

## Pictures

`<IMG SRC="url" [...]>`

Use it to insert pictures inside the pages. The following tags can be used after IMG:

`SRC="url"`

The path or destination to the picture file. Can be the whole url or just the filename, if the file is located in the same folder as the rest of the page.

`ALT="text"`

Use it to display text if the picture, by some reason, can't be loaded. This happens if the filepath is wrong, if the user stops the loading or the browser can't show pictures.

`LOWSRC="url"`

Use it to display a preview of the picture, for example a black and white picture. The LOWSRC picture loads first, while the SRC picture won't load until the page is done.

`HEIGHT=n|n%`

Changes the height of the picture in dots or percent.

`WIDTH=n|n%`

Changes the width of the picture in dots or percent.

`ISMAP`

Define that the picture is a imagemap, which means that it use the picture as links, defined where on the picture the user clicks. Please read the Maps chapter for more.

`USEMAP=[url#]anchor`

Defines that the picture is a Client Side map. These maps is stored within a document. If the map is stored in the same document as the IMG tag, url is not needed. anchor is the name of the map, see the 'Maps' chapter for more. USEMAP can be used together with ISMAP. If the browser doesn't supports USEMAP maps, ISMAP will be used instead.

`BORDER=n`

Define the width of the border around the picture in dots. The picture will only get a border if it is a link.

VSPACE=n

Define the vertical space to the text next to the picture.

HSPACE=n

Define the horizontal space to the text next to the picture.

ALIGN=LEFT|RIGHT|TOP|TEXTTOP|MIDDLE|ABSMIDDLE|BASELINE  
|BOTTOM|ABSBOTTOM

Align the picture on the page. Left and right aligns the picture to the left resp. right side of the page. TOP puts the top side of the picture in the same height as the highest thing on the line. TEXTTOP does the same with the highest character on the line. MIDDLE aligns the picture to the center of the baseline of the textline, while ABSMIDDLE aligns it to the center of the middleline of the text. BASELINE and BOTTOM put the bottom line of the pictures on the same height as the baseline of the textline. ABSBOTTOM put it on the same height as the bottom thing on the text line, e.g. in characters like g, j etc.

DYNSRC=url

Stands for 'Dynamic source' and defines the url to a sound or VRML file. If the browser doesn't support dynamic IMG's, the normal SRC will be used. A sound must be in the format .au, .wav eller .mid. VRML (Virtual Modelling Language) is a 3D standard for WWW pages. DYNSRC is an Internet Explorer extension.

CONTROLS

Defines if a DYNSRC object should display controls or not.

LOOP=n|INFINITE

Defines the number of lopps for a DYNSRC object. INFINITE starts over until the page is closed.

START=FILEOPEN, MOUSEOVER

Defines when the DYNSRC object will start. Both parameters can be used, or just a single.

## Picture formats

The picture should be either in the gif or jpeg formats. Other file formats requires a special helper application or plugin for the reader, and isn't recommended. The gif format is developed by Compuserve, and allows transparency pictures,

interlacted pictures (where it is displayed while it loads) and can be used as webmaps (please read the Maps chapter). Jpeg (Joint Photographers Expert Group) compresses the picture to be smaller than a gif file, without making any big changes to the quality. Netscape 2.0 can read "progressive JPEG", which has the same features as the gif format. Progressive JPEG's will be supported in Internet Explorer, but is not a standard.