```
descriptor base
       + ~descriptor_base()
       + descriptor_type()
       + descriptor index()
       + field count()
       + field()
       + localized description()
       + acquire_entity_flags()
       + acquire entity owner
        entity id()
       + lock entity flags()
       + lock entity locked
        _entity_id()
그리고 7개 더...
     stream port input descriptor
+ get stream port input
response()
+ get stream port input
_audio_map_response()
+ store_pending_map()
+ get_pending_maps()
+ get number of pending maps()
+ clear pending maps()
+ send_get_audio_map_cmd()
+ send_add_audio_mappings_cmd()
+ send_remove_audio_mappings_cmd()
  stream_port_input_descriptor_imp
+ resp
+ audio_map_resp

    pending maps

+ stream_port_input_descriptor_imp()
+ ~stream port input
descriptor_imp()
+ get_stream_port_input
response()
+ get stream port input
_audio_map_response()
+ send_get_audio_map_cmd()
+ proc_get_audio_map_resp()
+ send_add_audio_mappings_cmd()
+ proc add audio mappings resp()
+ send remove audio mappings cmd()
+ proc remove audio mappings resp()
+ store_pending_map()
+ get_number_of_pending_maps()
+ get_pending_maps()
+ clear_pending_maps()
```