

## test.txt created by touchmap



```
define S worldspawn
define H monster monster_demon_hellknight

#####
# S #
#   #
#   #
# H #
#####
```

## Introducing new images into touchmap

- place the new images in `$HOME/Sandpit/touchmap-0.2/images`
- alter `$HOME/Sandpit/Makefile.am` to copy this image into the build directory

■ `$HOME/Sandpit/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 hellknight.png tick.png  
  
hellknight.png: $(srcdir)/images/hellknight.png  
    convert -resize 100x100 $< $@  
  
tick.png: $(srcdir)/images/tick.png  
    convert -resize 100x100 $< $@
```