﻿//------------------------------------------------------------------------------

// <auto-generated>

// This code was generated by a tool.

// Runtime Version:4.0.30319.17929

//

// Changes to this file may cause incorrect behavior and will be lost if

// the code is regenerated.

// </auto-generated>

//------------------------------------------------------------------------------

namespace deneme6.Properties {

using System;

/// <summary>

/// A strongly-typed resource class, for looking up localized strings, etc.

/// </summary>

// This class was auto-generated by the StronglyTypedResourceBuilder

// class via a tool like ResGen or Visual Studio.

// To add or remove a member, edit your .ResX file then rerun ResGen

// with the /str option, or rebuild your VS project.

[global::System.CodeDom.Compiler.GeneratedCodeAttribute("System.Resources.Tools.StronglyTypedResourceBuilder", "4.0.0.0")]

[global::System.Diagnostics.DebuggerNonUserCodeAttribute()]

[global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]

internal class Resources {

private static global::System.Resources.ResourceManager resourceMan;

private static global::System.Globalization.CultureInfo resourceCulture;

[global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute("Microsoft.Performance", "CA1811:AvoidUncalledPrivateCode")]

internal Resources() {

}

/// <summary>

/// Returns the cached ResourceManager instance used by this class.

/// </summary>

[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]

internal static global::System.Resources.ResourceManager ResourceManager {

get {

if (object.ReferenceEquals(resourceMan, null)) {

global::System.Resources.ResourceManager temp = new global::System.Resources.ResourceManager("deneme6.Properties.Resources", typeof(Resources).Assembly);

resourceMan = temp;

}

return resourceMan;

}

}

/// <summary>

/// Overrides the current thread's CurrentUICulture property for all

/// resource lookups using this strongly typed resource class.

/// </summary>

[global::System.ComponentModel.EditorBrowsableAttribute(global::System.ComponentModel.EditorBrowsableState.Advanced)]

internal static global::System.Globalization.CultureInfo Culture {

get {

return resourceCulture;

}

set {

resourceCulture = value;

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap abbiati {

get {

object obj = ResourceManager.GetObject("abbiati", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap abidal {

get {

object obj = ResourceManager.GetObject("abidal", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap albiol {

get {

object obj = ResourceManager.GetObject("albiol", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap albiolyakın {

get {

object obj = ResourceManager.GetObject("albiolyakın", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap amokachi {

get {

object obj = ResourceManager.GetObject("amokachi", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap anasayfam {

get {

object obj = ResourceManager.GetObject("anasayfam", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap andreayew {

get {

object obj = ResourceManager.GetObject("andreayew", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap appiah {

get {

object obj = ResourceManager.GetObject("appiah", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap arda {

get {

object obj = ResourceManager.GetObject("arda", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap atiba {

get {

object obj = ResourceManager.GetObject("atiba", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap azpilicueta {

get {

object obj = ResourceManager.GetObject("azpilicueta", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap ba {

get {

object obj = ResourceManager.GetObject("ba", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap balzaretti {

get {

object obj = ResourceManager.GetObject("balzaretti", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap banega {

get {

object obj = ResourceManager.GetObject("banega", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap bastos {

get {

object obj = ResourceManager.GetObject("bastos", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap behrami {

get {

object obj = ResourceManager.GetObject("behrami", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap berbatov {

get {

object obj = ResourceManager.GetObject("berbatov", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap beria {

get {

object obj = ResourceManager.GetObject("beria", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap briand {

get {

object obj = ResourceManager.GetObject("briand", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap cambiasso {

get {

object obj = ResourceManager.GetObject("cambiasso", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap carvalho {

get {

object obj = ResourceManager.GetObject("carvalho", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap cazorla {

get {

object obj = ResourceManager.GetObject("cazorla", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap chivu {

get {

object obj = ResourceManager.GetObject("chivu", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap clevery {

get {

object obj = ResourceManager.GetObject("clevery", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap cordoba {

get {

object obj = ResourceManager.GetObject("cordoba", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap ctello {

get {

object obj = ResourceManager.GetObject("ctello", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap cuenca {

get {

object obj = ResourceManager.GetObject("cuenca", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap delaplace {

get {

object obj = ResourceManager.GetObject("delaplace", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap derossi {

get {

object obj = ResourceManager.GetObject("derossi", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap diawara {

get {

object obj = ResourceManager.GetObject("diawara", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap dida {

get {

object obj = ResourceManager.GetObject("dida", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap diegoalves {

