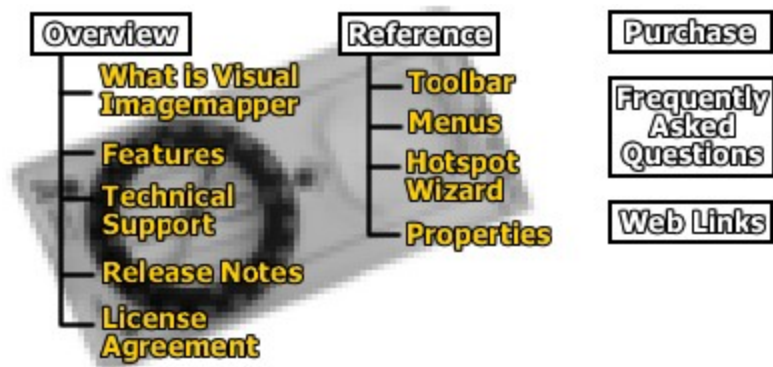


Visual Imagemapper Help Map

[Related information](#)



Visual Imagemapper is copyrighted (c) 1999-2000, by Sofasitters Entertainment. All right reserved. Anything not explicitly allowed below, is prohibited.

To get more information, please visit our website:

<http://www.sofasitters.com>

Here you will find updates, tips etc.

Purchasing Visual Imapemapper

Evaluation

Visual Imapemapper will function with no restrictions for 30 times, after 30 times, the program will stop working, and you are given the option to either purchase the full program or uninstall it.

Why purchase?

By registering the program won't have any kind of restrictions, and the following advantages:

- Free Tech Support for 6 months from the first mail.
- Notice when new versions are available.
- New Version Discounts.

To Register

To register this software you may either in the program select the Help/About menu to get more information or visit the [main page](#) for more information. Here you will also find prices, special offers etc...

When you have registered...

When we receive payment we will mail you the password and username within 48 hours*.

* Not in Norwegian public holidays or vacations...

Installing Visual Imagemapper

System Requirements

Any PC running Windows 95/98, or Windows NT 4.0 or later.
At least 8 MB RAM and 3 MB of free Hard Disk space.

Installing from CD-ROM drive

To install the program do this:

1. Turn on your computer and start Microsoft Windows 95/98, or NT4.
2. Place the installation CD in your CD-ROM drive.
3. Open Explorer, click on the CD-ROM drive icon, double-click the install.exe file
4. Follow the on-screen instructions.

Installing from download

1. Download the program.
2. Double-click the executable to run the install.
3. Follow the on-screen directions.

Uninstalling

The uninstall function removes all files associated with Visual Imagemapper from your PC. To uninstall the software from Windows 95/98, or NT4:

1. Click the Start button, select Settings, select Control Panel, then select Add/Remove Programs.
2. Choose Visual Imagemapper from the list, select the Add/Remove button.
3. Follow the on-screen instructions.

Visual Imagemapper Options


Visual Imagemapper has several options that makes it easier for you to use it.


Click on the item you want more information about..

Main Settings


Main settings | **Advanced** | Internal Browser | Coloring

Browser Information

 To test the imagemap you have to select which browser to be used. This software supports both Netscape Navigator and Microsoft Explorer.

Browser Location 


Shape Color

 Here you can choose which color you want for the elements you create.

Shape Color

Border Color

Testing Imagemap

 When you are going to test an imagemap using a browser, what do you want to do with the current project.

☒ Save Changes


☐ Prompt for changes

☐ Don't save changes

Advanced

Main settings | **Advanced** | Internal Browser | Coloring

Misc. Settings

 Here are some settings which could help making an imagemap even easier

☐ Requires default url when saving as html file.


☐ Autosave on closing a project.

☒ Save and restore textfields in Wizard

Internal Browser

Main settings | Advanced | Internal Browser | Coloring

Internal Browser Settings


 Here you can change the settings of the internal browser.



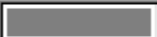
- ☐ Open external browser when clicking a hotspot
- ☒ Start internal browser when clicking the browser button
- ☒ Show Hotspots when preview map internally..

Coloring

Main settings | Advanced | Internal Browser | Coloring

Color Tags

 Here you can decide the colors of the code when viewing it in the preview window

Tags	
Attribute Values	
Comments	

Visual Imagemapper Properties

When you're adding information to the different areas you use the property. In Visual Imagemapper there are 2 properties; the main imagemap property which contains info about the imagemap, and the area property which contains info about the active shape.

To activate the imagemap properties click on the background image in your project, or select it from the properties list.

When you want to get information from an area you may either choose it on the properties list or highlight the area.

Click on the area you want more information about

Map Properties

Standard	
Picture	C:\WINDOWS\Back
UseMap	#Backgrnd
MapName	Backgrnd
Width	374
Height	383
BorderSize	4
Image AltText	Testing

Hotspot Properties

Standard	
(Name)	Circle1
Url	
AltText	
TargetFrame	
Type	Circle
Coordinates	
X1	164
X2	278
Y1	82
Y2	196
Advanced	
OnMouseOver	
OnMouseOut	

Creating Areas

[Related information](#)

Hotspots are defined areas of an image that move a user from an image to an associated URL or page within a URL. Multiple hotspots in any shape or size may be created on one image using the shape tools on the Visual Imagemapper [Tool Bar](#).

