```actionscript
package br.com.optimedia.assets
{
    public class ImgAssets
    {
        [Embed('img/trashIcon.png')]
        public static const deleteIcon:Class;

        [Embed('img/crosscircle.png')]
        public static const crosscircle:Class;

        [Embed('img/editIcon.png')]
        public static const editIcon:Class;

        [Embed('img/minusIcon.png')]
        public static const publishedIcon:Class;

        [Embed('img/plusIcon.png')]
        public static const unpublishedIcon:Class;

        [Embed('img/lockedIcon.png')]
        public static const lockedIcon:Class;

        [Embed('img/unlockedIcon.png')]
        public static const unlockedIcon:Class;

        [Embed(source="Assets.swf",symbol="TreeFolderClosed")]
        public static const iconMinimised:Class;

        [Embed(source="Assets.swf",symbol="TreeFolderOpen")]
        public static const iconMaximised:Class;


        //ÍCONES DA TREE DO REPOSITÓRIO
        [Embed('img/tableIcon.png')]
        public static const category1Icon:Class;

        [Embed('img/chartIcon.png')]
        public static const category2Icon:Class;

        [Embed('img/imageIcon.png')]
        public static const category3Icon:Class;

        [Embed('img/movieIcon.png')]
        public static const category4Icon:Class;

        [Embed('img/urlIcon.png')]
        public static const category5Icon:Class;

        [Embed('img/noteIcon.png')]
        public static const category6Icon:Class;

        [Embed('img/fileIcon.png')]
        public static const category7Icon:Class;
```

```actionscript
[Embed('img/questionIcon.png')]
public static const category8Icon:Class;


//ÍCONES DA PREVIEW DO REPOSITÓRIO
[Embed('img/movieIconLarge.png')]
public static const movieIconLarge:Class;

[Embed('img/fileIconLarge.png')]
public static const fileIconLarge:Class;


//IMGS DO PLAYER
[Embed('img/backArrow.png')]
public static const backArrow:Class;

[Embed('img/nextArrow.png')]
public static const nextArrow:Class;

[Embed(source="img/playerSkin.swf",symbol="taskbar")]
public static const playerTaskbar:Class;

[Embed(source="img/playerSkin.swf",symbol="btIndice")]
public static const slideIndexBtn:Class;

[Embed(source="img/playerSkin.swf",symbol="btPrev")]
public static const prevSlideBtn:Class;

[Embed(source="img/playerSkin.swf",symbol="btNext")]
public static const nextSlideBtn:Class;

[Embed(source="img/playerSkin.swf",symbol="ref_up")]
public static const playerBtnUp:Class;

[Embed(source="img/playerSkin.swf",symbol="ref_down")]
public static const playerBtnDown:Class;

[Embed(source="img/playerSkin.swf",symbol="ref_over")]
public static const playerBtnOver:Class;

[Embed(source="img/playerSkin.swf",symbol="icon_backUp")]
public static const arrowBackUp:Class;

[Embed(source="img/playerSkin.swf",symbol="icon_backUp")]
public static const arrowBackDown:Class;

[Embed(source="img/playerSkin.swf",symbol="icon_backOver")]
public static const arrowBackOver:Class;

[Embed(source="img/playerSkin.swf",symbol="icon_nextUp")]
public static const arrowNextUp:Class;

[Embed(source="img/playerSkin.swf",symbol="icon_nextUp")]
public static const arrowNextDown:Class;
```

```
        [Embed(source="img/playerSkin.swf",symbol="icon_nextOver")]
        public static const arrowNextOver:Class;

    }
}
```