

## INDENT TEXT USING LISTS

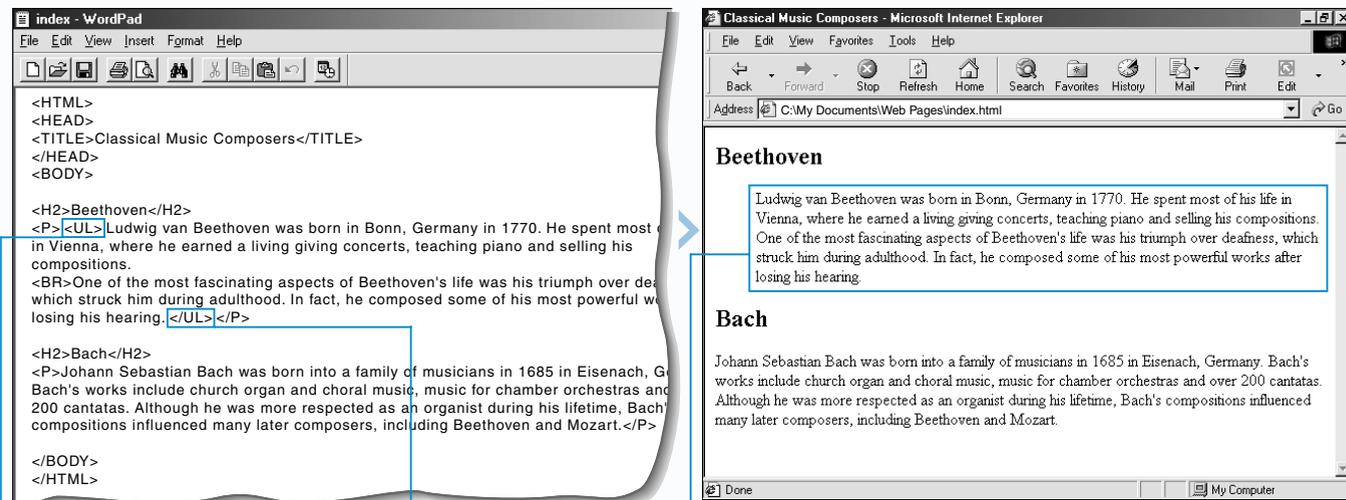
The HTML standard does not provide a tag for indenting text. Using the `<UL>` tag allows you to trick Web browsers into indenting text.

The `<UL>` tag is designed for creating unordered lists, which are indented from the left edge of a Web page. When creating an unordered list, you use the `<LI>` tag to have each list item display a bullet. Using the `<UL>` tag without the `<LI>` tag allows you to indent text without displaying a bullet beside the text. For more information on unordered lists, see page 40.

When you use the `<UL>` tag to indent text, Web browsers will indent every line in the section of text. To indent only the first line of text, use the `<DD>` tag. The `<DD>` tag is designed to mark the beginning of a definition when creating a definition list. For more information on definition lists, see page 43.

Although most Web browsers support using the `<UL>` and `<DD>` tags to indent text, the HTML standard recommends that you use *style sheets* to indent text. For more information on style sheets, see page 196.

### INDENT TEXT USING LISTS



1 Type `<UL>` in front of the text you want to indent.

2 Type `</UL>` after the text you want to indent.

■ The Web browser indents the text.

*Note: To indent only the first line of text in a paragraph, type `<DD>` in front of the paragraph and type `</DD>` after the paragraph.*

## CREATE A DROP CAP

A drop cap is a large capital letter you can use at the beginning of a paragraph to enhance the appearance of the paragraph.

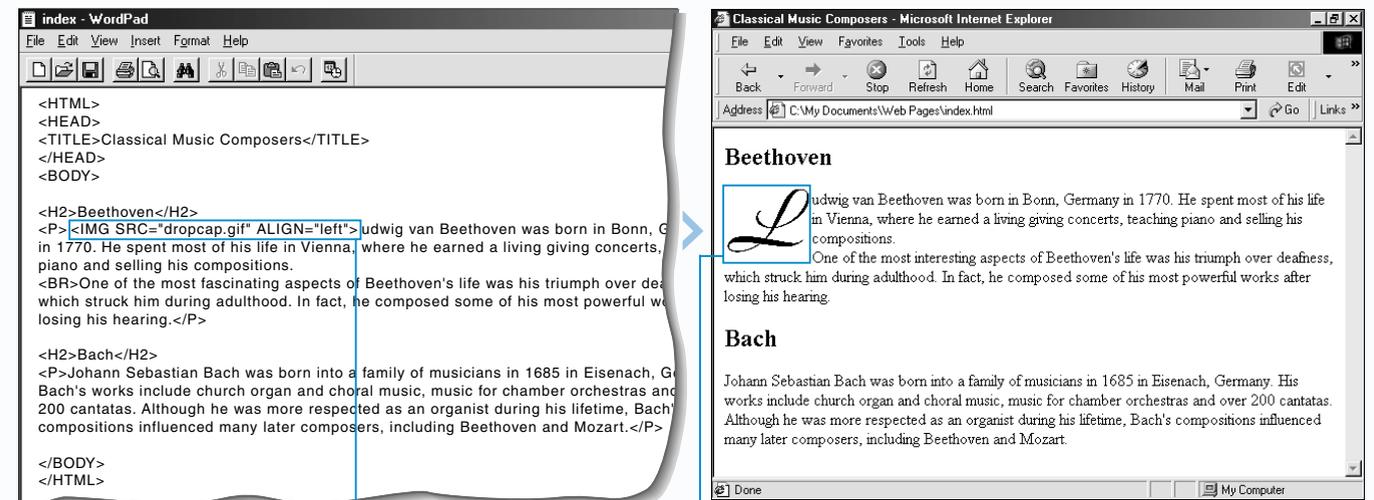
To add a drop cap to your Web page, create a GIF image of the drop cap and then add the image to your page.

To create a drop cap image, you will need an image editing program such as Jasc Paint Shop Pro or Adobe Photoshop. Consult the documentation that came with your image editing program to determine how to create an image.

The drop cap image you create should have a transparent background to ensure that it will blend into the background of your Web page. For information on making an image background transparent, see page 68.

Use the `<IMG>` tag to add a drop cap image to your Web page. Add the image beside the paragraph you want to contain the drop cap and use the `ALIGN` attribute with the `left` value to wrap the text in the paragraph around the image.

### CREATE A DROP CAP



1 In your image editing program, create the letter for your drop cap, making the background of the image transparent as shown on page 68.

2 In your HTML document, type `<IMG SRC="?" ALIGN="left">` where you want the drop cap to appear, replacing `?` with the location and name of the drop cap image on your computer.

■ The Web browser displays the drop cap on your Web page.

■ The surrounding text wraps around the drop cap.

*Note: To specify the location and name of an image, see the top of page 45.*

# CREATE A MARQUEE

Use the `<MARQUEE>` tag when you want to have text scroll across a user's screen.

The `BEHAVIOR` attribute allows you to specify the way you want text for a marquee to scroll. Use the `scroll` value to have text enter on one side of the screen and exit on the opposite side. The `slide` value has text enter on one side of the screen and stop when it reaches the opposite side. Use the `alternate` value to have text move back and forth across the screen.

The `DIRECTION` attribute allows you to specify the direction you want text to scroll. Use the `LOOP` attribute to specify the number

of times you want scrolling text to move across the screen.

Use the `SCROLLAMOUNT` attribute to specify the number of pixels you want text to move at a time. The `SCROLLDELAY` attribute lets you specify the number of milliseconds you want to elapse between each movement.

When creating a marquee, enter the text you want the marquee to display between the `<MARQUEE>` and `</MARQUEE>` tags. You can format text for a marquee as you would format any text on your Web page. Only Internet Explorer supports the `<MARQUEE>` tag, though other Web browsers will display the text you specify for a marquee as non-scrolling text.

## Extra

Use the `BGCOLOR` attribute to change the background color of a marquee. Specify the name or hexadecimal value for the color you want to use. For a list of colors, see the color chart at the front of this book.

### Example:

```
<MARQUEE BEHAVIOR="scroll" DIRECTION="left"
SCROLLAMOUNT="2" SCROLLDELAY="60"
BGCOLOR="red">Breaking News!</MARQUEE>
```

By default, Internet Explorer uses a minimum `SCROLLDELAY` value of 60 milliseconds, even if you specify a smaller value. Use the `TRUESPEED` attribute to override the minimum value. This is useful when you want text to scroll more quickly across the screen.

### Example:

```
<MARQUEE BEHAVIOR="scroll" DIRECTION="left"
SCROLLAMOUNT="2" SCROLLDELAY="10" TRUESPEED>Visit
our Web site!</MARQUEE>
```

To change the size of a marquee, use the `WIDTH` and `HEIGHT` attributes to specify a new size in pixels or as a percentage of the Web browser window. Changing the width or height of a marquee will not change the size of the text in the marquee.

