Tutorial

■ integrate these changes into your touchmap code

■ add a room button, so that the room information is generated, ie:

■
```
define S worldspawn
define H monster monster_demon_hellknight
define 1 room 1


    #####
    # S #
    #   #
    # 1 #
    # H #
    #####
```

Tutorial

■ your room button should keep a record of the rooms allocated

   ■ remember which rooms are deleted and reuse the number

■ add other assets into touchmap

   ■ lights, tick, ammo, rockets, rocket launcher

   ■ Doom3 asset list ⟨`https://doom.fandom.com/wiki/`
   `Doom_3`⟩

■ add a doom3 button which will shutdown touchmap and then run doom3

   ■ make this button also run chisel to generate the tiny.map before running doom3