```
descriptor response base
+ ~descriptor response base()
+ object name()
  audio map descriptor
          response
  + ~audio map descriptor
   response()
  + number_of_mappings()
  + mapping()
  audio map descriptor
        response imp
  - maps
  + audio map descriptor
  response imp()
  + ~audio_map_descriptor
  response imp()
  + object name()
  + mappings_offset()
  + number of mappings()
  + mapping()
```