

Imagemapic User Guide

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<http://www.snowblind.net/>

Welcome to the official documentation for Snowblind Imagemapic. Imagemapic is the world's finest freeware image-mapping tool, and the release of version two brings it up to the level of the 'paid' tools you may have tried.

- What is an image map?
- Why should I use Imagemapic?
- How does it compare to similar tools?
- Where can I download Imagemapic?

What is an image map?

An image map is a graphic on a web page which has been divided up into areas, such as circles, rectangles and polygons; each area is assigned a link. For example, the image below could be 'mapped' such that clicking on different continents went to different web pages.



Why should I use Imagemapic?

Imagemaps are notoriously tricky to do "by hand", that is, writing the code yourself. You need to find out the exact co-ordinates of each shape you want to make, then add information on where to link to, the target, alt text, and more. Imagemapic gets rid of this exercise in timewasting by giving you a simple (but powerful) graphical interface. You simply draw the shapes directly onto the image, click "generate code", and the HTML code for your imagemap is written automatically.

What's more, Imagemapic is absolutely **free**, for life! (Although I don't mind people buying stuff off my Amazon Wishlist :])

The program file is a tiny 95 KB, taking only seconds to download, and there is no installation required (although you do require Microsoft's VB6 Runtime Files, which are included with Windows 98 and above, but may be downloaded separately here.)

How does it compare to other image map tools?

The results are in! The last version (1.0) of Imagemapic was the highest-rated image mapping tool on C|Net's download.com - and that includes the paid tools!

Imagemapic (version 1.0) C|Net user rating: **92% (65 votes)**; Cost: **Free!**

MapEdit C|Net user rating: **83% (12 votes)**; Cost: **\$25**

LiveImage C|Net user rating: **100% (1 vote *cough*)**; Cost: **\$29.95**

HotSpots C|Net user rating: **64% (11 votes)**; Cost: **\$15?**

HotEdit C|Net user rating: **67% (9 votes)**; Cost: Free

And with the release of Imagemapic 2, which has been re-written from scratch with many new tools and features, there is now absolutely no competition. Where can I download it?

You can download the program from the Snowblind Software website. The link there will take you to C|Net, where you can download the file from several mirror sites.

Please remember, if you enjoy using Imagemapic or find it helpful, leave some comments on the C|Net download page - I would greatly appreciate it!

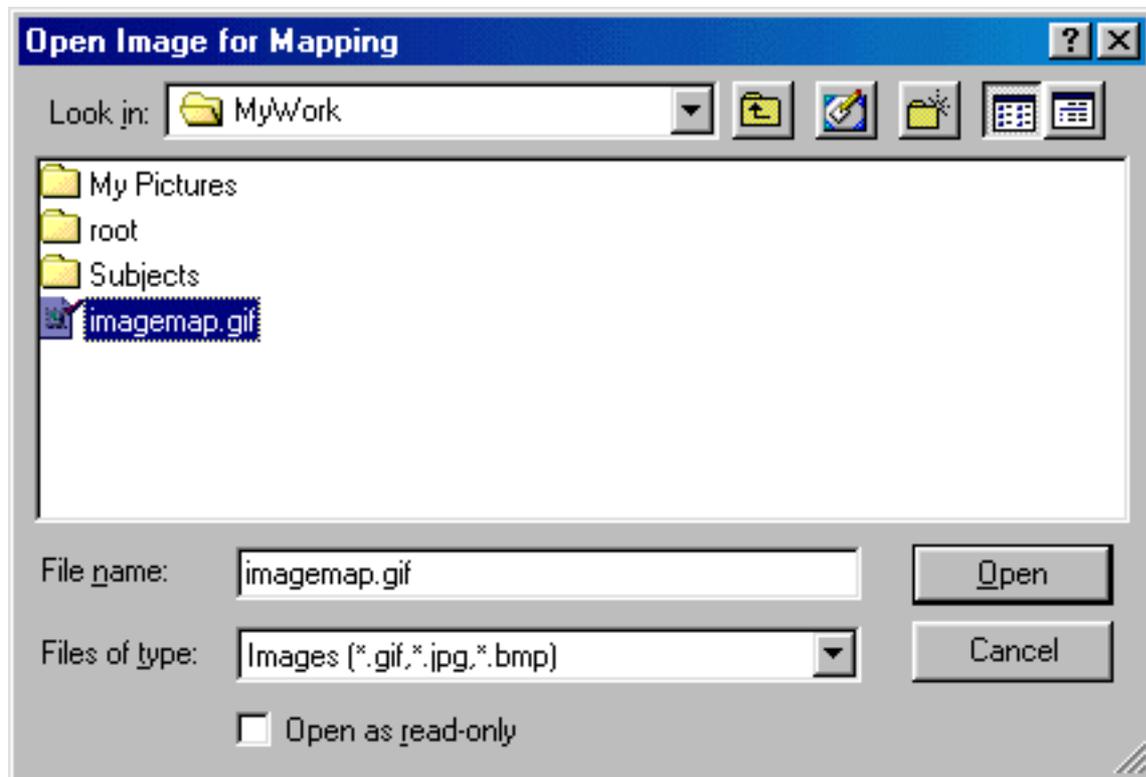
Thanks for your interest in Imagemapic, and I hope this mini-site will help you get the most out of the tool.

