Create an image-map with Gimp (for JmatchMap)

You can download Gimp here. After installation, load Gimp.
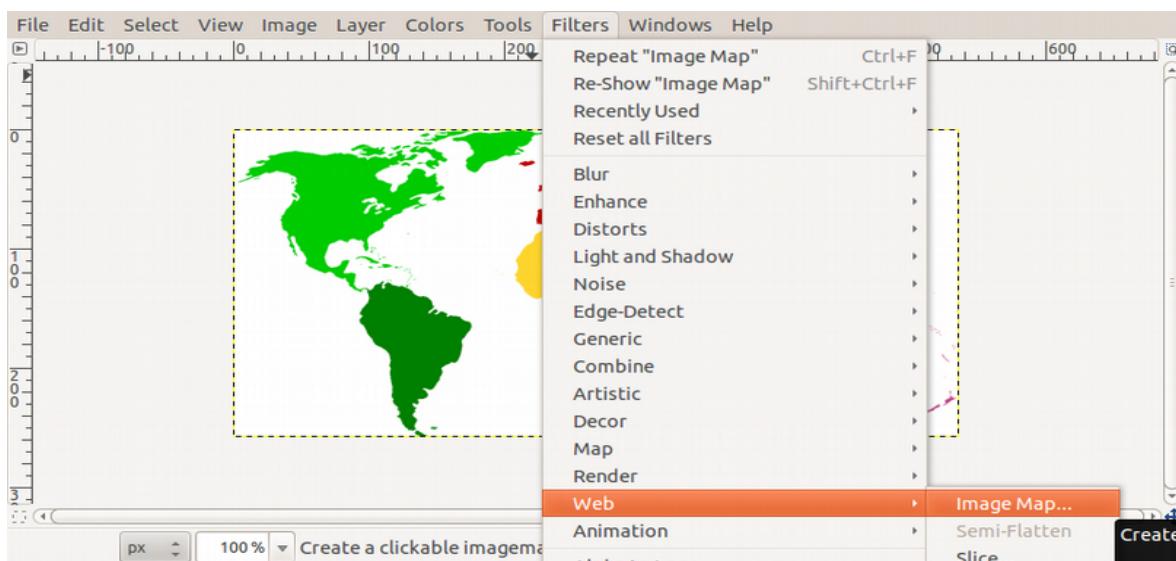
The example refers to the "continents.png" image in the "demos_JMM" folder.

Open the image to map with Gimp
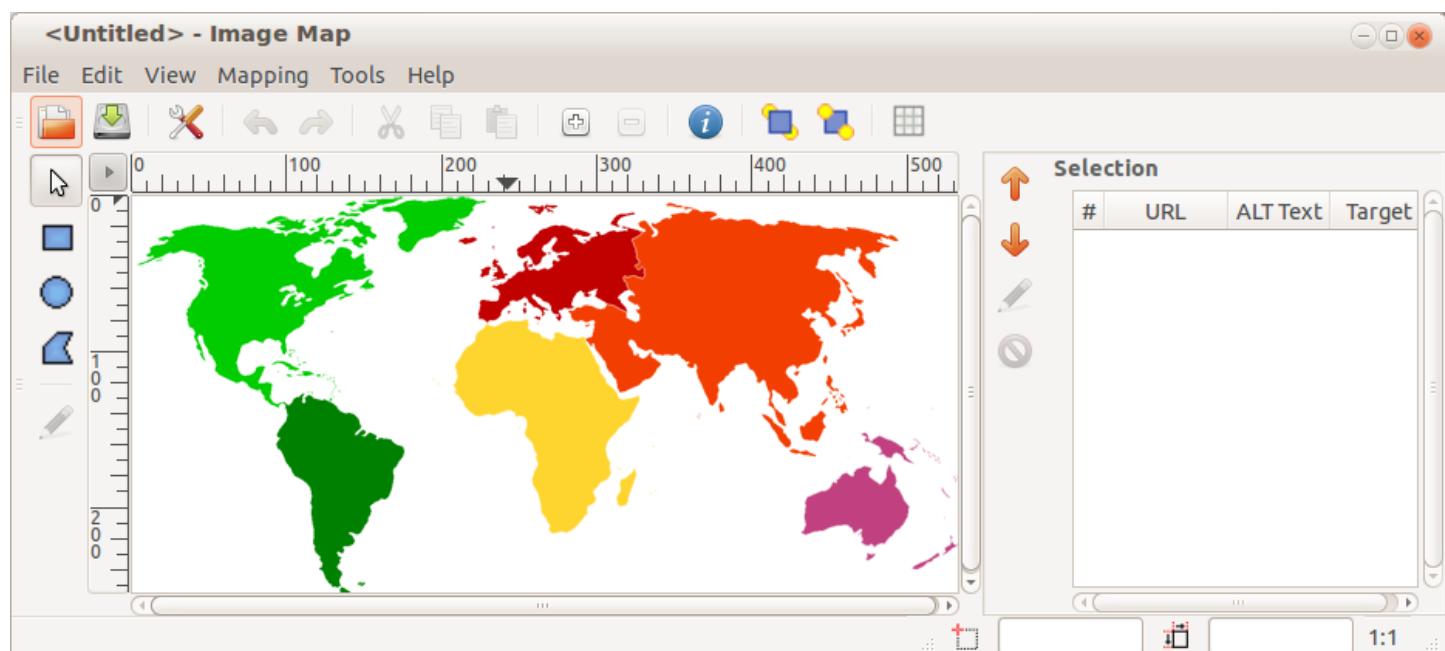
In our example, the image to map is continents.png.

