```
stream port input get
      audio map response
  + ~stream port input
  get audio map response()
  + map index()
  + number_of_mappings()
  + mapping()
stream port input get
   audio map response imp

    maps

- m frame
- m size
- m position
- offset
+ stream port input get
audio map response imp()
+ ~stream port input
get audio map response imp()
+ map index()
+ number of mappings()
+ mapping()
```