```
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_output
              descriptor
+ get stream port output
response()
+ get_stream_port_output
_audio_map_response()
+ store_pending_map()
+ get_pending_maps()
+ clear_pending_maps()
+ get number of pending maps()
+ send get audio map cmd()
+ send add audio mappings cmd()
+ send_remove_audio_mappings_cmd()
                  Λ
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
       _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()
```