HTML

VEX

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Chapter 1

HTML

1.1   HTML Map Maker V1.03

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Introduction - What this program does. Distribution - Legal stuff. System requirements - What you need to use it. Installation - Where to put it. How to use - How to use. (What do you expect?) Programs gadgets - An explaination of the gadgets and window display. Limitations - This program ain't finished! Program history - Previous incarnations. Future Updates - What the next version will contain. Credits - Who wrote this damn thing. SHOAH - The best in top quality software.

This is a minor update to version 1.02. The window has been fixed so that if you're using a different font for the windows title bar then the window size will now be correct. Also when saving HTML code the program adds the "WIDTH" and "HEIGHT" attributes to the IMG tag.

Please see the Program History and Future Updates sections.

Please note, this guide has been designed for V40 AmigaGuide.Library and datatypes.

1.2   Introduction

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

This program is designed to generate HTML code for client-side image maps. Have you seen Web Pages that contain pictures that allow you to click on different areas to go to different links? Well, these pages are using image maps, some maps are server side and some are client side. Client side maps are created using code that looks something link this...

<MAP NAME="ImgMap"> <AREA SHAPE="RECT" COORDS="0,0 100,24" HREF="page1.html"> <AREA SHAPE="RECT" COORDS="100,0 200,24" HREF="page2.htm"> <AREA SHAPE="RECT" COORDS="0,25 100,50" HREF="page3.htm"> <AREA SHAPE="RECT" COORDS="100,25 200,50" HREF="page4.htm"> </MAP>

<IMG SRC="picture.gif" WIDTH=100 HEIGHT=50 USEMAP="#ImgMap" BORDER=0>

All this code tells the browser which sections point to what links. Creating this code can be a lot of hassles, especially if you've got a lot of links and you want the zones to be pixel perfect.

This is where the 'HTML MapMaker' comes in! It allows you to load in an image, and then select the areas that you want set up as hotzones and where you want them to point to. Then the program will generate the actually code for you.

This is only version 1.03 of the program, and there are some limitations to what it's capable of doing.

1.3   Disclaimer & Distribution

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

DISCLAIMER

The entire risk as to the quality and performance of this program is with you. The author and SHOAH assume no responsibility or liability whatsoever with respect to your use or inability to use this software. The author and SHOAH is not responsible for any loss of data, damages to software or hardware that may result directly or indirectly from the use of this program. The author and/or SHOAH reserve the right to make changes to the software and/or documentation without prior notice.

DISTRIBUTION

This program and documentation is Copyright © August 1997 Vex/Shoah. This program is freeware, it may be freely distributed for non-commercial purposes only.

A charge of NO MORE than two (2) UK pounds may be charged for the distrubution of these files (If you have paid more, then please send details to the Author).

If you wish to place this program on coverdisks or CD-ROMs or to use this within a commercial product, then you must contact me before hand. This is to ensure that you have the most recent and upto date version. I may also ask for a copy of the magazine/CD-ROM or Commercial product. Permission is hereby granted for this program and related files to be archived and placed on Aminet (including Aminet CD-ROMs).

1.4   System Requirements

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

HTML Map Maker is completely system friendly (naturally :) and should run on any machine with Workbench and Kickstart 3.0. It has not been tested on Workbench 2.0, but it might work.

The program needs the following standard system libraries...

Gadtools.library ASL.Library

1.5   Installation

HTML Map Maker

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Stick it anywhere.... Just grab the icons and dump them in a directory of your choice!

1.6   How to use the program

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

HTML MapMaker is a standard Amiga Workbench program, so you should have little trouble using it. It can be run from either Workbench or the CLI.

Once the program has loaded you can load in an image file with the Load Graphics button, then click on the Add Zone button. You will now be shown the image file and you can us the mouse to select the zone. Do this by moving to the top left of the image area and then press and hold the left mouse button, move the mouse to the bottom right of the zone and release the left mouse button. You will then be returned to the main window. The coordinates of the zone will have been entered into the display list

and in the position gadgets along the bottom of the main window. You can now add the "URL string into the HREF string gadget, this is the URL associated with the zone.

If any of the coordinates are wrong you can either edit them in the position gadgets or click on the Edit Coords. button, this will bring you back to the image screen to re-select the coordinates.

Clicking on any of the items in the display list will make that zone the current one, and you can then edit the coords and HREF value for that zone.

Once you've created all your zones you can save out the HTML code for your image map by clicking on the Save HTML button. Remember to give the Image Map a name first, using the string gadget at the top of the display list.