Open The Image Map Editor In Gimp

Use *Filters → Web → Imagemap.*

This should bring up the image map editor.

You will then be able to draw different shapes on the image and Gimp will calculate and save the coordinates (in relation to the image boundaries) of these shapes.

Start Mapping

Choose a shape

On the left select the **rectangular or circular shape**.

Don't use the polygon shape as JMatchMap will not be able to use it.

Note that using circular shapes is an easy way to point the exact center of the shape which is the only useful data for JMatchMap.
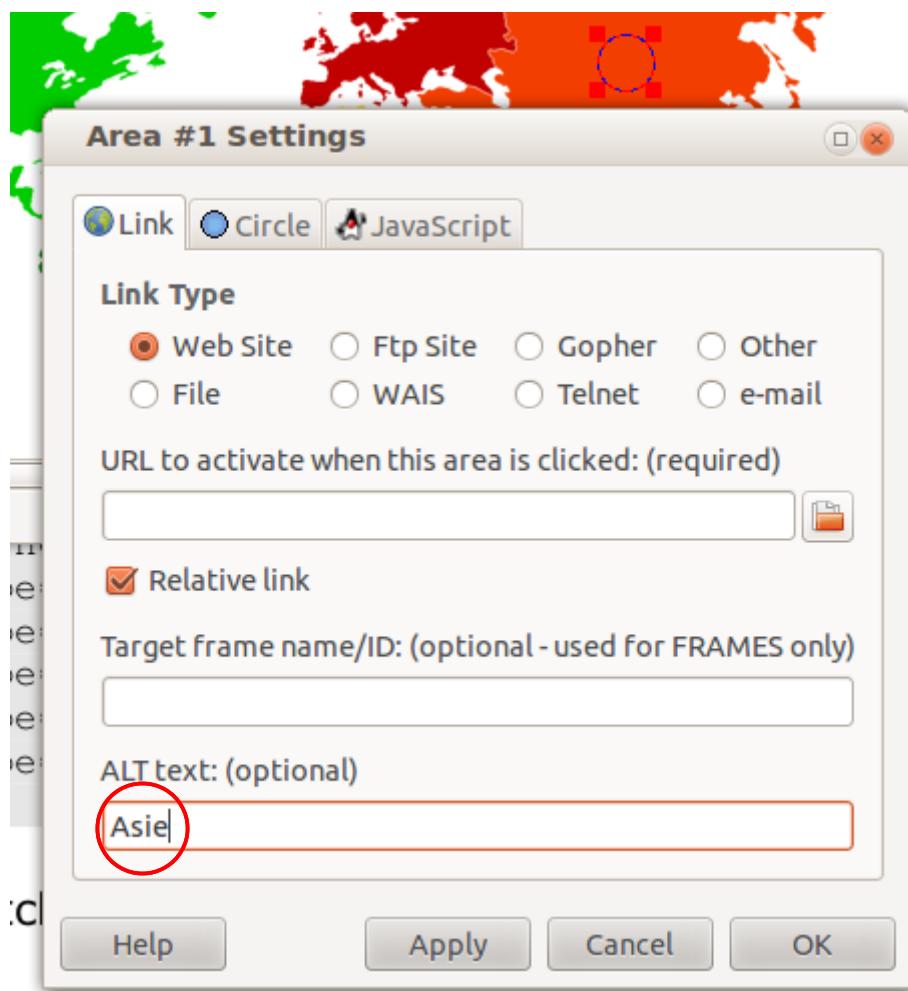
Draw a shape

This is quite intuitive : click on the image, move the pointer, and click again.