--Taras Young, Programmer

The User Interface

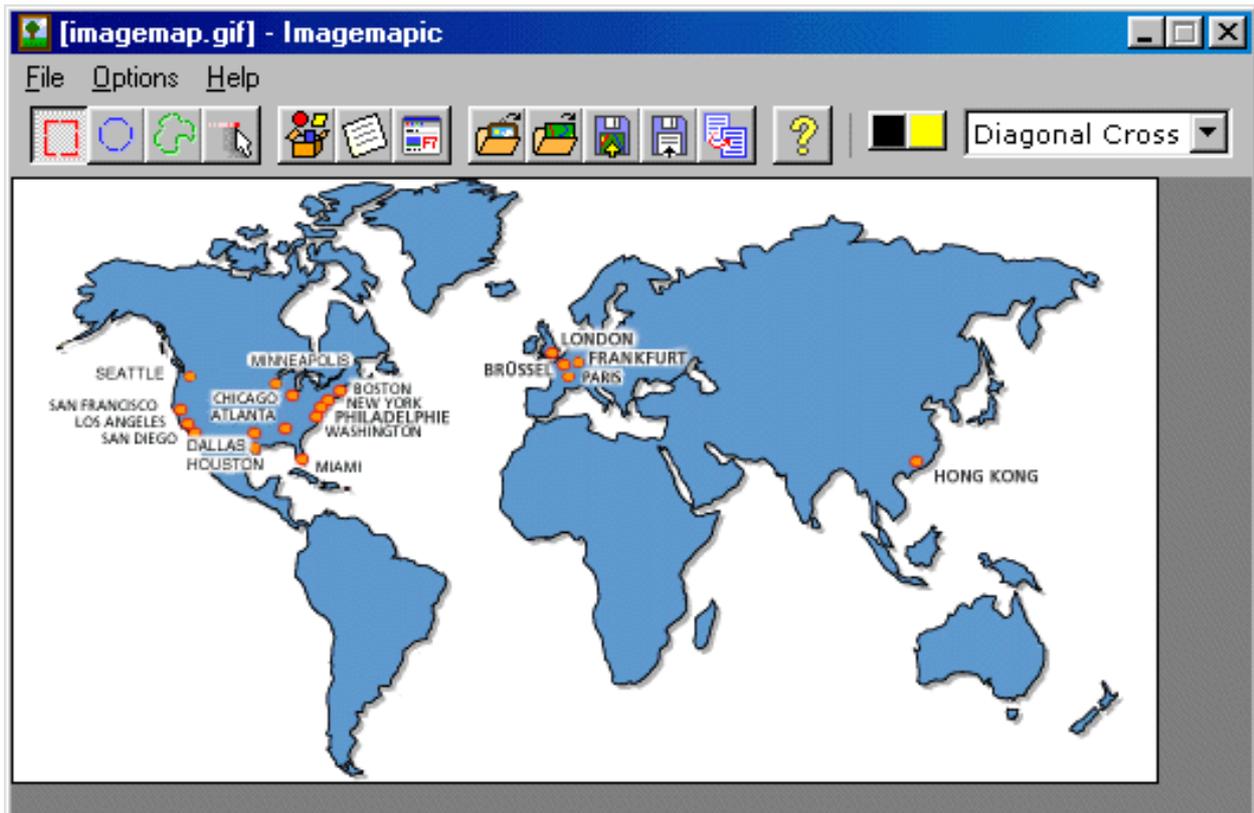
"The Imagemapic user interface may look simple, but it hides a powerful interior." - corny I know, but true! This page will help you get to grips with the basics of the user interface. Starting Imagemapic

