```
optixObject
    visAuditoryMaterial
# m lights
+ Update()
+ GetType()
+ GetOutput()
+ visAuditoryMaterial()
+ ~visAuditoryMaterial()
+ isDvnamic()
+ isAnyHit()
+ isClosestHit()
+ isAuditory()
+ SetDynamicTypeOn()
and 12 more.
# SetClosestHitProg()
# SetAnyHitProg()
# SetDynamicProg()
# InitProa()
# Initialize()
# SetMaterialParameters()
# InitLights()
# SetLights()
```