### Example:

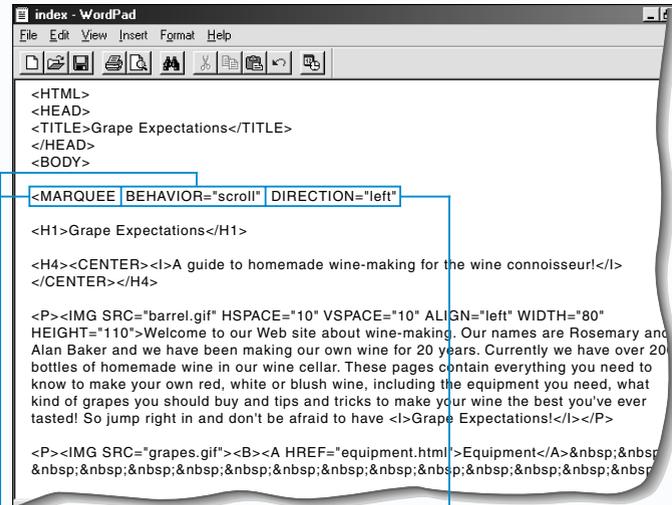
```
<MARQUEE BEHAVIOR="alternate" DIRECTION="right"
SCROLLAMOUNT="5" SCROLLDELAY="80" WIDTH="600"
HEIGHT="30">SALE! Two days only!</MARQUEE>
```

Use the `HSPACE` and `VSPACE` attributes to add space around a marquee on your Web page. The `HSPACE` attribute adds space to the left and right sides of a marquee and the `VSPACE` attribute adds space to the top and bottom of a marquee. Specify the amount of space in pixels.

### Example:

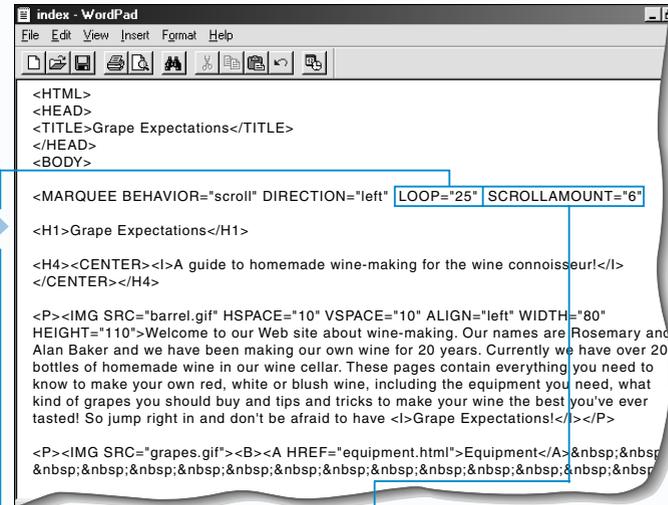
```
<MARQUEE BEHAVIOR="scroll" DIRECTION="right"
SCROLLAMOUNT="5" SCROLLDELAY="60" HSPACE="10"
VSPACE="10">Visit the new, updated photo
gallery.</MARQUEE>
```

## CREATE A MARQUEE



- 1 Type `<MARQUEE` where you want the marquee to appear on your Web page.
- 2 Type `BEHAVIOR="?"` replacing `?` with the way you want the text for the marquee to scroll (`scroll`, `slide` or `alternate`).

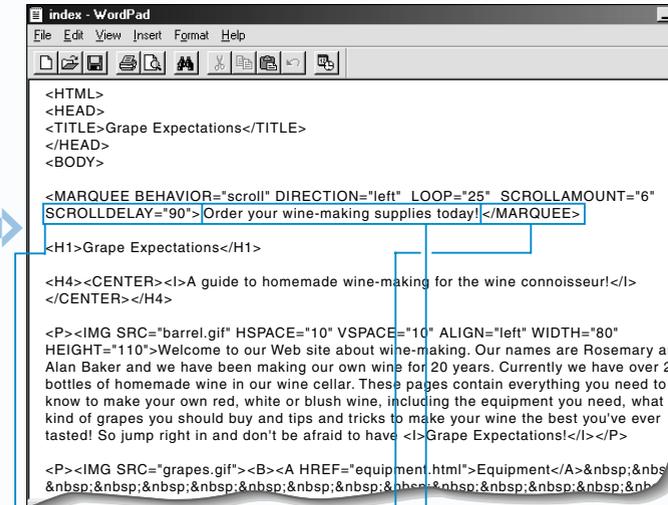
- 3 To specify which direction you want the text to scroll, type `DIRECTION="left"` or `DIRECTION="right"`.



- 4 To specify the number of times you want text to scroll across the screen, type `LOOP="?"` replacing `?` with the number of times.

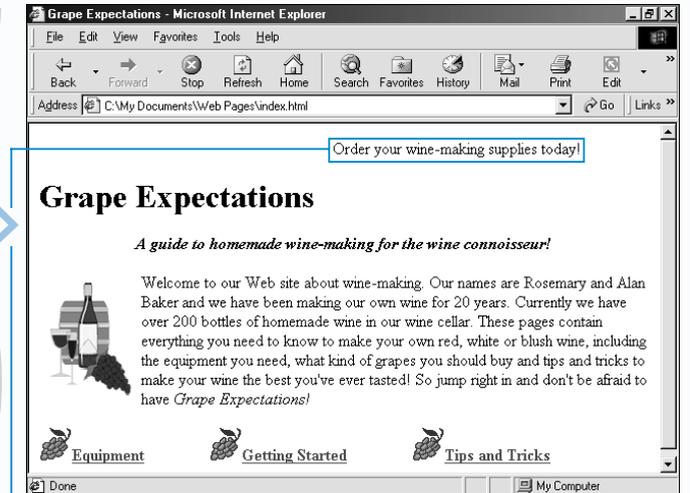
- 5 Type `SCROLLAMOUNT="?"` replacing `?` with the number of pixels you want the text to move at a time.

*Note: To have the text scroll continuously, type `LOOP="infinite"` in step 4.*



- 6 Type `SCROLLDELAY="?"` replacing `?` with the number of milliseconds you want to elapse before each movement of the text.

- 7 Type the text you want the marquee to display.
- 8 Type `</MARQUEE>` to complete the marquee.



- The Web browser displays the marquee on your Web page using the settings you specified.

# PLACE TEXT OVER AN IMAGE

If you want text to appear on top of an image on your Web page, you can use a table to position the text and the image.

To place text over an image using a table, create a table with one row that contains one cell. Set the `BORDER`, `CELLPADDING` and `CELLSPACING` attributes to a value of 0 pixels to remove the borders and spacing from the cell. This helps ensure that the text and image will line up properly.

Use the `WIDTH` and `HEIGHT` attributes to specify a size for the cell in pixels. To ensure the entire image will appear in the cell, make the cell the

same size as the image you want to add to the cell. To determine the size of an image, see page 58. Use the `BACKGROUND` attribute to add the image to the background of the cell.

The `VALIGN` attribute allows you to specify the way you want to vertically align the text over the image. The text you type between the `<TD>` and `</TD>` tags will appear over the image.

Text can also be placed over an image by *absolutely positioning* the text using style sheets. For information on absolute positioning, see page 236.

## Extra

If you want a border to appear around the image, add a border to the table containing the image. Set the `BORDER` attribute to a value greater than 0 pixels to specify a width for the border.

### Example:

```
<TABLE BORDER="10" CELLPADDING="0">
```

Placing text over an image is useful for creating navigation buttons on your Web page. To create a navigation button, make the text that appears over the image a link. Text you make a link will appear underlined.

### Example:

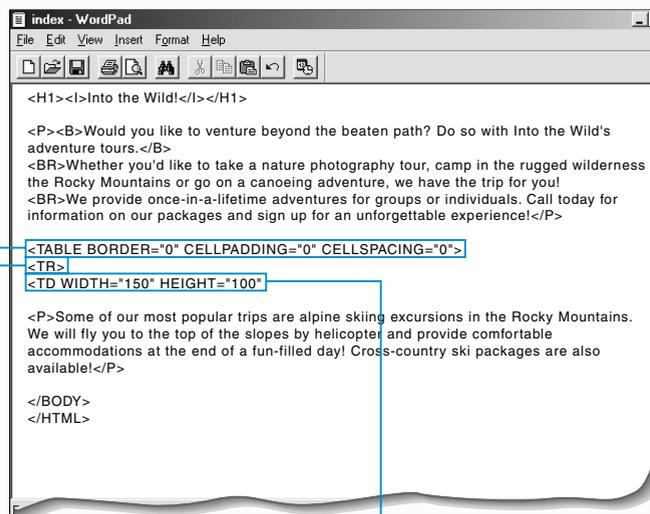
```
<TABLE BORDER="0" CELLPADDING="0" CELLSPACING="0">
<TR>
<TD WIDTH="70" HEIGHT="72" BACKGROUND="button.gif"
VALIGN="middle"><A HREF="index.html">Home</A></TD>
</TR>
</TABLE>
```

When you add an image to a table, the image is displayed as a block-level element, meaning that a blank line appears above and below the image. If you want the image to appear on the same line as the surrounding elements, use style sheets to change the table containing the image to an inline element. For information on changing the display of elements, see page 229.

