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));

 }

}