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