### Example:

```
<TABLE BORDER="0" CELLPADDING="0" CELLSPACING="0"
STYLE="display: inline">
```

## PLACE TEXT OVER AN IMAGE

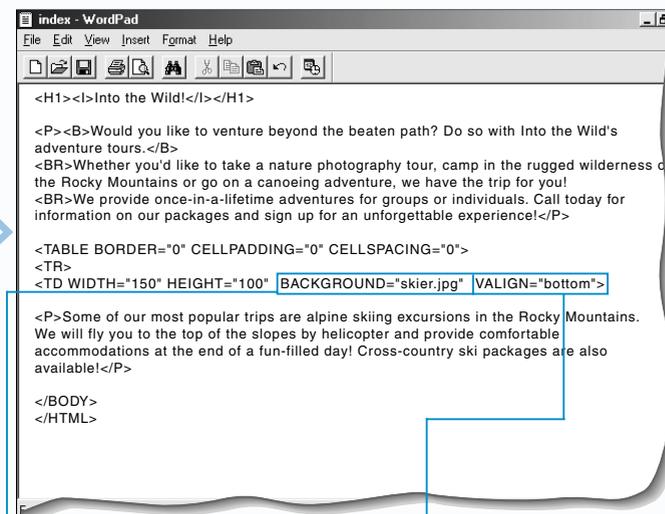


**1** Type `<TABLE BORDER="0" CELLPADDING="0" CELLSPACING="0">` to create a table that will not display any borders or extra spacing.

**2** Type `<TR>` to create a row in the table.

**3** To create a cell the same size as the image you want to use, type `<TD WIDTH="?" HEIGHT="?">` replacing ? with the width and height of the image in pixels.

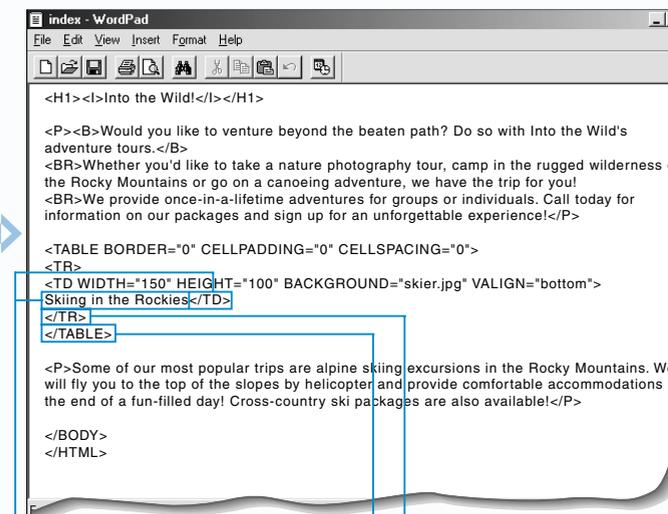
*Note: To determine the size of an image, see page 58.*



**4** To add the image to the background of the cell, type `BACKGROUND="?"` replacing ? with the location and name of the image you want to use.

*Note: To specify the location and name of an image, see the top of page 45.*

**5** Type `VALIGN="?"` replacing ? with the way you want to vertically align the text over the image (**top**, **middle** or **bottom**).

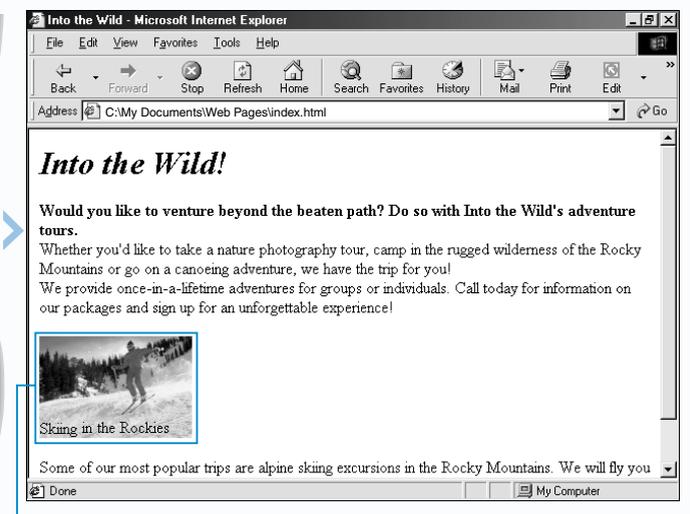


**6** Type the text you want to appear over the image.

**7** Type `</TD>` to complete the cell.

**8** Type `</TR>` to complete the row.

**9** Type `</TABLE>` to complete the table.



*Note: If the text is difficult to read, you may want to change the color of the text or apply other formatting to the text.*

## USE ANIMATED GIF IMAGES

Use animated GIF images to add interest to your Web pages. Adding an animated GIF image is similar to adding a regular image to a Web page.

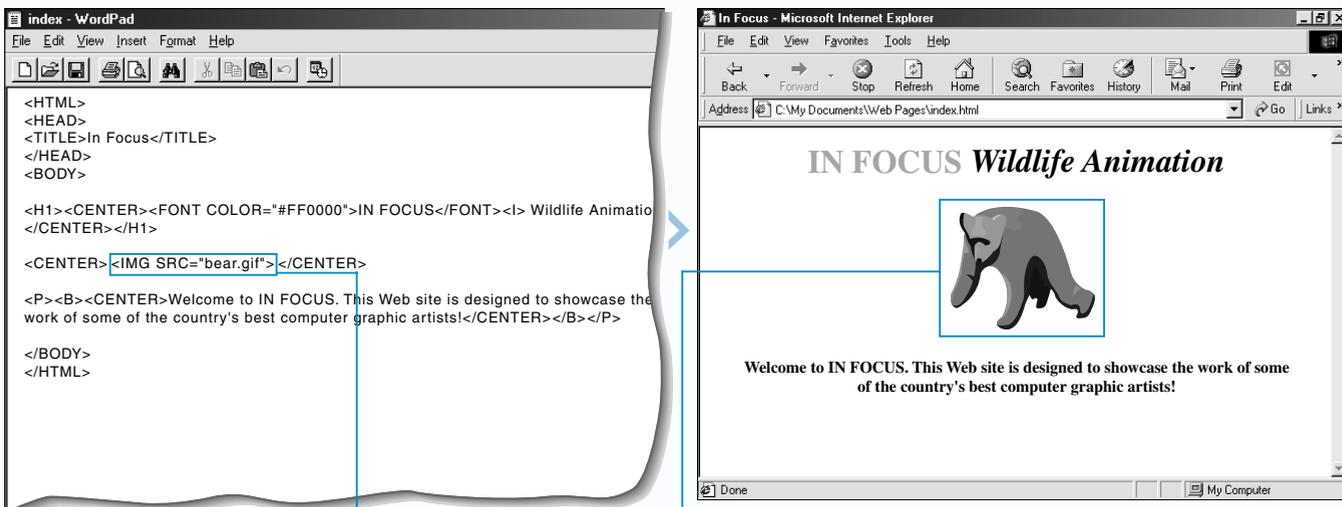
Animated GIF image files consist of a series of images that Web browsers display one after another. Since the animation is a collection of images, users do not need a special program to view the animation. Anyone who uses a Web browser that displays images will be able to see animated GIF images.

Interesting animated GIF images are available at the [www.animfactory.com](http://www.animfactory.com) and [www.animationlibrary.com](http://www.animationlibrary.com) Web sites. Make sure you have permission to use animated GIF images you obtain on the Internet.

Some image editing programs offer tools for creating your own animated GIF images. For example, Jasc Paint Shop Pro comes with the Animation Shop program. You can also obtain programs on the Internet, such as the GIF Construction Set program, which is available at the [www.mindworkshop.com/alchemy/gifcon.html](http://www.mindworkshop.com/alchemy/gifcon.html) Web site.

When adding animated GIF images to your Web pages, keep in mind that animated images often have large file sizes and may take a long time to appear on a user's screen. Overusing animated GIF images may adversely affect the transfer speed of your Web pages.

### USE ANIMATED GIF IMAGES



**1** Create or obtain the animated GIF image you want to add to your Web page.

**2** Type `<IMG SRC="?">` where you want the animated image to appear, replacing ? with the location and name of the image on your computer.

*Note: For information on specifying the location and name of an image, see the top of page 45.*

The Web browser displays the animated image on your Web page.

