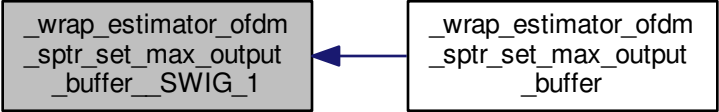


`_wrap_estimator_ofdm`
`_sptr_set_max_output`
`_buffer__SWIG_1`



```
graph LR; A["_wrap_estimator_ofdm<br>_sptr_set_max_output<br>_buffer"] --> B["_wrap_estimator_ofdm<br>_sptr_set_max_output<br>_buffer"]
```

The diagram illustrates a pointer relationship between two C++ wrapper objects. On the left, a gray-shaded box contains the code `_wrap_estimator_ofdm`, `_sptr_set_max_output`, and `_buffer__SWIG_1`. On the right, a white box contains the code `_wrap_estimator_ofdm`, `_sptr_set_max_output`, and `_buffer`. A blue arrow points from the right box to the left box, indicating that the right object's `_buffer` member points to the `_buffer__SWIG_1` member of the left object.

`_wrap_estimator_ofdm`
`_sptr_set_max_output`
`_buffer`