When you first run the program, you'll be faced with an Open Image dialog box:



Select the file you want to make an imagemap of, and click "Open".

The Main Screen



This is the main interface of Imagemapic. The toolbar at the top controls most of what you can do:



Rectangle Lets you draw rectangular link areas.



Circle Lets you draw circular link areas.



Polygon Guess.



Pointer Use this to select, move and resize shapes.



Shape Browser Opens the Shape Browser window.



Generate Code Shows the Generate Code window.



Preview In Browser Previews the current map in your default browser.



Load Image File



Load Map File



Save Map File



Save Code to File



Copy Code to Clipboard

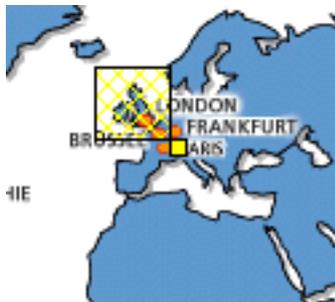


About Shows the about box.

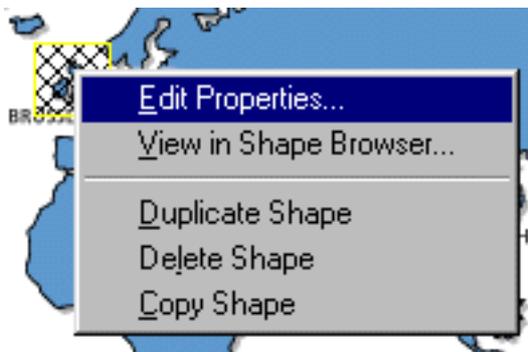
Mapping Shapes

Drawing a rectangle

Make sure the Rectangle tool is selected, then draw a rectangle by clicking and holding the mouse, then dragging the shape out until it's the right size. Let go of the mouse to set the shape.

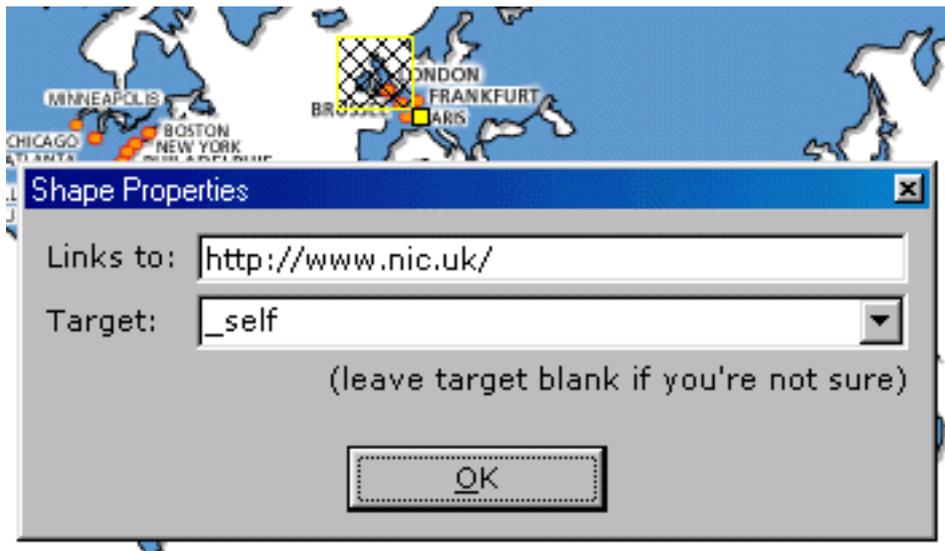


You should now have something like this (left). The rectangle you've just drawn is shown by the cross-hatched area; the little yellow box attached to it is the resize box, which you'll find out more about in a moment.



