

CacheData

CacheData(uint8_t* data, size_t size)

CacheData(const CacheData& other)

~CacheData()

void WaitOnCompletion()

uint8_t* GetDataLocation() const

Cache

Cache() = default

~Cache()

void Init(CachePolicy*, CopyPolicy*,
MemFree*, MemAlloc*)

std::unique_ptr<CacheData>
Access(uint8_t* data, size_t size)

void Flush(int node = -1)

void Clear()

void Invalidate()