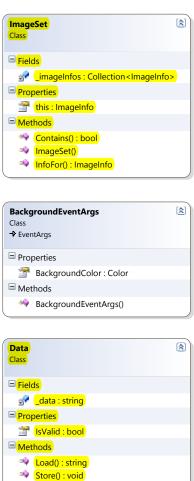
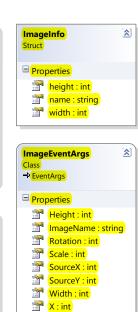


Black : Color
G: byte
R: byte

₩ White : Color

Golor()





Y: int

ImageEventArgs()

■ Methods