

John Romero Programming Proverbs

- 8. “Write your code for this game only - not for a future game. You’re going to be writing new code later because you’ll be smarter.”
- John Romero, “The Early Days of Id Software - John Romero @ WeAreDevelopers Conference 2017”

File export/File import/Next/Back

- improving the export function and coordinating the result of an unsuccessful export with the doom button
 - if the export should fail, then the doom3 button should be frozen

```
def save_map (name):  
    f = open (name, "w")  
    f = write_assets (f)  
    f.write ("\n") # add blank line for eye candy  
    f = write_map (f)  
    f.close ()  
  
def myexport (name, tap):  
    pygame.display.update ()  
    save_map (current_map_name)  
    check_export ()
```

check_export



```
def check_export ():  
    etc
```

write_map

- there is currently a problem with `write_map` and `chisel`
 - if the map has leading spaces `chisel` will fail
 - if the map has trailing spaces then `chisel` will also fail

- while this is a bug in `chisel`
 - we can avoid it by trimming spaces from our file in `write_map`
 - this is common practice - in software engineering

write_map

```
def write_map (f):
    left, right = determine_range ()
    m = ""
    mdict = {"v":"#", "h":"#", "-":".", "|":".", " ":" ",
             "H":"H", "S":"S", "T":"T"}
    x, y = cell_array.high ()
    for j in range (y):
        for i in range (left, right+1):
            if mdict.has_key (cell_array.get (i, j)):
                m += mdict[cell_array.get (i, j)]
            else:
                m += cell_array.get (i, j)
        # skip blank lines
        m = m.rstrip ()
        if len (m) > 0:
            m += "\n"
    f.write (m)
    return f
```

determine_range

```
def determine_range ():
    left = -1
    x, y = cell_array.high ()
    right = x
    for j in range (y):
        for i in range (x):
            if cell_array.get (i, j) != " ":
                if (left == -1) or (i < left):
                    left = i
                if i > right:
                    right = i
    return left, right
```

determine_range

 \$HOME/Sandpit/touchgui/touchgui.py

```
#
# create_cache - Pre-condition:  None.
#                  Post-condition: directory $HOME/.cache/touchgui created.
#
def _create_cache ():
    d = os.path.join (os.path.join (os.environ["HOME"], ".cache"), "touchgui")
    os.system ("mkdir -p %s" % (d))
```

determine_range

■ `$HOME/Sandpit/touchgui/touchgui.py`

```
#
# reset_cache - Pre-condition:  None.
#               Post-condition:  all contents of $HOME/.cache/touchgui are deleted.
#
def reset_cache ():
    d = os.path.join (os.path.join (os.environ["HOME"], ".cache"), "touchgui")
    _safe_system ("rm -r %s" % (d))
    _create_cache ()

reset_cache ()
```

- you should enable `reset_cache ()` which will delete the cache and create an empty cache directory

Adding double tap to construct walls

- it would be good to add the ability for users to double tap and create walls along an axis
- requires a change to `cell_back` and keeping track of the `last_pos` tapped

Adding double tap to construct walls

```
last_pos = [] # the last saved position

#
# save_wall_pos - saves the coordinate [x, y] to last_pos
#

def save_wall_pos (x, y):
    global last_pos
    last_pos = [x, y]

#
# match_line - return True if [x, y] is the same as the last_pos
#

def match_line (x, y):
    return (last_pos != []) and ((last_pos[0] == x) or (last_pos[1] == y))
```

Adding double tap to construct walls

```
def cellback (param, tap):
    global clicked, cell_array, button_array, last_pos
    clicked = True
    mouse = pygame.mouse.get_pos ()
    x, y = get_cell (mouse)
    old = cell_array.get (x + xoffset, y + yoffset)
    button = button_array.get (x + xoffset, y + yoffset)
    if (old in ["v", " "] and (tap == 2)):
        save_wall_pos (x + xoffset, y + yoffset)
    elif old == " ":
        # blank -> next_tile
        if match_line (x + xoffset, y + yoffset):
            draw_line (x + xoffset, y + yoffset)
        else:
            function_create[next_tile] (button)
            last_pos = [] # forget about last_pos
    ...
```


Adding double tap to construct walls



```
elif last_pos[1] == y:
    for i in range (min (x, last_pos[0]), max (x, last_pos[0])+1):
        old = cell_array.get (i, y)
        button = button_array.get (i, y)
        if old == " ":
            button.to_wall ()
            cell_array.set_contents (i, y, "v")
```

Implementing a safe export


- it would be good if the export facility checked to see that the map exported was successfully converted by `chisel`
 - `chisel` like all GNU/Linux and Unix programs exits with status 0 on success
 - and non zero on failure
 - we can test this and change the `doom3` button (freeze it)
- we need to change: `myexport` and add `try_export` which can also be called from the `mydoom3` callback

Implementing a safe export

```
def myexport (name, tap):
    pygame.display.update ()
    save_map (current_map_name)
    try_export (os.getcwd (), current_map_name)

def try_export (directory, map_name):
    os.chdir (os.path.join (os.getenv ("HOME"), "Sandpit/chisel/python"))
    r = os.system ("./developer-txt2map " + os.path.join (directory, map_name))
    os.chdir (directory)
    if r == 0:
        print "all ok"
        doom_button.set_images (private_list ("doom3"))
    else:
        doom_button.set_images (error_list ("doom3"))
```

Implementing a safe export



```
def mydoom3 (param, tap):  
    pygame.display.update ()  
    pygame.time.delay (toggle_delay * 2)  
    try_export (os.getcwd (), "test.txt")  
    pygame.quit ()  
    dmap ()  
    exec_doom_map ()  
    quit ()
```


Conclusion and tutorial

- integrate some of these changes into your `touchmap`
- consider how you might also
 - read a map file into `touchmap`

Extra graphic assets for touchmap

- the tick and hellknight are available [touchmap-extra-assets](http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra-assets.gz) \langle http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra-assets.gz \rangle
- you can download and extract them by:
- ```
$ cd $HOME/Sandpit/touchmap/images
$ wget http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra-assets.gz
$ tar xzf touchmap-extra-assets.gz
```

## Script to automatically build and run touchmap

- here is a script you can run from the command line to automatically rebuild and run your touchmap (<http://floppsie.comp.glam.ac.uk/download/targz/run>)

- you can install it via:

```
$ wget http://floppsie.comp.glam.ac.uk/download/targz/run
$ chmod 755 run
```

- you can run it via:

```
$./run
```