## QCPAbstractPaintBuffer # mSize # mDevicePixelRatio # mInvalidated + QCPAbstractPaintBuffer() + ~QCPAbstractPaintBuffer() + size() + invalidated() + devicePixelRatio() + setSize() + setInvalidated()

+ setDevicePixelRatio()+ startPainting()

+ draw() + clear()

+ donePainting()

# reallocateBuffer()



## QCPPaintBufferPixmap

# mBuffer

+ draw()

- + QCPPaintBufferPixmap()+ ~QCPPaintBufferPixmap()
- + startPainting()
- + clear()
- # reallocateBuffer()