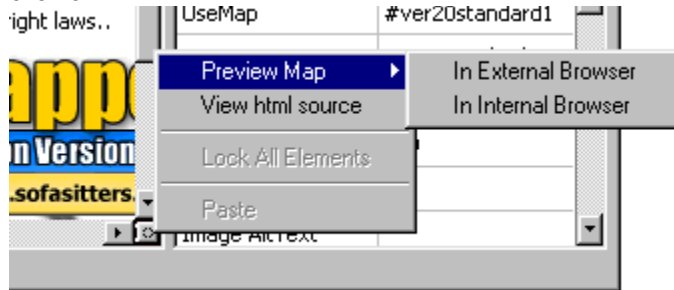


To make clickable areas in a project you first have to decide which [background image](#) you want. When you have, do this:

1. From the Visual Imagemapper [Toolbar](#), click the rectangle, circle or poly icon to use in defining your hotspot. The same shapes may also be accessed from the [Menu Bar](#) by clicking Mapping/Rectangle area, Circle area or Polygon area.
2. Place your cursor over the part of the image to be defined as your hotspot, then click and drag to outline the area. When you're using the polygon tool click on the left mouse button until you're content, then you can finish by clicking the right mouse button.
3. Now you can move to the [Properties](#) window, here you add the rest of the info about the shape you just made...

Testing HTML

When you're going to test a project, either click on the background image with the right mouse button, or click on:



Select Preview Map/In Internal Browser or In External Browser on the menu. Remember that you first have to define which browser you're using in [Options...](#)

Note:

If you're testing an imagemap project in an external browser, the file format has to be HTML, not VIP. Both HTML and VIP files can be tested in the [internal browser](#).

Visual Imagemapper Toolbar

All menu functions are accessible through the Visual Imagemapper Toolbar. Place the mouse cursor over an icon to see the name of the function in the form of a tag.

Click on the item you want more information about..



Technical Support

[Related information](#)

All registered users have the right to get 6 months tech support. This is from the first time you contact us. If you have questions about installation or use of the Visual Imagemapper, please check first if the answer is written in this help file. You should find the answer to most things here.

If you don't find the answer, please contact us by e-mail.

Sofasitters Entertainment

Here you'll find an updated f.a.q. page. You may also mail us at support@sofasitters.com. Or visit our website: <http://www.sofasitters.com>.

Visual Imagemapper Features

[Purchase Visual Imagemapper](#)

Here are some of the features you will find in Visual Imagemapper. If you have any tips about things we should add to the next version, please mail us at ideas@sofasitters.com..

Features

You can load Imagemaps saved in other editors than Visual Imagemapper..

You don't have to save to see the HTML code. You can copy it directly without any kind of saving.

In the statusbar you will see tips to make it easier for new users to navigate the program.

You can choose which browser to use for testing the saved project.

You can save/load polygons which you've made.

Easy interface. Visual Imagemapper is different from other imagemap programs. Here you have the information about the areas available all the time without opening windows to get it..

You can manually edit the X and Y coordinates of an area. This gives you exact positioning of a shape.

You may lock the object so that it can't be moved/deleted by accident.

You can select which color the shapes should have in [Options](#).

You can tune the program so that when you save as HTML it will automatically check that the code is right (that you've filled in all the forms correctly etc.).

Now you can test your projects within the program - you don't have to launch an external browser such as Netscape Navigator or Internet Explorer.

There is a built-in [Hotspot Wizard](#) that will help you create hotspots in a set system. The software can generate 10000 hotspots in just over a minute (when will you ever need that many??).

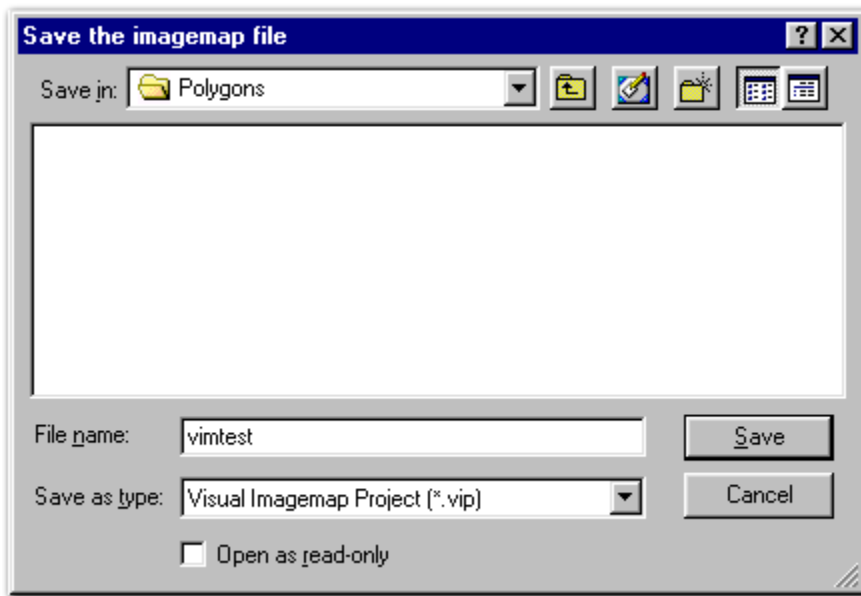
Save an imagemap

You can save an imagemap so that you can load it back later. You can save in 2 formats on Visual Imagemapper. Those are VIP files or HTML.

If you save as VIP then all settings will be saved. If you save as HTML all internal Visual Imagemapper settings will be removed.

To save the file, do this:

From the [Menu Bar](#), click File/Save or Save As. You should now see this screen.



Type the name of the file and select what format to save, then click on the Save button.

Polygon

Information

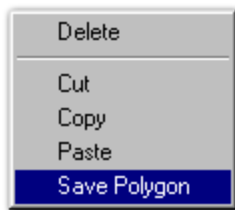
There are 3 kinds of shapes; circle, rectangle and polygon.

A polygon is an area which can be anything from a triangle to a more complex figure. There's a limit of 70 points in each polygon.

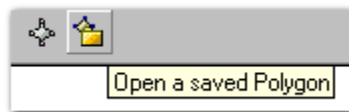
How-to

When you're going to draw a polygon, first select the polygon tool on the toolbar, then you add as many points as you need. Add a point by clicking on the left mouse button. To finish you click on the right mouse button. If you have less than 3 points the polygon will not be created.

