picklebuffer

- Pickle buffer objects

pair: object; PickleBuffer

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3.8

A `pickle.PickleBuffer` object wraps a `buffer-providing object <bufferobjects>` for out-of-band data transfer with the `pickle` module.

> This instance of `PyTypeObject` represents the Python pickle buffer type. This is the same object as `pickle.PickleBuffer` in the Python layer.

> Return true if *op* is a pickle buffer instance. This function always succeeds.

> Create a pickle buffer from the object *obj*.
>
> This function will fail if *obj* doesn't support the `buffer protocol <bufferobjects>`.
>
> On success, return a new pickle buffer instance. On failure, set an exception and return `NULL`.
>
> Analogous to calling `pickle.PickleBuffer` with *obj* in Python.

>

> Get a pointer to the underlying `Py_buffer` that the pickle buffer wraps.
>
> The returned pointer is valid as long as *picklebuf* is alive and has not been released. The caller must not modify or free the returned `Py_buffer`. If the pickle buffer has been released, raise `ValueError`.
>
> On success, return a pointer to the buffer view. On failure, set an exception and return `NULL`.

> “ Release the underlying buffer held by the pickle buffer.
>
> Return `0` on success. On failure, set an exception and return `-1`.
>
> Analogous to calling `pickle.PickleBuffer.release` in Python.

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