

# 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
```

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```
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.  ypos 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
```

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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])
```