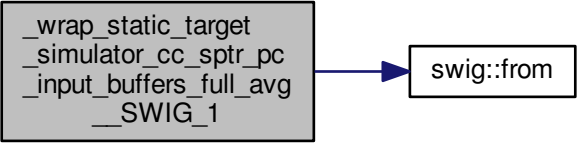


`_wrap_static_target`
`_simulator_cc_sptr_pc`
`_input_buffers_full_avg`
`__SWIG_1`



`swig::from`