

# ImageReady: Image Maps

## Lesson 6: Introduction to Image Maps

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### What is an image map?

An image map is a graphic on a web page which has different defined regions within it. These regions are called image map areas. Once an image map area is defined, you can assign a URL to it so that a click on that area will take the viewer to another page, or you can create a rollover effect that occurs when the mouse cursor is placed in that area. Image map areas can be rectangles, circles, or polygons.

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### How are image maps stored?

An image map is stored as two parts: the graphic (which is stored in its entirety as one file), and the definition of the image map and the assignment of that image map to the graphic (both of which are part of the HTML code for the web page). Each image map area is defined as a shape and a series of coordinates, with a URL which will be activated if the mouse is clicked in the defined area.

Here is an example of an image map definition:

```
<map name="Map2">  
<area shape="rect" coords="4,99,56,133" href="one.htm">  
<area shape="circle" coords="44,54,20" href="two.htm">  
<area shape="poly" coords="12,29,18,70,56,69,43,40,68,25"  
    href="three.htm">  
</map>
```

And here is an example of the assignment of an image map to a specific graphic:

```

```

Luckily, ImageReady makes it easy to create image maps. Read the next lesson to see how.

*(Note: ImageReady by default creates client-side image maps. These Image Map lessons only refer to client-side image maps, since that method is usually preferred. If you want to learn more about server-side image maps, read the online documentation.)*

## Lesson 7: Creating Image Maps

### How do I create an image map?

You can create an image map by using the Image Map tools in the toolbox (see the picture to the left).

Follow these steps to create an image map area:

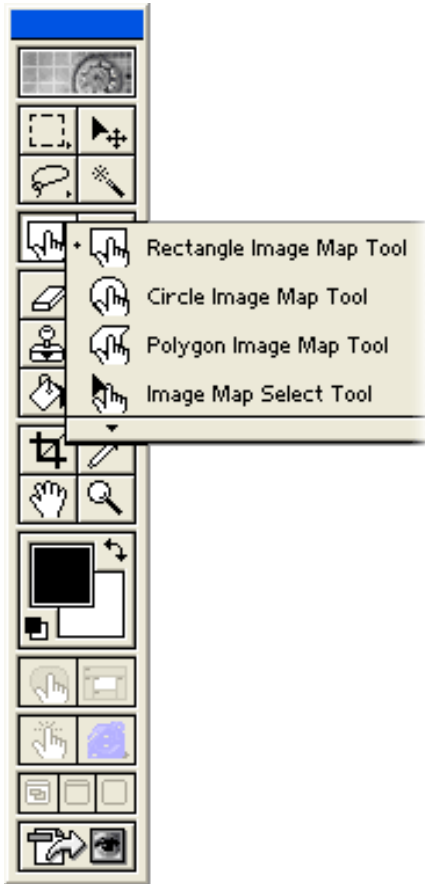
1) **Select the desired tool.** You can select either the Rectangle, Circle, or Polygon Image Map tool from the toolbox, depending upon what shape you want the area to be.

2) If you are using the Circle or Rectangle tool, drag within the graphic over the area you want to define. Shift-drag if you want to constrain the Rectangle tool to a square. (You don't need to shift-drag to constrain the Circle tool to a circle rather than an oval, because HTML cannot handle oval image map areas.)

### OR

If you are using the Polygon tool, click once at the starting point of your image map area, then click at the endpoint of each segment. When you get back to the beginning, position the pointer over the starting point and click to close the shape.

Repeat this process for each image map area you want to define on your graphic. When you are done, you should have a graphic where each image map area is outlined in pale blue. The currently selected image map area has a red outline with all of the “handles” of the image showing as dots:





(photo courtesy of [www.amgmedia.com](http://www.amgmedia.com))

**Tip:** You can define as many image map areas as you wish. But if you have overlapping areas, the top-most area is the one that is active at the intersection; the parts of other image map areas underneath are ignored.

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## How do I view image map areas?