Of course, you don't just want a rectangle - you need to set its link too. To do this, change your tool to the Pointer, and right click the image. You'll see a menu like the one on the right.

Click "Edit Properties...", and you'll be taken (strangely enough) to the Edit Properties box. Here, you are asked to provide a link address (URL) and target for the shape to point at. If you don't know what the target should be, just leave it blank.



Once you've set those properties, click OK. Now, when you move the pointer over your shape, the program should display the new link address in its status bar.

The right-click menu allows you to do several other things with shapes. You can Duplicate a shape (ie. make another copy of it), Delete a shape you don't want, or Copy the shape to the clipboard. This menu also gives you direct access to the Shape Browser. (The right-click menu for Polygons is slightly different.)

Drawing a circle

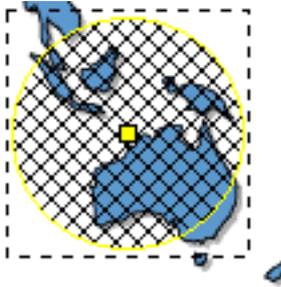


Drawing a circle is practically the same as drawing a rectangle, except, oddly, the shape is different :).

The resizing box of a circle is directly in its centre. Don't worry about the rectangle around the circle, it is just there as a guide and won't appear on your final image map.

Moving and Resizing Shapes

Once you've drawn a few shapes, you'll probably want to move them and resize them to make sure they are exactly where you need. In previous versions of Imagemapic, this was not possible, as shapes were static. However, you can now edit shapes in any way you like.



To move a shape, make sure your tool is set to Pointer, then move your mouse over the main area of the shape. When your mouse cursor changes into a grabbing hand, click and drag the mouse to move the shape around. The shape should change colour to show that you've grabbed it (left).



Resizing a shape is equally easy. Again, make sure your tool is set to Pointer. Then locate the shape's resizing box - that's the small yellow box attached somewhere to it. Your cursor should now change to crosshairs; now drag in the direction you want to resize the shape (right).

Moving and resizing polygons is slightly different and is covered on the polygons page.

Polygons

Drawing a polygon



To draw a polygon, first select the polygon tool. Then **click** where you want the first point to be; you'll notice that when you let go of the mouse, a line will follow the cursor around. Click the next point, or 'node' of the polygon to create it. In this way, you can create a multi-sided shape.

When you've finished drawing a polygon, either double click to make the final node, or choose a different tool (this completes the polygon - you'll see a dotted line joining your first and last points.)

