```
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
```

+ stream\_port\_input\_get
\_audio\_map\_response\_imp()
+ ~stream\_port\_input
\_get\_audio\_map\_response\_imp()
+ map\_index()

- offset

+ number\_of\_mappings() + mapping()