## Babel::IAudioManager + getInputChannelsNumber() + getOutputChannelsNumber() + setOutputChannelsNumber() + setInputChannelsNumber() + setSampleRate() + getSampleRate() + getRecordTime() + setRecordTime() + getFramesPerBuffer() + setFramesPerBuffer() and 7 more... Babel::PortAudio stream framesPerBuffer inputNumberChannels outputNumberChannels recordtime samplerate streamStopped mutex + PortAudio() + ~PortAudio() + setInputChannelsNumber() + setOutputChannelsNumber() + getInputChannelsNumber() + getOutputChannelsNumber() + setSampleRate() + getSampleRate() + getRecordTime() + setRecordTime() and 8 more...