```
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"
...
```

```
touchqui.image tile (private quake ("inv2 sshotqun"),
                     touchqui.posX (0.95), touchqui.posY
                                                          (0.3),
                     100, 100, door),
touchqui.image tile (private quake ("inval nailqun"),
                     touchqui.posX (0.95), touchqui.posY
                                                          (0.2),
                     100, 100, door),
touchqui.image_tile (private_quake ("inval_rlaunch"),
                     touchqui.posX (0.95), touchqui.posY
                                                          (0.1),
                     100, 100, door),
touchqui.image_tile (private_quake ("inva1_srlaunch"),
                     touchqui.posX (0.95), touchqui.posY
                                                          (0.0),
                     100, 100, door)]
```