QCPAbstractPaintBuffer

mSize
mDevicePixelRatio
mInvalidated

+ QCPAbstractPaintBuffer()
+ ~QCPAbstractPaintBuffer()
+ size()
+ invalidated()
+ devicePixelRatio()
+ setSize()
+ setInvalidated()
+ setDevicePixelRatio()
+ startPainting()
+ donePainting()
+ draw()
+ clear()
# reallocateBuffer()