If you do not see the image map areas, you need to tell ImageReady to show them. You can do this in one of two ways:

Image maps areas are displayed automatically when you select the Image Map Select tool in the toolbox.

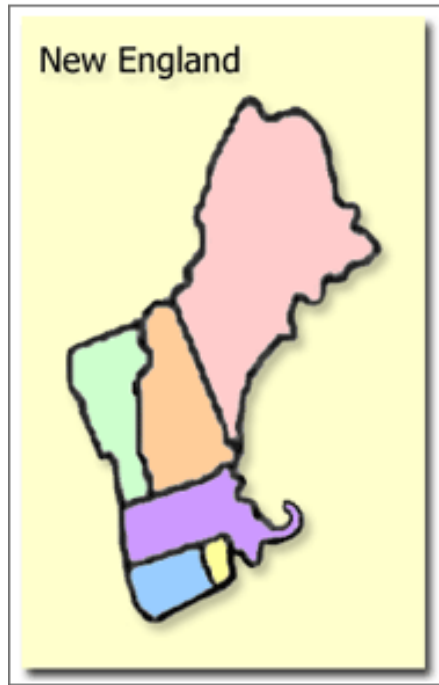


**OR**

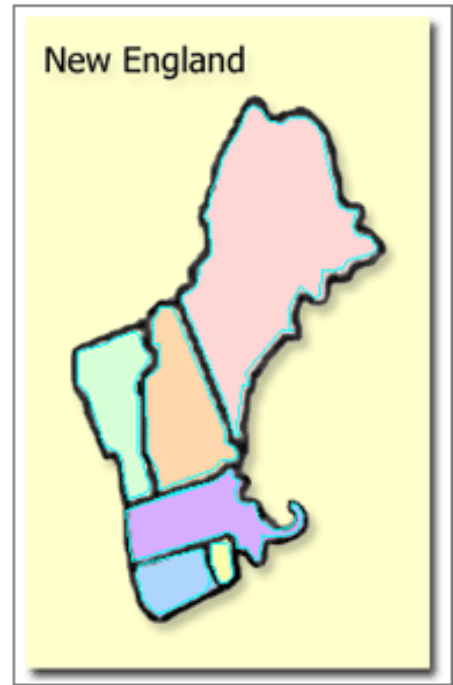
You can show or hide image map areas by clicking the Image Map Visibility button on the toolbox.



Hide:



Show:



## Lesson 8: Modifying Image Maps

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### How do I select an image map area?



To select an image map area, choose the Image Map Select tool from the toolbox (located on the same fly-out menu as the other Image Map tools), then click on an image map area. If you wish to add more areas to the selection, hold down the Shift key as you click on them. A selected image map area will look like this:



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### How do I modify an image map area?

You can move, resize, change the shape, or delete an image map area that you have created with the Image Map tools.

#### **Move:**

- 1) Select the image map area(s) you want to move.
- 2) Drag the image map to its new location. If you hold down the Shift key, the movement will be restricted to horizontal, vertical, or 45 degree diagonal directions.

#### **Resize or reshape:**

- 1) Select the image map area you want to change.
- 2) Point to a handle on the border of the area, and then drag it to its new location. (If the area is a rectangle, hold down the Shift key if you want to constrain the shape to the same proportions.)

#### **Delete:**

- 1) Select the image map area(s) you want to delete.
- 2) Press the Backspace or Delete key.

## Lesson 9: The Image Map Palette

### What is the Image Map palette?

Once you have drawn your image map areas, you will want to set the options for each one, and the Image Map palette lets you do that. You can name the area, specify link options, set up frame options, and assign an Alt tag to the area.

To view the Image Map palette:

Pull down the **Window** menu and select **Show Image Map**.