Visual Imagemapper is one of very few imagemap editors available where you can load/save the polygons. To save a polygon, first highlight it. Then right-click on it and you'll see the menu:



Choose Save Polygon, and type the name of it then Save.
To load an existing polygon click on Open Polygon:



Then you choose which file you're going to load, and click Open.

Lock Element

[Creating Areas](#)

Information

Lock an hotspot so that it can't be deleted/moved by accident.

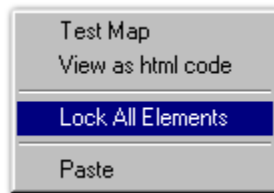
How-To

To lock an hotspot first highlight it, then click on the [Lock Hotspot](#) button:



You click on the same button to unlock an element.

It is also possible to lock/unlock all elements at once by right-clicking on the background



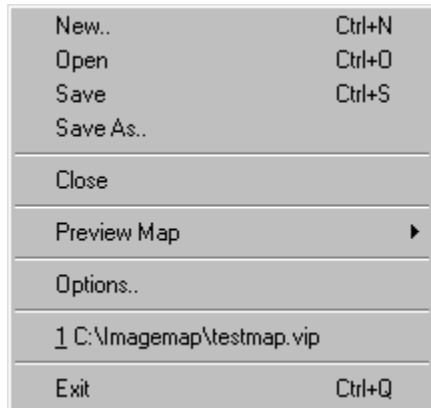
Then you choose if you're going to lock or unlock all the shapes

Menus in Visual Imagemapper

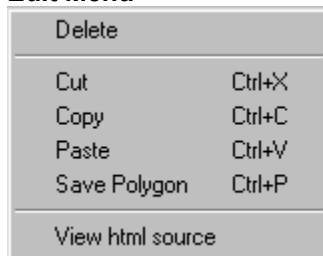
In Visual Imagemapper you have the following menus.

Click on the item you want more information about..

File Menu



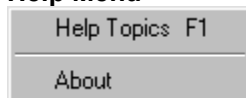
Edit Menu



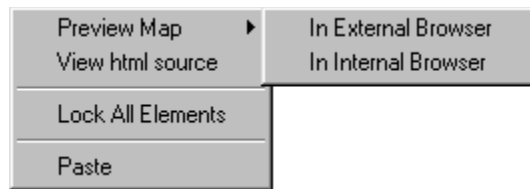
Mapping Menu



Help Menu



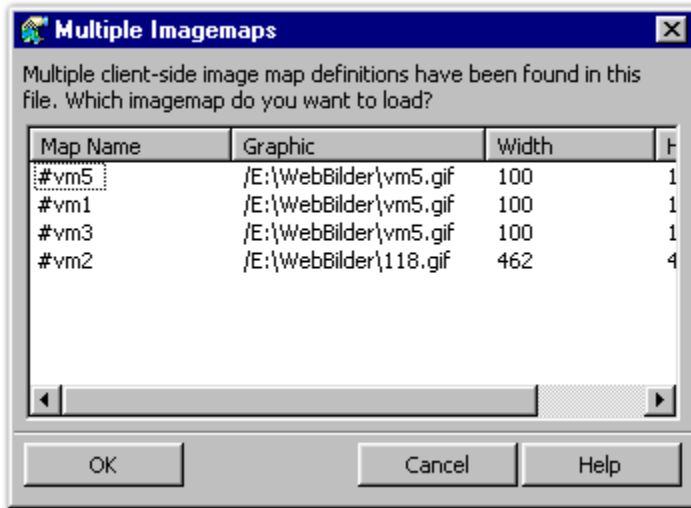
There is also a menu you can reach by right-clicking on the background image:



Multiple Maps

Information

It is possible to have several imagemaps in the same file in Visual Imagemapper. When you open a file with several imagemaps, this is what you'll see.



All you have to do now is to choose which imagemap you want to load...

Warning

If you save the file again you will delete all the information in the file and only the html code of the active imagemap..

License Agreement

You should carefully read the following terms and conditions before using this software. Your use of this software indicates your acceptance of this license agreement.

Software Versions

There are 2 versions of Visual Imapemapper (full version and shareware version).

The full version requires to be registered with Sofasitters Entertainment, prices and methods of ordering can be found on the website..

The Shareware version is not free software. It's restricted compared to the full version. To get rid of the restrictions, you have to buy the full version.

Usage License

One copy of the shareware version of Visual Imapemapper can be used by one single user for testing without cost.

One copy of the registered version of Visual Imapemapper may either be used by a single person who uses the software personally on one or more computers, or installed on a single workstation used non-simultaneously by multiple people, but not both. You may access the registered version of Visual Imapemapper through a network, provided that you have obtained individual licenses for the software covering all workstations that will access the software through the network.

You may make a reasonable number of copies of the registered version of the software for backup and archival purposes.

Disclaimer of Warranty

THIS SOFTWARE AND THE ACCOMPANYING FILES ARE SOLD "AS IS" AND WITHOUT WARRANTIES AS TO PERFORMANCE OF MERCHANTABILITY OR ANY OTHER WARRANTIES WHETHER EXPRESSED OR IMPLIED. NO WARRANTY OF FITNESS FOR A PARTICULAR PURPOSE IS OFFERED.

Create a new imagemap

Information

Open existing *.jpg or *.gif images in Visual Imagemapper to create new image map files.

How-To

From the [Menu Bar](#), click File/New.

Click the down arrow at the end of the 'Open:' field then double click through the directory tree until the directory which holds the image you want to use appears in the 'Open' field.

Double click the image file to insert it into the Visual Imagemapper image panel.

When the image shows in the image panel, hotspots or [clickable areas](#) may be added.

