package com.RoboKon.pinball;

import android.os.Bundle;

import android.view.View;

import android.view.View.OnClickListener;

import android.widget.Switch;

public class Setting extends Game {

Switch sw,sw1;

@Override

protected void onCreate(Bundle savedInstanceState) {

super.onCreate(savedInstanceState);

setContentView(R.layout.setting);

sw=(Switch) findViewById(R.id.switch1);

sw1=(Switch) findViewById(R.id.switch2);

sw.setOnClickListener(new OnClickListener() {

@Override

public void onClick(View v) {

// TODO Auto-generated method stub

if(sw.isChecked()==true)

{

editor.putInt("y", 1);

editor.putBoolean("chk", true);

editor.commit();

}

else

{

editor.putInt("y", 0);

editor.putBoolean("chk", false);

editor.commit();

}

}

});

sw.setChecked(sharedPref.getBoolean("chk", false));

sw1.setOnClickListener(new OnClickListener() {

@Override

public void onClick(View v) {

// TODO Auto-generated method stub

if(sw1.isChecked()==true)

{

editor.putInt("x", 1);

editor.putBoolean("chk2", true);

editor.commit();

}

else

{

editor.putInt("x", 0);

editor.putBoolean("chk2", false);

editor.commit();

}

}

});

sw1.setChecked(sharedPref.getBoolean("chk2", false));

}

}