get {

object obj = ResourceManager.GetObject("diegoalves", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap egüral {

get {

object obj = ResourceManager.GetObject("egüral", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap enyema {

get {

object obj = ResourceManager.GetObject("enyema", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap falcao {

get {

object obj = ResourceManager.GetObject("falcao", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap feghouli {

get {

object obj = ResourceManager.GetObject("feghouli", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap fernandinho {

get {

object obj = ResourceManager.GetObject("fernandinho", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap feyyaz {

get {

object obj = ResourceManager.GetObject("feyyaz", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap form1 {

get {

object obj = ResourceManager.GetObject("form1", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap form11 {

get {

object obj = ResourceManager.GetObject("form11", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap g {

get {

object obj = ResourceManager.GetObject("g", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap g1 {

get {

object obj = ResourceManager.GetObject("g1", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap gamerio {

get {

object obj = ResourceManager.GetObject("gamerio", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap gerib {

get {

object obj = ResourceManager.GetObject("gerib", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap gerrard {

get {

object obj = ResourceManager.GetObject("gerrard", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap gervinho {

get {

object obj = ResourceManager.GetObject("gervinho", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap giovinco {

get {

object obj = ResourceManager.GetObject("giovinco", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap giroud {

get {

object obj = ResourceManager.GetObject("giroud", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap godin {

get {

object obj = ResourceManager.GetObject("godin", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap gökhan {

get {

object obj = ResourceManager.GetObject("gökhan", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap gomis {

get {

object obj = ResourceManager.GetObject("gomis", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap gourcuff {

get {

object obj = ResourceManager.GetObject("gourcuff", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap hagi {

get {

object obj = ResourceManager.GetObject("hagi", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap hajrovic {

get {

object obj = ResourceManager.GetObject("hajrovic", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap hami {

get {

object obj = ResourceManager.GetObject("hami", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap henrique {

get {

object obj = ResourceManager.GetObject("henrique", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap higuain {

get {

object obj = ResourceManager.GetObject("higuain", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap holmen {

get {

object obj = ResourceManager.GetObject("holmen", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap hooijdonk {

get {

object obj = ResourceManager.GetObject("hooijdonk", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap ibra {

get {

object obj = ResourceManager.GetObject("ibra", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap illarramendi {

get {

object obj = ResourceManager.GetObject("illarramendi", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap ivankov {

get {

object obj = ResourceManager.GetObject("ivankov", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap ivanovic {

get {

object obj = ResourceManager.GetObject("ivanovic", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap jardel {

get {

object obj = ResourceManager.GetObject("jardel", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap kadlec {

get {

object obj = ResourceManager.GetObject("kadlec", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap kalou {

get {

object obj = ResourceManager.GetObject("kalou", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap kanoute {

get {

object obj = ResourceManager.GetObject("kanoute", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap keita {

get {

object obj = ResourceManager.GetObject("keita", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap kezman {

get {

object obj = ResourceManager.GetObject("kezman", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap kone {

get {

object obj = ResourceManager.GetObject("kone", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap lacazette {

get {

object obj = ResourceManager.GetObject("lacazette", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap lavezzi {

get {

object obj = ResourceManager.GetObject("lavezzi", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap lescott {

get {

object obj = ResourceManager.GetObject("lescott", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap lindegaard {

get {

object obj = ResourceManager.GetObject("lindegaard", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap lucasmoura {

get {

object obj = ResourceManager.GetObject("lucasmoura", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap m\_baye\_niang {

get {

object obj = ResourceManager.GetObject("m-baye-niang", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap mandanda {

get {

object obj = ResourceManager.GetObject("mandanda", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap mario {

get {

object obj = ResourceManager.GetObject("mario", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap marvinmartin {

get {

object obj = ResourceManager.GetObject("marvinmartin", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap messi {

get {

object obj = ResourceManager.GetObject("messi", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap messironaldoibra {

get {

object obj = ResourceManager.GetObject("messironaldoibra", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap milito {

get {

object obj = ResourceManager.GetObject("milito", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap mondragon {

get {

object obj = ResourceManager.GetObject("mondragon", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap moreno {

get {

object obj = ResourceManager.GetObject("moreno", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap moses {

get {

object obj = ResourceManager.GetObject("moses", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap moutinho {

get {

object obj = ResourceManager.GetObject("moutinho", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap navas {

