<<wxPanel>>
gpPanel
Panel for wxWindow. Inheritance to wxPanel.

```
izer*
ow*
ayerList_t
ers and mpWindows

e)storePanelSize()

:
re)stoPanelSize()
```

```
t:wxWindow*,in id:wxWindowID=wxID_ANY,
onst wxPoint&=wxDefaultPosition,
const wxSize&=wxDefaultSize)
ual
r:gpLayer*): bool
r:gpLayer*,in alsoDeleteObjects:bool=false): bool
n alsoDeleteObjects:bool): void


ayer*): void

ol=true): void
phs

ayer:gpLayer*,in lock:bool=true)
in layer:gpLayer*,in viewable:bool): bool
in id:int,in viewable:bool): bool
(in name:const wxString&,
  in viewable:bool): bool
n name:const wxString&): bool
n layer:gpLayer*): bool
n position:bool): bool

(in id:int): gpLayer_s*
d(in id:int): mpWindow*


gpLayer*): void
nableEvent(in event:wxCommandEvent&): void
ockAspectEvent(in event:wxCommandEvent&): void
ockEvent(in event:wxCommandEvent&): void
ent(in event:wxCommandEvent&): void
event:wxCommandEvent&): void
in event:wxCommandEvent&): void
review(in event:wxCommandEvent&): void
reenshot(in event:wxCommandEvent&): void
CVS(in event:wxCommandEvent&): void
event:wxCommandEvent&)
layer:gpLayer_s*=0): void
on(in int position): gpLayer*
id:long): gpLayer_s*
n name:const std::string): gpLayer_s*
Layer_s*): gpLayer_s*
```

typedef
```
pLayerList_t: typedef std::deque< gpLayer_s* >
pLayerList_t: typedef deque< mpLayer* >
```

gpLayer_s
```
+m_plot: mpWindow*
+layer: gpLayer*
```
```
+gpLayer_s(in plot:mpWindow*,in l:gpLayer*)
```

<<gpMenu, wxToolTip>>
gpLayer

```
s*
d*

ayerList_t
```
```
wxString)
ual
ing
l const int
ual mpLayer*
pLayer*): bool
r:mpLayer*,alsoDeleteObject:bool=true): bool
n name:string): mpLayer*
mpLayerList*
yer:mpLayer*): bool
uble,in y:double): virtual void
tual void
virtual void
:gpCHART_KIND): bool
  virtual void


ility:bool,in mode:int=gpXAXIS|gpYAXIS): void
kind:gpCHART_KIND): bool
:gpCHART_KIND,flg:int,in lb:wxString): void
kind,in label:wxString): void
kind:gpCHART_KIND): wxString
```

gpMenu
Contains gpLayer specific wxMenu's.

```
ong,in men:wxMenu*=0)

ring,in kind:wxItemKind=wxITEM_NORMAL,
bool=true): int
:wxString,in kind:wxItemKind=wxITEM_NORMAL,
ed:bool=true): int
tring=wxEmptyString): void
wxStrubg,in helpString:wxString=wxEmptyString): int
temList&

): bool
```

<<baseXY>>
baseXYMixedData
Not implemented fully yet.
(Not in use in gpLayers)

```
ue_t
_t::iterator
```
```
Data(name:string)
newdata:const XYData&): void
 x:double&,in y:double&): void
 outdata:xyDeque_t): void
n x:double&,in y:double&): virtual bool
oid
```

xy_s
```
ouble
ouble
```
```
(in x:double,in y:double)
(in xy:const xy_s&): explicit
```

typedef
```
ue_t: typedef deque< xy_s >
timap_t: typedef multimap< double, double >
```