Don't worry about the dimensions of the shape as JMatchMap will only take care of the center of the shape. Just avoid to create overlapping areas.

As you finish each shape, a pop up appears for you to fill in.
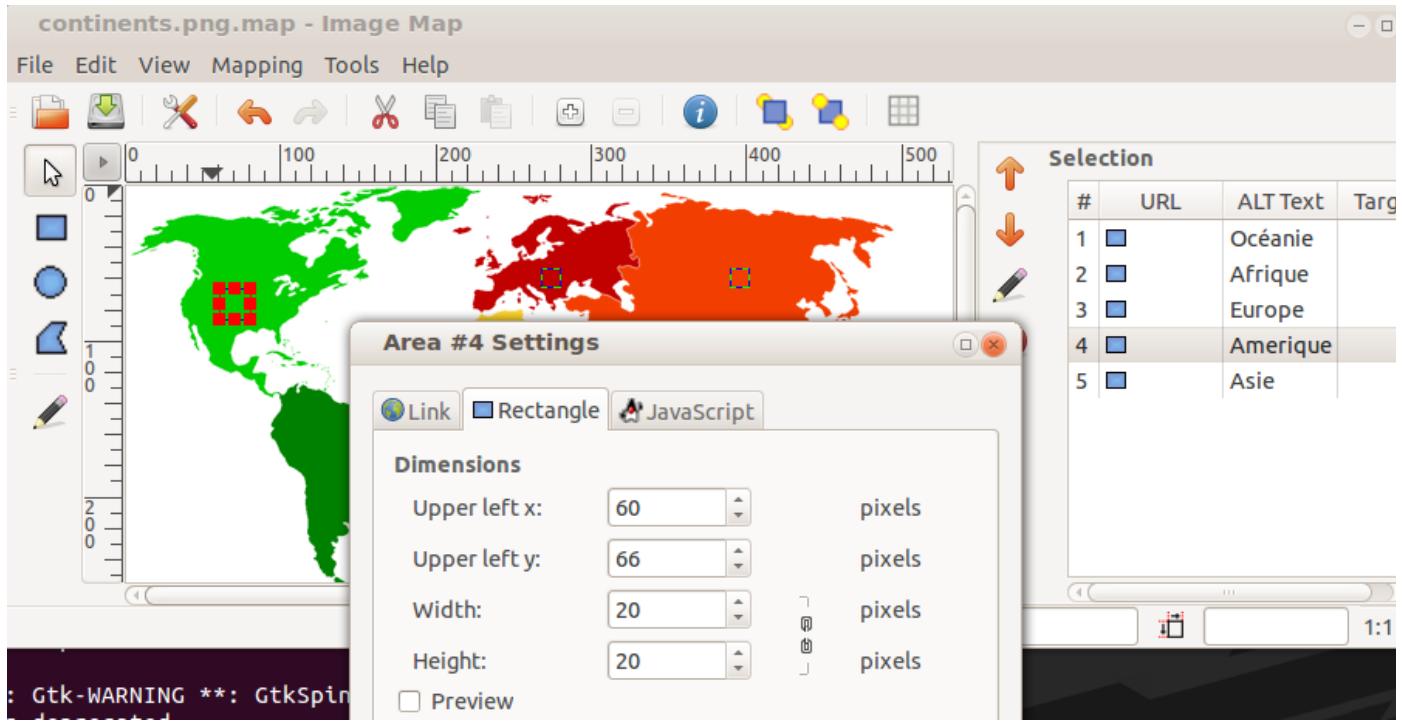
You just need to **fill ALT text** : it's very useful when you build your JMatchMap exercise.

Edit the image-map data

On the right of the working area is a display area, as a property list of the created areas. A click on one item of the list automatically selects the corresponding shape in the working area.

