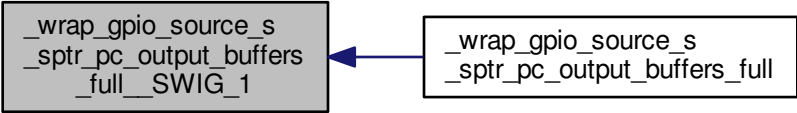


`_wrap_gpio_source_s`  
`_sptr_pc_output_buffers`  
`_full__SWIG_1`



```
graph LR; A["_wrap_gpio_source_s  
_sptr_pc_output_buffers  
_full__SWIG_1"] --> B["_wrap_gpio_source_s  
_sptr_pc_output_buffers_full"]
```

The diagram illustrates a pointer relationship between two C++ wrapper objects. On the left is a gray-shaded box containing the code `_wrap_gpio_source_s`, `_sptr_pc_output_buffers`, and `_full__SWIG_1`. On the right is a white box containing `_wrap_gpio_source_s` and `_sptr_pc_output_buffers_full`. A blue arrow points from the right box to the left box, indicating that the object on the right holds a pointer to the object on the left.

`_wrap_gpio_source_s`  
`_sptr_pc_output_buffers_full`