Picture Property

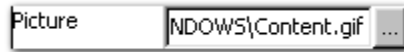
[Related information](#)

Information

You can choose between 2 different background file formats; GIF and JPG. The picture you choose will have to be saved on your internet web (HTTP) server.

How-To

To get an image just click on the browse button.



Then choose the image to use for background. It has to be either GIF or JPG or it won't work.

The Code

What is red is what you decide in this property.

When the imageproject is finished the Picture html code will look something like this:

```
<IMG SRC="sofasitters.gif" USEMAP="#sofasitters" WIDTH="812" HEIGHT="649" BORDER="0">
```

UseMap Property

[Related information](#)

Information

UseMap is used to connect an image to an imagemap code setup.

How-To

UseMap has to start with #, it's common that UseMap is the same as the name of the image, but it is possible to name it whatever you want. But remember that UseMap and [MapName](#) has to be the same

The Code

What is red is what you decide in this property.

When the imageproject is finished the Usemap in the html code will look something like this:

```
<IMG SRC="sofasitters.gif" USEMAP="#sofasitters" WIDTH="812" HEIGHT="649" BORDER="0">
```

MapName Property

[Related information](#)

Information

Here you decide where [Usemap](#) should be connected to.

How-To

Mapname has to be the same as Usemap, but you must not include #. If Mapname and Usemap isn't the same they won't be connected, and the imagemap won't work.

The Code

What is red is what you decide in this property.

When the imageproject is finished the **Mapname** in the html code will look something like this:

<MAP NAME="sofasitters">

Width Property

[Related information](#)

Information

Here you decide the **Width** in pixels of the image to be used as background.

How-To

When you choose what [Picture](#) to use for the background, **Width** is automatically set by the original width of the image, but you can change it manually.

The Code

What is red is what you decide in this property.

When the imageproject is finished **Width** in the html code will look something like this:

```
<IMG SRC="sofasitters.gif" USEMAP="#sofasitters" WIDTH="812" HEIGHT="649" BORDER="0">
```


Height Property

[Related information](#)

Information

Here you decide the **Height** in pixels of the image you use for the background.

How-To

When you choose which [Picture](#) you want for the background, **Height** is automatically detected. You can change the value manually if you want.

The code

What is red is what you decide in this property.

When the imageproject is finished **Height** in the html code will look something like this:

```
<IMG SRC="sofasitters.gif" USEMAP="#sofasitters" WIDTH="812" HEIGHT="649" BORDER="0">
```

BorderSize Property

[Related information](#)

Information

Here you decide the width of the frame around the background image.

How-To

If you don't want a frame around the image, set BorderSize to 0.

The code

What is red is what you decide in this property.

When the imageproject is finished **Border** in the html code will look something like this:

```
<IMG SRC="sofasitters.gif" USEMAP="#sofasitters" WIDTH="812" HEIGHT="649" BORDER="0">
```

Name Property

[Related information](#)

Information

This is just used internal in the program, and has no effect on the finished html code product.

How-To

To separate between the different shapes, you can add names for better oversight. *It is not possible to have several shapes with the same name.*

Url Property

[Related information](#)

Information

Here's the url of an area in the imagemap project

How-To

When you draw areas on the image it's because the user should be able to click on them to be transfered to another web page or site. Here you decide where to the user will be transfered.

The code

What is red is what you decide in this property.

When the imageproject is finished the **Url** in the html code will look something like this:

```
<AREA SHAPE=RECT COORDS="0,0,200,150" href="http://www.sofasitters.com" TARGET="" ALT="Sofasitters  
Entertainment">
```

AltText Property

[Related information](#)

Information

This is a tooltip

How-To

Here you decide what text to appear when you keep the mouse pointer over the area

The code

What is red is what you decide in this property.

When the imageproject is finished the **Alt** in the html code will look something like this:

```
<AREA SHAPE=RECT COORDS="0,0,200,150" HREF="http://www.sofasitters.com" TARGET="" ALT="Sofasitters  
Entertainment">
```

TargetFrame Property

[Related information](#)

Information

This command is used if the link is to be opened in some other window than the one where the imagemap project is located.

How-To

The frame the hotspot link will load into.

The code

What is red is what you decide in this property.

When the imageproject is finished the **Target** in the html code will look something like this:

```
<AREA SHAPE=RECT COORDS="0,0,200,150" HREF="http://www.sofasitters.com" TARGET="_Ontop"  
ALT="Sofasitters Entertainment">
```

Type Property

[Related information](#)

Information

Here you choose what type of shape it should be.

How-To

A shape can be of 3 different kinds; circle, rectangle or polygon. If you have created a circle, it can be changed into a rectangle and back again to a circle. This option is not available for polygon shapes.

X1,X2,Y1,Y2 Property

[Related information](#)

Information

Here are the coordinates for a shape

How-To

When you draw a shape (not polygon) you'll see the current coordinates for the shape here. The X coordinate is the distance from the left side and the Y coordinate is the distance from the top of the image.

The code

What is red is what you decide in this property.

When the imageproject is finished the **Coordinates** in the html code will look something like this:

```
<AREA SHAPE=RECT COORDS="X1,Y1,X2,Y2" HREF="http://www.sofasitters.com" TARGET="_Ontop"  
ALT="Sofasitters Entertainment">
```


OnMouseOver Property

[Relatert informasjon](#)

Information

What text to be placed in the status-bar when the mouse pointer is over the area

How-To

If a user has the pointer above the area, you can choose if you want there to be some text in the status-bar of his/her browser. You can also choose what text to display when the pointer is removed from the area in the [OnMouseOut](#) property.

The code

What is red is what you decide in this property.