## CREATE TOOL TIPS FOR ELEMENTS

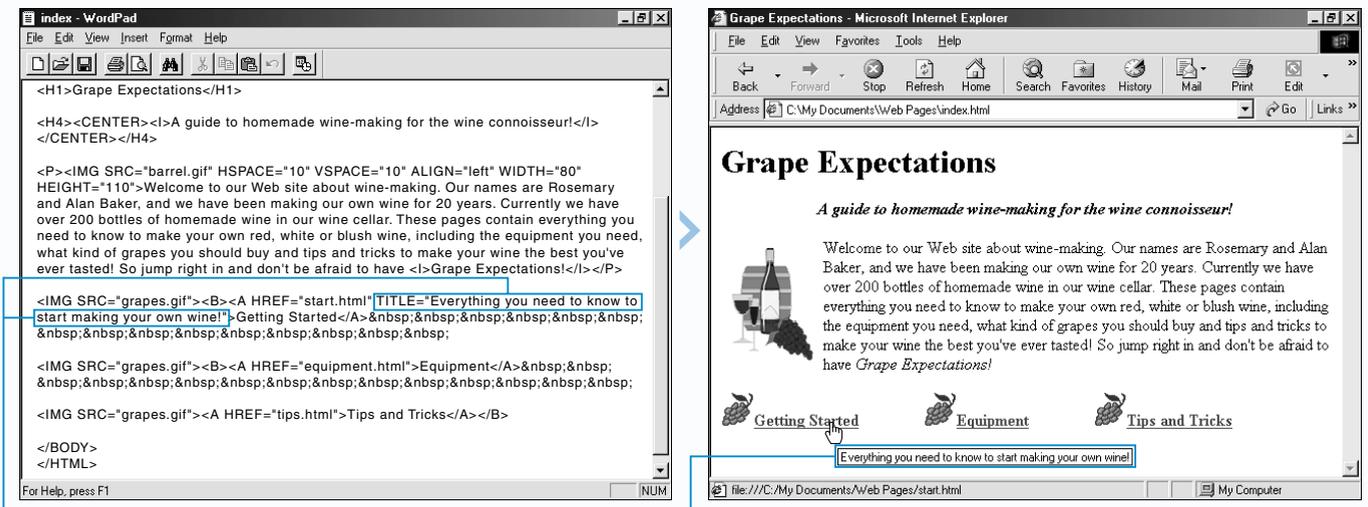
The TITLE attribute allows you to provide additional information about an element on your Web page. When a user positions the mouse over the element, Web browsers will display the information as a tool tip, which is a small box containing text.

The TITLE attribute can be used with most HTML tags. For example, use the TITLE attribute with the `<A>` tag to add a tool tip to a link. This can help users determine where the link will take them. Tool tips are also useful for adding brief instructions or examples to form elements to help users determine the type of information they should enter.

You do not need to create tool tips for images if you have used the ALT attribute to provide alternative text for the images. Images you have provided alternative text for will automatically display the alternative text as a tool tip. For information on adding alternative text to images, see page 44.

Although the TITLE attribute is part of the HTML standard, it is currently only supported by Internet Explorer.

### CREATE TOOL TIPS FOR ELEMENTS



**1** In the tag for the element you want to display a tool tip, type `TITLE="?"` replacing ? with the text you want to appear when a user positions the mouse over the element.

*Note: The TITLE attribute cannot be used with the `<BASE>`, `<BASEFONT>`, `<HEAD>`, `<HTML>`, `<META>`, `<PARAM>`, `<SCRIPT>` or `<TITLE>` tag.*

When a user positions the mouse over the element, the Web browser displays the information you specified as a tool tip.

## CREATE A WATERMARK

Use a watermark to add an interesting visual effect to your Web page. A watermark is a background image that remains stationary while a user scrolls through the contents of a Web page.

To create a watermark, use the `BACKGROUND` attribute with the `<BODY>` tag to add a background image to your Web page. To prevent the background image from moving when a user scrolls through your Web page, use the `BGPROPERTIES` attribute with the `fixed` value.

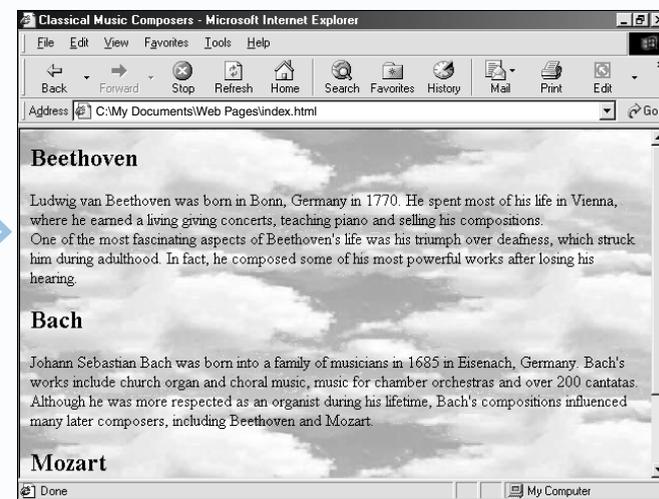
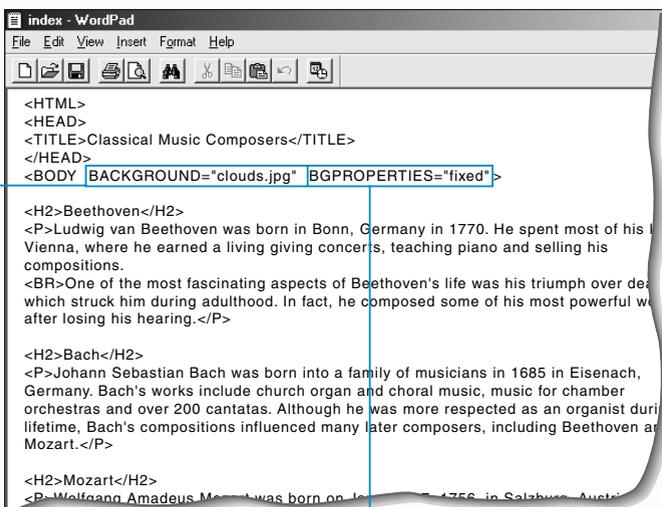
When selecting a background image for a watermark, keep in mind that the text on your Web page will

move over the image. If the image affects the readability of the text, you may need to change the color of the text. To change the color of text, see page 32.

The background image you use for a watermark can be a small image that repeats to fill the background area or a large image that takes up the entire background of the Web page.

Using the `BACKGROUND` and `BGPROPERTIES` attributes to create a watermark is currently only supported by Internet Explorer.

### CREATE A WATERMARK



**1** In the `<BODY>` tag, type `BACKGROUND="?"` replacing `?` with the location and name of the background image on your computer that you want to use as a watermark. Then add a blank space.

*Note: To specify the location and name of an image, see the top of page 45.*

**2** Type `BGPROPERTIES="fixed"` to make the image a watermark.

■ The Web browser displays the background image on your Web page.

■ When a user scrolls through the Web page, the background image will not move.

## USE A HIT COUNTER

Adding a hit counter, or access counter, to your Web page allows you to keep track of the number of times people have visited your Web page.

A hit counter displays the number of times a Web page has been loaded. For example, a hit counter will display "50" if one person loads the Web page 50 times or if 50 people load the page once.

There are a wide variety of hit counters available, including hit counters that can perform advanced tasks, such as determining where users are from, the time of day the users visited your Web page and the average length of time users displayed your page.

### OBTAIN A HIT COUNTER

Before obtaining a hit counter, you should contact your Web presence provider to make sure that they allow hit counters on their Web server. Some Web presence providers offer hit counters you can use. Your Web presence provider may also offer a Web page that helps you add a hit counter to your Web page.

If your Web presence provider does not offer a hit counter, you can find hit counters on the Internet.

Some companies offer hit counters for a fee. There are also free hit counters available. Companies that offer free hit counters may require your Web site to be non-profit and display an advertisement for the company on your Web page. Free hit counters are available at the [counter.bloke.com](http://counter.bloke.com), [www.pagecount.com](http://www.pagecount.com) and [www.sitemeter.com](http://www.sitemeter.com) Web sites.

### ADD A HIT COUNTER

A hit counter can be added to any page in your Web site. Most people add a hit counter to their home page, since this is the first page people will see when they visit the Web site. If you want to determine which of your pages are the most popular, add hit counters to multiple Web pages in your Web site.

The method you use to add a hit counter to your Web page depends on the type of hit counter you are adding. Some hit counters use CGI (Common

Gateway Interface) scripts, which are programs that a Web server runs to process information. If your Web server does not allow you to use CGI scripts, you may want to use a different type of hit counter, such as a Java applet hit counter. A Java applet is a program written using the Java programming language. For information on Java applets, see page 190.

## USE PIXEL SHIMS

A pixel shim is a small GIF image that you can add to your Web page to help adjust the spacing between elements on the page. Pixel shims transfer quickly over the Internet and are supported by most Web browsers.

To create a pixel shim image, you will need an image editing program such as Jasc Paint Shop Pro or Adobe Photoshop. The pixel shim image you create should be one pixel wide and one pixel high. Consult the documentation that came with your image editing program to determine how to create an image.

If you want to add a block of colored space to your Web page, create a pixel shim in the color

you want to use. To create an invisible pixel shim, make the pixel shim image transparent as shown on page 68.

Once you have created a pixel shim, use the `<IMG>` tag to add the pixel shim to your Web page. Use the `WIDTH` and `HEIGHT` attributes to specify the dimensions for the amount of space you want the pixel shim to occupy.

If you want the pixel shim to appear beside a block of text, use the `ALIGN` attribute with the `left` or `right` value to wrap the text around the pixel shim.