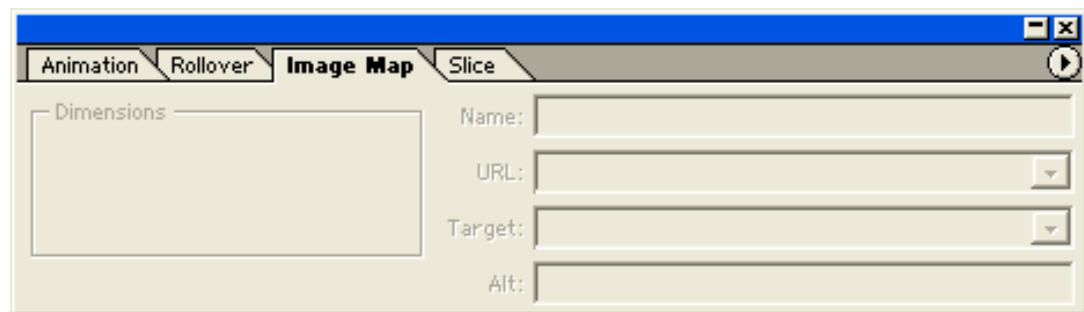
**OR**

Pick the Image Map Select tool, then double-click on an image map area.

**OR**

Pick the Image Map Select tool, then click the **Image Map Palette** button on the options toolbar.

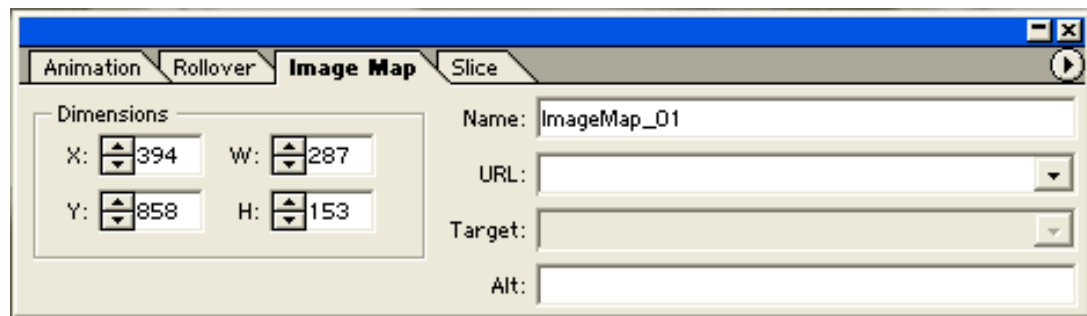
The following window should appear:



This is the Image Map palette. (Note the Animation, Rollover and Slice tabs; in later lessons we will explore those palettes as well.)

### How do I set my image map options?

In the graphic above, the Image Map palette is blank because no image map area has been selected. The first step in setting the options for an image map area is to select the desired area (see the previous lesson). Once the area is selected, the palette looks like this:



There are four fields on the Image Map palette for setting your image map options (not including Dimensions). They include Name, URL, Target, and Alt.

### **Name field**

To name the image map area, highlight the default name in the name field of the Image Map palette and type a new name. (Choose a name that will make it clear what that area is for.)

### **URL field**

To create a link that will take the user to a new web page when the area is clicked on, enter the destination URL in the URL field. You can enter a relative URL if the desired page is in the same site (for example, ***modifying.htm***) or you can enter a full URL. If you enter a full URL, be sure to include "http://" at the beginning (e.g., ***http://iit.bloomu.edu***, not ***iit.bloomu.edu***).

### **Target field**

If you want the link to open a new window, leaving the current page open, then select ***\_blank*** from the Target pull-down menu. Otherwise, if you want the new page to open in the same window, select ***\_self*** or leave the Target field blank.

If you are using frames, you can enter the name of the target frame, or choose ***\_self***, ***\_parent***, or ***\_top*** from the Target pull-down menu to specify what kind of frame behavior you want.

### **Alt field**

Sometimes it can take a long time for a graphic to download, or sometimes it won't load at all. When this happens, it is helpful to the user if text is displayed where the image map areas are so that they can still use the links even though they can't see the graphic. The Alt field lets you specify appropriate text for each image map area.

## **End of Lesson**

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