

Lecture: 21-1

- Prerequisites for this lecture are: 20-1, 20-2 and 20-3.

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
```

Script to automatically build and run touchmap

- the contents of `run` is shown on the next slide
- it removes the `touchgui` cache rebuilds `touchmap`
- it also reconfigures `touchmap`
 - necessary if you make significant changes to `Makefile.am`
- `run` hides all these and will lastly run your version of `touchmap`

Script to automatically build and run touchmap



run

```
#!/bin/bash

VERSION=0.2

cd $HOME
if [ -d .cache ] ; then
    cd .cache
    rm -rf touchgui
    mkdir touchgui
fi
```

Script to automatically build and run touchmap



run

```
cd $HOME/Sandpit/touchmap-${VERSION}
autoreconf

cd $HOME/Sandpit
rm -rf build-touchmap
mkdir build-touchmap
cd build-touchmap

../touchmap-${VERSION}/configure
make
./localrun.sh touchmap.py
```

Adding image assets to touchmap

touchmap-0.2/Makefile.am

```
all: doorh.png doorv.png doorh-bw.png doorv-bw.png hingeh.png \  
    wallh.png wallv.png wallh-bw.png wallv-bw.png \  
    newname.png  
  
newname.png: $(srcdir)/images/newname.png  
    °convert -resize 100x100 $< $@
```

- notice that ° needs to be replaced by a single tab character
 - you might need to alter preferences in gedit to allow you to add a tab character