

# HotMap Custom Control

## Description

\* The HotMap custom control is a VBX Control which allows multimedia application developers to define regions (Hotspots) on selected bitmap and to get events with region info when user clicks on any of selected region.

\* All region's sizes rescales automatically, when control resized.

\* Regions may be saved to into HotMap Data file (extension .HMD) and retrieved at any time.

\* User has a choice of a different visual acknowledgment, with a click on the defined region (i.e. flash clicked area, invert clicked area, draw a border around clicked area, etc.).

\* User can set any color for any defined area.

\* HotMap does not lose color palette resolutions when stretches 256 colors bitmaps.

\* Programmer can provide end user with a capability to define regions.

\* You can use this VBX from Visual Basic, Delphi, Borland C++, Visual C++, Power Builder, etc.

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## How to define the region.

To define region on the HotMap execute following steps:

1. Place HotMap control on the form.

2. Select BmpName property from property list box. Choose the bitmap to be displayed on your HotMap.
3. Place mouse cursor on HotMap area and click right mouse button. Polygon Describer box will appear.
4. Click New button in Region frame of the Polygon Describer, then place cursor on the place where you are going to insert new region, click left mouse button and move it to next point of the region. Click again to create new region's point. You can press and hold mouse button to draw region's outline, but in this case region will have unnecessary large number of points, what can affect on the speeding.
5. To edit region use one of the following methods:

#### **Point Method**

Go to Point frame click left mouse button in **Show** check box. Current point number will appears In Current display box. Click several times buttons with arrows on them by left mouse button. You will see small red cross moving by points of border of your new region. If you reach one which you want to reposition do it using **Arrow Keys** on your keyboard. This way you can make the borders of your region more precise. Erase any unuseful point by clicking Remove with left mouse button when point is selected.

#### **Trace Method**

Go to Point frame click left mouse button in **Trace** check box. Current point number will appears In Current display box. You will see small red circle around current point. Click anywhere in a bitmap: curennt point coordinates will jump in new, clicked, pozition. You can click insight any circle to make this point current. You can click insight any circle and hold and move mouse to change coordinates for any point.

#### **Move Region Method**

Select the region you want to move by usin aroow buttons in the Region frame. Press and hold **CTRL** key. By holding **CTRL** key use **Arrows Keys** to move the region.

6. Now, when borders of your region defined you can associate any string data (name, description etc.) with this region. Type this data directly to the Data box located right above the picture.
7. Save all region setting by clicking left mouse button on the Save button in the Region frame.
8. To create next region repeat all steps
9. Click DONE button for leaving Poligon Describer

#### **Edit existing region**

Select region by using buttons with arrows in Region frame. Follow steps **5** trough **9** to edit region. Save the region.

Note:

When you save current region contents of the Data box saves as value of RegionString property with index displayed in Region Number box (value of RegionNum property).

See Also:

**BmpName**  
**RegionString**  
**RegionNum**

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## HotMap Custom Properties

### Action Property

#### Description

This property allows you to control behavior of the HotMap.

#### Usage

[Form.]HotMap.Action[=Setting]

#### Remarks

Valid settings for this property are:

Setting	Description
0 - None	This is default value.
1 - Fill Current Rgn	Fills current region with inverted color
2 - Border Current Rgn	Draws a border around the current region
3 - Save Data File	Saves defined data to data file (see below: 6 - Set Data File Name). The data is: <ul style="list-style-type: none"><li>- Number of defined regions</li><li>- Coordinates of defined regions</li><li>- RegionString of defined regions</li><li>- Scale information, Bitmap file name</li></ul>
4 - Read Data File	Read defined data from the data file previously saved with Action 3 - Save Data File.
5 - Set Bitmap Name	Open dialog box with default BMPextension, what allowed to choose bitmap file name. <ul style="list-style-type: none"><li>- If any bitmap was chosen, this Action sets BmpName</li></ul>

- property to chosen file and redraw HotMap.

#### 6 - Set Data File Name

Open dialog box with default HMD (HotMap Data) extension, what allowed to choose previously saved HotMap data file. It is possible to give new name dialog box. If any data file was chosen, this DataFile property to chosen file.

in this  
Action sets

#### 7 - Define Regions

Open Region Describer dialog box.

#### Note

When you set Action property to any value other then 0, Action will sets to 0 after execution an operation.

#### Data Type

Integer

#### See Also

**CurrentRgn,  
DataFile,  
BmpName**

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### DataFile Property

#### Description

Allows user to define database file for storing current HotMap settings or retrieving data from existing file. When selected it's opening dialog box which lets you to open new or find existing file.

#### Usage

[Form.]HotMap.DataFile[=Path]

Path -  
different directory.

File name with extension (hmd), or full path if file located in

#### Remarks

When you opening new file it's automatically getting extension .hmd (HotMapData)

#### Note

Available at design and run time.

#### Data Type

String

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## BmpName Property

### Description

Allows user to define bitmap for using as current HotMap. When selected it's opening dialog box which lets you to open existing bitmap file.

### Usage

[Form.]HotMap.BmpName[=Path]

Path - File name with extension (hmd), or full path if file located in different directory.

### Remarks

Supports Windows bitmap file(.BMP).

### Note

Available at design and run time.

### Data Type

String

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## CurrentRegion Property

### Description

Keeps track on current region number on the HotMap picture.