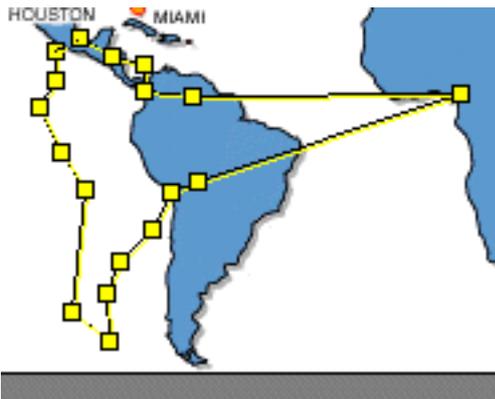
Moving a polygon



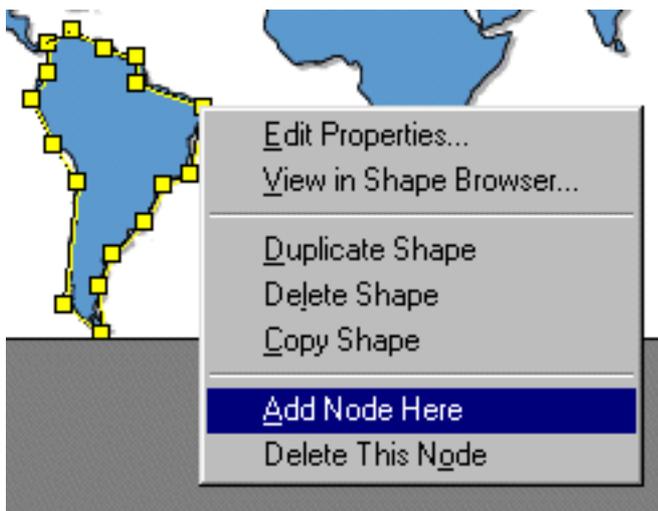
You'll probably have noticed that a polygon isn't "filled"; it's made entirely of "resize boxes". However, this doesn't mean you can't move the shape as a whole! Simply make sure that "Move Shape" is selected in the Options -> Polygon menu (this option can be set easily by pressing the F3 key). This menu can also be accessed by right-clicking an area of the image where there isn't a shape.

Once you've set the "Polygon -> Move Shape" option, you can then click and drag any node on the polygon to move the entire shape.

Moving points on a polygon



If you want to change the shape or size of a polygon, select the "Move Points" option from the Options -> Polygon menu. (This can also be done simply by pressing F2.) You can then click and drag any node to another location, and the polygon's connecting lines will automatically stretch to it.



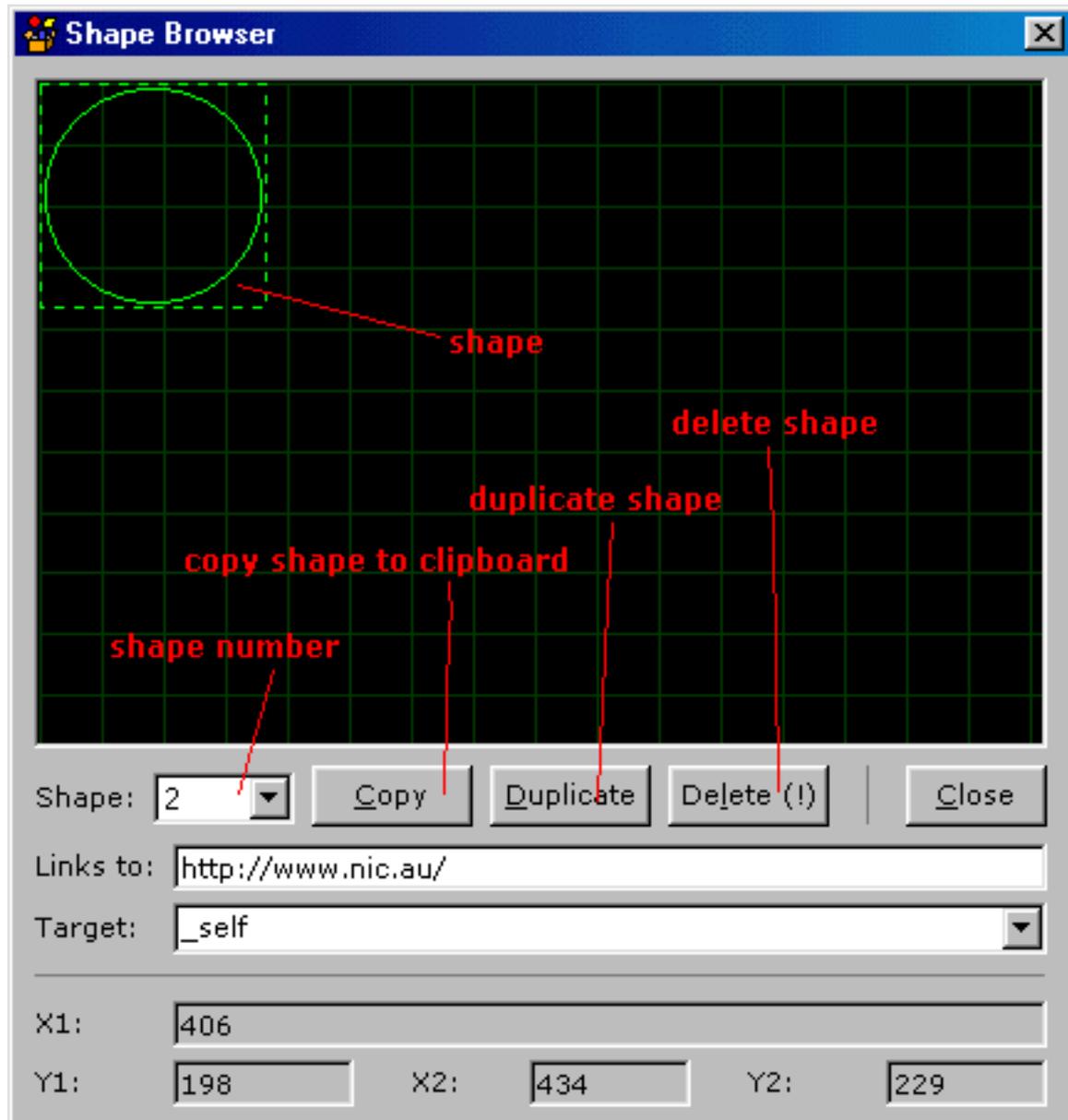
You may need to add points to or delete points from your polygon. To do this, right click on the shape, and you'll see two menu items more than on other shapes: Add Node and Delete Node.