You can adjust the position of an area using ⌖ (above the shapes on the left) or change the values of "Upper left x" and "Upper left y".
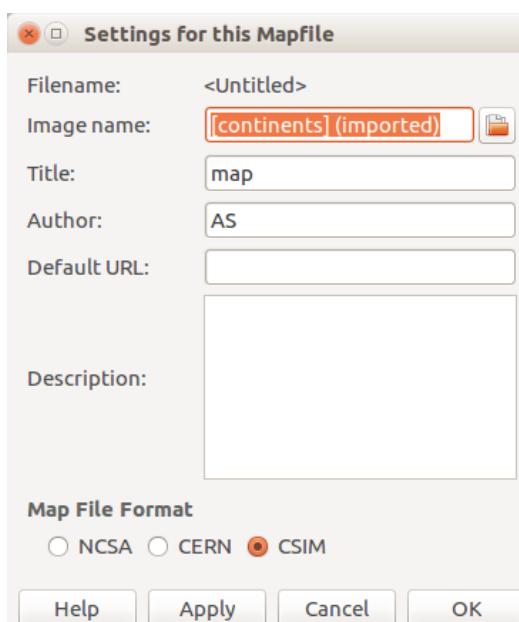

Edit map info
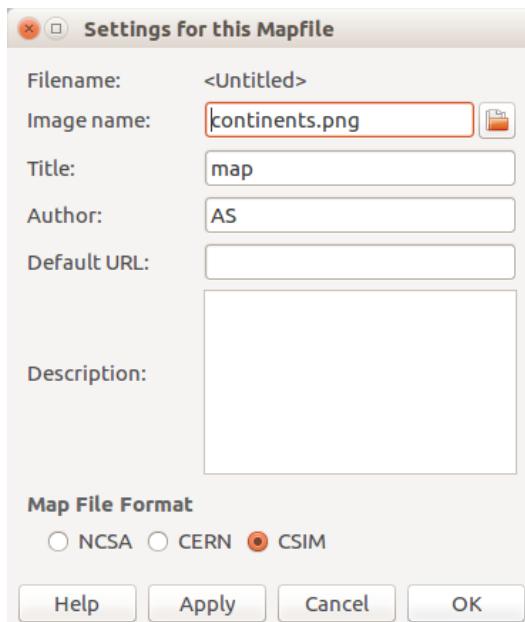
Gimp (since version >2.8) transforms the name of your image ("continents.png") in "[continents] (imported)".

To get the correct name in the code you must change this.

Mapping → Edit Map Info:
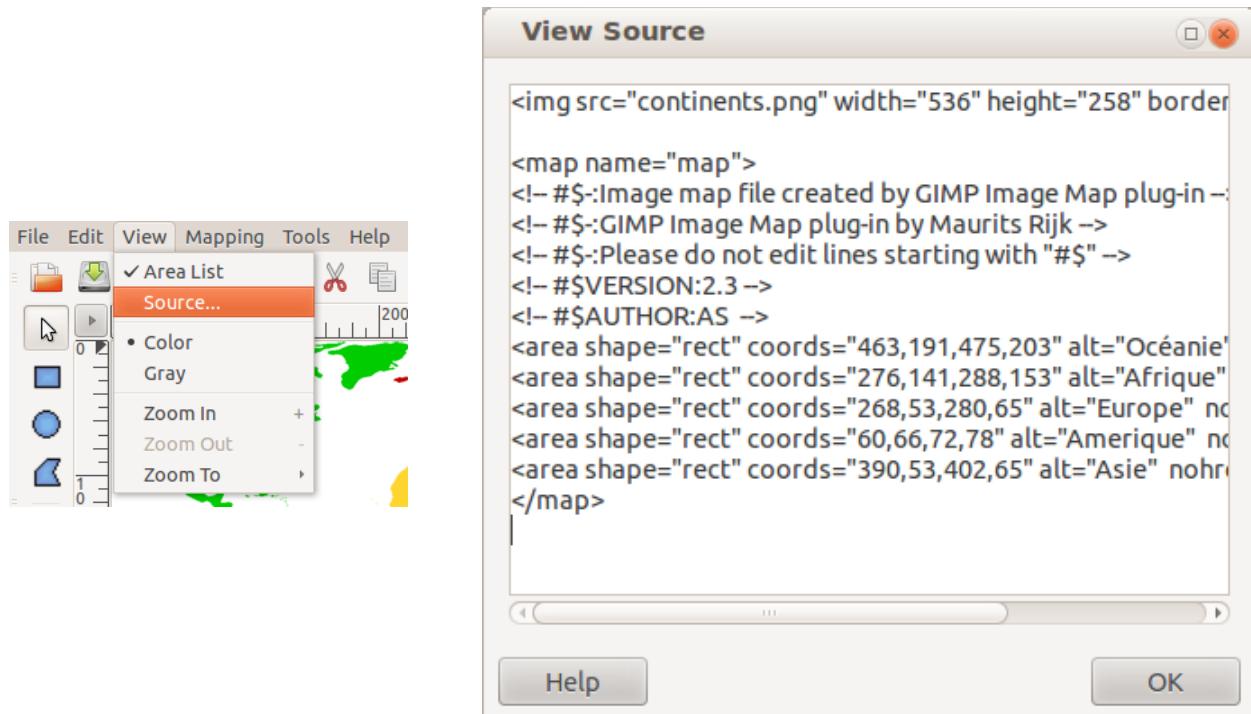
Type **"continents.png"** for image name.

