

ColourConversionExtensions
+ IntensityToHeight(double): double + PgaToHeight(double): double + PgvToHeight(double): double + PgdToHeight(double): double + HeightToIntensity(double): double + HeightToPga(double): double + HeightToPgv(double): double + HeightToPgd(double): double + HeightToHue(double): double + HeightToSaturation(double): double + HeightToValue(double): double + HeightToColour(double): SKColor + ColourToHeight(SKColor): double

ByteArrayToBitmapExtensions
+ ToBitmap(byte[]): SKBitmap