### Extra

If you use a colored pixel shim, you may want to add space around the pixel shim to prevent elements from appearing directly beside the pixel shim. This can help enhance the appearance of your Web page. Use the `HSPACE` attribute to add space to both the left and right sides of a pixel shim. The `VSPACE` attribute allows you to add space to both the top and bottom of a pixel shim. Specify the amount of space you want to add in pixels.

#### Example:

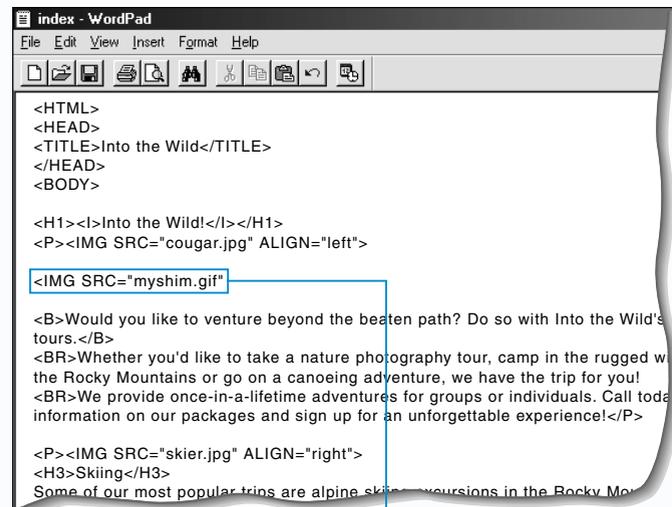
```
<IMG SRC="myshim.gif" WIDTH="100"
HEIGHT="400" ALIGN="left" HSPACE="10"
VSPACE="10">
```

The `<SPACER>` tag also lets you add a block of space to a Web page. Use the `block` value with the `TYPE` attribute to create the block of space. The `WIDTH` and `HEIGHT` attributes allow you to specify a width and height for the block of space. To wrap text around the block of space, use the `ALIGN` attribute with the `left` or `right` value. The `<SPACER>` tag is not part of the HTML standard and is only supported by Netscape Navigator.

#### Example:

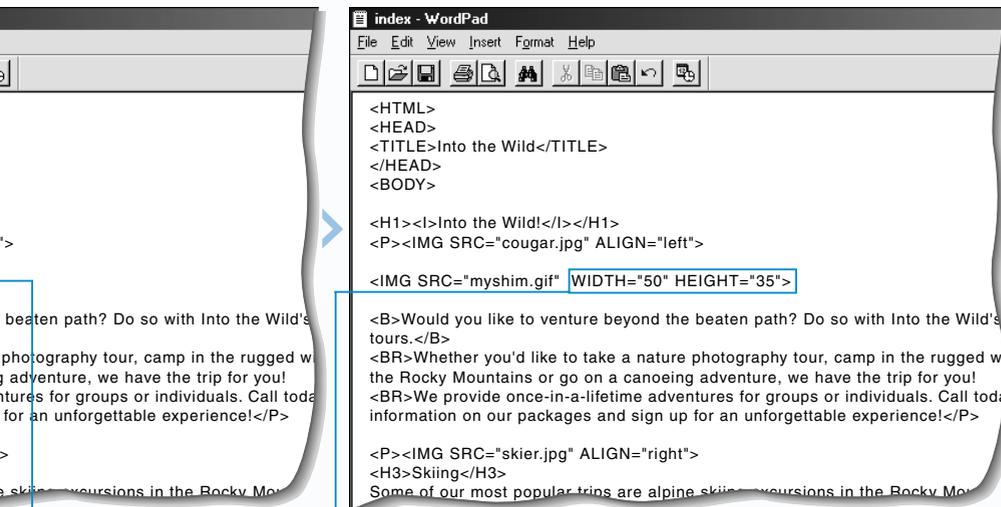
```
<SPACER TYPE="block" WIDTH="100" HEIGHT="350"
ALIGN="left">
```

### USE PIXEL SHIMS



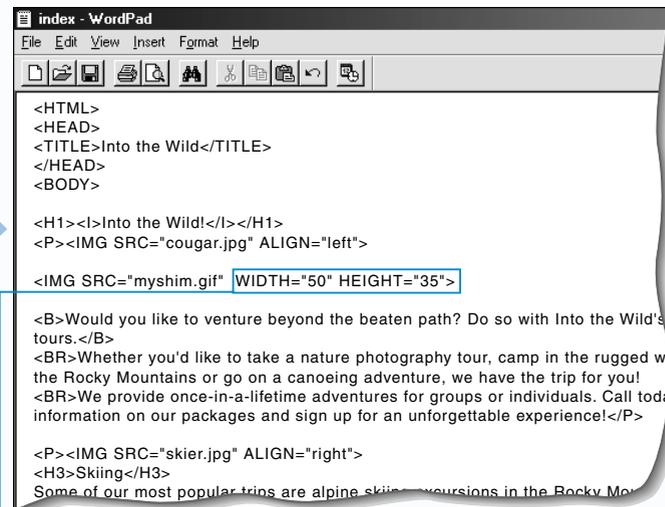
**1** In your image editing program, create a GIF image that measures 1 pixel by 1 pixel.

*Note: To create an invisible pixel shim, make the image transparent as shown on page 68.*



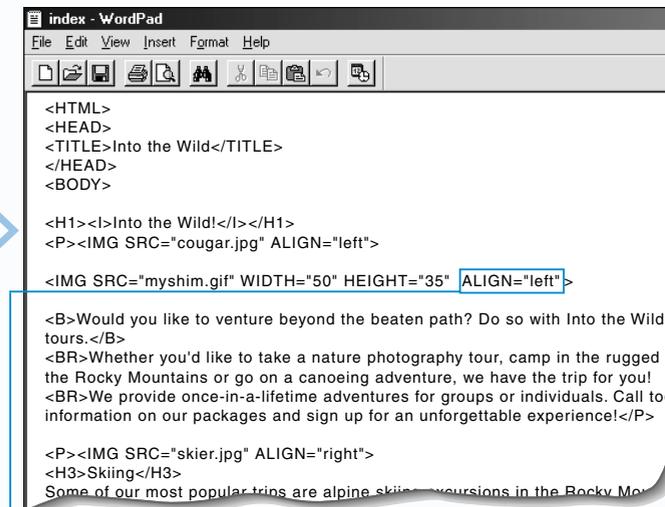
**2** In your HTML document, type `<IMG SRC="?">` where you want to add the pixel shim, replacing `?` with the location and name of the pixel shim image on your computer.

*Note: To specify the location and name of an image, see the top of page 45.*



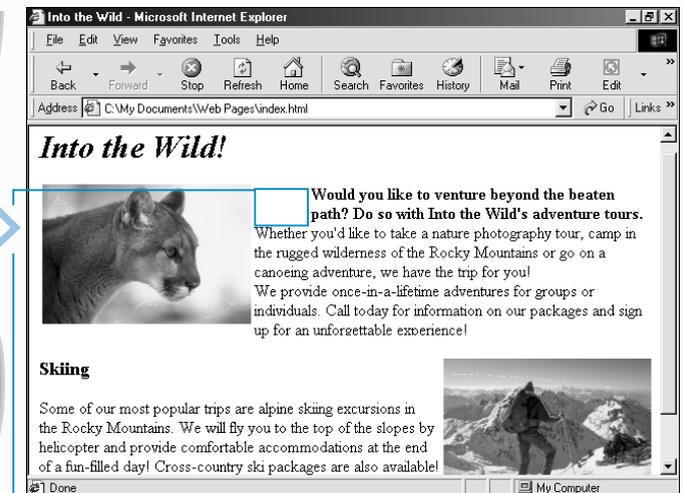
**3** Type `WIDTH="?"` `HEIGHT="?"` replacing `?` with a width and height in pixels for the amount of space you want the pixel shim to occupy.

**4** You can also specify a `WIDTH` or `HEIGHT` value as a percentage of the Web browser window (example: 30%).



**4** To wrap text around the pixel shim, type `ALIGN="left"` or `ALIGN="right"` after the `HEIGHT` attribute.

*Note: Specifying the `left` value will wrap text around the right side of the pixel shim, while specifying the `right` value will wrap text around the left side of the pixel shim.*



**5** The Web browser displays the pixel shim as a space on your Web page.

# DISPLAY ANOTHER WEB PAGE AUTOMATICALLY

The `<META>` tag allows you to have a Web page automatically display another Web page after a certain period of time. This is useful for creating interesting title pages for your Web site and for redirecting Web browsers when a Web page has moved.

A Web page that automatically displays another Web page is a client-pull document. Client-pull documents instruct Web browsers to retrieve information from a Web server.

When a user displays a Web page, the Web server that stores the page sends HTTP header fields containing information about the page to

the user's Web browser. Use the `HTTP-EQUIV` attribute with the `Refresh` property to specify that you want a Web server to include instructions in the HTTP header fields that will have Web browsers automatically display a new page.

Use the `CONTENT` attribute to specify the number of seconds you want to elapse before the Web browser automatically displays another Web page. The `URL` attribute lets you specify the location and name of the Web page you want to automatically appear. Make sure you give users enough time to read the contents of your Web page.

