

```

...\\repos\\SIGAL\\almacen\\Properties\\Resources.Designer.cs 1
1  //----- 2
    -----
2  // <auto-generated>
3  //     Este código fue generado por una herramienta.
4  //     Versión de runtime:4.0.30319.42000
5  //
6  //     Los cambios en este archivo podrían causar un comportamiento 2
    incorrecto y se perderán si
7  //     se vuelve a generar el código.
8  // </auto-generated>
9  //----- 2
    -----
10
11 namespace sigal.Properties {
12     using System;
13
14
15     /// <summary>
16     ///     Clase de recurso fuertemente tipado, para buscar cadenas 2
    traducidas, etc.
17     /// </summary>
18     // StronglyTypedResourceBuilder generó automáticamente esta clase
19     // a través de una herramienta como ResGen o Visual Studio.
20     // Para agregar o quitar un miembro, edite el archivo .ResX y, a 2
    continuación, vuelva a ejecutar ResGen
21     // con la opción /str o recompile su proyecto de VS.
22     [global::System.CodeDom.Compiler.GeneratedCodeAttribute 2
    ("System.Resources.Tools.StronglyTypedResourceBuilder", "17.0.0.0")]
23     [global::System.Diagnostics.DebuggerNonUserCodeAttribute()]
24     [global::System.Runtime.CompilerServices.CompilerGeneratedAttribute()]
25     internal class Resources {
26
27         private static global::System.Resources.ResourceManager 2
            resourceMan;
28
29         private static global::System.Globalization.CultureInfo 2
            resourceCulture;
30
31         [global::System.Diagnostics.CodeAnalysis.SuppressMessageAttribute 2
            ("Microsoft.Performance", "CA1811:AvoidUncalledPrivateCode")]
32         internal Resources() {
33         }
34
35         /// <summary>
36         ///     Devuelve la instancia de ResourceManager almacenada en caché 2
    utilizada por esta clase.
37         /// </summary>
38         [global::System.ComponentModel.EditorBrowsableAttribute 2
            (global::System.ComponentModel.EditorBrowsableState.Advanced)]

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...\\repos\\SIGAL\\almacen\\Properties\\Resources.Designer.cs 2
39     internal static global::System.Resources.ResourceManager  ↗
        ResourceManager {
40         get {
41             if (object.ReferenceEquals(resourceMan, null)) {
42                 global::System.Resources.ResourceManager temp = new  ↗
                    global::System.Resources.ResourceManager  ↗
                    ("sigal.Properties.Resources", typeof  ↗
                    (Resources).Assembly);
43                 resourceMan = temp;
44             }
45             return resourceMan;
46         }
47     }
48
49     /// <summary>
50     ///     Reemplaza la propiedad CurrentUICulture del subprocesso  ↗
        actual para todas las
51     ///     búsquedas de recursos mediante esta clase de recurso  ↗
        fuertemente tipado.
52     /// </summary>
53     [global::System.ComponentModel.EditorBrowsableAttribute  ↗
        (global::System.ComponentModel.EditorBrowsableState.Advanced)]
54     internal static global::System.Globalization.CultureInfo Culture {
55         get {
56             return resourceCulture;
57         }
58         set {
59             resourceCulture = value;
60         }
61     }
62
63     /// <summary>
64     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
65     /// </summary>
66     internal static System.Drawing.Bitmap  ↗
        _1000_F_615126912_YaCOiHFJKkF9JzD13YXNTrE1E3ilXmDf {
67         get {
68             object obj = ResourceManager.GetObject  ↗
                ("1000_F_615126912_YaCOiHFJKkF9JzD13YXNTrE1E3ilXmDf",  ↗
                resourceCulture);
69             return ((System.Drawing.Bitmap)(obj));
70         }
71     }
72
73     /// <summary>
74     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
75     /// </summary>
76     internal static System.Drawing.Bitmap _157_GetPermission_32x42_72  ↗
        {

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77         get {
78             object obj = ResourceManager.GetObject
79                 ("157_GetPermission_32x42_72", resourceCulture);
80             return ((System.Drawing.Bitmap)(obj));
81         }
82
83         /// <summary>
84         ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
85         /// </summary>
86         internal static System.Drawing.Bitmap _3011 {
87             get {
88                 object obj = ResourceManager.GetObject("3011",
89                     resourceCulture);
90                 return ((System.Drawing.Bitmap)(obj));
91             }
92
93             /// <summary>
94             ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
95             /// </summary>
96             internal static System.Drawing.Bitmap adquisiciones {
97                 get {
98                     object obj = ResourceManager.GetObject("adquisiciones",
99                         resourceCulture);
100                     return ((System.Drawing.Bitmap)(obj));
101                 }
102
103                 /// <summary>
104                 ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
105                 /// </summary>
106                 internal static System.Drawing.Bitmap agregar40x40 {
107                     get {
108                         object obj = ResourceManager.GetObject("agregar40x40",
109                             resourceCulture);
110                         return ((System.Drawing.Bitmap)(obj));
111                     }
112
113                     /// <summary>
114                     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
115                     /// </summary>
116                     internal static System.Drawing.Bitmap alerta2 {
117                         get {
118                             object obj = ResourceManager.GetObject("alerta2",
119                                 resourceCulture);
120                             return ((System.Drawing.Bitmap)(obj));
121                         }
122                     }
123                 }
124             }
125         }
126     }
127 }
```

```
121     }
122
123     /// <summary>
124     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
125     /// </summary>
126     internal static System.Drawing.Bitmap alerta21 {
127         get {
128             object obj = ResourceManager.GetObject("alerta21",
129                                                     resourceCulture);
130             return ((System.Drawing.Bitmap)(obj));
131         }
132
133     /// <summary>
134     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
135     /// </summary>
136     internal static System.Drawing.Bitmap almacen {
137         get {
138             object obj = ResourceManager.GetObject("almacen",
139                                                     resourceCulture);
140             return ((System.Drawing.Bitmap)(obj));
141         }
142
143     /// <summary>
144     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
145     /// </summary>
146     internal static System.Drawing.Bitmap
147         Arrow_UndoRevertRestore_16xLG {
148         get {
149             object obj = ResourceManager.GetObject
150                 ("Arrow_UndoRevertRestore_16xLG", resourceCulture);
151             return ((System.Drawing.Bitmap)(obj));
152         }
153
154     /// <summary>
155     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
156     /// </summary>
157     internal static System.Drawing.Bitmap botiquin {
158         get {
159             object obj = ResourceManager.GetObject("botiquin",
160                                                     resourceCulture);
161             return ((System.Drawing.Bitmap)(obj));
162         }
163
164     /// <summary>
165     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
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165     /// </summary>
166     internal static System.Drawing.Bitmap ClosePreviewHH {
167         get {
168             object obj = ResourceManager.GetObject("ClosePreviewHH",
169                 resourceCulture);
170             return ((System.Drawing.Bitmap)(obj));
171         }
172     }
173     /// <summary>
174     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
175     /// </summary>
176     internal static System.Drawing.Bitmap control_01 {
177         get {
178             object obj = ResourceManager.GetObject("control-01",
179                 resourceCulture);
180             return ((System.Drawing.Bitmap)(obj));
181         }
182     }
183     /// <summary>
184     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
185     /// </summary>
186     internal static System.Drawing.Bitmap controlado {
187         get {
188             object obj = ResourceManager.GetObject("controlado",
189                 resourceCulture);
190             return ((System.Drawing.Bitmap)(obj));
191         }
192     }
193     /// <summary>
194     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
195     /// </summary>
196     internal static System.Drawing.Bitmap curacion {
197         get {
198             object obj = ResourceManager.GetObject("curacion",
199                 resourceCulture);
200             return ((System.Drawing.Bitmap)(obj));
201         }
202     }
203     /// <summary>
204     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
205     /// </summary>
206     internal static System.Drawing.Bitmap delete {
207         get {
208             object obj = ResourceManager.GetObject("delete",
                resourceCulture);
```

