

## Adding asset buttons to touchmap

`$HOME/Sandpit/touchgui-0.2/touchmap.py`

```
...
next_room = 1 # the next available room number to be use
last_pos = [] # the last saved position
pointer_name = "cross" # the image name used to mark curs
wall_image_name = "city2_1"
door_image_name = "adoor01_2"
...
```

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```
...
class button:
    def __init__ (self, x, y, size):
        self._x = x
        self._y = y
        self._size = size
        self._tile = touchgui.image_tile (blank_list (size,
                                                    x, y,
                                                    size, size, cel

    def to_blank (self):
        self._tile.set_images (blank_list (cell_size))
    def to_wall (self):
        self._tile.set_images (wall_list (cell_size))
    ...
```

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```
...
def assets ():
    return [touchgui.image_tile (private_list ("hellknight",
                                                touchgui.posX (0.95), to
                                                100, 100, hellknight),
                                touchgui.image_tile (private_list ("tick"),
                                                touchgui.posX (0.95), to
                                                100, 100, tick),
                                touchgui.image_tile (private_quake ("rocklsid",
                                                touchgui.posX (0.95), to
                                                100, 100, rockets),
```

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```
touchgui.image_tile (private_quake ("sp_nails",
touchgui.posX (0.95), to
100, 100, nails),
touchgui.image_tile (private_quake (wall_imag
touchgui.posX (0.95), to
100, 100, wall),
touchgui.image_tile (private_quake (door_imag
touchgui.posX (0.95), to
100, 100, door),
```

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■ `$HOME/Sandpit/touchgui-0.2/touchmap.py`

```
touchgui.image_tile (private_quake ("inv2_ssh",
touchgui.posX (0.95), touchgui.posY (0.95), to
100, 100, door),
touchgui.image_tile (private_quake ("inv1_na",
touchgui.posX (0.95), touchgui.posY (0.95), to
100, 100, door),
touchgui.image_tile (private_quake ("inv1_rl",
touchgui.posX (0.95), touchgui.posY (0.95), to
100, 100, door),
touchgui.image_tile (private_quake ("inv1_sr",
touchgui.posX (0.95), touchgui.posY (0.95), to
100, 100, door)]
```

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```
def private_quake (name):
    return [touchgui.image_gui ("%s.png" % (name)), grey (1),
            touchgui.image_gui ("%s.png" % (name)), grey (1),
            touchgui.image_gui ("%s.png" % (name)),
            touchgui.image_gui ("%s.png" % (name))]
```