Loading a map into touchmap

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

```
def load_map (name):
    f = open (name, "r")
    f = read_map (f)
    f.close ()

def myimport (name, tap):
    global clicked
    pygame.display.update ()
    load_map (current_map_name)
    clicked = True
    pygame.display.update ()
```

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```
def read_floor (lines):
    seen_start = False
    y = 0
    ypos = 0
    for line in lines:
        if len (line) > 0:
            if len (line.split ("#")) > 0:
                seen_start = True
            if seen_start:
                add_xaxis (line, y, ypos)
                y += 1
                ypos += cell_size
```

Loading a map into touchmap

- **$HOME/Sandpit/touchmap-0.2/touchmap.py**

```
def read_map (f):
    lines = f.readlines ()
    read_assets (lines)
    read_floor (lines)
    return f
```

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```
#
#  add_xaxis - adds a line of buttons.
#              y is the index on the yaxis.  posy is the screen coordinate.
#

def add_xaxis (line, y, ypos):
    global cell_array, button_array
    xpos = 0
    x = 0
    for ch in line:
        b = button (xborder + xpos, yborder + ypos, cell_size)
        if ch == "#":
            cell_array.set_contents (xoffset+x, yoffset+y, "v")
            b.to_wall ()
        elif ch == " ":
            cell_array.set_contents (xoffset+x, yoffset+y, " ")
        button_array.set_contents (xoffset+x, yoffset+y, [b])
        xpos += cell_size
        x += 1
```

Loading a map into touchmap

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```
def read_assets (lines):
    for line in lines:
        words = line.lstrip ().split ()
        if (len (words) > 2) and (words[0] == "define"):
            include_asset (words[1], words[2])
```