

Adding asset buttons to touchmap

■ `$HOME/Sandpit/touchgui-0.2/touchmap.py`

```
...
next_room = 1 # the next available room number to be used.
last_pos = [] # the last saved position
pointer_name = "cross" # the image name used to mark cursor position on the map
wall_image_name = "city2_1"
door_image_name = "adoor01_2"
...
```

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```
...
class button:
    def __init__ (self, x, y, size):
        self._x = x
        self._y = y
        self._size = size
        self._tile = touchgui.image_tile (blank_list (size),
                                           x, y,
                                           size, size, cellback)

    def to_blank (self):
        self._tile.set_images (blank_list (cell_size))
    def to_wall (self):
        self._tile.set_images (wall_list (cell_size))
...
```

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```
...
def assets ():
    return [touchgui.image_tile (private_list ("hellknight"),
                                touchgui.posX (0.95), touchgui.posY (0.9),
                                100, 100, hellknight),
            touchgui.image_tile (private_list ("tick"),
                                touchgui.posX (0.95), touchgui.posY (0.8),
                                100, 100, tick),
            touchgui.image_tile (private_list ("rock1sid"),
                                touchgui.posX (0.95), touchgui.posY (0.7),
                                100, 100, rockets),
```

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```
touchgui.image_tile (private_quake ("sb_nails"),  
                     touchgui.posX (0.95), touchgui.posY (0.6),  
                     100, 100, nails),  
touchgui.image_tile (private_quake (wall_image_name),  
                     touchgui.posX (0.95), touchgui.posY (0.5),  
                     100, 100, wall),  
touchgui.image_tile (private_quake (door_image_name),  
                     touchgui.posX (0.95), touchgui.posY (0.4),  
                     100, 100, door),
```

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```
touchgui.image_tile (private_quake ("inv2_sshotgun"),  
                    touchgui.posX (0.95), touchgui.posY (0.3),  
                    100, 100, door),  
touchgui.image_tile (private_quake ("inval_nailgun"),  
                    touchgui.posX (0.95), touchgui.posY (0.2),  
                    100, 100, door),  
touchgui.image_tile (private_quake ("inval_rlaunch"),  
                    touchgui.posX (0.95), touchgui.posY (0.1),  
                    100, 100, door),  
touchgui.image_tile (private_quake ("inval_srlaunch"),  
                    touchgui.posX (0.95), touchgui.posY (0.0),  
                    100, 100, door)]
```

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```
def private_quake (name):  
    return [touchgui.image_gui ("%s.png" % (name)).grey (),  
            touchgui.image_gui ("%s.png" % (name)).grey (),  
            touchgui.image_gui ("%s.png" % (name)),  
            touchgui.image_gui ("%s.png" % (name))]
```