

vaBasicModel

```
# m_bufferOutput  
# m_width  
# m_height  
# m_interop
```

```
+ vaBasicModel()  
+ ~vaBasicModel()  
+ Init()  
+ Render()  
+ BindBuffer()  
+ UpdateBuffer()  
+ Reshape()  
+ SetDim()  
+ SetBufferSize()  
+ GetOutput()  
+ GetWidth()  
+ GetHeight()  
+ SetInterop()
```