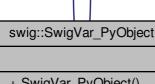
```
swig::SwigPtr_PyObject

#_obj

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



+ SwigVar_PyObject()
+ operator=()
+ SwigVar_PyObject()
+ operator=()

+ operator->()