When the imageproject is finished the **Coordinates** in the html code will look something like this:

```
<area shape=circle coords="86,124,68" href="" OnMouseOver="window.status='Testing'; return true">
```

OnMouseOut Property

[Relatert informasjon](#)

Information

What text to be placed in the status-bar when the mouse pointer is removed from the area

How-To

You can choose if you want there to be some text in the status-bar of his/her browser when the pointer is removed from the area. You can also choose what text to display when the pointer is in the area in the [OnMouseOver](#) Property.

The code

What is red is what you decide on this property.

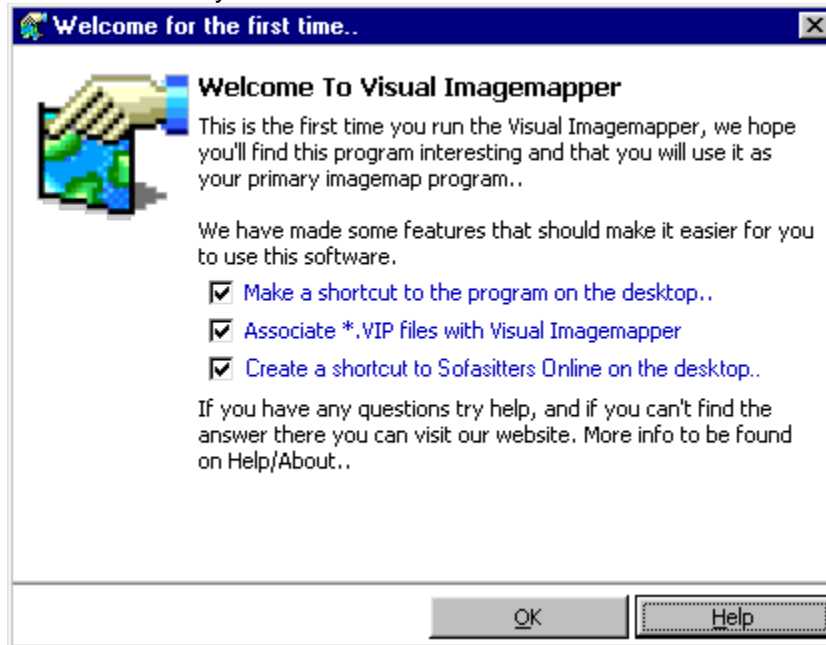
When the imageproject is finished the **Coordinates** in the html code will look something like this:

```
<area shape=rect coords="4,202,141,309" href="" OnMouseOut="window.status='Quit'; return true">
```

Welcome for the first time...

This is the first time you use this program, and because of that we give you some options that can make it easier to use the software and to get help from us..

Click on the area you want more information about

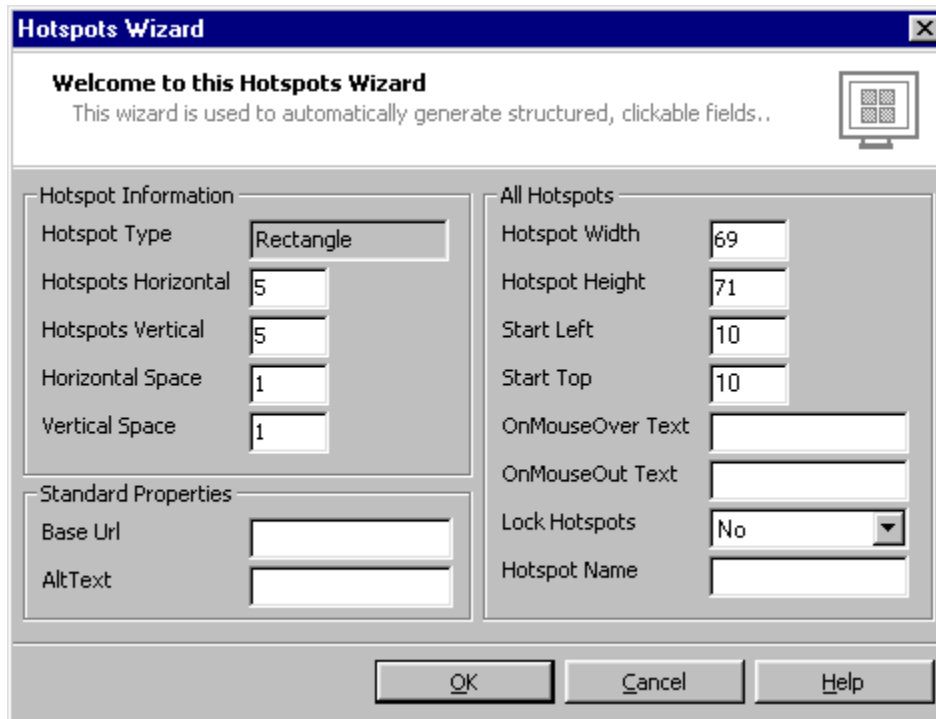


Hotspot Wizard

With this wizard you can generate many hotspots pretty fast. If you want to create clickable map based on thumbnail images, this tool is a must. You can of course create it the old-fashioned way, but this wizard can save you a lot of time if you're creating lots of hotspots.

With this Wizard you choose how many fields you want horizontally and vertically. The Hotspot Wizard does not allow generating more than 10000 hotspots. Generating the maximum number of hotspots will take time if you have a slow computer!

Click on the item you want more information about..



