#)

- **count**: function

---

```
count(): number
```

---

Gets the number of globals within the module.

**Returns** *number*

Defined in [classes/module/Global.ts:68](#)

- **get**: function

---

```
get(name: string): number
```

---

Gets a global by name.

### Parameters

- `name: string`

**Returns** *number*

Defined in [classes/module/Global.ts:58](#)

- **getByIndex: function**

---

```
getByIndex(index: number): number
```

---

Gets a global by index.

### Parameters

- `index: number`

**Returns** *number*

Defined in [classes/module/Global.ts:63](#)

- **remove: function**

---

```
remove(name: string): void
```

---

Removes a global by name.

### Parameters

- `name: string`

**Returns** *void*

Defined in [classes/module/Global.ts:73](#)

Defined in [classes/module/Module.ts:235](#)

```
imports: {
  addFunction(
    internalName: string,
    externalModuleName: string,
    externalBaseName: string,
    params: number,
    results: number,
  ): void;
  addGlobal(
    internalName: string,
    externalModuleName: string,
    externalBaseName: string,
    globalType: number,
    mutable: boolean,
  ): void;
  addMemory(
    internalName: string,
    externalModuleName: string,
    externalBaseName: string,
    shared: boolean,
  ): void;
  addTable(
    internalName: string,
    externalModuleName: string,
    externalBaseName: string,
  ): void;
  addTag(
    internalName: string,
    externalModuleName: string,
    externalBaseName: string,
    params: number,
    results: number,
  ): void;
} = ...
```

## Type Declaration

- **addFunction**: function

---

```
addFunction(
  internalName: string,
  externalModuleName: string,
  externalBaseName: string,
  params: number,
  results: number,
): void
```

---

Adds a function import.

## Parameters

- `internalName`: *string*
- `externalModuleName`: *string*
- `externalBaseName`: *string*
- `params`: *number*
- `results`: *number*

**Returns** *void*

Defined in [classes/module/Import.ts:55](#)

- **addGlobal**: function

---

```
addGlobal(  
  internalName: string,  
  externalModuleName: string,  
  externalBaseName: string,  
  globalType: number,  
  mutable: boolean,  
): void
```

---

Adds a global variable import. Imported globals must be immutable.

### Parameters

- `internalName`: *string*
- `externalModuleName`: *string*
- `externalBaseName`: *string*
- `globalType`: *number*
- `mutable`: *boolean*

**Returns** *void*

Defined in [classes/module/Import.ts:40](#)

- **addMemory**: function

---

```
addMemory(  
  internalName: string,  
  externalModuleName: string,  
  externalBaseName: string,  
  shared: boolean,  
): void
```

---

Adds a memory import. There's just one memory for now, using name "0".

### Parameters

- `internalName`: *string*

- `externalModuleName`: *string*
- `externalBaseName`: *string*
- `shared`: *boolean*

**Returns** *void*

Defined in [classes/module/Import.ts:45](#)

- **addTable**: function

---

```
addTable(  
  internalName: string,  
  externalModuleName: string,  
  externalBaseName: string,  
): void
```

---

Adds a table import. There's just one table for now, using name "0".

### Parameters

- `internalName`: *string*
- `externalModuleName`: *string*
- `externalBaseName`: *string*

**Returns** *void*

Defined in [classes/module/Import.ts:50](#)

- **addTag**: function

---

```
addTag(  
  internalName: string,  
  externalModuleName: string,  
  externalBaseName: string,  
  params: number,  
  results: number,  
): void
```

---

Adds a tag import.

### Parameters

- `internalName`: *string*
- `externalModuleName`: *string*
- `externalBaseName`: *string*
- `params`: *number*
- `results`: *number*

**Returns** *void*

Defined in [classes/module/Import.ts:35](#)

Defined in [classes/module/Module.ts:241](#)

## Readonly memories

```
memories: {
  has(): boolean;
  set(
    initial: number,
    maximum: number,
    exportName: string,
    segments?: readonly {
      data: Uint8Array;
      name?: string;
      offset: number;
      passive: boolean;
    }[],
    shared?: boolean,
    memory64?: boolean,
    internalName?: string,
  ): void;
} = ...
```

### Type Declaration

- **has:** function

---

```
has(): boolean
```

---

Returns whether the module has a memory.

