```
vaBasicObject
  + vaBasicObject()
  + ~vaBasicObject()
  + SetContext()
  + CheckContext()
  + GetContext()
  + GetLIBRARY NAME()
  + ptxPath()
        vaBasicActor
# m builder
# gg
+ vaBasicActor()
+ ~vaBasicActor()
+ SetContext()
+ AddMapper()
+ SetAuditoryModel()
+ SetOpticalModel()
+ Update()
+ GetOutput()
+ SetTime()
+ PrintInfo()
+ GetAcceleration()
+ SetAccelerationType()
# SetAccelerationProperties()
# RebuildAccel()
```