## Extra

To create a slide show that automatically displays a series of Web pages, perform the steps below for each Web page you want to include in the slide show. If you want the slide show to run continuously, make sure the last Web page specifies the location of the first Web page in the slide show. If you do not want the slide show to run continuously, do not perform the steps below for the last Web page in the slide show.

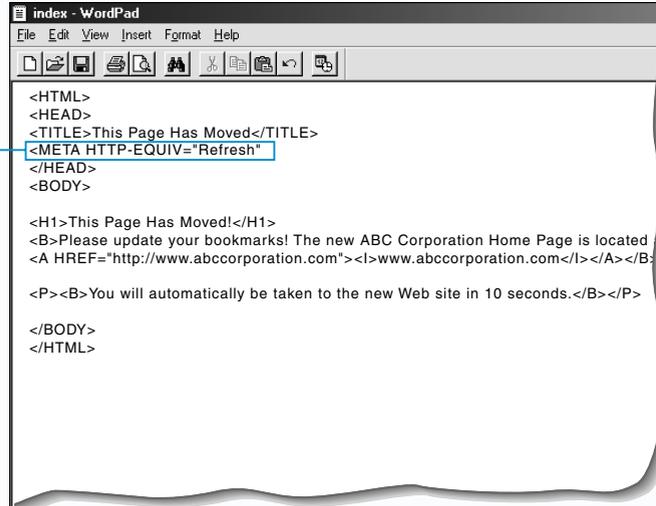
If you want Web browsers to automatically redisplay the same Web page, do not include the `URL` attribute when performing the steps below. This allows you to repeatedly refresh your Web page and is useful for updating Web pages that contain information that is constantly changing, such as the weather or news.

### Example:

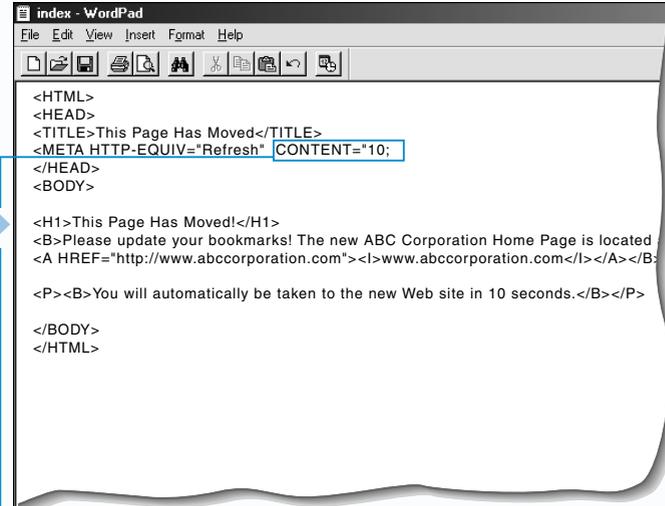
```
<META HTTP-EQUIV="Refresh" CONTENT="30" >
```

Some Web servers can automatically refresh embedded files on a Web page, such as images and videos. This is useful for updating information such as a weather map or a traffic video. Contact your Web presence provider to determine if your Web server will allow you to automatically refresh embedded files.

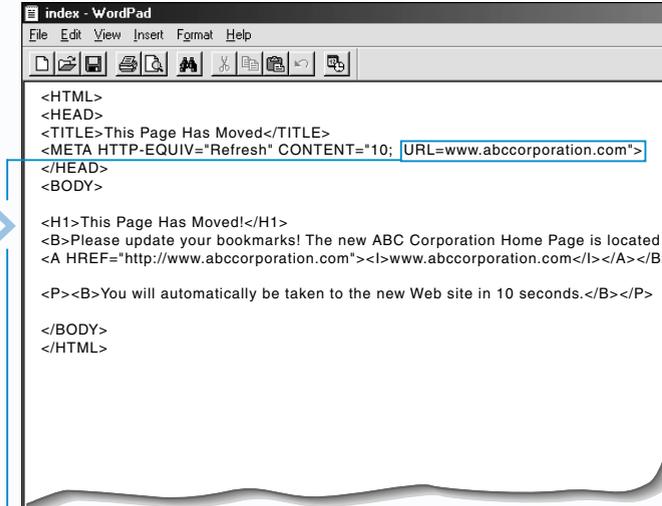
## DISPLAY ANOTHER WEB PAGE AUTOMATICALLY



**1** Between the `<HEAD>` and `</HEAD>` tags on the Web page you want to automatically display another Web page, type `<META HTTP-EQUIV="Refresh"` and then add a blank space.

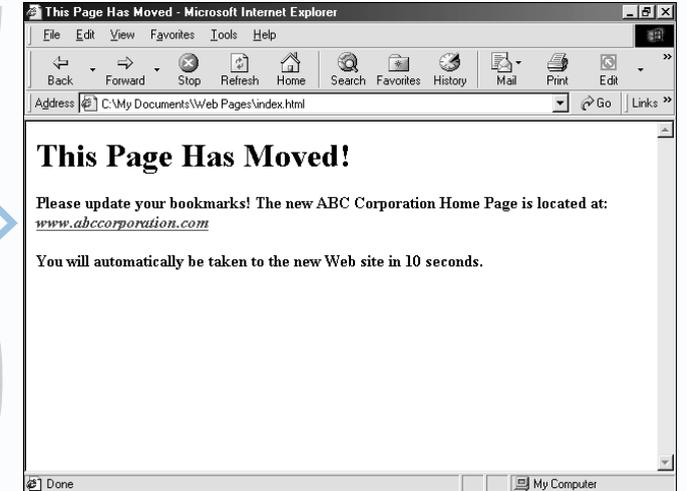


**2** Type `CONTENT="?";` replacing `?` with the number of seconds you want to elapse before another Web page appears on the screen. Then add a blank space.



**3** Type `URL="?">` replacing `?` with the location and name of the Web page you want to automatically appear.

*Note: To specify the location and name of a Web page in your own Web site, see the top of page 75.*



The Web browser displays the first Web page.

After the time period you specified, the other Web page will automatically appear.



# ADD A JAVA APPLET

A Java applet is a program written using the Java programming language. Java applets are useful for adding animated and interactive information to your Web pages.

There are many places on the Internet that offer Java applets. For example, Java applets are available at the [javaboutique.internet.com](http://javaboutique.internet.com) and [www.javashareware.com](http://www.javashareware.com) Web sites. If you know the Java programming language, you can create your own Java applets. To learn more about Java, visit the [java.sun.com](http://java.sun.com) Web site.

When adding a Java applet, use the `CODE` attribute to specify the location and name of the Java applet on your computer. Remember to include the

proper extension in the name. Most Java applets have the `.class` extension.

Use the `WIDTH` and `HEIGHT` attributes to specify the width and height of a Java applet in pixels. If you do not specify the correct dimensions, all or part of the applet may not appear on your Web page.

Some users may have older Web browsers that cannot run Java applets, while others may turn off Java applets in their Web browsers. To specify text that will appear for users with Web browsers that do not run Java applets, type the text between the `<APPLET>` and `</APPLET>` tags.

## Extra

The HTML standard recommends that you use the `<OBJECT>` tag to add objects such as Java applets to your Web pages. Since Web browsers do not yet fully support the `<OBJECT>` tag, the `<APPLET>` tag is more commonly used.

In the `<OBJECT>` tag, type `CLASSID="java: ?"` replacing `?` with the location and name of the Java applet on your computer. The text you type between the `<OBJECT>` and `</OBJECT>` tags will appear if a Web browser does not support the `<OBJECT>` tag.

### Example:

```
<OBJECT CLASSID="java:applets/lightshow.class"
WIDTH="320" HEIGHT="240">Flashing
lights</OBJECT>
```

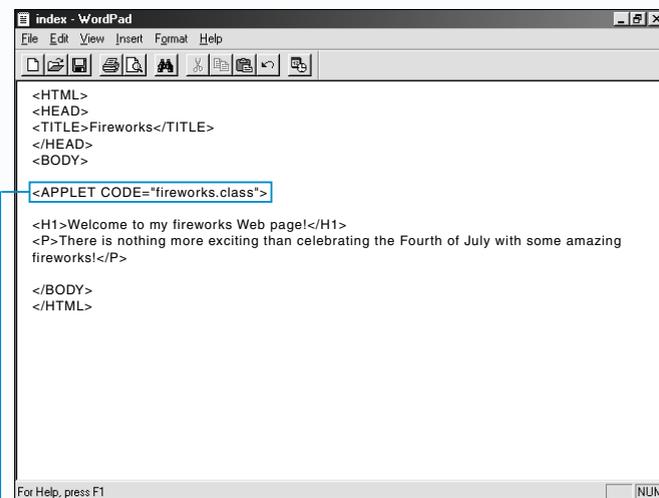
Some Java applets are part of a compressed file called a Java archive, or JAR file. To use a Java applet stored in a Java archive, use the `CODE` attribute to specify the name of the Java applet in the Java archive. Then use the `ARCHIVE` attribute to specify the location and name of the Java archive file on your computer.