**Returns** *boolean*

Defined in [classes/module/Memory.ts:116](#)

- **set:** function

---

```
set(
  initial: number,
  maximum: number,
  exportName: string,
  segments?: readonly {
    data: Uint8Array;
    name?: string;
```

```
        offset: number;
        passive: boolean;
    }[],
    shared?: boolean,
    memory64?: boolean,
    internalName?: string,
): void
```

---

Sets the memory. There's just one memory for now, using name "0". Providing `exportName` also creates a memory export.

## Parameters

- `initial`: *number*
- `maximum`: *number*
- `exportName`: *string*
- `segments`: `readonly` { `data`: *Uint8Array*; `name?`: *string*; `offset`: *number*; `passive`: *boolean* }[] = []
- `shared`: *boolean* = false
- `memory64`: *boolean* = false
- `Optional` `internalName`: *string*

**Returns** *void*

Defined in [classes/module/Memory.ts:70](#)

Defined in [classes/module/Module.ts:236](#)

## `ReadOnly` tables

```
tables: {
    add(
        name: string,
        initial: number,
        maximum: number,
        type?: number,
        init?: number,
    ): number;
    count(): number;
    get(name: string): number;
    getByIndex(index: number): number;
    getSegments(table: number): number[];
    remove(name: string): void;
} = ...
```

## Type Declaration

- **add**: function

---

```
add(  
  name: string,  
  initial: number,  
  maximum: number,  
  type?: number,  
  init?: number,  
): number
```

---

Adds a table.

### Parameters

- `name`: *string*
- `initial`: *number*
- `maximum`: *number*
- `type`: *number* = funcref
- `Optional` `init`: *number*

**Returns** *number*

Defined in [classes/module/Table.ts:79](#)

- **count**: function

---

```
count(): number
```

---

Gets the number of tables within the module.

**Returns** *number*

Defined in [classes/module/Table.ts:109](#)

- **get**: function

---

```
get(name: string): number
```

---

Gets a table by name.

### Parameters

- `name`: *string*

**Returns** *number*

Defined in [classes/module/Table.ts:84](#)

- **getByIndex: function**

---

```
getByIndex(index: number): number
```

---

Gets a table by index.

### Parameters

- `index: number`

**Returns** `number`

Defined in [classes/module/Table.ts:89](#)

- **getSegments: function**

---

```
getSegments(table: number): number[]
```

---

Gets the number of table segments within the module.

### Parameters

- `table: number`

**Returns** `number[]`

Defined in [classes/module/Table.ts:94](#)

- **remove: function**

---

```
remove(name: string): void
```

---

Removes a table by name.

### Parameters

- `name: string`

**Returns** `void`

Defined in [classes/module/Table.ts:114](#)

Defined in [classes/module/Module.ts:237](#)

```
tags: {  
  add(name: string, params: number, results: number): number;  
  get(name: string): number;  
  remove(name: string): void;  
} = ...
```

## Type Declaration

- **add**: function

---

```
add(name: string, params: number, results: number): number
```

---

Adds a tag.

### Parameters

- `name`: *string*
- `params`: *number*
- `results`: *number*

**Returns** *number*

Defined in [classes/module/Tag.ts:50](#)

- **get**: function

---

```
get(name: string): number
```

---

Gets a tag by name.

### Parameters

- `name`: *string*

**Returns** *number*

Defined in [classes/module/Tag.ts:55](#)

- **remove**: function

---

```
remove(name: string): void
```

---

Removes a tag by name.

### Parameters

- name: *string*

Returns *void*

Defined in [classes/module/Tag.ts:60](#)

Defined in [classes/module/Module.ts:234](#)

## features

---

```
get features(): Feature
```

---

The WebAssembly features enabled for this module. Features are a bitmask of Feature enum members.

Returns *Feature*

Defined in [classes/module/Module.ts:261](#)

```
set features(features: Feature): void
```

---

### Parameters

- features: *Feature*

Returns *void*

Defined in [classes/module/Module.ts:262](#)

## start

---

```
get start(): number
```

---

The start function.

