

object



```
graph BT; A["dragon_swig.moving_target_sim"] --> B["object"]
```

A diagram illustrating a pointer relationship. At the bottom is a gray rectangular box with a black border containing the text "dragon\_swig.moving\_target\_sim". A vertical blue line with a triangular arrowhead at the top extends from the center of this box to a white rectangular box with a gray border at the top. The top box contains the text "object".

dragon\_swig.moving  
\_target\_sim