

QCPAbstractPaintBuffer
::setDevicePixelRatio

QCPAbstractPaintBuffer
::setSize

QCPAbstractPaintBuffer
::reallocateBuffer

```
graph LR; A[QCPAbstractPaintBuffer::setDevicePixelRatio] --> C[QCPAbstractPaintBuffer::reallocateBuffer]; B[QCPAbstractPaintBuffer::setSize] --> C;
```

The diagram illustrates a dependency or call relationship. On the left, two white rectangular boxes with black borders contain the text 'QCPAbstractPaintBuffer::setDevicePixelRatio' and 'QCPAbstractPaintBuffer::setSize'. On the right, a gray rectangular box with a black border contains the text 'QCPAbstractPaintBuffer::reallocateBuffer'. Two blue arrows originate from the right side of the left boxes and point towards the left side of the gray box, indicating that both 'setDevicePixelRatio' and 'setSize' depend on or call 'reallocateBuffer'.