

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()