**Returns** *number*

Defined in [classes/module/Module.ts:253](#)

---

```
set start(start: number): void
```

---

## Parameters

- *start: number*

**Returns** *void*

Defined in [classes/module/Module.ts:254](#)

## getDataSegmentInfo

---

```
getDataSegmentInfo(segment: number): DataSegment
```

---

## Parameters

- *segment: number*

**Returns** *DataSegment*

Defined in [classes/module/Module.ts:323](#)

## getMemoryInfo

---

```
getMemoryInfo(name: string): Memory
```

---

## Parameters

- *name: string*

**Returns** *Memory*

Defined in [classes/module/Module.ts:318](#)

## Other

### constructor

---

```
new Module(): Module
```

---

Returns *Module*

### addActiveElementSegment

---

```
addActiveElementSegment(  
    table: string,  
    name: string,  
    funcNames: readonly string[],  
    offset: number,  
): number
```

---

#### Parameters

- *table*: *string*
- *name*: *string*
- *funcNames*: *readonly string[]*
- *offset*: *number*

Returns *number*

#### Deprecated

Use `this.elementSegments.addActive` instead.

Defined in [classes/module/Module.ts:294](#)

### addCustomSection

---

```
addCustomSection(name: string, contents: Uint8Array): void
```

---

Adds a custom section to the binary.

#### Parameters

- `name`: *string*
- `contents`: *Uint8Array*

**Returns** *void*

Defined in [classes/module/Module.ts:502](#)

## addFunction

---

```
addFunction(  
  name: string,  
  params: number,  
  results: number,  
  varTypes: readonly number[],  
  body: number,  
): number
```

---

### Parameters

- `name`: *string*
- `params`: *number*
- `results`: *number*
- `varTypes`: **readonly** *number*[]
- `body`: *number*

**Returns** *number*

### Deprecated

Use `this.functions.add` instead.

Defined in [classes/module/Module.ts:284](#)

## addFunctionExport

---

```
addFunctionExport(internalName: string, externalName: string): number
```

---

### Parameters

- `internalName`: *string*
- `externalName`: *string*

**Returns** *number*

## Deprecated

Use `this.exports.addFunction` instead.

Defined in [classes/module/Module.ts:315](#)

## ~~addFunctionImport~~

---

```
addFunctionImport(  
  internalName: string,  
  externalModuleName: string,  
  externalBaseName: string,  
  params: number,  
  results: number,  
): void
```

---

## Parameters

- `internalName`: *string*
- `externalModuleName`: *string*
- `externalBaseName`: *string*
- `params`: *number*
- `results`: *number*

**Returns** *void*

## Deprecated

Use `this.imports.addFunction` instead.

Defined in [classes/module/Module.ts:305](#)

## ~~addGlobal~~

---

```
addGlobal(name: string, type: number, mutable: boolean, init: number): number
```

---

## Parameters

- `name`: *string*

- `type`: *number*
- `mutable`: *boolean*
- `init`: *number*

Returns *number*

## Deprecated

Use `this.globals.add` instead.

Defined in [classes/module/Module.ts:268](#)

## addGlobalExport

---

```
addGlobalExport(internalName: string, externalName: string): number
```

---

### Parameters

- `internalName`: *string*
- `externalName`: *string*

Returns *number*

## Deprecated

Use `this.exports.addGlobal` instead.

Defined in [classes/module/Module.ts:312](#)

## addGlobalImport

---

```
addGlobalImport(  
    internalName: string,  
    externalModuleName: string,  
    externalBaseName: string,  
    globalType: number,  
    mutable: boolean,  
): void
```

---

### Parameters

- `internalName`: *string*

- `externalModuleName`: *string*
- `externalBaseName`: *string*
- `globalType`: *number*
- `mutable`: *boolean*

**Returns** *void*

## Deprecated

Use `this.imports.addGlobal` instead.

Defined in [classes/module/Module.ts:302](#)

## addMemoryExport

---

```
addMemoryExport(internalName: string, externalName: string): number
```

---

### Parameters

- `internalName`: *string*
- `externalName`: *string*

**Returns** *number*

## Deprecated

Use `this.exports.addMemory` instead.

