```
QObject
                Δ
          QCPLayerable
  # mVisible
  # mParentPlot
  # mParentLayerable
  # mLayer
  # mAntialiased
  + QCPLayerable()
  + ~QCPLayerable()
  + visible()
  + parentPlot()
  + parentLayerable()
  + layer()
  + antialiased()
  + setVisible()
  + setLayer()
  + setLayer()
  + setAntialiased()
  + selectTest()
  + realVisibility()
  # parentPlotInitialized()
  # selectionCategory()
  # clipRect()
  # applyDefaultAntialiasingHint()
  # draw()
  # selectEvent()
  # deselectEvent()
  # mousePressEvent()
  # mouseMoveEvent()
  # mouseReleaseEvent()
  and 6 more...
       QCPLayoutElement
  # mParentLayout
  # mMinimumSize
  # mMaximumSize
  # mSizeConstraintRect
  # mRect
  # mOuterRect
  # mMargins
  # mMinimumMargins
  # mAutoMargins
  # mMarginGroups
  + QCPLayoutElement()
  + ~QCPLayoutElement()
  + layout()
  + rect()
  + outerRect()
  + margins()
  + minimumMargins()
  + autoMargins()
  + minimumSize()
  + maximumSize()
  and 18 more...
  # calculateAutoMargin()
  # layoutChanged()
  # applyDefaultAntialiasingHint()
  # draw()
  # parentPlotInitialized()
          QCPAxisRect
  # mBackgroundBrush
  # mBackgroundPixmap
  # mScaledBackgroundPixmap
  # mBackgroundScaled
  # mBackgroundScaledMode
  # mInsetLayout
  # mRangeDrag
  # mRangeZoom
  # mRangeDragHorzAxis
  # mRangeDragVertAxis
  and 10 more...
  + QCPAxisRect()
  + ~QCPAxisRect()
  + background()
  + backgroundBrush()
  + backgroundScaled()
  + backgroundScaledMode()
  + rangeDrag()
  + rangeZoom()
  + rangeDragAxis()
  + rangeZoomAxis()
  and 46 more.
  # applyDefaultAntialiasingHint()
  # draw()
  # calculateAutoMargin()
  # layoutChanged()
  # mousePressEvent()
  # mouseMoveEvent()
  # mouseReleaseEvent()
  # wheelEvent()
  # drawBackground()
  # updateAxesOffset()
                Δ
 QCPColorScaleAxisRectPrivate
# mParentColorScale
# mGradientImage
# mGradientImageInvalidated
+ QCPColorScaleAxisRectPrivate()
# draw()
# updateGradientImage()
# axisSelectionChanged()
# axisSelectableChanged()
# calculateAutoMargin()
# mousePressEvent()
# mouseMoveEvent()
# mouseReleaseEvent()
```

wheelEvent() # update()