Clicking Add Node will add a node slightly below and to the right of the node you selected.

The Shape Browser

What is the Shape Browser?

The shape browser is a tool to help you organise the shapes on your imagemap. It displays each shape you have drawn independently both of the main image and of the other shapes.



Using the shape browser is easy. Use the 'shape number' list to select which shape you want to look at; you are then presented with the shape's co-ordinates, plus its link properties from the "Edit Properties" box. These can be edited directly in the shape browser too.

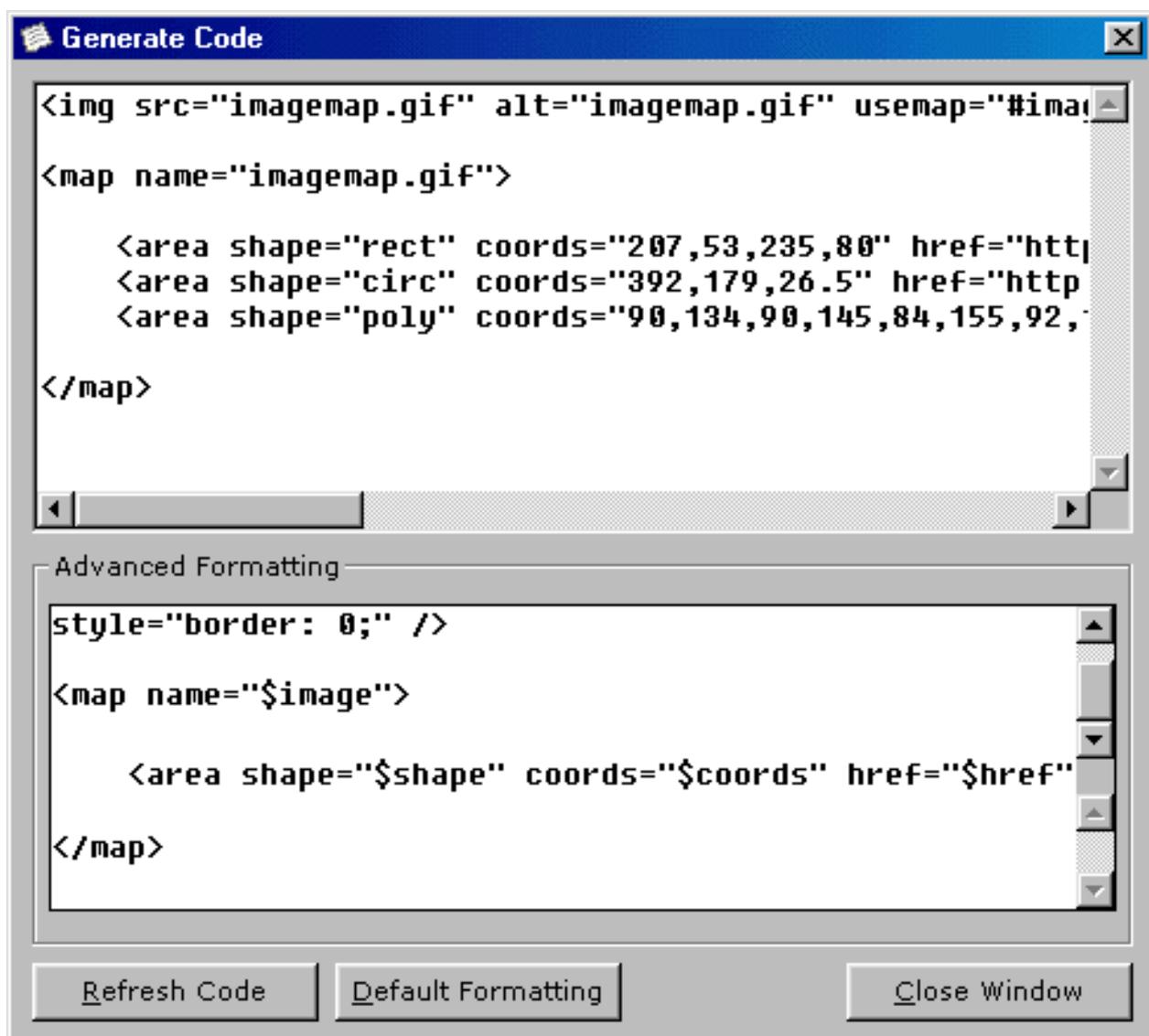
You also have the option to Copy a shape to the clipboard, Duplicate a shape, or Delete it.