Defined in [classes/module/Module.ts:313](#)

## addMemoryImport

---

```
addMemoryImport(  
    internalName: string,  
    externalModuleName: string,  
    externalBaseName: string,  
    shared: boolean,  
): void
```

---

### Parameters

- `internalName`: *string*

- `externalModuleName`: *string*
- `externalBaseName`: *string*
- `shared`: *boolean*

Returns *void*

## Deprecated

Use `this.imports.addMemory` instead.

Defined in [classes/module/Module.ts:303](#)

## addPassiveElementSegment

---

```
addPassiveElementSegment(name: string, funcNames: readonly string[]): number
```

---

### Parameters

- `name`: *string*
- `funcNames`: *readonly string[]*

Returns *number*

## Deprecated

Use `this.elementSegments.addPassive` instead.

Defined in [classes/module/Module.ts:295](#)

## addTable

---

```
addTable(  
  name: string,  
  initial: number,  
  maximum: number,  
  type?: number,  
  init?: number,  
): number
```

---

### Parameters

- `name`: *string*
- `initial`: *number*
- `maximum`: *number*
- `type`: *number* = funcref
- `Optional` `init`: *number*

**Returns** *number*

## Deprecated

Use `this.tables.add` instead.

Defined in [classes/module/Module.ts:277](#)

## ~~addTableExport~~

---

```
addTableExport(internalName: string, externalName: string): number
```

---

### Parameters

- `internalName`: *string*
- `externalName`: *string*

**Returns** *number*

## Deprecated

Use `this.exports.addTable` instead.

Defined in [classes/module/Module.ts:314](#)

## ~~addTableImport~~

---

```
addTableImport(  
    internalName: string,  
    externalModuleName: string,  
    externalBaseName: string,  
): void
```

---

### Parameters

- `internalName`: *string*

- `externalModuleName`: *string*
- `externalBaseName`: *string*

**Returns** *void*

### Deprecated

Use `this.imports.addTable` instead.

Defined in [classes/module/Module.ts:304](#)

## addTag

---

```
addTag(name: string, params: number, results: number): number
```

---

### Parameters

- `name`: *string*
- `params`: *number*
- `results`: *number*

**Returns** *number*

### Deprecated

Use `this.tags.add` instead.

Defined in [classes/module/Module.ts:264](#)

## addTagExport

---

```
addTagExport(internalName: string, externalName: string): number
```

---

### Parameters

- `internalName`: *string*
- `externalName`: *string*

**Returns** *number*

### Deprecated

Use `this.exports.addTag` instead.

Defined in [classes/module/Module.ts:311](#)

## addTagImport

---

```
addTagImport(  
  internalName: string,  
  externalModuleName: string,  
  externalBaseName: string,  
  params: number,  
  results: number,  
): void
```

---

### Parameters

- `internalName`: *string*
- `externalModuleName`: *string*
- `externalBaseName`: *string*
- `params`: *number*
- `results`: *number*

**Returns** *void*

### Deprecated

Use `this.imports.addTag` instead.

Defined in [classes/module/Module.ts:301](#)

## getDataSegment

---

```
getDataSegment(name: string): number
```

---

### Parameters

- `name`: *string*

**Returns** *number*

### Deprecated

Use `this.dataSegments.get` instead.

Defined in [classes/module/Module.ts:290](#)

## getDataSegmentByIndex

---

```
getDataSegmentByIndex(index: number): number
```

---

### Parameters

- `index: number`

**Returns** `number`

### Deprecated

Use `this.dataSegments.getByIndex` instead.

Defined in [classes/module/Module.ts:291](#)

## getElementSegment

---

```
getElementSegment(name: string): number
```

---

### Parameters

- `name: string`

**Returns** `number`

### Deprecated

Use `this.elementSegments.get` instead.

Defined in [classes/module/Module.ts:296](#)

## getElementSegmentByIndex

---

```
getElementSegmentByIndex(index: number): number
```

---

### Parameters

- `index: number`

**Returns** `number`

### Deprecated

Use `this.elementSegments.getByIndex` instead.

Defined in [classes/module/Module.ts:297](#)

## getExport

---

```
getExport(externalName: string): number
```

---

### Parameters

- `externalName: string`

**Returns** `number`

### Deprecated

Use `this.exports.get` instead.

