```
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
```

- 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()