```
swig::SwigPtr_PyObject

#_obj

+ SwigPtr_PyObject()
+ SwigPtr_PyObject()
+ SwigPtr_PyObject()
+ operator=()
+ ~SwigPtr_PyObject()
+ operator PyObject *()
+ operator->()
+ SwigPtr_PyObject()
+ SwigPtr_PyObject()
```

+ SwigPtr PyObject()

+ ~SwigPtr_PyObject() + operator PyObject *()

+ operator=()

+ operator->()