

Adding room numbers

- ideally would like the button to remember which room has been allocated
 - touchmap should reuse old deleted room numbers appropriately

Sandpit/touchmap/touchmap.py

```
blank_t, wall_t, door_t, spawn_t, hell_t, tick_t, room_t :
...
rooms_available = [] # any room number which was deleted
next_room = 1 # the next available room number to be use
```

Adding a to_room method to the button class

Sandpit/touchmap/touchmap.py

```
def to_room (self, room):
    self._tile = touchgui.text_tile (black, light_grey, white, mid
                                     room, self._size,
                                     self._x, self._y,
                                     self._size, self._size, delro
```

- require a specific delroom callback to remember the room number for next time a room is created
 - alternatively we could use callback, however callback would become much more complex

delroom

Sandpit/touchmap/touchmap.py

```
def delroom (param, tap):
    global clicked, cell_array, button_array, double_tapp
    clicked = True
    mouse = pygame.mouse.get_pos ()
    x, y = get_cell (mouse)
    button = button_array.get (x + xoffset, y + yoffset)
    button.spawn_to_blank ()
    rooms_available += [cell_array.get (x + xoffset, y + :
    cell_array.set_contents (x + xoffset, y + yoffset, "
```

myroom

Sandpit/touchmap/touchmap.py

```
def myroom (name, tap):
    global next_tile
    pygame.display.update ()
    if tap == 1:
        next_tile = room_t
```