Customising Code

How can I generate my HTML code?

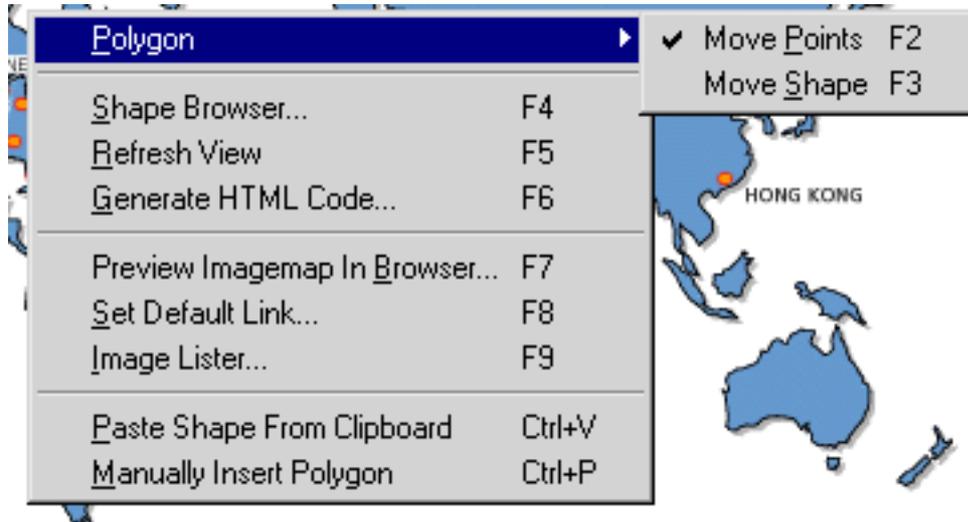
You can generate code in Imagemapic in three ways - either by clicking the 'Save Code to File' button (), the 'Copy Code to Clipboard' button (), or by using the Generate Code window.

This window can be called up either by selecting **Options -> Generate HTML Code...** (or pressing the F6 key), or by clicking the Generate Code button (). Advanced Code Customisation



Other Stuff

Options Menu



The Options menu, which is also available by right-clicking on an empty area of the image, provides several other features which have not been covered yet.

The "Preview Imagemap In Browser" feature (also available on the toolbar as the  button) will load up a working version of your imagemap in your default browser.

