﻿namespace WinForm\_Projekt

{

partial class FormMain

{

/// <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.buttonLevel1 = new System.Windows.Forms.Button();

this.buttonLevel2 = new System.Windows.Forms.Button();

this.buttonLevel3 = new System.Windows.Forms.Button();

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

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

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

this.SuspendLayout();

//

// buttonLevel1

//

this.buttonLevel1.Location = new System.Drawing.Point(129, 89);

this.buttonLevel1.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);

this.buttonLevel1.Name = "buttonLevel1";

this.buttonLevel1.Size = new System.Drawing.Size(341, 34);

this.buttonLevel1.TabIndex = 0;

this.buttonLevel1.Text = "Level 1 (WIP)";

this.buttonLevel1.UseVisualStyleBackColor = true;

this.buttonLevel1.Click += new System.EventHandler(this.buttonLevel1\_Click);

//

// buttonLevel2

//

this.buttonLevel2.Location = new System.Drawing.Point(129, 130);

this.buttonLevel2.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);

this.buttonLevel2.Name = "buttonLevel2";

this.buttonLevel2.Size = new System.Drawing.Size(341, 34);

this.buttonLevel2.TabIndex = 1;

this.buttonLevel2.Text = "Level 2 (WIP)";

this.buttonLevel2.UseVisualStyleBackColor = true;

this.buttonLevel2.Click += new System.EventHandler(this.ButtonLevel2\_Click);

//

// buttonLevel3

//

this.buttonLevel3.Location = new System.Drawing.Point(129, 172);

this.buttonLevel3.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);

this.buttonLevel3.Name = "buttonLevel3";

this.buttonLevel3.Size = new System.Drawing.Size(341, 34);

this.buttonLevel3.TabIndex = 2;

this.buttonLevel3.Text = "Level 3 (WIP)";

this.buttonLevel3.UseVisualStyleBackColor = true;

this.buttonLevel3.Click += new System.EventHandler(this.ButtonLevel3\_Click);

//

// buttonLevelEndless

//

this.buttonLevelEndless.Location = new System.Drawing.Point(129, 256);

this.buttonLevelEndless.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);

this.buttonLevelEndless.Name = "buttonLevelEndless";

this.buttonLevelEndless.Size = new System.Drawing.Size(341, 34);

this.buttonLevelEndless.TabIndex = 3;

this.buttonLevelEndless.Text = "Endless (Priority finish)";

this.buttonLevelEndless.UseVisualStyleBackColor = true;

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

//

// buttonLevelEdit

//

this.buttonLevelEdit.Location = new System.Drawing.Point(129, 214);

this.buttonLevelEdit.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);

this.buttonLevelEdit.Name = "buttonLevelEdit";

this.buttonLevelEdit.Size = new System.Drawing.Size(341, 34);

this.buttonLevelEdit.TabIndex = 4;

this.buttonLevelEdit.Text = "Custom Level editor (Very WIP)";

this.buttonLevelEdit.UseVisualStyleBackColor = true;

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

//

// buttonHighscore

//

this.buttonHighscore.Location = new System.Drawing.Point(129, 298);

this.buttonHighscore.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);

this.buttonHighscore.Name = "buttonHighscore";

this.buttonHighscore.Size = new System.Drawing.Size(341, 34);

this.buttonHighscore.TabIndex = 5;

this.buttonHighscore.Text = "Endless Highscore";

this.buttonHighscore.UseVisualStyleBackColor = true;

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

//

// FormMain

//

this.AutoScaleDimensions = new System.Drawing.SizeF(8F, 16F);

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

this.ClientSize = new System.Drawing.Size(579, 469);

this.Controls.Add(this.buttonHighscore);

this.Controls.Add(this.buttonLevelEdit);

this.Controls.Add(this.buttonLevelEndless);

this.Controls.Add(this.buttonLevel3);

this.Controls.Add(this.buttonLevel2);

this.Controls.Add(this.buttonLevel1);

this.Margin = new System.Windows.Forms.Padding(4, 4, 4, 4);

this.Name = "FormMain";

this.Text = "Main menu";

this.ResumeLayout(false);

}

#endregion

private System.Windows.Forms.Button buttonLevel1;

private System.Windows.Forms.Button buttonLevel2;

private System.Windows.Forms.Button buttonLevel3;

private System.Windows.Forms.Button buttonLevelEndless;

private System.Windows.Forms.Button buttonLevelEdit;

private System.Windows.Forms.Button buttonHighscore;

}

}