```
vaBasicModel
    # m bufferOutput
    # m width
    # m height
    # m interop
    + vaBasicModel()
     + ~vaBasicModel()
    + Init()
    + Render()
    + BindBuffer()
    + UpdateBuffer()
    + Reshape()
    + SetDim()
    + SetBufferSize()
    + GetOutput()
    + GetWidth()
    + GetHeight()
    + SetInterop()
       auditoryModel
+ map
+ auditoryModel()
+ ~auditoryModel()
+ GetMode()
+ Init()
+ UpdateBuffer()
+ MapBuffer()
+ Render()
+ BindBuffer()
+ Reshape()
+ SetAudioScanningParam()
+ GetNormaKoeff()
+ CheckAllAudio()
# ComputeSoundRaycast()
# ConfigureHRTF()
# ClearAllAudio()
```