

Adding more assets into touchmap

- more assets are available at: (<http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra2.tar.gz>)
- to add these assets you can:

```
$ cd $HOME/Sandpit/touchmap-0.2
$ wget http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra2.tar.gz
$ tar zxvf touchmap-extra2.tar.gz
$ rm touchmap-extra2.tar.gz
```

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- to convert these into pngs you can change your Makefile.am as follows:

```
$HOME/Sandpit/touchgui-0.2/Makefile.am
```

```
all: doorh.png doorv.png doorh-bw.png doorv-bw.png hinge.h
    wallh.png wallv.png wallh-bw.png wallv-bw.png hellkn.
    doom3.png rock1sid.png sb_rocket.png sb_nails.png nu
    wizwood1_4.png inv2_sshotgun.png inval_nailgun.png i:
    inval_srlaunch.png afloor3_1_gloss.png city1_7.png a
    city1_4_gloss.png city2_1.png
```

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```
$HOME/Sandpit/touchgui-0.2/Makefile.am
```

```
°pnmscale -xsize=100 -ysize=100 $< > t.pnm
°pnmtopng t.pnm > $@
°$(RM) t.pnm

city1_4_gloss.png: $(srcdir)/touchmap-extra2/city1_4_gloss.png
°convert -resize 100x100 $< $@

city2_1.png: $(srcdir)/touchmap-extra2/city2_1.jpg
°convert -resize 100x100 $< $@

afloor3_1_gloss.png: $(srcdir)/touchmap-extra2/afloor3_1_gloss.png
°convert -resize 100x100 $< $@

adoor01_2.png: $(srcdir)/touchmap-extra2/adoor01_2.jpg
°convert -resize 100x100 $< $@
```

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■ `$HOME/Sandpit/touchgui-0.2/Makefile.am`

```
city1_7.png: $(srcdir)/touchmap-extra2/city1_7.jpg
°convert -resize 100x100 $< $@

inv2_sshotgun.png: $(srcdir)/touchmap-extra2/inv2_sshotgu:
°convert -resize 100x100 $< $@

inval_nailgun.png: $(srcdir)/touchmap-extra2/inval_nailgu:
°convert -resize 100x100 $< $@

inval_rlaunch.png: $(srcdir)/touchmap-extra2/inval_rlaunci
°convert -resize 100x100 $< $@

inval_srlaunch.png: $(srcdir)/touchmap-extra2/inval_srlau:
°convert -resize 100x100 $< $@
```

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■ `$HOME/Sandpit/touchgui-0.2/Makefile.am`

```
wizwood1_4.png: $(srcdir)/touchmap-extra2/wizwood1_4.jpg
°convert -resize 100x100 $< $@

num_colon.png: $(srcdir)/touchmap-extra2/num_colon.png
°convert -resize 100x100 $< $@

rocklsid.png: $(srcdir)/touchmap-extra2/rocklsid.tga
°convert -resize 100x100 $< $@

sb_rocket.png: $(srcdir)/touchmap-extra2/sb_rocket.png
°convert -resize 100x100 $< $@

sb_nails.png: $(srcdir)/touchmap-extra2/sb_nails.png
°convert -resize 100x100 $< $@
```

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■ `$HOME/Sandpit/touchgui-0.2/Makefile.am`

```
hellknight.png: $(srcdir)/images/hellknight.png
°convert -resize 100x100 $< $@

tick.png: $(srcdir)/images/tick.png
°convert -resize 100x100 $< $@

doom3.png: $(srcdir)/images/doom3.png
°convert -resize 100x100 $< $@
```

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■ `$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"
...
```

- where ° must be the tab character (tab key)

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

```
...
def assets ():
    return [touchgui.image_tile (private_list ("hellknight",
                                                touchgui.posX (0.95), to
                                                100, 100, hellknight), to
                                touchgui.image_tile (private_list ("tick",
                                                                    touchgui.posX (0.95), to
                                                                    100, 100, tick),
                                touchgui.image_tile (private_quake ("rock1sid
                                                                    touchgui.posX (0.95), to
                                                                    100, 100, rockets),
```

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```
touchgui.image_tile (private_quake ("sb_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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```
touchgui.image_tile (private_quake ("inv2_ssh
touchgui.posX (0.95), to
100, 100, door),
touchgui.image_tile (private_quake ("inval_na
touchgui.posX (0.95), to
100, 100, door),
touchgui.image_tile (private_quake ("inval_rl
touchgui.posX (0.95), to
100, 100, door),
touchgui.image_tile (private_quake ("inval_sr
touchgui.posX (0.95), to
100, 100, door)]
```

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

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