### Example:

```
<APPLET CODE="lightshow.class" WIDTH="320"
HEIGHT="240" ARCHIVE="applets/visualfx.jar">
</APPLET>
```

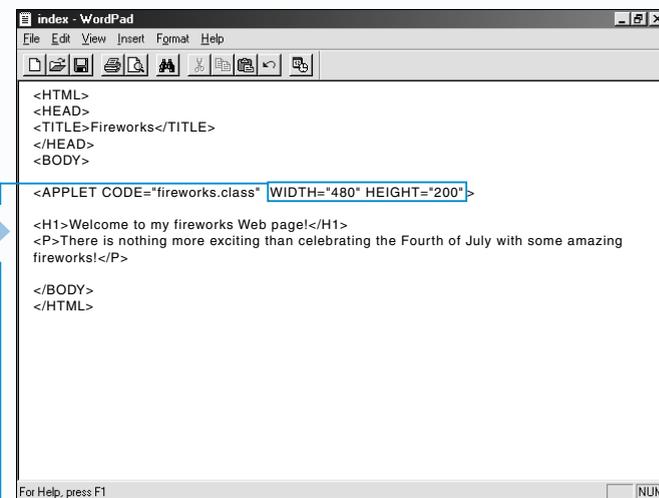
ActiveX is another programming technology that allows you to create applets. Applets created with ActiveX, called ActiveX controls, are commonly used to create drop-down menus and dialog boxes. Many Web browsers do not support ActiveX controls. To learn more about ActiveX, visit the [vb-world.net/activex](http://vb-world.net/activex) Web site.

## ADD A JAVA APPLET



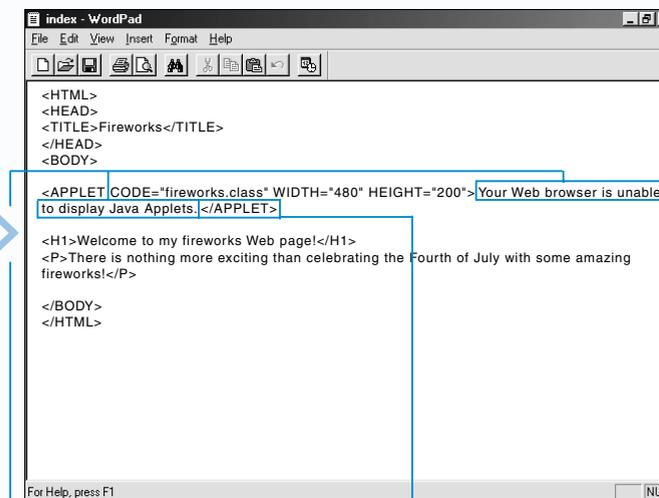
- 1 Click where you want the Java applet to appear on your Web page.
- 2 Type `<APPLET CODE="?">` replacing `?` with the location and name of the Java applet.

*Note: You can specify the location and name of a Java applet as you would specify the location and name of an image. For more information, see the top of page 45.*



- 3 In the `<APPLET>` tag, type `WIDTH="?" HEIGHT="?"` replacing `?` with the width and height of the Java applet in pixels.

*Note: Java applets you obtain on the Internet usually come with instructions that indicate the correct width and height of the applet.*



- 4 Type the text you want to appear if a Web browser does not run Java applets.
- 5 Type `</APPLET>` to complete the Java applet.



- 6 The Web browser runs the Java applet on your Web page.

# CREATE AN IMAGE MAP

An image map divides an image into different areas that each link to a different Web page. When a user clicks an area of the image, the linked Web page will appear.

The image you use for an image map should have several distinct areas that users can select. For this reason, photographs do not usually make good image maps.

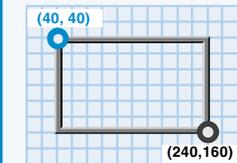
Most image maps are client-side image maps. Client-side image maps are interpreted by a user's Web browser and are simpler to create than server-side image maps, which are interpreted by a CGI script. For more information on server-side image maps, see the top of page 195.

Before creating an image map, use an image editing program such as Jasc Paint Shop Pro or Adobe Photoshop to determine the coordinates of each image area you want the image map to contain.

To create an image map, add the image you want to use to your Web page and give the image map a name using the USEMAP attribute. Then use the <MAP> tag with the NAME attribute to begin defining the information for the image map. The information for an image map can appear anywhere on your Web page.

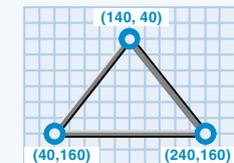
## Extra

The coordinates you need for an image area depend on the shape of the image area.



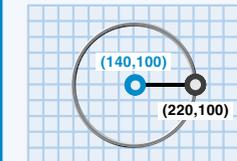
### Rectangle

- Top left corner
- Bottom right corner



### Polygon (Irregular Shape)

- Each point on the polygon

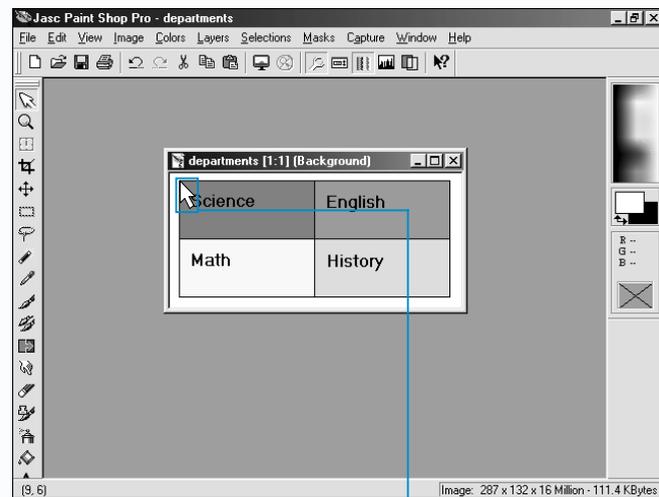


### Circle

- Center of circle
- Right edge of circle

*Note: You need the coordinates of the right edge of the circle to calculate the radius of the circle. To calculate the radius, subtract the first coordinate for the center of the circle (140) from the first coordinate for the right edge of the circle (220).*

## CREATE AN IMAGE MAP

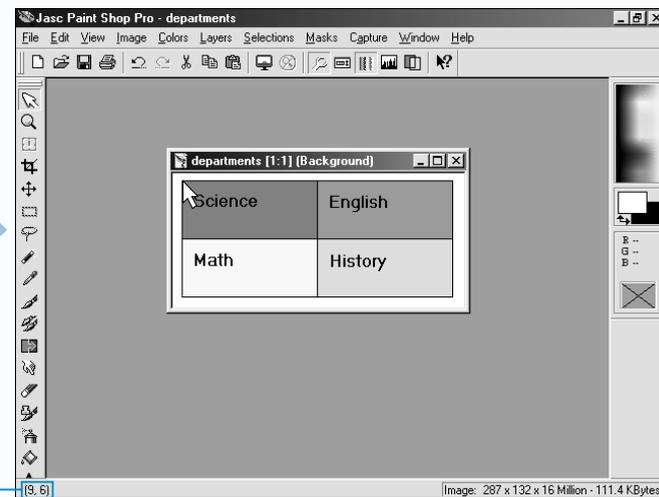


### DETERMINE COORDINATES OF IMAGE AREAS

- 1 Start your image editing program. In this example, we started Paint Shop Pro.
- 2 Open the image you want to use as an image map.

- 3 Position the mouse over a point on the image for the coordinates you need.

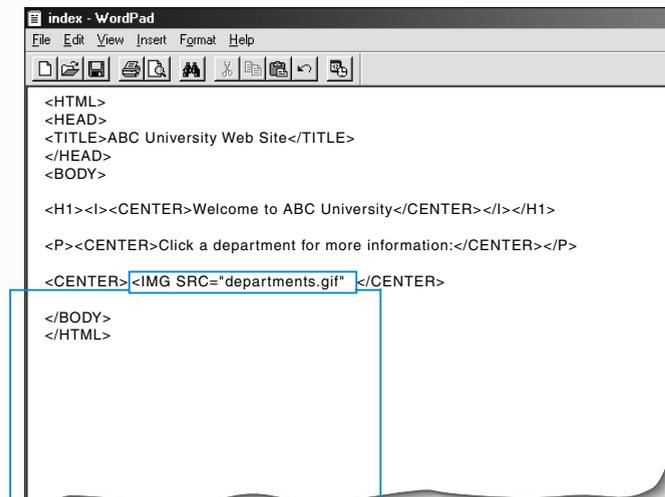
*Note: For information on the coordinates you need, see the top of page 193.*



- 4 Write down the coordinates displayed in this area.

- 5 Repeat steps 3 and 4 until you have all the coordinates you need for the image area.

- 6 Repeat steps 3 to 5 until you have all the coordinates for each image area you want to create.

