

```
1 using Android.App;
2 using Android.Content;
3 using Android.OS;
4 using Android.Views;
5 using GameDemo.Shared;
6 using Android.Content.PM;
7 using Android.Runtime;
8
9
10 using Microsoft.Xna.Framework;
11 using Microsoft.Xna.Framework.Input.Touch;
12 using Android.Util;
13 using Android.Views.InputMethods;
14 using System;
15 using SQLite;
16 using GameDemo.Shared.Menu;
17
18 namespace GameDemo.Android
19 {
20     [Activity(Label = "BloodLetterDemo"
21         , MainLauncher = true
22         , Icon = "@drawable/Icon"
23         , Theme = "@style/Theme.Splash"
24         , AlwaysRetainTaskState = true
25         , ScreenOrientation = ScreenOrientation.Portrait
26         , LaunchMode = LaunchMode.SingleInstance
27         , ConfigurationChanges = ConfigChanges.Orientation |
28             ConfigChanges.Keyboard | ConfigChanges.KeyboardHidden |
29             ConfigChanges.ScreenSize | ConfigChanges.ScreenLayout
30     )]
31     public class Activity1 : Microsoft.Xna.Framework.AndroidGameActivity
32     {
33
34         protected override void OnCreate(Bundle bundle)
35         {
36
37             base.OnCreate(bundle);
38
39             var g = new Game1();
40             // gets the game screen
41             SetContentView((View)g.Services.GetService(typeof(View)));
42
43             // prevent screen from turning off due to sleep timer
44             Window.AddFlags(WindowManagerFlags.KeepScreenOn);
45
46             g.Run();
47
48         }
49
50
51
52     }
53
54 }
```

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