

Image Map Maker with JavaScript

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Sometimes, it is useful to add some extra information to the elements of an image. One way to accomplish this is by utilizing image map through the use of HTML Tag. In this short writing, we create a simple tool that allows us to easily define the clickable areas in the image map. Using the tool, there is no need to manually insert the coordinates into the code in the web page.

Below is the interface of the tool. All you need to do is to put the title and the description of any image element and click it. Do it for any element in the image. After that, click the button on the tool to generate the html tags and the javascript code for the image map.



364, 246

Name:

Description:

28-inch Spinner,This bag is more than enough for traveling for 3-5 days.,159,203
 24-inch Expendable,This will fit perfectly in the overhead compartment.,366,198
 28-inch Two Wheeled,Quite durable from a normal

Create

```
Wheeled','Quite durable from a normal wear and tear perspective.'],['undefined']);function showContent (idx) { document.getElementById('content').innerHTML = content[idx][0]+' - '+content[idx][1]; }
```

Here is the script:

imgmapmaker.html

```
<html>
<body>


<div id="coordDisplay"></div>

<table>
<tr>
<td>Name:</td>
<td><input id="nameBox"></td>
</tr>
<tr>
<td>Description:</td>
<td><input id="descBox"></td>
</tr>
</table>

<textarea id="contentTA" rows="4" cols="50"></textarea>

<button style="display:block;" onClick="createContent();">Create</button>
```

```

<textarea id="codeTA" rows="4" cols="50"></textarea>

<script>
var xpos = 0;
var ypos = 0;

function assignCoord(){
    var name = document.getElementById("nameBox").value;
    var desc = document.getElementById("descBox").value;
    document.getElementById("contentTA").value += name+", "+desc+", "+xpos
+", "+ypos+" ";
}

function findObjectCoords(mouseEvent)
{
    var obj = document.getElementById("imgBox");
    var obj_left = 0;
    var obj_top = 0;
    while (obj.offsetParent)
    {
        obj_left += obj.offsetLeft;
        obj_top += obj.offsetTop;
        obj = obj.offsetParent;
    }
    if (mouseEvent)
    {
        //FireFox
        xpos = mouseEvent.pageX;
        ypos = mouseEvent.pageY;
    }
    else
    {
        //IE
        xpos = window.event.x + document.body.scrollLeft - 2;
        ypos = window.event.y + document.body.scrollTop - 2;
    }
    xpos -= obj_left;
    ypos -= obj_top;
    document.getElementById("coordDisplay").innerHTML = xpos + ", " + ypos;
}
document.getElementById("imgBox").onmousemove = findObjectCoords;

////////////////////////////////////

var cntcode = "";
var imgName = "";
var cntArr = [];

function createContent(){
    imgName = document.getElementById("imgBox").src;
    cntHTML = "<img id='imgBox' src='"+imgName+" border='0' width='50%'
height='50%' usemap='#imgmap'>";
    cntHTML += "<map name='imgmap'>"+ " ";

    var splitString = document.getElementById("contentTA").value.split(" ");
    for (var i = 0; i < splitString.length; i++) {
        splitSub = splitString[i].split(",");
        cntHTML += "<area shape='circle' coords='"+splitSub[2]+", "+splitSub
[3]+", 20' onclick='showContent("+i+");'>";
        cntArr.push([splitSub[0],splitSub[1]]);
    }

    cntHTML += "</map>";
    cntHTML += "<div id='content'></div>";

    cntScript = "var content = [";
    for (var i = 0; i < cntArr.length; i++) {
        cntScript += "["+cntArr[i][0]+", "+cntArr[i][1]+"";
        if(i < cntArr.length-1){
            cntScript += ", ";
        }
    }
}

```

```

}
cntScript += "];";

cntScript += "function showContent(idx){"+" "+
"document.getElementById('content').innerHTML = "+
"content[idx][0]+' - '+content[idx][1]; }";

cntcode = cntHTML + " " + cntScript;
document.getElementById("codeTA").value = cntcode;
}
</script>
</body>
</html>

```

You can then insert the generated tags and the code into a web page.

output.html

```

<html>
<head>
<style>
</style>
</head>
<body>
<img id='imgBox' src='luggage.jpg' border='0' width='50%' height='50%'
usemap='#imgmap'>

<map name='imgmap'>
<area shape='circle' coords='159,203,50' onclick='showContent(0);'>
<area shape='circle' coords='366,198,50' onclick='showContent(1);'>
<area shape='circle' coords='591,196,50' onclick='showContent(2);'>
</map>

<div id='content'></div>

<script>
var content = [['28-inch Spinner','This bag is more than enough for traveling
for 3-5 days.'],['24-inch Expendable','This will fit perfectly in the overhead
compartment.'],['28-inch Two Wheeled','Quite durable from a normal wear and
tear perspective.]];

function showContent(idx){
    document.getElementById('content').innerHTML = content[idx][0]+' - '+content
[idx][1];
}
</script>
</body>
</html>

```



Explanation

The most important part of the script is to get the position of the mouse within an object. You can visit [this site](#) to find out different methods. The function *findObjectCoords* deals with this task. This way, the position of the image on the web page will not affect the output.

The function *createContent* generates the html tags and javascript code for the image map. The generated tags and code are placed in a textarea, in which you can copy and paste to a web page.

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