


optixBasicRenderer  
::GetOutputSoundBuffer



```
graph LR; A["optixBasicRenderer::GetOutputSoundBuffer"] --> B["optixObject::GetContext"]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'optixBasicRenderer' followed by '::GetOutputSoundBuffer' on the next line. The right box is white with a black border and contains the text 'optixObject::GetContext'. A dark blue arrow points from the right side of the left box to the left side of the right box.

optixObject::GetContext