Implementation of Touchmap

- these notes will show the structure of `touchmap.py`
- they also will describe `touchgui.select`
- they will show you how extend touchmap
  - creating an `export` function
  - create a `worldspawn` entity
- also show you how to add your own graphics into the library

Implementation of Touchmap

- touchmap is implemented in a single file
- uses a similar structure to the demo programs in `touchgui`

Implementation of Touchmap

- **touchmap-0.1/touchmap.py**

```
def main ():
    global players, grid, cell_size

    pygame.init ()
    if full_screen:
        gameDisplay = pygame.display.set_mode ((display_width, \
                                                display_height), FULLS
    else:
        gameDisplay = pygame.display.set_mode ((display_width, disp

    touchgui.set_display (gameDisplay, display_width, display_heigh
    controls = buttons ()

    gameDisplay.fill (touchguipalate.black)
    while True:
        grid = button_grid (cell_size)
        forms = controls + grid
        touchgui.select (forms, event_test, finished)

main ()
```

touchgui.select

touchgui/touchgui.py

```
def select (forms, event_test, finished = None, timeout =
    if timeout == -1:
        _blocking_select (forms, event_test, finished)
    else:
        _nonblocking_select (forms, event_test, finished,
```

- two optional parameters: `finished` and `timeout`
- if `timeout` is absent then it calls a blocking version of select
  - in which the process will block until an event occurs
  - this is efficient, but forces the main program to be entirely event based
    - furthermore all events must go through the `touchgui/pygame` event queue

touchgui.select

- sometimes you might want to write programs which use a mixture of event based and some polling
- for example the cluedo server program
  - tests the gui briefly and then checks the network stack for input and rotates icons
    - ideally it would be good to join the network stack to the pygame input event queue and timers
    - in practice this is hard to configure, and `touchgui.select` allows a pragmatic (less efficient) solution
    - can *poll* both

Cluedo server example code

```
    offset = 0
    while not selection_complete:
        s, rpc = getRPC (s)
        processRPC (s, rpc)
        playerIcons = positionIcons (players, [.5, .5], ..
        forms = playerIcons + playerIconsStatic
        gameDisplay.fill (palate.black)
        touchgui.select (forms, event_test, selected, 10)
        offset = (offset + 1) % 360
    return players
```


touchgui.select

- redraws all tiles in forms.
- `finished` is polled to see if the function should return
  - `finished` is a parameterless function which returns `True` or `False`
- `timeout` is the maximum no. of milliseconds the function can poll.
  - `timeout` is optional and defaults to -1 if absent
- `finished` is also optional

touchgui.select

- Pre-condition
  - forms is a list of tiles.
  - `event_test`is which has a single parameter `(event)`
  - `event_test` does not return a value
- Post-condition: None.

Extending touchgui: adding a worldspawn button

```
def worldspawn (name, tap):
    pygame.display.update ()
    if tap == 1:
        print "worldspawn called", name, tap

def glyphs ():
    return [touchgui.text_tile (dark_grey, light_grey, white, mid_g
                                's', touchgui.unitY (0.05),
                                touchgui.posX (0.5), touchgui.posY
                                100, 100, worldspawn, "worldspawn")
```


Extending touchgui: adding a worldspawn button

```
def main ():
    global players, grid, cell_size

    pygame.init ()
    if full_screen:
        gameDisplay = pygame.display.set_mode ((display_width, disp
                      FULLSCREEN)
    else:
        gameDisplay = pygame.display.set_mode ((display_width, disp

    touchgui.set_display (gameDisplay, display_width, display_heigh
    controls = buttons () + glyphs ()

    gameDisplay.fill (touchguipalate.black)
    while True:
        grid = button_grid (cell_size)
        forms = controls + grid
        touchgui.select (forms, event_test, finished)
```


Extending touchgui: adding a worldspawn button

- at this point the call back `worldspawn` is in place
  - `worldspawn` can be made turn on worldspawn mode
- then `cellback` can be modified to detect this mode and add the appropriate tile
- hint it might be sensible to use an indirect function
  - `empty_cell_click`
  - which is initially set to `empty_to_wall`
  - and can be changed to `empty_to_worldspawn`
- this technique allows `touchmap` to be extended to place hellknights, imps, ticks and pickups

Local images

- local images should be placed inside the `touchmap` directory
  - for example: `touchmap-0.1/images`
  - these images are kept in the source directory `touchmap-0.1`
- our build occurs in: `build-touchmap`
  - therefore the `Makefile.am` needs to have rules inside it to copy the images from the into the build directory

Build directory

- should be treated as volatile
  - can be destroyed and created
- therefore all assets and source files **must** be kept in the `touchmap-0.1` directory

autotools

- are used to configure and maintain the building rules
  - see `Makefile.am` and `configure.ac`
- the file `Makefile.am` contains the building rules
- in our case we just need extend `Makefile.am` to copy the image from the source directory into the build directory

autotools

- **touchmap-0.1/Makefile.am**

```
all: doorh.png doorv.png doorh-bw.png doorv-bw.png hingeh
  wallh.png wallv.png wallh-bw.png wallv-bw.png \
  newname.png

newimage.png: $(srcdir)/images/newimage.png
    convert $< t1.pnm
    pnmscale -xsize=100 -ysize=100 t1.pnm > t.pnm
    pnmtopng t.pnm > $@
    $(RM) t.pnm t1.pnm
```

autotools

- **touchmap-0.1/Makefile.am**

```
all: doorh.png doorv.png doorh-bw.png doorv-bw.png hingeh
  wallh.png wallv.png wallh-bw.png wallv-bw.png \
  newname.png

newimage.png: $(srcdir)/images/newimage.png
      cp -p $< $@  # this line must start with a tab chara
```


Tutorial

- attempt to modify your `touchmap.py` file and add a worldspawn button
- change `cellback` too call an indirect function `empty_cell_click`
  - this should be a global variable which is initialised at the beginning of the module
  - it should default to creating a wall from an empty space
  - it should be changed by the `worldspawn` button to call a worldspawn character into the `cell_array`
  - see if you can make this new function generate a worldspawn tile