

## Lecture: 22-1

- Prerequisites for this lecture are: 21-1, 21-2 and 21-3.

## Adding more assets into touchmap

- more assets are available at: <http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra2.tar.gz>
- to add these assets you can:
- ```
$ cd $HOME/Sandpit/touchmap-0.2  
$ wget http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra2.tar.gz  
$ tar zxvf touchmap-extra2.tar.gz  
$ rm touchmap-extra2.tar.gz
```

## Adding more assets into touchmap

- to convert these into pngs you can change your `Makefile.am` as follows:

- `$HOME/Sandpit/touchgui-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 hellknight.png tick.png \  
    doom3.png rock1sid.png sb_rocket.png sb_nails.png num_colon.png \  
    wizwood1_4.png inv2_sshotgun.png inval_nailgun.png inval_rlaunch.png \  
    inval_srlaunch.png afloor3_1_gloss.png city1_7.png adoor01_2.png \  
    city1_4_gloss.png city2_1.png
```

## Adding more assets into touchmap

■ `$HOME/Sandpit/touchgui-0.2/Makefile.am`

```
°pnmscale -xsize=100 -ysize=100 $< > t.pnm
°pnmtopng t.pnm > $@
°$(RM) t.pnm

city1_4_gloss.png: $(srcdir)/touchmap-extra2/city1_4_gloss.jpg
°convert -resize 100x100 $< $@

city2_1.png: $(srcdir)/touchmap-extra2/city2_1.jpg
°convert -resize 100x100 $< $@

afloor3_1_gloss.png: $(srcdir)/touchmap-extra2/afloor3_1_gloss.jpg
°convert -resize 100x100 $< $@

adoor01_2.png: $(srcdir)/touchmap-extra2/adoor01_2.jpg
°convert -resize 100x100 $< $@
```

## Adding more assets into touchmap

■ `$HOME/Sandpit/touchgui-0.2/Makefile.am`

```
city1_7.png: $(srcdir)/touchmap-extra2/city1_7.jpg
^convert -resize 100x100 $< $@

inv2_sshotgun.png: $(srcdir)/touchmap-extra2/inv2_sshotgun.png
^convert -resize 100x100 $< $@

inval_nailgun.png: $(srcdir)/touchmap-extra2/inval_nailgun.png
^convert -resize 100x100 $< $@

inval_rlaunch.png: $(srcdir)/touchmap-extra2/inval_rlaunch.png
^convert -resize 100x100 $< $@

inval_srlaunch.png: $(srcdir)/touchmap-extra2/inval_srlaunch.png
^convert -resize 100x100 $< $@
```

## Adding more assets into touchmap

■ `$HOME/Sandpit/touchgui-0.2/Makefile.am`

```
wizwood1_4.png: $(srcdir)/touchmap-extra2/wizwood1_4.jpg
^convert -resize 100x100 $< $@

num_colon.png: $(srcdir)/touchmap-extra2/num_colon.png
^convert -resize 100x100 $< $@

rock1sid.png: $(srcdir)/touchmap-extra2/rock1sid.tga
^convert -resize 100x100 $< $@

sb_rocket.png: $(srcdir)/touchmap-extra2/sb_rocket.png
^convert -resize 100x100 $< $@

sb_nails.png: $(srcdir)/touchmap-extra2/sb_nails.png
^convert -resize 100x100 $< $@
```

## Adding more assets into touchmap

■ `$HOME/Sandpit/touchgui-0.2/Makefile.am`

```
hellknight.png: $(srcdir)/images/hellknight.png
^convert -resize 100x100 $< $@

tick.png: $(srcdir)/images/tick.png
^convert -resize 100x100 $< $@

doom3.png: $(srcdir)/images/doom3.png
^convert -resize 100x100 $< $@
```

■ where ^ must be the tab character (tab key)