

Tutorial

- integrate these changes into your touchmap code
- add a room button, so that the room information is generated, ie:

```
define S worldspawn  
define H monster monster_demon_hellknight  
define 1 room 1  
  
#####  
# S #  
#   #  
# 1 #  
# H #  
#####
```

Tutorial

- your room button should keep a record of the rooms allocated
 - remember which rooms are deleted and reuse the number

- add other assets into touchmap
 - lights, tick, ammo, rockets, rocket launcher
 - [Doom3 asset list](https://doom.fandom.com/wiki/Doom_3) `<https://doom.fandom.com/wiki/Doom_3>`

- add a doom3 button which will shutdown touchmap and then run doom3
 - make this button also run chisel to generate the tiny.map before running doom3