The screenshot shows a Windows-style dialog box titled "Hotspots Wizard". The dialog has a blue title bar with a close button (X) in the top right corner. Below the title bar, there is a section with the text "Welcome to this Hotspots Wizard" and a subtext "This wizard is used to automatically generate structured, clickable fields..". To the right of this text is a small icon of a computer monitor displaying a grid of four squares. The main area of the dialog is divided into three sections: "Hotspot Information", "Standard Properties", and "All Hotspots". The "Hotspot Information" section contains five fields: "Hotspot Type" (a dropdown menu set to "Rectangle"), "Hotspots Horizontal" (a text box with "5"), "Hotspots Vertical" (a text box with "5"), "Horizontal Space" (a text box with "1"), and "Vertical Space" (a text box with "1"). The "Standard Properties" section contains two fields: "Base Url" and "AltText", both with empty text boxes. The "All Hotspots" section contains six fields: "Hotspot Width" (a text box with "69"), "Hotspot Height" (a text box with "71"), "Start Left" (a text box with "10"), "Start Top" (a text box with "10"), "OnMouseOver Text" (an empty text box), "OnMouseOut Text" (an empty text box), "Lock Hotspots" (a dropdown menu set to "No"), and "Hotspot Name" (an empty text box). At the bottom of the dialog, there are three buttons: "OK", "Cancel", and "Help".

Hotspot Information	
Hotspot Type	Rectangle
Hotspots Horizontal	5
Hotspots Vertical	5
Horizontal Space	1
Vertical Space	1

Standard Properties	
Base Url	
AltText	

All Hotspots	
Hotspot Width	69
Hotspot Height	71
Start Left	10
Start Top	10
OnMouseOver Text	
OnMouseOut Text	
Lock Hotspots	No
Hotspot Name	

OK Cancel Help

Image AltTag Property

[Related information](#)

Information

Here you set the [tooltip](#) to appear when you move the pointer over the image in a browser..

How-To

You type the text to appear. If the image is not loaded by the browser, this text will be displayed..

The Code

When the imagemap project is finished **AltTag** in the html code will look something like this:

KODEN HER MÅ FIKSAST

```
<IMG SRC="sofasitters.gif" USEMAP="#sofasitters" WIDTH="812" HEIGHT="649" BORDER="0" Alt="Value">
```

A tooltip is a tag that appears to guide the user on using the imagemap



Release Notes for Visual Imagemapper

Here you find information on the changes from version to version

Version 2.0

Added [internal browser](#), now projects can be tested within the program..

When you choose to display the HTML code, the html tags appear in color so that it can easily be separated from the rest of the code..

Added AltText in the Form Properties..

[Hotspot Wizard](#) that automatically generates ordered rectangles on the screen. Nice for creating a fotoalbum from one picture..

30 times trial rather than max no. of hotspots.

Misc. bugs found in VIM 1.0 have been sorted out

Frequently Asked Question (F.A.Q)

Here you will find questions we have received from people using Visual Imagemapper. There is also a list of questions on our website that is updated regularly...

[I have never used this kind of program before, so I'm curious on how to create my first imagemap..](#)

[When I want to save a project, should I save it as VIP or HTML?](#)

[How do I test my project when I have no internet browser installed?](#)

[When I choose background image, can I use animated gifs?](#)

[If I purchase a Visual Imagemapper license, how many computers am I allowed to install it on?](#)

[I have Visual Imagemapper 1.0 and want to upgrade to 2.0 - do I have to purchase the new full program?](#)

[How do I configure the external browser?](#)

Create your first project

Here we'll give you a short guide to using Visual Imagemapper, and how to add the code to a html document...

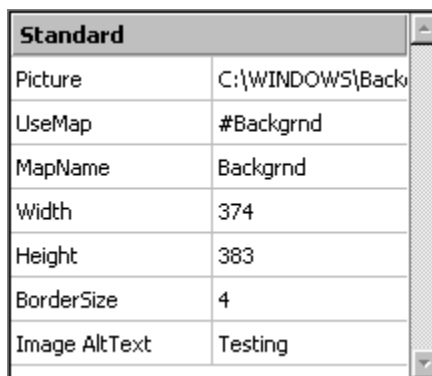
Load background image

In the [file menu](#) you select New. You will see a typical Windows open file dialog.. Here you choose the picture you want to use, which has to be either gif or jpeg format..

Imagemap information

When you have loaded an image, it is time for the basic settings. The first settings we will look at are the [Map Properties](#). This automatically appears when you open or create a new project. Here you have several settings that can be worth knowing the function of..

Click on the image for information



Standard	
Picture	C:\WINDOWS\Back
UseMap	#Backgrnd
MapName	Backgrnd
Width	374
Height	383
BorderSize	4
Image AltText	Testing

You really don't need to change anything here in the beginning.. Time to move on..

Create Hotspots

Now it's time to create the areas that the user can click on. There are 3 different types of elements; circle, rectangle and polygon. You can select which type to create either on the [Toolbar](#) or on the [Mapping Menu](#). The first thing you will create is a rectangle. Click on the rectangle button, and move the pointer over the image, you'll see that the pointer changes to a cross. Now you should move the pointer to the top left corner of the rectangle you want to create. Press and hold the left mouse button, then drag the pointer down and to the right to mark the area. Release the mouse button when you have the pointer over the bottom right corner of the area. The property to the right on the screen will now change. Ready to move on..

Hotspots Information

Now you see several options on the property to the right. The options are explained below (the options are the same for all the shape types)..

Click on the image for more information

Standard	
(Name)	Circle1
Url	
AltText	
TargetFrame	
Type	Circle
Coordinates	
X1	164
X2	278
Y1	82
Y2	196
Advanced	
OnMouseOver	
OnMouseOut	

After you have created the areas and added the information you need, it's time to save the project..

Save Project

Now it's time to save the project. You can save it as either html or vip.. If you save as vip, the file will keep all the information it needs.. But if you save as HTML, information like if the object is locked etc. is not saved..

If you want to use the imagemap on the Internet or another computer, you have to do the following when saving as html.. In the URL field, you have to type the web-address of the image, e.g.
<http://www.yourdomain.com/graphic/image1.gif>.

Then you click either the [save button](#) or choose save from the [menu](#). You type the filename and choose html as file type. Now you click on OK too save the project.. Your first imagemap code is now finished..