1.7   Program Gadgets

HTML Map Maker

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The main window contains the following gadgets.

Load HTML Save HTML

Load Graphics Add Zone

Delete Zone Clear Zones

Edit Coords. About

Map Name Display List

Zone Number HREF

TX: TY:

BX: BY:

1.8   Gadgets - Load HTML

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Load HTML

This button allows you to load in the zone data from an existing image map definition.

The program expects the file to be a standard(!) HTML file and will attempt to extract the first map definition it finds. Unfortunately this routine isn`t very good, it's slow and doesn`t work all the time. However it has no problems loading data that has been previously saved with this program. So provided you`ve save out the map from this program, reloading it shouldn`t be a problem.

Please see the Limitations section for more information.

If you already have some existing zones created in the program you will be asked whether you want to clear the current zones before loading, append the new zones to the existing ones, or cancel the entire load operation.

1.9   Gadgets - Save HTML

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Save HTML

This button will generate the HTML code for your image map and save it out to the specified file. The format of the code generated is as follows...

<!-- BEGIN MAP CODE (Created with 'HTML Map Maker' by Shoah) --> <MAP NAME="Example"> <AREA SHAPE="RECT" COORDS="0,0 0,0" HREF="Link_1.HTML"> <AREA SHAPE="RECT" COORDS="0,0 0,0" HREF="Link_2.HTML"> <AREA SHAPE="RECT" COORDS="0,0 0,0" HREF="Link_3.HTML"> <AREA SHAPE="RECT" COORDS="0,0 0,0" HREF="Link_4.HTM <AREA SHAPE="RECT" COORDS="0,0 0,0" HREF="Link_5.HTML"> </MAP> <!-- END MAP CODE (Total Zones: 5) -->

<IMG SRC="" WIDTH=0 HEIGHT=0 BORDER=0 USEMAP="#Example">

This code can then be inserted into your web page.

1.10 Gadgets - Load Graphics

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Load Graphics

This button allows you to load in the image data that you intend to use as an image map on your web page. You don't have to load an image into the program, but without one you won't be able to edit the hot zones graphical, therefore you'll only be able to enter the coordinates manualy, which you might as well do from within a text editor.

Currently this program only supports Amiga IFF ILBM file format. Please see the Limitations section for more information.

1.11 Gadgets - Add Zone

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Add Zone

This button allows you to add a Hot Zone to the current list of Hot Zones. If you've already loaded an image file, then the program will automatically display the image and allow you to select the zone. If no graphics file has been loaded then the zone will be added to the list with default values.

Please see the Edit Coords. section for how to select the coordinates.

1.12 Gadgets - Delete Zone

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Delete Zone

This button will delete the current highlighted zone from the zone list. The zone ID numbers will be renumbered to reflect the deletion.

1.13 Gadgets - Clear Zones

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Clear Zones

This button will clear all the hot zones from the list. If you haven't saved the data, then you'll be asked for confirmation before the list is deleted.

1.14   Gadgets - Edit Coords.

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Edit Coords.

This button will display the image file and allow you to select the coordinates for the current zone. To select the zone, move the crosshair over the top left corner of the zone and press and hold the left mouse button, then drag the mouse to the bottom right of the zone. If at anytime you press the right mouse button then the operation will be cancelled and you'll be returned to the main window.

1.15   Gadgets - About

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

About

This button displays some information about the program.

1.16   Gadgets - Map Name

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Map Name

This gadget contains the name that will be used for the map definition, it is used with the <IMG> tags attribute 'USEMAP' to reference the map definition.

This gadget defaults to "Unnamed".

1.17   Gadgets - Display List

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Display List

This 'listview' gadget contains the list of hot zones for the current map definition.

The display contains the following information.

Column 1 2 3 4 5 8 0: 0, 0,100, 10 : Index1.html 1: 100, 0,200, 10 : Index2.html

The first column contains the ID number for the zone. The second column contains the upper left X coordinate for the hot zone. The third column contains the upper left Y coordinate for the hot zone. The fourth column contains the lower right X coordinate for the hot zone. The fifth column contains the lower right Y coordinate for the hot zone. The sixth column contains the URL associated with the hot zone.

The list can be scrolled through if it is larger than the window size. Clicking on an item in the list will make that item the current item, its values can then be edited.

1.18   Gadgets - Zone Number

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Zone Number

This gadget simply displays the current active zone number.

1.19   Gadgets - HREF

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

HREF

This string gadget contains the URL associated with the current hot zone. Clicking in this gadget allows you to change it's value.

