<?xml version="1.0" encoding="utf-8"?>

<root>

<!--

Microsoft ResX Schema

Version 2.0

The primary goals of this format is to allow a simple XML format

that is mostly human readable. The generation and parsing of the

various data types are done through the TypeConverter classes

associated with the data types.

Example:

... ado.net/XML headers & schema ...

<resheader name="resmimetype">text/microsoft-resx</resheader>

<resheader name="version">2.0</resheader>

<resheader name="reader">System.Resources.ResXResourceReader, System.Windows.Forms, ...</resheader>

<resheader name="writer">System.Resources.ResXResourceWriter, System.Windows.Forms, ...</resheader>

<data name="Name1"><value>this is my long string</value><comment>this is a comment</comment></data>

<data name="Color1" type="System.Drawing.Color, System.Drawing">Blue</data>

<data name="Bitmap1" mimetype="application/x-microsoft.net.object.binary.base64">

<value>[base64 mime encoded serialized .NET Framework object]</value>

</data>

<data name="Icon1" type="System.Drawing.Icon, System.Drawing" mimetype="application/x-microsoft.net.object.bytearray.base64">

<value>[base64 mime encoded string representing a byte array form of the .NET Framework object]</value>

<comment>This is a comment</comment>

</data>

There are any number of "resheader" rows that contain simple

name/value pairs.

Each data row contains a name, and value. The row also contains a

type or mimetype. Type corresponds to a .NET class that support

text/value conversion through the TypeConverter architecture.

Classes that don't support this are serialized and stored with the

mimetype set.

The mimetype is used for serialized objects, and tells the

ResXResourceReader how to depersist the object. This is currently not

extensible. For a given mimetype the value must be set accordingly:

Note - application/x-microsoft.net.object.binary.base64 is the format

that the ResXResourceWriter will generate, however the reader can

read any of the formats listed below.

mimetype: application/x-microsoft.net.object.binary.base64

value : The object must be serialized with

: System.Runtime.Serialization.Formatters.Binary.BinaryFormatter

: and then encoded with base64 encoding.

mimetype: application/x-microsoft.net.object.soap.base64

value : The object must be serialized with

: System.Runtime.Serialization.Formatters.Soap.SoapFormatter

: and then encoded with base64 encoding.

mimetype: application/x-microsoft.net.object.bytearray.base64

value : The object must be serialized into a byte array

: using a System.ComponentModel.TypeConverter

: and then encoded with base64 encoding.

-->

<xsd:schema id="root" xmlns="" xmlns:xsd="http://www.w3.org/2001/XMLSchema" xmlns:msdata="urn:schemas-microsoft-com:xml-msdata">

<xsd:import namespace="http://www.w3.org/XML/1998/namespace" />

<xsd:element name="root" msdata:IsDataSet="true">

<xsd:complexType>

<xsd:choice maxOccurs="unbounded">

<xsd:element name="metadata">

<xsd:complexType>

<xsd:sequence>

<xsd:element name="value" type="xsd:string" minOccurs="0" />

</xsd:sequence>

<xsd:attribute name="name" use="required" type="xsd:string" />

<xsd:attribute name="type" type="xsd:string" />

<xsd:attribute name="mimetype" type="xsd:string" />

<xsd:attribute ref="xml:space" />

</xsd:complexType>

</xsd:element>

<xsd:element name="assembly">

<xsd:complexType>

<xsd:attribute name="alias" type="xsd:string" />

<xsd:attribute name="name" type="xsd:string" />

</xsd:complexType>

</xsd:element>

<xsd:element name="data">

<xsd:complexType>

<xsd:sequence>

<xsd:element name="value" type="xsd:string" minOccurs="0" msdata:Ordinal="1" />

<xsd:element name="comment" type="xsd:string" minOccurs="0" msdata:Ordinal="2" />

</xsd:sequence>

<xsd:attribute name="name" type="xsd:string" use="required" msdata:Ordinal="1" />

<xsd:attribute name="type" type="xsd:string" msdata:Ordinal="3" />

<xsd:attribute name="mimetype" type="xsd:string" msdata:Ordinal="4" />

<xsd:attribute ref="xml:space" />

</xsd:complexType>

</xsd:element>

<xsd:element name="resheader">

<xsd:complexType>

<xsd:sequence>

<xsd:element name="value" type="xsd:string" minOccurs="0" msdata:Ordinal="1" />

</xsd:sequence>

<xsd:attribute name="name" type="xsd:string" use="required" />

</xsd:complexType>

</xsd:element>

</xsd:choice>

</xsd:complexType>

</xsd:element>

</xsd:schema>

<resheader name="resmimetype">

<value>text/microsoft-resx</value>

</resheader>

<resheader name="version">

<value>2.0</value>

</resheader>

<resheader name="reader">

<value>System.Resources.ResXResourceReader, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089</value>

</resheader>

<resheader name="writer">

<value>System.Resources.ResXResourceWriter, System.Windows.Forms, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b77a5c561934e089</value>

</resheader>

<metadata name="timer1.TrayLocation" type="System.Drawing.Point, System.Drawing, Version=4.0.0.0, Culture=neutral, PublicKeyToken=b03f5f7f11d50a3a">

<value>17, 17</value>

</metadata>

</root>