Get the code

After all of the designing is done, what you need in the end is the code.

Just go to **View → Source** and you will see the source code.

This is the text that is needed when building your JMatchMap exercice. Save the file (*File → Save)* which will have a map extension (by default it will be "[continents] (imported).map" that you can change in "continents.png.map").

Note that if you want to modify the created image map later you will have to open the image (continents.png), open the image map editor (*Filters → Web → Imagemap)* and load the previously saved "continents.png.map" (*File → Open* in the image map editor).

Note : you should delete some useless parts of the text :

```
<img src="continents.png" width="536" height="258" border="0" usemap="#map" />

<map name="map">
<!-- #$-:Image map file created by GIMP Image Map plug-in -->
<!-- #$-:GIMP Image Map plug-in by Maurits Rijk -->
<!-- #$ :Please do not edit lines starting with "#$" -->
<!-- #$VERSION:2.3 -->
<!-- #$AUTHOR:AS -->
<area shape="rect" coords="463,191,475,203" alt="Océanie" nohref="nohref" />
<area shape="rect" coords="276,141,288,153" alt="Afrique" nohref="nohref" />
<area shape="rect" coords="268,53,280,65" alt="Europe" nohref="nohref" />
<area shape="rect" coords="60,66,72,78" alt="Amerique" nohref="nohref"-/>
<area shape="rect" coords="390,53,402,65" alt="Asie" nohref="nohref" />
</map>
```

the cleared text will be :

```
<img src="continents.png" width="536" height="258" usemap="#map" />
<map name="map">
<area shape="rect" coords="463,191,475,203" alt="Océanie" nohref="nohref" />
<area shape="rect" coords="276,141,288,153" alt="Afrique" nohref="nohref" />
<area shape="rect" coords="268,53,280,65" alt="Europe" nohref="nohref" />
<area shape="rect" coords="60,66,72,78" alt="Amerique" nohref="nohref" />
<area shape="rect" coords="390,53,402,65" alt="Asie" nohref="nohref" />
</map>
```

As it is it will work but not satisfy the validator:

- in HTML5 you have to use an alt attribute for the image

- nohref is obsolete. Search and replace *nohref="nohref"* by href="#".

So modify the code as below:

```
<img src="continents.png" alt="continents" width="536" height="258"
usemap="#map" />
<map name="map">
<area shape="rect" coords="463,191,475,203" alt="Océanie" href="#" />
<area shape="rect" coords="276,141,288,153" alt="Afrique" href="#" />
<area shape="rect" coords="268,53,280,65" alt="Europe" href="#" />
<area shape="rect" coords="60,66,72,78" alt="Amerique" href="#" />
<area shape="rect" coords="390,53,402,65" alt="Asie" href="#" />
</map>
```

Links

Download Gimp

Gimp documentation

Gimp (current version) documentation for image map

Create an image map online (for JMatchMap)

There is a lot of web sites where you can create an image map.

Choose one which offers to add a title or alt for the areas. This will help you to create the exercice.

Most of the time you will have to modify the code that you get from these sites, to satisfy the validator.

I Mobilefish.com

Here is an example obtained on **mobilefish.com** :

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
<title>Image map</title>
<!--
How to install the image map:
Copy and paste the img, map and area blocks into the body of your page.

This imagemap is created at Mobilefish.com.
https://www.mobilefish.com/services/image_map/image_map.php
-->
</head>
<body>

