

## 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 callback, however callback would become much more complex

# delroom

**Sandpit/touchmap/touchmap.py**

```
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
```