Defined in [classes/module/Module.ts:307](#)

## getExportByIndex

---

```
getExportByIndex(index: number): number
```

---

### Parameters

- `index: number`

**Returns** `number`

## Deprecated

Use `this.exports.getByIndex` instead.

Defined in [classes/module/Module.ts:308](#)

## getFeatures

---

```
getFeatures(): Feature
```

---

Returns *Feature*

## Deprecated

Use `this.features` instead.

Defined in [classes/module/Module.ts:246](#)

## getFunction

---

```
getFunction(name: string): number
```

---

## Parameters

- `name`: *string*

Returns *number*

## Deprecated

Use `this.functions.get` instead.

Defined in [classes/module/Module.ts:285](#)

## getFunctionByIndex

---

```
getFunctionByIndex(index: number): number
```

---

## Parameters

- `index`: *number*

**Returns** *number*

## Deprecated

Use `this.functions.getByIndex` instead.

Defined in [classes/module/Module.ts:286](#)

## ~~getGlobal~~

---

```
getGlobal(name: string): number
```

---

## Parameters

- `name`: *string*

**Returns** *number*

## Deprecated

Use `this.globals.get` instead.

Defined in [classes/module/Module.ts:269](#)

## ~~getGlobalByIndex~~

---

```
getGlobalByIndex(index: number): number
```

---

## Parameters

- `index`: *number*

**Returns** *number*

## Deprecated

Use `this.globals.getByIndex` instead.

Defined in [classes/module/Module.ts:270](#)

## getNumDataSegments

---

`getNumDataSegments(): number`

---

**Returns** *number*

### Deprecated

Use `this.dataSegments.count` instead.

Defined in [classes/module/Module.ts:292](#)

## getNumElementSegments

---

`getNumElementSegments(): number`

---

**Returns** *number*

### Deprecated

Use `this.elementSegments.count` instead.

Defined in [classes/module/Module.ts:298](#)

## getNumExports

---

`getNumExports(): number`

---

**Returns** *number*

### Deprecated

Use `this.exports.count` instead.

Defined in [classes/module/Module.ts:309](#)

## getNumFunctions

---

`getNumFunctions(): number`

---

**Returns** *number*

### Deprecated

Use `this.functions.count` instead.

Defined in [classes/module/Module.ts:287](#)

## getNumGlobals

---

`getNumGlobals(): number`

---

**Returns** *number*

### Deprecated

Use `this.globals.count` instead.

Defined in [classes/module/Module.ts:271](#)

## getNumTables

---

`getNumTables(): number`

---

**Returns** *number*

### Deprecated

Use `this.tables.count` instead.

Defined in [classes/module/Module.ts:281](#)

## getStart

---

`getStart(): number`

---

**Returns** *number*

### Deprecated

Use `this.start` instead.

Defined in [classes/module/Module.ts:244](#)

## getTable

---

`getTable(name: string): number`

---

### Parameters

- `name: string`

**Returns** *number*

### Deprecated

Use `this.tables.get` instead.

Defined in [classes/module/Module.ts:278](#)

## getTableByIndex

---

`getTableByIndex(index: number): number`

---

### Parameters

- `index: number`

**Returns** *number*

### Deprecated

Use `this.tables.getByIndex` instead.

Defined in [classes/module/Module.ts:279](#)

## getTableSegments

---

```
getTableSegments(table: number): number[]
```

---

### Parameters

- `table: number`

**Returns** *number[]*

### Deprecated

Use `this.tables.getSegments` instead.

Defined in [classes/module/Module.ts:280](#)

## getTag

---

```
getTag(name: string): number
```

---

### Parameters

- `name: string`

**Returns** *number*

### Deprecated

Use `this.tags.get` instead.

Defined in [classes/module/Module.ts:265](#)

## hasMemory

---

`hasMemory(): boolean`

---

**Returns** *boolean*

### Deprecated

Use `this.memories.has` instead.

Defined in [classes/module/Module.ts:275](#)

## removeElementSegment

---

`removeElementSegment(name: string): void`

---

### Parameters

- `name: string`

**Returns** *void*

### Deprecated

Use `this.elementSegments.remove` instead.

