QObject Δ **QCPLayerable** # mVisible # mParentPlot # mLayer # mAntialiased + QCPLayerable() + ~QCPLayerable() + visible() + parentPlot() + layer() + antialiased() + setVisible() + setLayer() + setLayer() + setAntialiased() # moveToLayer() # applyAntialiasingHint() # applyDefaultAntialiasingHint() # clipRect() # draw() QCPAbstractPlottable # mName # mAntialiasedFill # mAntialiasedScatters # mAntialiasedErrorBars # mPen # mSelectedPen # mBrush # mSelectedBrush # mKeyAxis # mValueAxis # mSelected # mSelectable + QCPAbstractPlottable() + ~QCPAbstractPlottable() name() + antialiasedFill() + antialiasedScatters() + antialiasedErrorBars() + pen() + selectedPen() + brush() + selectedBrush() and 23 more... # clipRect() # draw() # drawLegendlcon() # getKeyRange() # getValueRange() # coordsToPixels() # coordsToPixels() # pixelsToCoords() # pixelsToCoords() # mainPen() and 6 more.. Δ **QCPBars** # mData mv viatn # mBarBelow # mBarAbove + QCPBars() + ~QCPBars() + width() + barBelow() + barAbove() + data() + setWidth() + setData() + setData() + moveBelow() and 11 more.. # draw() # drawLegendlcon() # getBarPolygon() # getBaseValue() # getKeyRange() # getValueRange() # connectBars()