

QCPAbstractPaintBuffer
::setDevicePixelRatio

QCPAbstractPaintBuffer
::setSize

QCPAbstractPaintBuffer
::reallocateBuffer

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

The diagram illustrates a relationship between three functions of the QCPAbstractPaintBuffer class. On the left, two white rectangular boxes with black borders contain the function signatures `QCPAbstractPaintBuffer::setDevicePixelRatio` (top) and `QCPAbstractPaintBuffer::setSize` (bottom). On the right, a gray rectangular box with a black border contains the function signature `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` call or depend on `reallocateBuffer`.