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

## QCPPaintBufferPixmap

# mBuffer

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