```
vaBasicObject
     + vaBasicObject()
     + ~vaBasicObject()
     + SetContext()
     + CheckContext()
     + GetContext()
     + GetLIBRARY NAME()
     + ptxPath()
        vaBasicRenderer
# audioM
# opticM
# m mapOfPrograms
+ SetBackground()
+ UpdateAudioBuffer()
+ RenderAudio()
+ SetAuditoryMapModel()
+ GetOutputSoundBuffer()
+ setAudioBuffer()
+ setOpticBuffer()
+ GetAudioDim()
+ vaBasicRenderer()
+ ~vaBasicRenderer()
and 32 more...
# InitDefaultModels()
# InitDefaults()
# InitRenderer()
# PlayAnimation()
# InitProg()
# SetRayGenerationProg()
# SetExceptionProg()
# SetMissProg()
# SetAuditoryRayGenerationProg()
# SetAuditoryExceptionProg()
and 16 more...
```