blueballdesign A Blueball Design Rapidweaver Product

How To Set Up & Use Your Blueball ImageMapper Stacks

Rapidweaver Skill Level: Basic

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1. What do the ImageMapper stacks create?

The Blueball ImageMapper stacks allow any Rapidweaver user to add up to 8 rectangular image map areas on an image that are each linked to a specified url link on their Stacks 2 pages. The ImageMapper 1 stack allows 1 image map area, ImageMapper 2 allows 2 image map areas, ImageMapper 3 allows 3 image map areas, ImageMapper 4 allows 4 image map areas, ImageMapper 6 allows 6 image map areas, and ImageMapper 8 allows 8 image map areas,. The name, size of each image map area, and each image map area's link url is all user controlled so you can customize each setting the way you want it to be on your Rapidweaver Stacks 2 page.

The benefits of using the ImageMapper stacks on your site pages:

- **Adding in imagemap areas to an image is now quick and easy for any beginner to advanced Rapidweaver user to do!**
- Drag and drop in your image into the ImageMapper stack then fill in the HUD fields.
- You can use multiple instances of ImageMapper stacks on 1 page if you need to.
- See your image map areas outlined in red borders in Edit mode. Makes alignment setup simple to do.

2. How to install the ImageMapper Stacks.

Your Blueball ImageMapper stack bundle download includes 6 ImageMapper stacks, and the ImageMapper_Stack's readme PDF file.

With Rapidweaver 5+ and the Stacks 2 page plugin, all you need to do is double click on the 6 individual ImageMapper stacks in the ImageMapper_v3_Stacks2 folder. The 6 ImageMapper stacks will be placed into Rapidweaver's Application Support folder into the Stacks folder automatically for you. Then restart Rapidweaver 5+, open up your site file, add a Stacks page (or go to an existing Stacks page), and add an ImageMapper stack to the Stacks 2 page.

You can also manually install the ImageMapper stacks by going to Rapidweaver's Application Support folder and dragging the 6 ImageMapper stacks into the Stacks folders within it. This folder can be opened by selecting the built-in Rapidweaver > Manage theme and plugins menu option. The window that then opens up is Rapidweaver's Application Support folder. Your ImageMapper stacks go into the Stacks folder in this window.

After installing your ImageMapper stacks and restarting Rapidweaver 5+, you'll see the ImageMapper stacks grouped together in the Blueball Design group in the Stacks 2 Elements library window, making it much faster to locate and select the ImageMapper stacks for your site page.

3. Adding a ImageMapper stack to your Stacks plugin page.

First, add a new Stacks 2 page to your Rapidweaver 5+ site by clicking the small "+" icon in the lower left corner of the Rapidweaver window and then select the Stacks page plugin icon. This will add in a new Stacks page to your site.

By default there is an empty container Stack in your new Stacks site page you will see. Then select the ImageMapper stack icon displayed in the Stacks Elements library area that you want to use, and drag and drop it on top of the existing Stack and release it. To access the Stacks Elements library window click on the small white cube icon image at the top left of the Stacks page window.

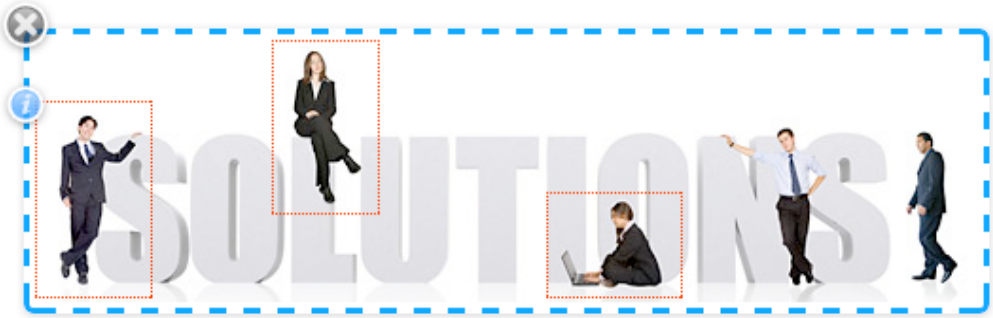
Which ImageMapper Stack Should I Use?