<!-- START COPY -->
<img src="gd79569.png" usemap="#gd79569" width="536" height="258" alt="click map"
border="0" />
<map id="gd79569" name="gd79569">
<!-- Region 1 -->
<area shape="rect" alt="America" title="America" coords="54,39,89,62"
href="javascript:void(null);" target="_blank" />
<!-- Region 2 -->
<area shape="rect" alt="Africa" title="Africa" coords="236,102,284,126"
href="javascript:void(null);" target="_blank" />
<!-- Region 3 -->
<area shape="rect" alt="Europe" title="Europe" coords="284,38,309,52"
href="javascript:void(null);" target="_blank" />
<!-- Region 4 -->
<area shape="rect" alt="Asia" title="Asia" coords="361,46,412,73"
href="javascript:void(null);" target="_blank" />
<area shape="default" nohref alt="" />
</map>
<!-- END COPY -->
</body>
</html>
```

The important parts are :

change it with the name of your image in your exercice folder.

gd79569 you can leave it as it is or use any name you want (e.g. "map")

Lots of parts are useless or obsolete(~~border="0"~~).

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
<title>Image map</title>
<!--
How to install the image map:
Copy and paste the img, map and area blocks into the body of your page.

This imagemap is created at Mobilefish.com.
https://www.mobilefish.com/services/image_map/image_map.php
-->
</head>
<body>

<!-- START COPY -->
<img src="gd79569.png" usemap="#gd79569" width="536" height="258" alt="click map"
border="0" />
<map id="gd79569" name="gd79569">
<!-- Region 1 -->
<area shape="rect" alt="America" title="America" coords="54,39,89,62"
href="javascript:void(null);" target="_blank" />
<!-- Region 2 -->
<area shape="rect" alt="Africa" title="Africa" coords="236,102,284,126"
href="javascript:void(null);" target="_blank" />
<!-- Region 3 -->
<area shape="rect" alt="Europe" title="Europe" coords="284,38,309,52"
href="javascript:void(null);" target="_blank" />
<!-- Region 4 -->
<area shape="rect" alt="Asia" title="Asia" coords="361,46,412,73"
href="javascript:void(null);" target="_blank" />
<area shape="default" nohref alt="" />
</map>
<!-- END COPY -->
</body>
</html>
```

So the code should be reduced to :
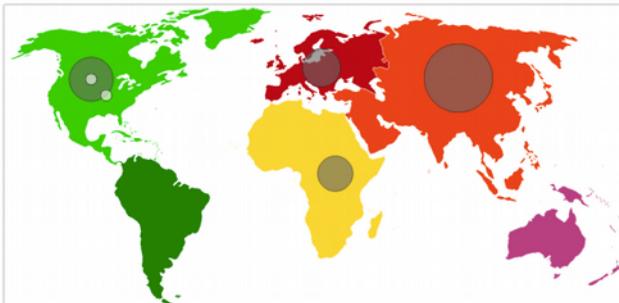
```
<img src="myimage.png" usemap="#map" width="536" height="258" alt="click map"/>
<map id="map" name="map">
<area shape="rect" alt="America" title="America" coords="54,39,89,62"
href="javascript:void(null);" target="_blank" />
<area shape="rect" alt="Africa" title="Africa" coords="236,102,284,126"
href="javascript:void(null);" target="_blank" />
<area shape="rect" alt="Europe" title="Europe" coords="284,38,309,52"
href="javascript:void(null);" target="_blank" />
<area shape="rect" alt="Asia" title="Asia" coords="361,46,412,73"
href="javascript:void(null);" target="_blank" />
</map>
```

II image-map.net

https://www.image-map.net/ is a very good site quite more easy to use than mobilefish.com, especially with a circle shape*, but unfortunately you will have to add manually alt, width and height for the image.

* : the center of the circle is the only useful data for JmatchMap. Don't worry about the radius.

You will get this code:

```
<!-- Image Map Generated by http://www.image-map.net/ -->
<img src="continents.png" usemap="#image-map">

<map name="image-map">
    <area target="_self" alt="America" title="America" href="#" coords="73,62,19" shape="circle">
    <area target="_self" alt="Africa" title="Africa" href="#" coords="285,144,15" shape="circle">
    <area target="_self" alt="Europe" title="Europe" href="#" coords="273,52,17" shape="circle">
    <area target="_self" alt="Asia" title="Asia" href="#" coords="392,61,30" shape="circle">
</map>
```

So you have to **add *alt="continents" width="536" height="258"* to the image tag**:

```
!-- Image Map Generated by http://www.image-map.net/ -->
<img src="continents.png" alt="continents" width="536" height="258" usemap="#image-map">

<map name="image-map">
    <area target="_self" alt="America" title="America" href="#" coords="73,62,19"
shape="circle">
    <area target="_self" alt="Africa" title="Africa" href="#" coords="285,144,15"
shape="circle">
    <area target="_self" alt="Europe" title="Europe" href="#" coords="273,52,17" shape="circle">
    <area target="_self" alt="Asia" title="Asia" href="#" coords="392,61,30" shape="circle">
</map>
```

Note : to know the width and height of an image usually you just have to give the image file a right click and look at the properties.