## 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() vaActor + vaActor() + ~vaActor() # RebuildAccel()