## # mSize # mDevicePixelRatio # mInvalidated + QCPAbstractPaintBuffer() + ~QCPAbstractPaintBuffer() + size() + invalidated() + devicePixelRatio() + setSize() + setInvalidated() + setDevicePixelRatio() + startPainting() + donePainting() + draw()



+ clear()

# reallocateBuffer()

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