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 stream_port_output # get_name_resp _descriptor # base_end_station_imp_ref # m fields # resp_ref # desc_type + get_stream_port_output # desc_index _response() + get_stream_port_output + descriptor_base_imp() _audio_map_response() + ~descriptor base imp() + store_pending_map() + descriptor_type() + get_pending_maps() + descriptor_index() + clear pending maps() + localized_description() + get_number_of_pending_maps() + field_count() + send_get_audio_map_cmd() + field() + send_add_audio_mappings_cmd() + replace_frame() + send_remove_audio_mappings_cmd() + replace_desc_frame() + acquire_entity_flags() 그리고 25개 더... stream_port_output _descriptor_imp + resp + audio map resp - pending maps + stream_port_output _descriptor_imp() + ~stream_port_output _descriptor_imp() + get_stream_port_output _response() + get stream port output _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()