Creating an Image Map

Q: What would you use an image for?

A: You might use an image map on a web page to divide a large image into sections.
You might also use an image map for animation, to place sprites on a piece of a background, or to replace the area after a sprite has been displayed.

Image maps on the Web

There is an HTML tag called map, that allows the user to click on an area of an image and each area has a different link. Generally this is one large image, however, you may want to load the image in sections, or, have three large images, replacing an area of the large image with sections of the next large image map, thereby creating an animation, or slide display.

The web page image map button at the bottom creates an image map using one large image.

At the bottom of the <Drag From Main> Tab page, is a button to create a web page image map. It will load the notepad and write some HTML for you. When you are done, load your web browser and view the page.

The HTML language is a subject beyond the scope of this help file. There is plenty of information on HTML at your local book store, or library or on the Internet.

Image Maps used in animation

One method of animation, takes a large image, perhaps a GIF, and places small characters or objects on that imge. As the animation is played, the character moves over the image. As the character moves over the image, the area that last housed the character needs to be replaced with background.

Animated GIF files can hold that area in memory and replace it after displaying the character or sprite. However, you may want to use a java script or AVI or some other format. Then you will need to place the sprite on a new location and replace the background with a section from the image map.

Other Uses

You may want to divide a large image into smaller sections for games creation.

Suppose you had a very wide image. You could divide this file into columns and

display only a section at a time as the character stays in the center of the camera, the background scrolls left giving the impression that the character is moving along a street or hallway etc.

Suppose you had constructed a large image that was an overhead of a town. By dividing the image, you can work with less memory requirements, and performance is greatly enhanced.

You can work with small sections, then paste that section back onto the original after editing.

Sample

Take two images, divide the second into sections.

Save the first image as frame001 using the <Drag from Main> then <Animation Manager>

Now load the second image and <Drag from Main> and divide it into sections.

Reload the first image and paste the sections one at a time onto the first image, dragging from main and dropping them onto the animation manager drop site to save the frames.

When you are done, you will have a sequence of frames that shows an image being replaced in sections by the second image.

Something else you could try is to take one image, divide it into sections, and place an object on each section.

Now reload the original, paste from file a section onto the original and save the frame.

Repeat for each section and when you are done you will have a series of frames that when played will have an object moving around the image.

For variety, have three objects and alternate them on every third section you paste onto the original.
