## vaBasicObject + vaBasicObject() + ~vaBasicObject() + SetContext() + CheckContext() + GetContext() + GetLIBRARY NAME() + ptxPath() vaBaseProgrammableObject # m valid + vaBaseProgrammableObject() + ~vaBaseProgrammableObject() + GetProgramByName() # InitProg() # SwapProgramByName() vaBaseMapScheme # m prog + vaBaseMapScheme() + ~vaBaseMapScheme() + SetRange() + Update() + SetIdType() + SetXYZType() + GetOutput() vaColorScheme vaSoundMapScheme + vaColorScheme() + vaSoundMapScheme() + ~vaColorScheme() + ~vaSoundMapScheme() + AddColor() + Update() + Update() + AddFreq() + GetSize() + GetSize()