It's default value is an empty string.

1.20   Gadgets - TX:

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

TX:

This gadget contains the top left X coordinate of the current zone. Clicking in this gadget allows you to change it's value.

It's default value is 0.

1.21   Gadgets - TY:

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

TY:

This gadget contains the top left Y coordinate of the current zone. Clicking in this gadget allows you to change it's value.

It's default value is 0.

1.22   Gadgets - BX:

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

BX:

This gadget contains the bottom right X coordinate of the current zone. Clicking in this gadget allows you to change it's value.

It's default value is 0.

1.23   Gadgets - BY:

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

BY:

This gadgets contains the bottom right Y coordinate of the current zone. Clicking in this gadget allows you to change it's value.

It's default value is 0.

1.24   Limitations

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Currently this program has a number of limitations.

1. Amiga IFF ILBM graphics files are the only files that the program is capable of loading. Obviously the program should be able to load in GIF files, as this is the main standard file for Web-Pages. However, if you're using this program, then you own an Amiga, subsequently most graphics programs on the Amiga only support the IFF ILBM format. It's therefore probable that you have an IFF ILBM version of the image that you intend to use.

I do intend to enable this program to load GIF (and JPEG, PiNG, etc) files, but currently my blitz basic datatype routines don't work! Once I've got the code working I will release an update of this program.

2. The loading of image map data from within existing HTML files is rather poor.

I intend to write a much better (and faster) routine for the next update.

3. Currently the only type of hot zone supported is the 'rectangular' type, the HTML specs also define a 'default', 'circle' and 'polygon' type. I might implement these types into a future version, if there's call for it.

Although some of these limitations are quite important, I still feel that this program is worthy of release in it's present form. It basically does all that I want it to do at the moment. If there is enough interesting in this program and demand for the improvements, then I'll implement them.

I'm currently writting version 2 of this program. It's being completely re-written in C, see the Future section for more information.

1.25   Program History

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

Second Public release -- 18 August 1997 --

1.03 -- 16-08-97 -- Added WIDTH & HEIGHT attributes to the IMG tag in SaveHTML Added fix for correcting window size when WB uses larger fonts for window title bar.

First Public release -- 08 August 1997 --

1.02 -- 05-08-97 -- Fixed the EditCoords routine (I think!) Added confirmation requester to ClearZones routine. Speeded up the Delete Zones routine.

1.01 -- 03-08-97 -- Tidied up the EditCoords routine, still not perfect. Made the ASL requesters better. Added error requesters. Clear or Append routine in LoadHTML Added Zoom window stuff.

1.00 -- 02-08-97 -- Added the DeleteZone routine. Finished the (crap) LoadHTML routine. Fixed some bugs.

1.26   Future

HTML Map Maker

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Please see the Limitations section for information on what I intend to add to the program.

Whether I continue developing this program will depend on demand. If I need a particular feature then I'll added it. If I get some response from users then this will also encourage me to improve the program.

If you have any suggestions, bug reports, etc. then contact me.

Version 2 I've had a number of suggestion from a couple of people. Subsequently I'm working on version 2. The program is being completly re-written in C, in order to better support the new features.

I plan to implement the following...

o Project based, work on more than one map at a time. o Localization. o Font Sensitive GUI. o Support for all Area Tag types (Rectangle, Polygon and Circle). o Full Datatype support. o Better loading of HTML files. o Various preferences.

Thanks to Sonny Beaumont and Andrew Cavers for suggesting some of the above features.

For upto date information check out the Shoah Web Page at...

HTTP://WWW.GeoCities.Com/SiliconValley/Way/7340

Version 2 will be available first from this site, followed by Aminet a couple of days later..

1.27   Credits

HTML Map Maker

Version : 1.03 Release Date : 18 August 1997.

This program was designed and created by Vex /Shoah. The icons were created by Sonny Beaumont. Thanks.

The program and documentation are copyright © August 1997. Please see the distribution section for more details.

HTML Map Maker was written in Blitz Basic V2.1 This guide file was created in Cygnus Ed Professional V3.5

Quick greetings to....

Squize, Liane, D!ck, Phil, Sarah, Furie, Firkin, Maz, Paul, Emma, Doug, Debs, Ali, Nils, Ray, Stephen, Paul M., Sonny Beaumont, Andrew Cavers and everyone whos names escape me at the moment.

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HOME-PAGE:

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E-MAIL:

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SHOAH HOME-PAGE:

HTTP://WWW.GeoCities.Com/SiliconValley/Way/7340