

Introduction

Image Maps

Image maps are images in Web pages that include hot regions (i.e., hot spots).

An image map in a Web page has three components, an image, a set of map data, and an HTML host entry. The image is a normal Web image, typically stored in the GIF or JPEG format. The map data set is a description of the mapped regions within the image. The host entry is HTML code that positions the image within the Web page and designates the image as having map functionality.

Types of Map

How map data is stored and interpreted depends on the type of map. There are two broad categories of maps, client-side and server-side. [Client-side Image Map](#) data is stored in HTML files and can be embedded directly into a page containing other HTML elements. Client-side image maps are preferred over server-side image maps for at least two reasons: they are accessible to people browsing with non-graphical user agents and they offer immediate feedback as to whether or not the pointer is over an active region

Regions


The regions in a map include shape descriptors (rectangle, circle, polygon, or background), numeric data defining the coverage of the regions within the image, and link URLs. Maps also include a layer order defining which regions take precedence when overlap occurs. In a client-side map, if two or more defined regions overlap, the region-defining element that appears earliest in the document takes precedence.

Opening an Image

Images

Using your image processing program create the graphic you want to use as the image map. It can be anything from a small strip of buttons to a huge image that covers the entire screen area.


When you are done save your graphic as either a JPEG (.jpg) or GIF (.gif) file. Use JPEG for colorful photographic images. Use GIF for line art and text.

Use File | Open an Image menu command, or click on the  button to open your graphic. You will need to see it to determine the coordinates of the virtual shape that will be the "hot-spot" area. Drawing rectangles, circles and polygons will not affect your image. This will only help you to see what areas will represent your links.

Tools

Drawing

HTML allows for different shapes to be used when creating Image Maps. These are: rectangles, circles and polygons. Each requires at least one set of coordinates, and in the case of the circle: a radius.

Tools for drawing these shapes are found under Tools menu. You can also use buttons ,



and



to draw these shapes. The Line Tool is being used for drawing polygons. [Adding links](#) are being done right after you get done with drawing any of the shapes. When you want to switch from drawing mode to editing mode, you need to click on the Tools | Cursor , or



button.

Image Map Name

Image Map Name is required element which must be entered before mapping is done. Image MAP NAME attribute assigns a name to the image map defined by a MAP element. The value of USEMAP must match the value of the name attribute of the associated Image which is automatically being done after you clicked on File | Done menu or Done button.

Image Map Attributes

Image Map Attributes

Image Maps Attributes can be accessed by clicking on Options tab. By default these attributes are not being used, if field left empty (Size of Image is an exception). However, authors should offer textual alternates to graphical image maps for cases when graphics are not available or the user cannot access them. For example, user agents may use alternate text to create textual links in place of a graphical image map.


What is Dutch's Image Map?

Dutch's Client Side Image Maps

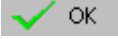
Dutch's Image Maps is program capable of creating [Client-side Image Maps](#) that can be inserted into any opened text or HTML document via clipboard. Program offers you alternative to save created Image Maps as HTML document. Also, you can automatically preview it within program as Source using default Text editor, or as Web Page using default Browser.

Inserting, Saving and Viewing

Done

Once done creating, you can insert, save and preview your Image Map after you clicked on File | Done menu, or  button. Do not forget to enter [Image Map Name](#) before you have clicked on it.

Options Window

If you have entered the name, the Options window would pop up. You can chose among these options and certain action will be done by clicking on  button. Created Image Map is being inserted into any opened text or HTML document via clipboard. Also, there is an alternative to save created Image Maps as HTML (Plain Text) document. You can preview it then within program as Source using default Text editor, or as Web Page using default Browser.

File Name

To insert file name only, the Insert File Name Only check box should be checked.

Client-side Image Maps

Client-side Image Map where the map data is embedded in the host page. Client-side Maps are interpreted by the Web browser program. When a visitor to a Web page clicks within a client-side Image Map, the browser processes the map data without interaction with the Web server.

Adding Links

Link Window


As soon as you get done with drawing shapes using Rectangle and Circle Tools, the Link window will pop up. When you draw polygons, this will happen after right mouse click on image.

You should enter link in list box for area you just created. If you closed this window without entering of link, last shape you have drawn would be deleted.


After link is entered, you should click on button  Link and your link would be saved for next usage. This also will cause saving of all data in Image Map Preview list box. The Link window will disappear and you can continue with drawing or editing.


Editing

Color



Sometimes you will want to change default black color of your shapes because of background colors of your image. To change color you can use Edit | Figure Color menu, or click on  button. All shapes you have already drawn will change their color.

Deleting

To delete last shape and belonging data, use Edit | Delete Last Figure menu, or click on  button.

To totally delete your Image Map and start drawing it from the beginning, you can use File | New Image Map menu, or click on  button. Deleting will not affect your image.

Links

To change link of any already drawn shape, you can use Edit | Link menu,  Link button, or double click on an item in Image Map Preview list box. Link window will pop up and after editing of your link, you should click on  Replace button. If you closed this window without replacing, the old link would remain associated with certain shape.

Support

You can obtain free support for Dutch's Client Side Image Maps for up to 90 days after registration. You can e-mail any question or suggestion to:

vbdutch@aol.com

Please, visit my site where the latest updates are always available:

www.admin.rosemont.edu/dutchsoftware

Thank you for using Dutch's Client Side Image Maps.

Order

You can purchase Dutch's Client Side Image Maps by sending cash, check, or money order to:

Davor Ilic
2-A E.Turnbull Ave.
Havertown, PA 19083
U.S.A.

Single User Order Form and Site License Order Form can be found in this archive.

Dutch's Client Side Image Maps V2.0:

- Price: \$19.99
- Includes: All support files and Help.
- All Upgrades are given out via the WWW.
- Please remember to give an e-mail address. The location of the registered archive or registration ID will be sent to this e-mail address.
- Mail: Please add \$3.00 for shipping and handling.

Thank you for purchasing Dutch's Client Side Image Maps V2.0 !

