```
swig::SwigPtr PyObject
# obi
+ SwigPtr PyObject()
+ SwigPtr_PyObject()
+ SwigPtr_PyObject()
+ operator=()
+ ~SwigPtr PyObject()
+ operator PyObject *()
+ operator->()
+ SwigPtr_PyObject()
+ SwigPtr PyObject()
+ SwigPtr PyObject()
+ operator=()
+ ~SwigPtr PyObject()
+ operator PyObject *()
+ operator->()
```

```
swig::SwigVar PyObject
```

+ SwigVar PvObject()

+ SwigVar PyObject()

+ operator=()

+ operator=()