

The KImageMapEditor Handbook

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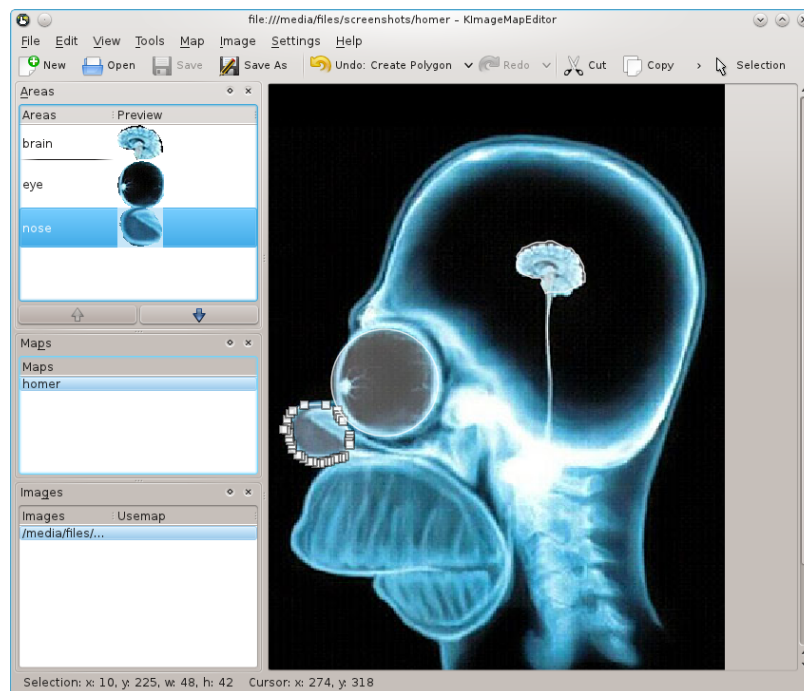
Abstract

KImageMapEditor is an HTML imagemap editor by KDE.

Chapter 1

Using KImageMapEditor

KImageMapEditor is a HTML imagemap editor developed by the KDE community. It allows you to create and modify HTML **Imagemaps**.



KImageMapEditor main window.

A common use case is a world map where each country is an imagemap. By clicking on a country in the map you can open a link to the selected country.

Creating an imagemap requires the following steps:

Load an image file (png, jpg, gif) or a HTML file from your disk or drag it into the image area. Select an image in the **Images** docker.

Add a imagemap using **Map** → **New Map** from the menu and enter a map name.

Now the **Tools** menu is enabled and you can select the appropriate geometric shape like **Circle**, **Rectangle**, **Polygon** or **Freehand Polygon** and define a clickable area in the image.

The **Area Tag Editor** dialog is displayed. On the **General** tab enter the attributes **HREF** (a link's target URL), **Alt.Text**, **Target** and **Title**.

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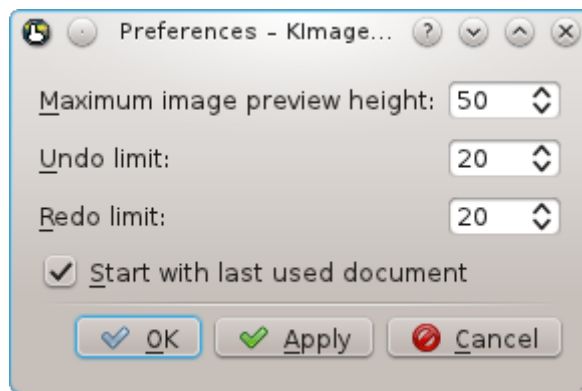
The **Coordinates** tab shows the geometric data of the shape. Editing the value allows you to adjust size and position on the image as your changes are immediately visible in the image. Size and position can be altered using the mouse as well.

To open the **Area Tag Editor** dialog for an already defined imagemap use **Properties** from the **Edit** menu or the context menu of the region.

Use **Map** → **Show HTML** to view the generated HTML code of the map.

Next open **Image** → **Edit Usemap...** and enter the map name as usemap value. Save your work with **File** → **Save**. Open the HTML file in Konqueror to verify that the imagemap is working as expected.

Configuration options of KImageMapEditor can be accessed by opening the configuration dialog with selecting **Settings** → **Configure KImageMapEditor...** from the menu.



Configuration dialog of KImageMapEditor.

Chapter 2

Credits and License

KImageMapEditor

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