Defined in [classes/module/Module.ts:299](#)

## removeExport

---

`removeExport(externalName: string): void`

---

### Parameters

- `externalName: string`

**Returns** *void*

## Deprecated

Use `this.exports.remove` instead.

Defined in [classes/module/Module.ts:310](#)

## removeFunction

---

```
removeFunction(name: string): void
```

---

### Parameters

- `name`: *string*

Returns *void*

## Deprecated

Use `this.functions.remove` instead.

Defined in [classes/module/Module.ts:288](#)

## removeGlobal

---

```
removeGlobal(name: string): void
```

---

### Parameters

- `name`: *string*

Returns *void*

## Deprecated

Use `this.globals.remove` instead.

Defined in [classes/module/Module.ts:272](#)

## ~~removeTable~~

---

```
removeTable(name: string): void
```

---

### Parameters

- `name`: *string*

Returns *void*

### Deprecated

Use `this.tables.remove` instead.

Defined in [classes/module/Module.ts:282](#)

## ~~removeTag~~

---

```
removeTag(name: string): void
```

---

### Parameters

- `name`: *string*

Returns *void*

### Deprecated

Use `this.tags.remove` instead.

Defined in [classes/module/Module.ts:266](#)

## ~~setFeatures~~

---

```
setFeatures(features: Feature): Feature
```

---

### Parameters

- `features`: *Feature*

Returns *Feature*

## Deprecated

Use `this.features` instead.

Defined in [classes/module/Module.ts:247](#)

## setFieldName

---

```
setFieldName(heapType: number, index: number, name: string): void
```

---

[description]

### Parameters

- `heapType`: *number*
- `index`: *number*
- `name`: *string*

Returns *void*

Defined in [classes/module/Module.ts:497](#)

## setMemory

---

```
setMemory(  
  initial: number,  
  maximum: number,  
  exportName: string,  
  segments?: readonly any[],  
  shared?: boolean,  
  memory64?: boolean,  
  internalName?: string,  
): void
```

---

### Parameters

- `initial`: *number*
- `maximum`: *number*
- `exportName`: *string*
- `Optional` `segments`: *readonly any[]*
- `Optional` `shared`: *boolean*

- Optional `memory64`: *boolean*
- Optional `internalName`: *string*

**Returns** *void*

## Deprecated

Use `this.memories.set` instead.

Defined in [classes/module/Module.ts:274](#)

## setStart

---

```
setStart(start: number): void
```

---

## Parameters

- `start`: *number*

**Returns** *void*

## Deprecated

Use `this.start` instead.

Defined in [classes/module/Module.ts:245](#)

## setTypeNames

---

```
setTypeNames(heapType: number, name: string): void
```

---

[description]

## Parameters

- `heapType`: *number*
- `name`: *string*

**Returns** *void*

Defined in [classes/module/Module.ts:492](#)

## updateMaps

---

`updateMaps(): void`

---

Updates the internal name mapping logic in a module. This must be called after renaming module elements.

**Returns** *void*

Defined in [classes/module/Module.ts:510](#)

## ✓ Validation & Optimization

### optimize

---

`optimize(): void`

---

Optimizes the module using the default optimization passes.

**Returns** *void*

Defined in [classes/module/Module.ts:431](#)

### optimizeFunction

---

`optimizeFunction(func: string | number): void`

---

Optimizes a single function using the default optimization passes.

#### Parameters

- `func: string | number`

**Returns** *void*

Defined in [classes/module/Module.ts:439](#)

## runPasses

---

```
runPasses(passes: readonly string[]): void
```

---

Runs the specified passes on the module.

### Parameters

- `passes`: `readonly string[]`

**Returns** `void`

Defined in [classes/module/Module.ts:450](#)

## runPassesOnFunction

---

```
runPassesOnFunction(func: string | number, passes: readonly string[]): void
```

---

Runs the specified passes on a single function.

### Parameters

- `func`: `string | number`
- `passes`: `readonly string[]`

**Returns** `void`

Defined in [classes/module/Module.ts:458](#)

## validate

---

```
validate(): number
```

---

Validates the module. Returns `true` if valid, otherwise prints validation errors and returns `false`.

**Returns** `number`

Defined in [classes/module/Module.ts:423](#)

