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 = range (7)
...
rooms_available = []   # any room number which was deleted is placed here
next_room = 1   # the next available room number to be used.
```

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_grey,
                                      room, self._size,
                                      self._x, self._y,
                                      self._size, self._size, delroom, "room")
```

■ require a specific `delroom` callback to remember the room number for next time a room is created

■ alternatively we could use `cellback`, however `cellback` would become much more complex

delroom

Sandpit/touchmap/touchmap.py

```python
def delroom (param, tap):
    global clicked, cell_array, button_array, double_tapped_cell, rooms_available
    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 + yoffset)]
    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
```

myroom

■　　　　　　　　　　　　　　　　　　　　**Sandpit/touchmap/touchmap.py**

```python
def glyphs ():
    return [touchgui.text_tile (black, mid_grey, white, light_grey,
                                'S', touchgui.unitY (0.05),
                                touchgui.posX (0.5), touchgui.posY (1.0),
                                100, 100, worldspawn, "worldspawn"),
            touchgui.text_tile (black, mid_grey, white, light_grey,
                                'room', touchgui.unitY (0.05),
                                touchgui.posX (0.45), touchgui.posY (1.0),
                                100, 100, myroom, "room")]
```