About Visual Imagemapper

[Relatert informasjon](#)

Visual Imagemapper is an image mapping tool made to help HTML programmers creating clickable images for their webpages. On an image you may have 3 different types of clickable areas; circle, rectangle and polygon. Each of the areas are linked to a URL directing to a page on the site or the Internet.

Visual Imagemapper is not freeware, but shareware . You can freely use it for 30 times, but after this period of uses you either have to buy it or uninstall it. The program will stop working after this testing period..

We do of course hope that you will purchase the product. If not, then we would very much like to know the reason. It would be nice if you could tell us by e-mail - the address can be found on our website: <http://www.sofasitters.com..>

Modifying your HTML file

The critical piece to getting image maps to work is setting up the HTML file correctly.

When you want to add the generated code to an existing html document, first you have to locate the `` tag that contains the image you want to be clickable. This is the same image as you used for background when you generated the imagemap. In the `` tag you add `USEMAP="#MAPTITLE"`. MAPTITLE must be the exact same as USEMAP in the form property.

The rest of the html code will look something like this:

```
<map name="MAPTITLE">
<area shape=rect coords="89,41,158,109" href="">
<area shape=circle coords="230,76,30" href="www.sofasitters.com">
</map>
```

Paste this into the finished document. After you save the file, you can upload it to the internet, and if you've done everything right, it'll work :-)

To create a new imagemap project. You will be asked which image you want to use for the background.

Opens an existing project in either VIP or HTML format.

Save the current project. If you select an existing file you will delete all the previously saved information.

Cut away the selected area and place it on the clipboard.

Copy the selected area to the clipboard

Paste an area on the clipboard on the current project.

Delete the area. If you do this you can't get it back.

If you want to lock a shape so that it can't be moved or deleted by accident. To unlock the area just click on the icon again.

Highlights an area for editing.

Creates a rectangular shape.

Creates a circular shape.

Applies an irregular shape to define a area on an image.

Allows you to open a previously saved [polygon](#).

Here you set the rulers to be visible or hidden

When you press this button, either the internal or external browser will be launched (depending on your settings in options) with your imagemap project..

Save the current imagemap project under a new name.

You close the current imagemap project

[Click here to test your project..](#)

You open the options window.

Here are the last 4 projects you've used. By clicking on one of the names you open it.

Close the program.

Save a polygon..

If you want to see how the html code looks, you press here and you get the Show Map/Source screen..

Here you find the Hotspots Wizard. This is used to automatically generate hotspots in a system. The maximum number of hotspots allowed is 10000.

Starts this help file

About the program, register info etc..

This will start the Internal test browser..

This will test the project in an external browser..

Lock/unlock all the elements on the screen..

Here you set how many hotspots you want. They are created from left to right..

Here you set how many hotspots you want from the top and downwards..

Here you set the distance horizontally between the hotspots. The measurement used is pixels..

Here you set the distance vertically between the hotspots..

Here you set the base address (URL) of all the hotspots..

Here you set the alternative text of all the hotspots you create

Here you set the width of all the hotspots you create. The width measurement is pixels..

Here you set the height of all the hotspots you create. The height measurement is pixels..

Here you set how far from the left edge the first hotspot should be generated..

Here you set how far from the top edge the first hotspot should be generated..

The text you put here will appear on all hotspots you generate using this wizard.

You can choose to lock or unlock the hotspots you generate. By setting this option to Yes, all hotspots will be locked..

Here you can select the name of all the hotspots you create. If you type in VIM, all hotspots will be named VIM followed by numbers in order (like VIM1, VIM2 etc.)

[Click here to start the process of generating hotspots](#)

If you change your mind, and don't want to use this wizard, you click this button to close it..

This button will start the help file..

You can [read](#) here how to do it..

If you save as html, you can add it to an existing html document, and upload it to the internet. The VIP format can only be read by Visual Imagemapper. We advice you to save as VIP until you are happy with your imagemap (and want to be able to publish it on the net). When you save as VIP, some settings are saved that normally won't get saved in HTML format..

As of Visual Imagemapper 2.0 the program has a built-in browser for testing the projects...

Yes, but only the first image of the animation will be displayed in Visual Imapemapper..

If you purchase one license of Visual Imagemapper, you can install it on one computer. If you install it on more than one computer, you're breaking the license agreement. If you need more than 20 licenses, you can contact us at support@sofasitters.com for a special offer...

No, EVERYBODY who have purchased version 1.0 before Sept 5 2000 will receive a free upgrade to version 2.0.

When you're picking an external browser, you have to go to options which is located in the File menu. You have to give the full path of the browser, e.g. C:\Temp\Netscape.exe
You have to put the full path, including the .exe file, or you will get an error message when testing the projects..

Here you should enter the path to the browser you're using when you test the imagemap. You can choose between Microsoft Internet Explorer or Netscape Navigator. You must type the whole path, not just the directory, e.g. *C:\internet\netscape.exe*

Here you can select which color a shape will have when you draw it on the image, and you can choose the color of the frame around it.

When you're testing an imagemap you can choose what will happen with the existing project. The most common setting is Save Changes, the project will then be saved automatically. If you choose the second option, Prompt for changes you will be asked if you want to save the project. The third option is not to save the project.

When you save a project as HTML, you may set the program to perform a test to see if you have given all the fields a URL..

If you select this option, you will not be asked if you want to save your project on exit. It will be saved automatically.

If you want to keep the text that you have entered in the Hotspot Wizard, you can decide that here..

If you mark this, the default browser will be started when you're clicking on hotspots on imagemaps you're viewing in the internal browser, and take you to the url of the hotspot.

If this isn't marked, your projects will be started in the external (default) browser. Leave this option as marked if you wish to test your projects in the internal browser..

When this option is marked, you will see the outline of the hotspot area(s) when you're testing your project within the internal browser. If this option is not selected, you will not see the outline of the hotspots...