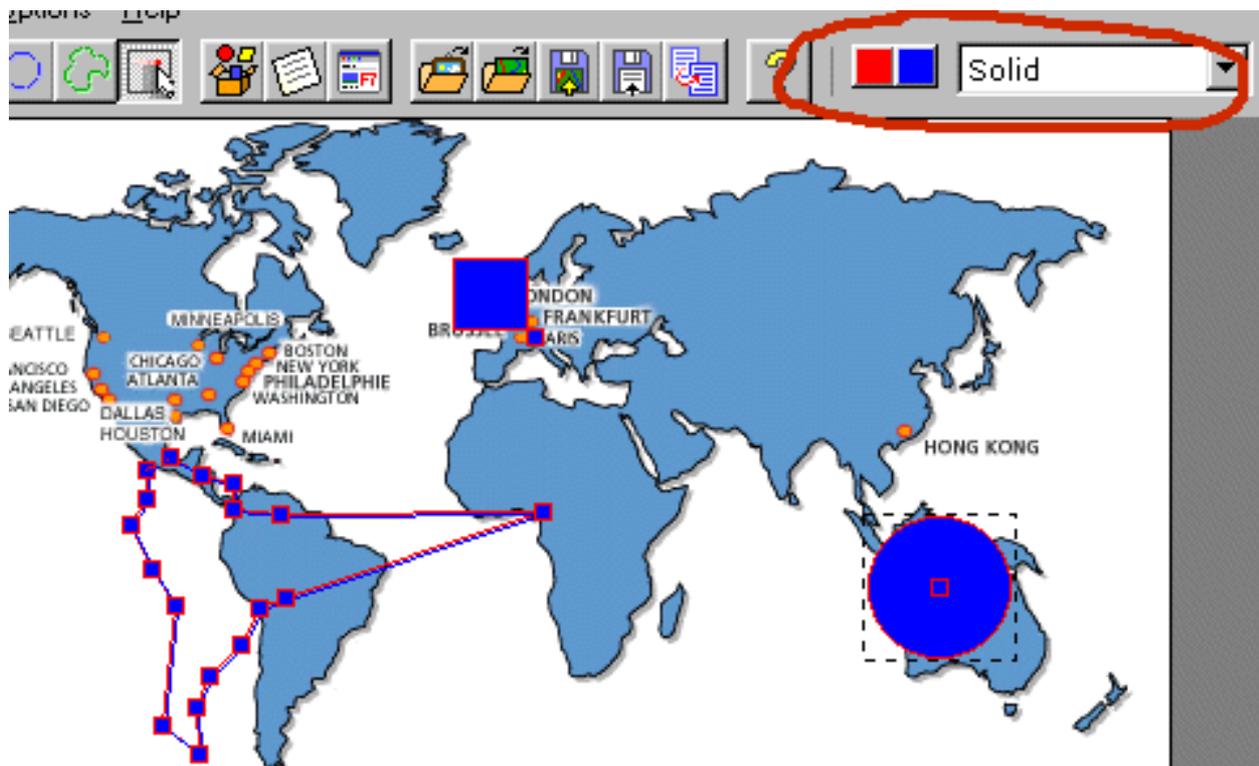


"Set Default Link" allows you to set a default page for the image to link to, when a user of your imagemap clicks on an area where there isn't a shape. You can leave this blank to have no default link.

Clicking "Image Lister" loads the Image Lister window (left). This tool will scan through an HTML file to find any references to images, then list them. You can then double-click on an image's filename, or select it and click 'Load image', to attempt to load the image in Imagemapic.

"Paste Shape from Clipboard" will, as the name suggests, paste a shape stored in the clipboard onto your imagemap. Note that only shapes copied from Imagemapic can be pasted.

"Manually Insert Polygon" lets you enter a series of co-ordinates directly to create a polygon. This feature can be used to paste in co-ordinates from the code for a polygon in another imagemap. Colours Settings



You can also change the colours and fill style of the shapes while you're editing a map using the area on the right of the toolbar. The drop-down list contains eight different fill patterns, while you can choose from 16 colours for the border and fill.