get {

object obj = ResourceManager.GetObject("navas", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap negredo {

get {

object obj = ResourceManager.GetObject("negredo", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap oguzhan {

get {

object obj = ResourceManager.GetObject("oguzhan", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap ontivero {

get {

object obj = ResourceManager.GetObject("ontivero", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap onur {

get {

object obj = ResourceManager.GetObject("onur", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap ozanipek {

get {

object obj = ResourceManager.GetObject("ozanipek", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap palacio {

get {

object obj = ResourceManager.GetObject("palacio", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap pareja {

get {

object obj = ResourceManager.GetObject("pareja", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap pastore {

get {

object obj = ResourceManager.GetObject("pastore", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap payet {

get {

object obj = ResourceManager.GetObject("payet", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap piatti {

get {

object obj = ResourceManager.GetObject("piatti", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap pinto {

get {

object obj = ResourceManager.GetObject("pinto", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap pirlo {

get {

object obj = ResourceManager.GetObject("pirlo", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap quagliarella {

get {

object obj = ResourceManager.GetObject("quagliarella", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap ramsey {

get {

object obj = ResourceManager.GetObject("ramsey", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap raul {

get {

object obj = ResourceManager.GetObject("raul", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap raulgarcia {

get {

object obj = ResourceManager.GetObject("raulgarcia", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap rcosta {

get {

object obj = ResourceManager.GetObject("rcosta", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap reina {

get {

object obj = ResourceManager.GetObject("reina", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap reyes {

get {

object obj = ResourceManager.GetObject("reyes", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap rivaldo {

get {

object obj = ResourceManager.GetObject("rivaldo", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap ronaldo {

get {

object obj = ResourceManager.GetObject("ronaldo", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap saha {

get {

object obj = ResourceManager.GetObject("saha", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap salah {

get {

object obj = ResourceManager.GetObject("salah", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap sanchez {

get {

object obj = ResourceManager.GetObject("sanchez", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap saviola {

get {

object obj = ResourceManager.GetObject("saviola", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap serdaraziz {

get {

object obj = ResourceManager.GetObject("serdaraziz", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap shaarawy {

get {

object obj = ResourceManager.GetObject("shaarawy", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap shevchenko {

get {

object obj = ResourceManager.GetObject("shevchenko", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap skrtel {

get {

object obj = ResourceManager.GetObject("skrtel", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap smalling {

get {

object obj = ResourceManager.GetObject("smalling", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap şota {

get {

object obj = ResourceManager.GetObject("şota", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap spepe {

get {

object obj = ResourceManager.GetObject("spepe", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap sterling {

get {

object obj = ResourceManager.GetObject("sterling", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap sturridge {

get {

object obj = ResourceManager.GetObject("sturridge", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap szczesny {

get {

object obj = ResourceManager.GetObject("szczesny", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap takımların\_amblemleri {

get {

object obj = ResourceManager.GetObject("takımların amblemleri", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap telles {

get {

object obj = ResourceManager.GetObject("telles", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap teofilo {

get {

object obj = ResourceManager.GetObject("teofilo", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap terry {

get {

object obj = ResourceManager.GetObject("terry", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap toldo {

get {

object obj = ResourceManager.GetObject("toldo", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap totti {

get {

object obj = ResourceManager.GetObject("totti", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap tsilva {

get {

object obj = ResourceManager.GetObject("tsilva", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap turuncu {

get {

object obj = ResourceManager.GetObject("turuncu", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap valbuena {

get {

object obj = ResourceManager.GetObject("valbuena", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap valencia {

get {

object obj = ResourceManager.GetObject("valencia", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap varane {

get {

object obj = ResourceManager.GetObject("varane", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap vidal {

get {

object obj = ResourceManager.GetObject("vidal", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap villa {

get {

object obj = ResourceManager.GetObject("villa", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap vsen {

get {

object obj = ResourceManager.GetObject("vsen", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap walcott {

get {

object obj = ResourceManager.GetObject("walcott", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap welbeck {

get {

object obj = ResourceManager.GetObject("welbeck", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap zabaleta {

get {

object obj = ResourceManager.GetObject("zabaleta", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

/// <summary>

/// Looks up a localized resource of type System.Drawing.Bitmap.

/// </summary>

internal static System.Drawing.Bitmap zidane {

get {

object obj = ResourceManager.GetObject("zidane", resourceCulture);

return ((System.Drawing.Bitmap)(obj));

}

}

}

}