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209         return ((System.Drawing.Bitmap)(obj));
210     }
211 }
212
213 /// <summary>
214 /// Busca un recurso adaptado de tipo System.Drawing.Bitmap.
215 /// </summary>
216 internal static System.Drawing.Bitmap editar_40x40 {
217     get {
218         object obj = ResourceManager.GetObject("editar_40x40",
219             resourceCulture);
220         return ((System.Drawing.Bitmap)(obj));
221     }
222 }
223
224 /// <summary>
225 /// Busca un recurso adaptado de tipo System.Drawing.Bitmap.
226 /// </summary>
227 internal static System.Drawing.Bitmap entrega {
228     get {
229         object obj = ResourceManager.GetObject("entrega",
230             resourceCulture);
231         return ((System.Drawing.Bitmap)(obj));
232     }
233 }
234
235 /// <summary>
236 /// Busca un recurso adaptado de tipo System.Drawing.Bitmap.
237 /// </summary>
238 internal static System.Drawing.Bitmap entrega1 {
239     get {
240         object obj = ResourceManager.GetObject("entrega1",
241             resourceCulture);
242         return ((System.Drawing.Bitmap)(obj));
243     }
244 }
245
246 /// <summary>
247 /// Busca un recurso adaptado de tipo System.Drawing.Bitmap.
248 /// </summary>
249 internal static System.Drawing.Bitmap excel_40x40__2_ {
250     get {
251         object obj = ResourceManager.GetObject("excel_40x40 (2)",
252             resourceCulture);
253         return ((System.Drawing.Bitmap)(obj));
254     }
255 }
```

