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

// <auto-generated>

// This code was generated by a tool.

// Runtime Version:4.0.30319.42000

//

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

// the code is regenerated.

// </auto-generated>

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

namespace My\_Contacts.Properties {

using System;

using System.Drawing;

/// <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", "15.0.0.0")]

[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() {

}

public static Image Developer { get; internal set; }

/// <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("My\_Contacts.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 AboutBlack {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap AboutMyContactsBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap AboutMyContactsWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap AccountSettingBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap AccountSettingWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap AddContactBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap AddContactWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap AllContactsBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap AllContactsWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap background {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap close {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap ContactSamplePic {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap CreateAccountBlack {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap CreateAccountBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap CreateAccountWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap DeleteContactBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap DeleteContactWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap DoneBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap DoneGreen {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap DoneWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap down {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap ExitRed {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap ExitWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap ExportContactBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap ExportContactWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap FacebookBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap FacebookWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap GooglePlusBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap GooglePlusWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap HowToUseBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap HowToUseWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap ImportContactBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap ImportContactWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap LoginBlack {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap LoginBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap LoginWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap overPic {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap samplePic {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap SearchContactBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap SearchContactWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap sentMail {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap ShareBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap ShareWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap TwitterBlue {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap TwitterWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap UserSamplePic {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap WarnWhite {

get {

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

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

}

}

/// <summary>

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

/// </summary>

internal static System.Drawing.Bitmap WarnYellow {

get {

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

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

}

}

}

}