

```
using UnityEngine;
using System.Collections;
using System.Collections.Generic;

public static class EventPP {

    public static void NewEvent(string nombre, string aclaracion){
        if(!PlayerPrefs.HasKey("Eventos")){
            PlayerPrefs.SetString("Eventos","");
        }
        string[] eventos = GetEventList();
        bool esta = false;
        nombre = "Eventos"+nombre;
        for(int i = 0; i < eventos.Length; ++i){
            Debug.Log(eventos[i]);
            if(eventos[i] == nombre){
                esta = true;
                break;
            }
        }
        if(!esta){
            PlayerPrefs.SetString("Eventos",PlayerPrefs.GetString("Eventos")+nombre+",");
        }
        PlayerPrefs.SetString(nombre,aclaracion);
    }

    public static void NewEvent(string nombre){
        NewEvent(nombre,"");
    }

    public static string[] GetEventList(){
        string eventos = PlayerPrefs.GetString("Eventos");
        List<string> list = new List<string>();
        int j1 = 0;
        int j2 = 0;
        for(int i = 0; i < eventos.Length; ++i){
            if(eventos[i] == ','){
                list.Add(eventos.Substring(j1,j2));
                j1 = i+1;
                j2 = 0;
            }else{
                j2++;
            }
        }
        return (string[])list.ToArray();
    }

    public static bool HasEvent(string nombre){
        return PlayerPrefs.HasKey("Eventos"+nombre);
    }

    public static string GetAclaracion(string nombre){
        return PlayerPrefs.GetString("Eventos"+nombre);
    }

    public static void SetTrainer(string type){
        PlayerPrefs.SetString("Entrenador",type);
        PlayerPrefs.Save();
    }

}
```