Remember that the ImageMapper stack number equals the number of image map areas you can create with it.

- ImageMapper 1 stack creates 1 image map areas on your image.
- ImageMapper 2 stack creates 2 image map areas on your image.
- ImageMapper 3 stack creates 3 image map areas on your image.
- ImageMapper 4 stack creates 4 image map areas on your image.
- ImageMapper 6 stack creates 6 image map areas on your image.
- ImageMapper 8 stack creates 8 image map areas on your image.

Some cool things your Blueball ImageMapper Stack can do!

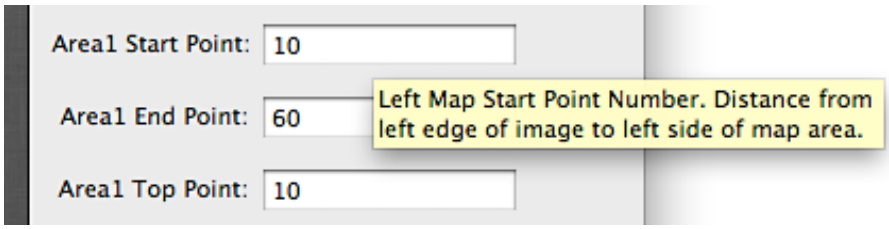
When in edit mode, your image map areas will be outlined in red dotted borders to help you position your image map areas better. If you make adjustments in the HUD area to your start, end, top, or bottom settings, they are dynamically updated for you while in edit mode. When you go to preview mode they disappear like magic.



See your image map areas outlined in edit mode.

Helpful Tooltips appear when you hover over each HUD item.

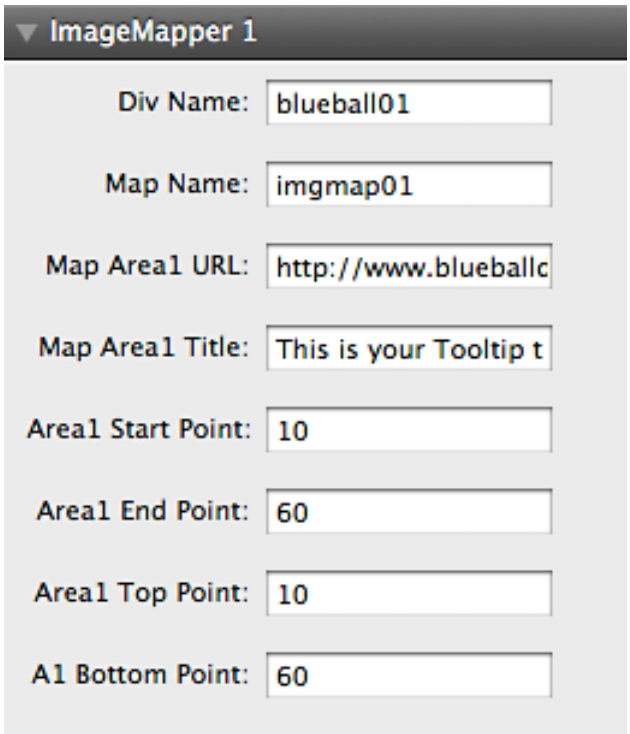
When in edit mode and working on setting up your map areas, be sure to look at the tooltips that will appear when you hover over each hud control in any of the ImageMapper stacks. They will help answer questions you may have on how to setup each of your image map areas Start, End, Top and Bottom points.



Let's get started using your Blueball ImageMapper Stacks!

