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

    maps

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