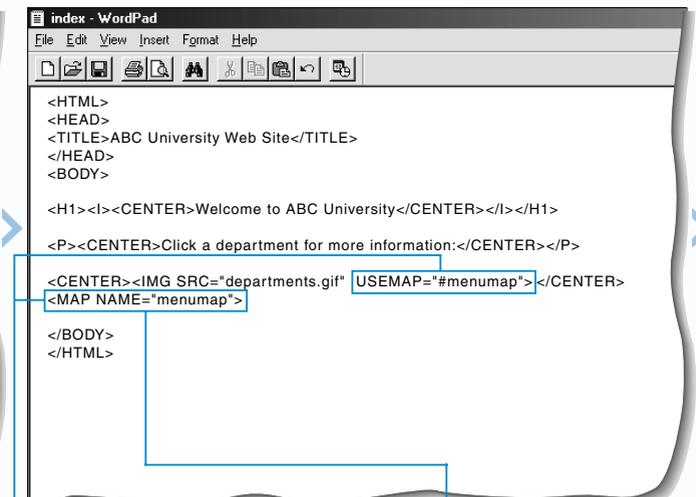


### CREATE AN IMAGE MAP

- 1 Click where you want the image map to appear on your Web page.

- 2 Type <IMG SRC="?"> replacing ? with the location and name of the image on your computer that you want to use as an image map. Then add a blank space.

*Note: For information on specifying the location and name of an image, see the top of page 45.*



- 3 Type USEMAP="#"> replacing ? with a name for the image map.

- 4 Click where you want to enter the information for the image map. Most people enter this information at the bottom of the Web page.

- 5 Type <MAP NAME="#"> replacing ? with the image map name you typed in step 3.

## CREATE AN IMAGE MAP (CONTINUED)

Use the `<AREA>` tag to specify the information for each image area you want your image map to include.

The `SHAPE` attribute lets you specify the shape of an image area. Use the `rect` value for a rectangle, the `circle` value for a circle and the `poly` value for a polygon.

The `COORDS` attribute allows you to define the coordinates for an image area. The shape of the image area determines the coordinates you need to define.

If you accidentally enter coordinates that cause two image areas to overlap, most Web browsers will interpret the overlapping area as part of the

first image area you defined. If you accidentally enter coordinates that are outside of the image, Web browsers will ignore these coordinates.

Use the `HREF` attribute to specify the address of the Web page you want to appear when users click an image area. This address, called a destination URL, will usually appear at the bottom of a Web browser window when a user positions the mouse pointer over the image area.

You should provide text links below your image map so users who do not see images will still be able to access the links you included in your image map.

### Extra

Image map editors are programs that can help you create image maps. These programs determine the necessary coordinates and define image areas for you. Mapedit is a popular image map editor that is available at the [www.boutell.com/mapedit](http://www.boutell.com/mapedit) Web site.

Use the `ALT` attribute with each `<AREA>` tag to provide text labels for the image areas in your image map. When a user positions the mouse pointer over an image area, most Web browsers will display a box containing the text you provided. This can help users determine where clicking an image area will take them.

#### Example:

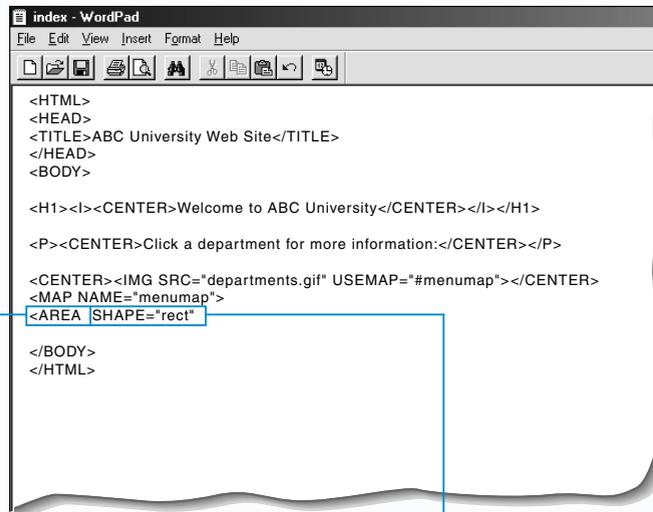
```
<AREA SHAPE="rect" COORDS="9,6,142,63"
HREF="abcscience.html" ALT="Visit the
Science Department!">
```

If your Web server has a CGI script that supports image maps, you can create a server-side image map. When a user clicks a server-side image map, the coordinates of the mouse pointer are sent to the Web server and are interpreted by a CGI script. The CGI script then instructs the Web browser to perform an action, such as displaying another Web page. When creating a server-side image map, you must specify the location of the CGI script on your Web server. Then use the `ISMAP` attribute with the `<IMG>` tag to create the image map.

#### Example:

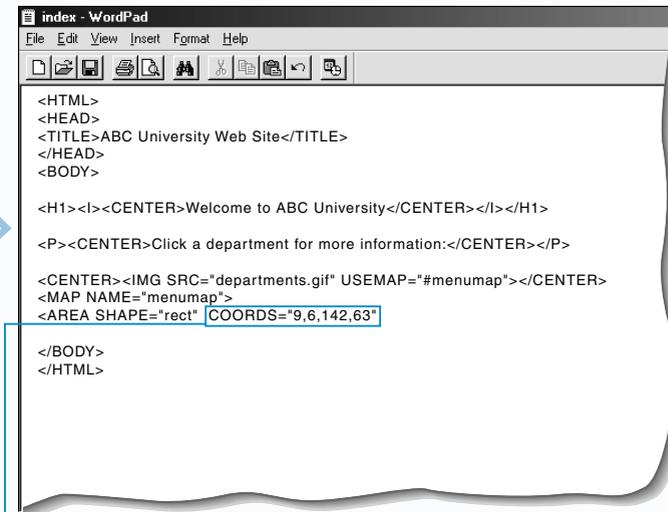
```
<A HREF="cgi-bin/imap"><IMG SRC="sitemap.gif"
ISMAP></A>
```

### CREATE AN IMAGE MAP (CONTINUED)



**6** Type `<AREA>` to specify the information for one image area of the image map. Then add a blank space.

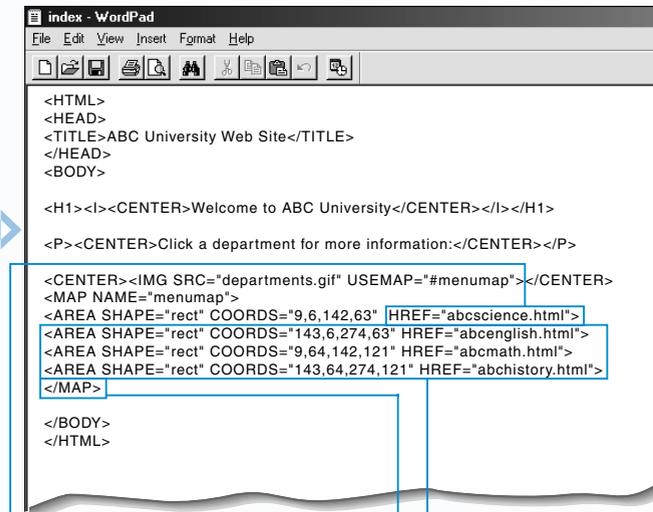
**7** Type `SHAPE="?"` replacing `?` with the shape of the area (`rect` for rectangle, `circle` for circle or `poly` for an irregular shape). Then add a blank space.



**8** For a rectangle, type `COORDS="a,b,c,d"` where `a,b` are the coordinates of the top left corner and `c,d` are the coordinates of the bottom right corner.

■ For a circle, type `COORDS="a,b,r"` where `a,b` are the coordinates of the center of the circle and `r` is the radius.

■ For a polygon, type `COORDS="a,b,c,d..."` where `a,b,c,d` and so on are the coordinates of each point on the polygon.

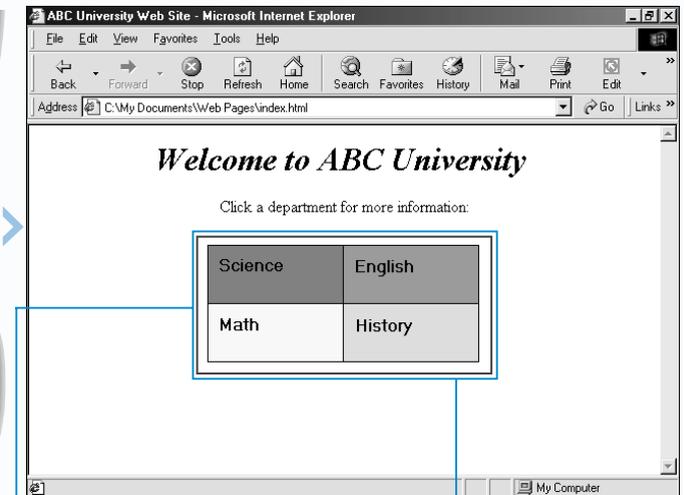


**9** Add a blank space and then type `HREF="?">` replacing `?` with the address of the Web page you want to appear when users click the image area.

**10** Repeat steps 6 to 9 for each image area.

**11** Type `</MAP>` to complete the image map.

*Note: To link the image area to a Web page in your own Web site, replace `?` with the location and name of the Web page on your computer. For more information, see the top of page 75.*



■ The Web browser displays the image map on your Web page.

■ A user can click an area of the image map to display the linked Web page.