

## jsobject.h File Reference

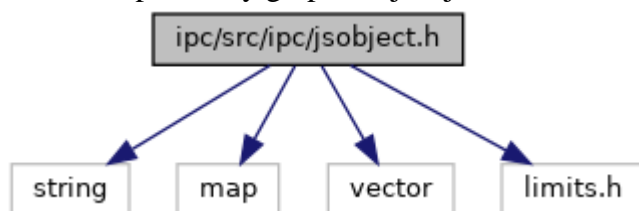
```
#include <string>
```

```
#include <map>
```

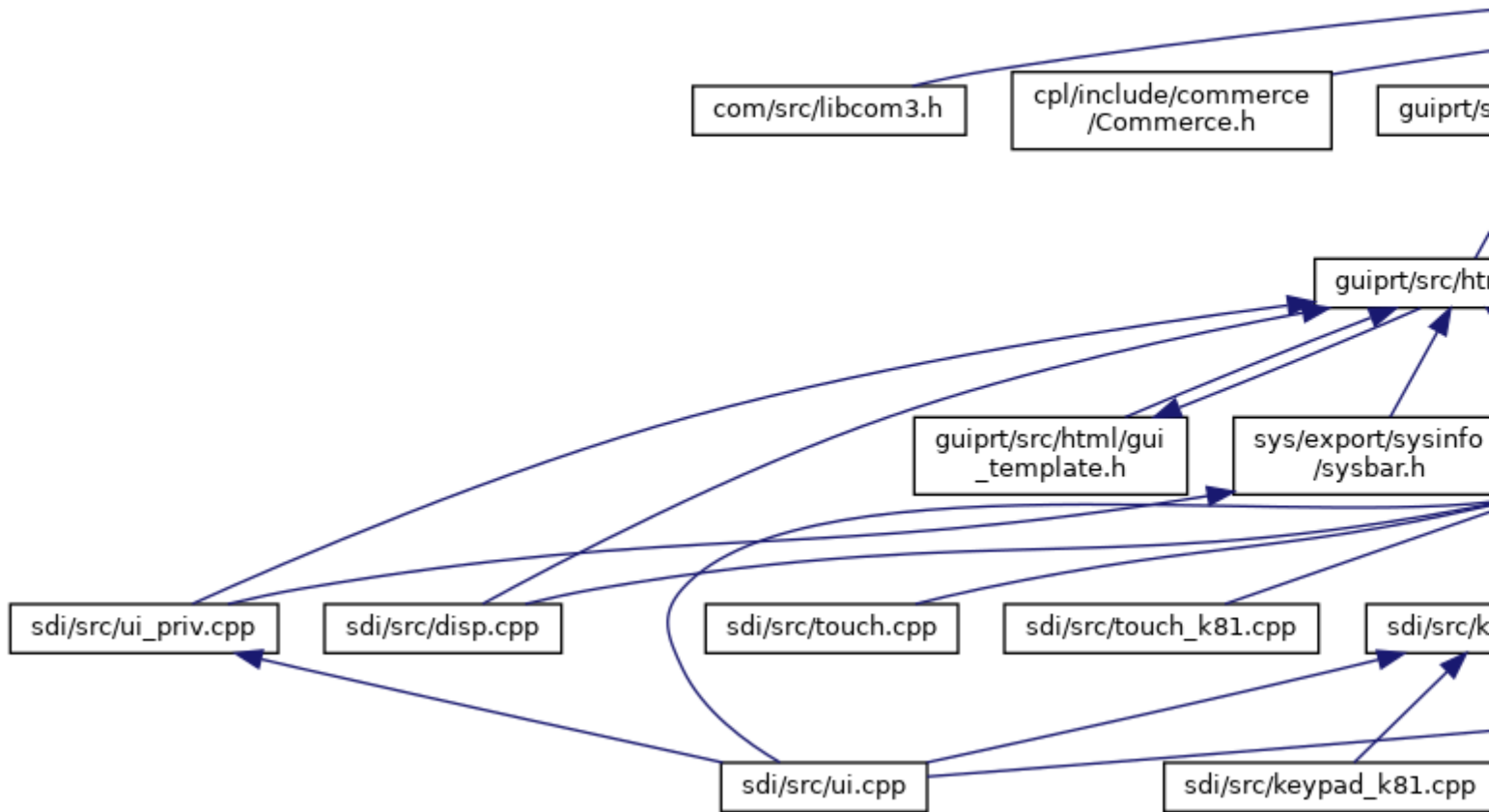
```
#include <vector>
```

```
#include <limits.h>
```

Include dependency graph for jsobject.h:



This graph shows which files directly or indirectly include this file:



[Go to the source code of this file.](#)

## Data Structures

class [JSObject](#)

## Namespaces

[vfiipc](#)

## Macros

#define [DllSpec](#)