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... descriptor_base_imp # resp_base # get_name_resp stream_port_input_descriptor # base end station imp ref # m fields # resp_ref + get stream port input # desc_type response() # desc index + get stream port input + descriptor base imp() audio map response() + store_pending_map() + ~descriptor_base_imp() + get_pending_maps() + descriptor_type() + get_number_of_pending_maps() + descriptor index() + localized description() + clear pending maps() + send_get_audio_map_cmd() + field_count() + send_add_audio_mappings_cmd() + field() + send remove audio mappings cmd() + replace_frame() + replace_desc_frame() + acquire_entity_flags() 그리고 25개 더... 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()