```
254     /// Busca un recurso adaptado de tipo System.Drawing.Bitmap.
255     /// </summary>
256     internal static System.Drawing.Bitmap FindHH {
257         get {
258             object obj = ResourceManager.GetObject("FindHH",
259                                                     resourceCulture);
260             return ((System.Drawing.Bitmap)(obj));
261         }
262     }
263     /// <summary>
264     /// Busca un recurso adaptado de tipo System.Drawing.Bitmap.
265     /// </summary>
266     internal static System.Drawing.Bitmap FONDO {
267         get {
268             object obj = ResourceManager.GetObject("FONDO",
269                                                     resourceCulture);
270             return ((System.Drawing.Bitmap)(obj));
271         }
272     }
273     /// <summary>
274     /// Busca un recurso adaptado de tipo System.Drawing.Bitmap.
275     /// </summary>
276     internal static System.Drawing.Bitmap guardar40x40 {
277         get {
278             object obj = ResourceManager.GetObject("guardar40x40",
279                                                     resourceCulture);
280             return ((System.Drawing.Bitmap)(obj));
281         }
282     }
283     /// <summary>
284     /// Busca un recurso adaptado de tipo System.Drawing.Bitmap.
285     /// </summary>
286     internal static System.Drawing.Bitmap impresora {
287         get {
288             object obj = ResourceManager.GetObject("impresora",
289                                                     resourceCulture);
290             return ((System.Drawing.Bitmap)(obj));
291         }
292     }
293     /// <summary>
294     /// Busca un recurso adaptado de tipo System.Drawing.Bitmap.
295     /// </summary>
296     internal static System.Drawing.Bitmap impresora_40x40 {
297         get {
298             object obj = ResourceManager.GetObject("impresora_40x40",
```

```
        resourceCulture);
329         return ((System.Drawing.Bitmap)(obj));
330     }
331 }
332
333 /// <summary>
334 ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
335 /// </summary>
336 internal static System.Drawing.Bitmap impresora_40x401 {
337     get {
338         object obj = ResourceManager.GetObject("impresora_40x401",
339             resourceCulture);
340         return ((System.Drawing.Bitmap)(obj));
341     }
342 }
343
344 /// <summary>
345 ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
346 /// </summary>
347 internal static System.Drawing.Bitmap logoempresa {
348     get {
349         object obj = ResourceManager.GetObject("logoempresa",
350             resourceCulture);
351         return ((System.Drawing.Bitmap)(obj));
352     }
353 }
354
355 /// <summary>
356 ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
357 /// </summary>
358 internal static System.Drawing.Bitmap
359     Office_Excel_Application_32xMD {
360     get {
361         object obj = ResourceManager.GetObject
362             ("Office_Excel_Application_32xMD", resourceCulture);
363         return ((System.Drawing.Bitmap)(obj));
364     }
365 }
366
367 /// <summary>
368 ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
369 /// </summary>
370 internal static System.Drawing.Bitmap ok_40x40 {
371     get {
372         object obj = ResourceManager.GetObject("ok_40x40",
373             resourceCulture);
374         return ((System.Drawing.Bitmap)(obj));
375     }
376 }
377 }
```



```
342
343     /// <summary>
344     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
345     /// </summary>
346     internal static System.Drawing.Bitmap pdf_40x40 {
347         get {
348             object obj = ResourceManager.GetObject("pdf_40x40",
349                                     resourceCulture);
350             return ((System.Drawing.Bitmap)(obj));
351         }
352     }
353     /// <summary>
354     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
355     /// </summary>
356     internal static System.Drawing.Bitmap PrintHH {
357         get {
358             object obj = ResourceManager.GetObject("PrintHH",
359                                     resourceCulture);
360             return ((System.Drawing.Bitmap)(obj));
361         }
362     }
363     /// <summary>
364     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
365     /// </summary>
366     internal static System.Drawing.Bitmap reloj01 {
367         get {
368             object obj = ResourceManager.GetObject("reloj01",
369                                     resourceCulture);
370             return ((System.Drawing.Bitmap)(obj));
371         }
372     }
373     /// <summary>
374     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
375     /// </summary>
376     internal static System.Drawing.Bitmap reloj2 {
377         get {
378             object obj = ResourceManager.GetObject("reloj2",
379                                     resourceCulture);
380             return ((System.Drawing.Bitmap)(obj));
381         }
382     }
383     /// <summary>
384     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
385     /// </summary>
386     internal static System.Drawing.Bitmap salir_40x40 {
```



```
431     }
432
433     /// <summary>
434     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
435     /// </summary>
436     internal static System.Drawing.Bitmap TaskHH {
437         get {
438             object obj = ResourceManager.GetObject("TaskHH",
439                                                     resourceCulture);
440             return ((System.Drawing.Bitmap)(obj));
441         }
442     }
443
444     /// <summary>
445     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
446     /// </summary>
447     internal static System.Drawing.Bitmap usuario {
448         get {
449             object obj = ResourceManager.GetObject("usuario",
450                                                     resourceCulture);
451             return ((System.Drawing.Bitmap)(obj));
452         }
453     }
454
455     /// <summary>
456     ///     Busca un recurso adaptado de tipo System.Drawing.Bitmap.
457     /// </summary>
458     internal static System.Drawing.Bitmap WebRefreshHH {
459         get {
460             object obj = ResourceManager.GetObject("WebRefreshHH",
461                                                     resourceCulture);
462             return ((System.Drawing.Bitmap)(obj));
463         }
464     }
465 }
```