If you select this option, a shortcut on the desktop will be created. This means it gets faster to start the software at a later time.

This means when you double-click a VIP file it will automatically load into Visual Imagemapper.

If you need help about this product or just want to browse the Sofasitters Entertainment website, then this is the easiest way to do it... An icon will be created on the desktop.

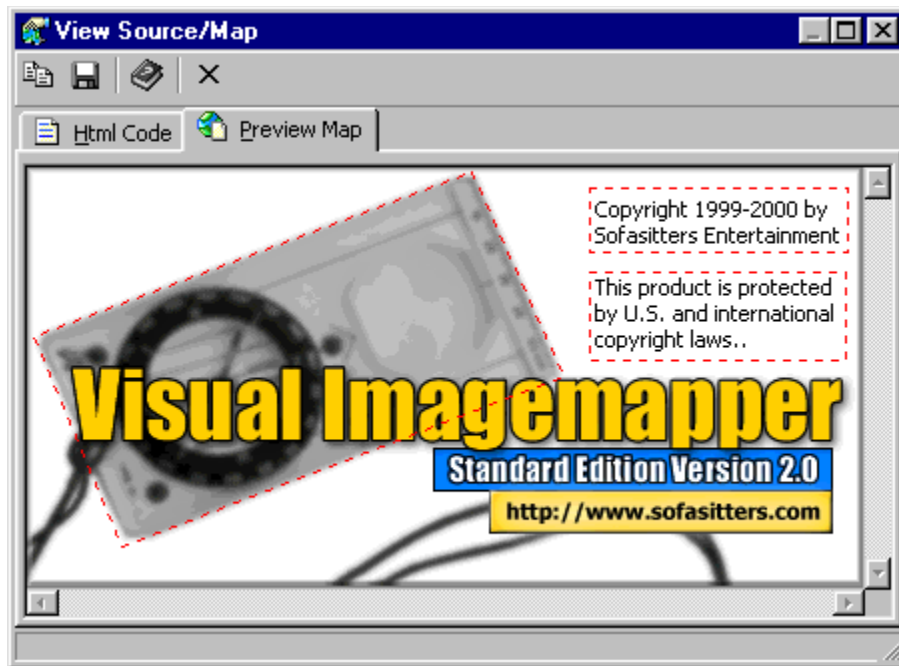
View Source/Map

In Visual Imagemapper you have the option to see a preview of how the html code will look and how it will act in an external browser..

If you click Html Code you will see the code that makes this map work.

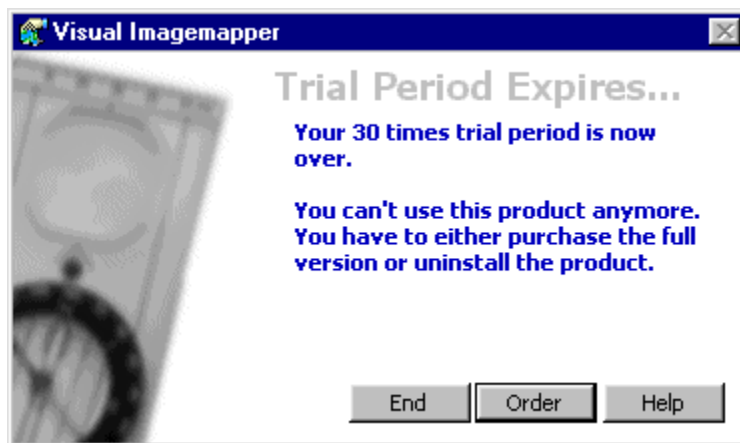
In the Preview Map window you can get a preview of the active map.

Click on the area you want more information about



Trial period is over..

You have now just seen this message



This means you have used the product 30 times, and to be able to continue using it, you have to purchase it. More information is available by clicking the **Order** button or [here](#). You can also visit our website and order from there..

If you don't want to save the document you're working on, but only extract the html code, click [here](#) to copy it to the clipboard. Then you can paste it into your HTML-editing application(s)..

To close the View Source/Map window, click [here](#)..

If you want to see how the html code looks click [here](#).

Here you preview your map

This is the map preview area..

This is the color of the html tags when you view the html code.

This is the color of the attribute values.

This is the color of the comment tags when you view the html code.

This is the location of the image on the harddisk.. You don't have to think about this right now..

UseMap has to start with #, it's common that UseMap is the same as the name of the image, but it is possible to name it whatever you want. But remember that UseMap and MapName has to be the same.

Mapname has to be the same as Usemap, but you must not include #. If Mapname and Usemap isn't the same they won't be connected, and the imagemap won't work.

Here you see the width of the image. If you resize it, the image also be resized in a browser. We advice you to not edit this field. If you need to resize the image, we advice you to use an Image Editing Tool.

The same goes for this as Width

Here you choose if you want a frame around the image when you load it. The default is 0.

Here is the name of the hotspot. You can change it, and if the new name you type in exists, you will see a message..

Here you choose where to send the user when he/she clicks on the field.. As an example, let's say you want to send them to our website which is <http://www.sofasitters.com>.

This is the text that appear when the user moves the mouse pointer over the area..

If you have a page with several frames, you can choose which frame the URL will be loaded into.

If you create a rectangle, you can transform it into a circle, or the other way around; from circle to rectangle. This can not be done with polygons..

Here you find the coordinates for the shape.

If the user has the pointer over the area, here you can edit the text to appear on the system bar of your browser.

The same as OnMouseOver, only this is where you define what to appear on the system bar when the mouse pointer is moved away from the area..

WebLinks

Sofasitters Entertainment home page

Visit Sofasitters Entertainment home page on the web for product updates, tips, and the latest information about Sofasitters Entertainment products.

<http://www.sofasitters.com>

