```
GUIColorScalePanel

    step_width

- font size
- mode
- text color

    image

- current mx
- current my
- X

    width

- height

    scaling

- transforming
- prev mouse down
+ GUIColorScalePanel()
+ refresh()
+ paintTo()
+ handleMouse()
+ getDisplayArea()
```

+ fitBounds()

+ getFontSize() und 9 mehr ...

+ getX()
+ getY()

+ mouseOnDisplayArea()