### Usage

[Form.]HotMap.CurrentRegion[=n%]

n% - Unique number for selected region. Can be any integer from 1 to RegionNum -1.

### Remarks

When user defining each new, region on the bitmap it's automatically getting unique number in consequence.

### Note

Available at design and run time.

### Data Type

Single

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## ColorMode Property

### Description

Enables (Disables) RegionColor Property's performance.

### Usage

[Form.]HotMap.ColorMode[=Setting]

True	-	Region's colors enabled.
False	-	Region's colors disabled.

### Remarks

ColorMode Property enables RegionColor for all defined regions on the HotMap. When it's set to True FillType becomes unavailable and when user clicks on the Region there is no visual acknowledgement.

### Note

Available at design and run time.

### Data Type

Integer(Boolean)

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## FillType Property

### Description

Determines the visual acknowledgement for Region is clicked.

### Usage

[Form.]HotMap.FillType[=Setting]

### Remarks

FillType property uses this settings:

Setting	Description
0 - None	This is default value.
1 - Fill & Flash	Fills area of current region with reverse color and flashes once.
2 - Border & Flash	Outlines border of current region and flashes once
3 - Fill & Stay	Fills area of current region with reverse color.
4 - Border & Stay	Outlines border of current region.

- |                |   |
|----------------|---|
| 5 - Fill All   | Fills entire area of all regions defined on the HotMap    |
| 6 - Border All | Outlines all borders of all regions defined on the HotMap |

Note  
Available at design and run time.

Data Type  
Integer

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### **DragAllowed Property**

Description  
Turn on/off drag possibility. When set to true user able to drag regions.

Usage  
[Form.]HotMap.DragAlloed[=True]

Data Type  
Boolean.

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### **MouseCursor Property**

Description  
Determines a graphic to be displayed as a mouse cursor when mouse found in the user defined region.

Usage  
[Form.] HotMap.MouseCursor[= Picture setting]

Picture setting - Specifies a graphic. You can load the graphic from the property window at disign mode or assign picture to this property at run time.

Remarks  
You can use only **icon format** for this property.

Data type  
Binary (Picture)

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## MouseHotX, MouseHotSY Properties

### Description

Allows user to specify the exact position of HotSpot on mouse cursor.  
HotSpotX - specifies horizontal position.  
HotSpotY - specifies vertical position.

### Usage

[Form.] HotMap.MouseHotX[= Position]  
[Form.] HotMap.MouseHotY[= Position]

Position can be any integer number between 0 and 31

### Remarks

Minimum setting for this property is (0,0) - upper-left corner of cursor image  
Maximum is (31,31) - lower\_right corner of cursor image  
Default setting is (15,15) - center of cursor image

### Data type

Integer

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## RegionColor Property

### Description

Allows user to defines custom color for current region.

### Usage

[Form.]HotMap.RegionColor(n%)[=Color]

n%     -                Number of current region set by CurrentRgn  
         Can be any number between 0 and value of RegionNum property.  
Color   -                Can be either Normal RGB color or System default color

### Remarks

RegionColor available only when ColorMode set true.

### Note

Available ONLY at run time.

### Data Type

Array of strings

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### RegionNum Property

#### Description

Determines total number of all regions defined on HotMap.

#### Usage

[Form.]HotMap.RegionNum

#### Remarks

Used as largest index for RegionColor and RegionString properties

#### Note

Available **ONLY** at run time. **Read Only.**

#### Data Type

Integer

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### RegionString Property

#### Description

Allows user to enter and retrieve any information and bind it to any particular region.

#### Usage

[Form.]HotMap.RegionString(n%)[=String]

n% - Number of current region set by CurrentRgn.

Can be any number between 0 and value of RegionNumproperty.

String - Can be any text

#### Remarks

Useful for naming of Regions on the HotMap.

#### Note

Available **ONLY** at run time.

#### Data Type

Array of strings

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### Stretch Property

#### Description

Allows user to resize HotMap.

#### Usage

[Form.]HotMap.Stretch[=Setting]

- |       |   |   |
|-------|---|---|
| True  | - | Allows vertical and horizontal resing of HotMap picture.Image of bitmap will be resized proportionally. |
| False | - | Disabled this property  |

#### Remarks

All regions defined on the HotMap wil be resized proportionally if this property set True.

#### Note

Available at design and run time.  
Default setting is False.

#### Data Type

Integer(Boolean)

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## HotMap Custom Events

### RegionMouseDown, RegionMouseUp events

#### Description

Occurs when user presses(RegionMouseDown) or releases (RegionMouseUp) a mouse button on the region on the bitmap, predefined with hotmap control.

#### Syntax

```
Sub HotMap_RegionMouseDown ( RegionNum as Single, Button as Integer)
Sub HotMap_RegionMouseUp ( RegionNum as Single, Button as Integer)
```

#### Remarks

The RegionMouseDown and RegionMouseUp events use these arguments:

Argument	Description
RegionNum	Unique number of user-defined region on the bitmap.

Button	Representation of mouse button which was pressed. 0 - Left 1 - Right 2 - Middle
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### **RegionMouseOver Event**

#### Description

Occurs when user move a mouse over the region, predefined with hotmap control.

#### Syntax

Sub HotMap\_RegionMouseOver ( RegionNum as Single)

RegionNum     -        Unique number of user-defined region on the bitmap.

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## **Order and Technical Support Information**

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**(215) 741-2030**

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or send your requests by mail to:

**SoftLand, Inc.,  
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