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" I know, but i've been playing with it, and it's possible to get the mouse arrow to follow the mouse pointer if you have a huge display. I guess that you would also have to look at it in 2D mode.Q: How can I save "User Data" for the next time the user opens the app? I need to save some kind of "User Data" in the app. I could use the shared preference but I would prefer to use the User Data. How can I save this data in the shared preferences? A: You need to implement a custom Application class. Within your Application class (and in a static member), save your user data. public class MyApplication extends Application { private static final String DEBUG_TAG = "MyApplication"; private static MyApplication mInstance; private static SharedPreferences sp; private UserData userData; private boolean saveUserData = false; public static MyApplication getInstance() { return mInstance; } public void saveUserData(String userData) { saveUserData = true; sp = PreferenceManager.getDefaultSharedPreferences(this); SharedPreferences.Editor editor = sp.edit(); editor.putString(USER_DATA_KEY, userData); editor.commit(); @Override public void onCreate() { super.onCreate(); mInstance = this; public String getUserData() { String userData = sp.getString(USER_DATA_KEY, null); if (userData == null) { return null; } else { f3e1b3768c

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