﻿namespace deneme6

{

partial class oyuntipi

{

/// <summary>

/// Required designer variable.

/// </summary>

private System.ComponentModel.IContainer components = null;

/// <summary>

/// Clean up any resources being used.

/// </summary>

/// <param name="disposing">true if managed resources should be disposed; otherwise, false.</param>

protected override void Dispose(bool disposing)

{

if (disposing && (components != null))

{

components.Dispose();

}

base.Dispose(disposing);

}

#region Windows Form Designer generated code

/// <summary>

/// Required method for Designer support - do not modify

/// the contents of this method with the code editor.

/// </summary>

private void InitializeComponent()

{

this.button2 = new System.Windows.Forms.Button();

this.button1 = new System.Windows.Forms.Button();

this.linkLabel1 = new System.Windows.Forms.LinkLabel();

this.label1 = new System.Windows.Forms.Label();

this.SuspendLayout();

//

// button2

//

this.button2.BackgroundImage = global::deneme6.Properties.Resources.turuncu;

this.button2.BackgroundImageLayout = System.Windows.Forms.ImageLayout.Stretch;

this.button2.Location = new System.Drawing.Point(144, 135);

this.button2.Name = "button2";

this.button2.Size = new System.Drawing.Size(233, 43);

this.button2.TabIndex = 1;

this.button2.Text = "2 Kişilik";

this.button2.UseVisualStyleBackColor = true;

this.button2.Click += new System.EventHandler(this.button2\_Click);

//

// button1

//

this.button1.BackgroundImage = global::deneme6.Properties.Resources.turuncu;

this.button1.BackgroundImageLayout = System.Windows.Forms.ImageLayout.Stretch;

this.button1.Location = new System.Drawing.Point(144, 86);

this.button1.Name = "button1";

this.button1.Size = new System.Drawing.Size(233, 43);

this.button1.TabIndex = 0;

this.button1.Text = "1 Kişilik";

this.button1.UseVisualStyleBackColor = true;

this.button1.Click += new System.EventHandler(this.button1\_Click);

//

// linkLabel1

//

this.linkLabel1.AutoSize = true;

this.linkLabel1.BackColor = System.Drawing.Color.Transparent;

this.linkLabel1.Cursor = System.Windows.Forms.Cursors.Hand;

this.linkLabel1.Location = new System.Drawing.Point(242, 199);

this.linkLabel1.Name = "linkLabel1";

this.linkLabel1.Size = new System.Drawing.Size(46, 13);

this.linkLabel1.TabIndex = 2;

this.linkLabel1.TabStop = true;

this.linkLabel1.Text = "tıklayınız";

this.linkLabel1.LinkClicked += new System.Windows.Forms.LinkLabelLinkClickedEventHandler(this.linkLabel1\_LinkClicked);

//

// label1

//

this.label1.AutoSize = true;

this.label1.BackColor = System.Drawing.Color.Transparent;

this.label1.Location = new System.Drawing.Point(157, 199);

this.label1.Name = "label1";

this.label1.Size = new System.Drawing.Size(79, 13);

this.label1.TabIndex = 3;

this.label1.Text = "detaylı biligi için";

//

// oyuntipi

//

this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);

this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;

this.BackgroundImage = global::deneme6.Properties.Resources.takımların\_amblemleri;

this.BackgroundImageLayout = System.Windows.Forms.ImageLayout.Stretch;

this.ClientSize = new System.Drawing.Size(462, 334);

this.Controls.Add(this.label1);

this.Controls.Add(this.linkLabel1);

this.Controls.Add(this.button2);

this.Controls.Add(this.button1);

this.Name = "oyuntipi";

this.Text = "oyuntipi";

this.Load += new System.EventHandler(this.oyuntipi\_Load);

this.ResumeLayout(false);

this.PerformLayout();

}

#endregion

private System.Windows.Forms.Button button2;

private System.Windows.Forms.LinkLabel linkLabel1;

private System.Windows.Forms.Label label1;

public System.Windows.Forms.Button button1;

}

}