

Conclusion and tutorial

- integrate some of these changes into your `touchmap`
- consider how you might also
 - read a map file into `touchmap`

Extra graphic assets for touchmap

- the tick and hellknight are available [touchmap-extra-assets](http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra-assets.gz) \langle http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra-assets.gz \rangle
- you can download and extract them by:
- ```
$ cd $HOME/Sandpit/touchmap/images
$ wget http://floppsie.comp.glam.ac.uk/download/targz/touchmap-extra-assets.gz
$ tar xzf touchmap-extra-assets.gz
```

## 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
```