

Lecture: 17-1

- Prerequisites for this lecture are: 16-1, 16-2 and 16-3.

Implementation of Touchmap 0.2

- last week we adapted `touchmap-0.1` to use an indirect function call to implement a spawn button
 - this worked and could be extended to implement many other buttons

- however it is an ugly implementation
 - although it was very minimal (in terms of code line changes)

- it would be cleaner to adopt an object oriented approach
 - albeit the number of lines of code will increase

Implementation of Touchmap 0.2

- one of the major issues of a touchmap implementation is the ability to change a tile in the grid
 - currently it changes:
 - a blank to a wall
 - a wall to a door
 - a door to a blank

- we need a spawn, hellknight, ammo, ticks etc
 - the indirect function call can do this but it will result in messy code

Touchmap 0.2

- removes the indirect function call
 - but introduces a new class `button`
 - and about 20 lines of extra code

Touchmap 0.2

- touchmap-0.2 can be downloaded using:

```
$ cd  
$ cd Sandpit  
$ wget http://floppsie.comp.glam.ac.uk/download/targz/touchmap-0.2.tar.gz  
$ tar xzf touchmap-0.2.tar.gz  
$ ls touchmap-0.2
```

Touchmap 0.2

- and can be built using:

```
$ cd
$ cd Sandpit
$ rm -rf build-touchmap
$ mkdir build-touchmap
$ cd build-touchmap
$ ../touchmap-0.2/configure
$ make
```

- and you can run it via:

```
$ cd
$ cd Sandpit/build-touchmap
$ ./localrun.sh touchmap.py
```