First select the image you want to use and drag and drop it onto your ImageMapper stack. Then adjust the size of your image as needed using the built-in Stacks image editing and sizing controls, and align and position it as needed. Then reduce the width of the ImageMapper stack to match your image width using the built-in Stacks width slider or fixed size controls (recommended).

4. Setting up your ImageMapper stack with the built-in Stacks 2 HUD interface.



Note: We include default settings to be used as examples of what you might place into the various HUD fields for the ImageMapper controls for each image map area in your ImageMapper stack. These will need to be replaced with new names and values to work with your image.

1 - Div Name: This is the name that will be created for the div that wraps/encloses the image and the image map in your ImageMapper stack. **This must be a unique div name, one that is not used by your theme or another other stack in any of your site's pages.** This div name cannot have spaces or special characters used in it!

EXAMPLE: headermap1, headermap2, headermap3, productsmap_01, etc.

2 - Map Name: This is the name that will be created for your image map. **This must be a unique name, one that is not used by your theme or another other stack in any of your site's pages.** This name cannot have spaces or special characters used in it! We recommend keeping this name as short as possible.

EXAMPLE: map01, Map_02, MAP_03, redproducts, blueproducts, etc. Doesn't have to be long to be effective.

3 - Map URL: This is where you put the url link to the web site page you want the imagemap area to be linked to. In other words, this is where the viwer will be sent to when they click on the image map area in your image. **Be sure to use the full absolute path for the url link for the best results.**

EXAMPLE: http://www.blueballdesign.com

4 - Map Area Title: This is where you put the tooltip (title) text for the map area. This text will appear when the cursor hovers over the map area. This allows you to tag your image areas adding in whatever text you want to use to describe the map area.

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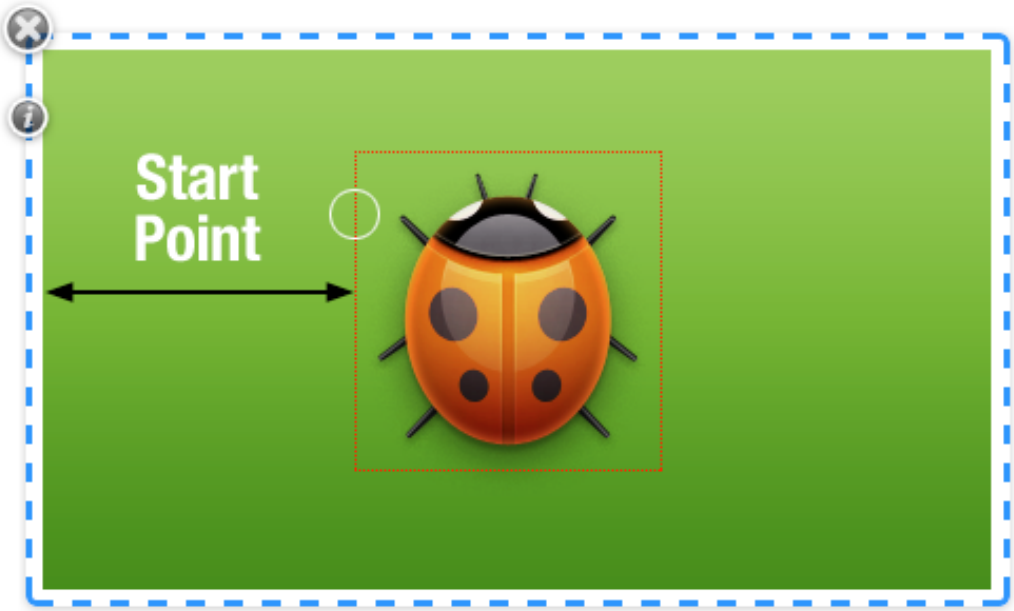

Image Map Start Point.
Distance from left edge of image.

5 - Start Point: This is the number of pixels from the left edge of the image to the left side of your image map area. You only need to put in the number.

EXAMPLE: If you want your image map area to be 100px from the left edge of your image put in 100 in the field area.

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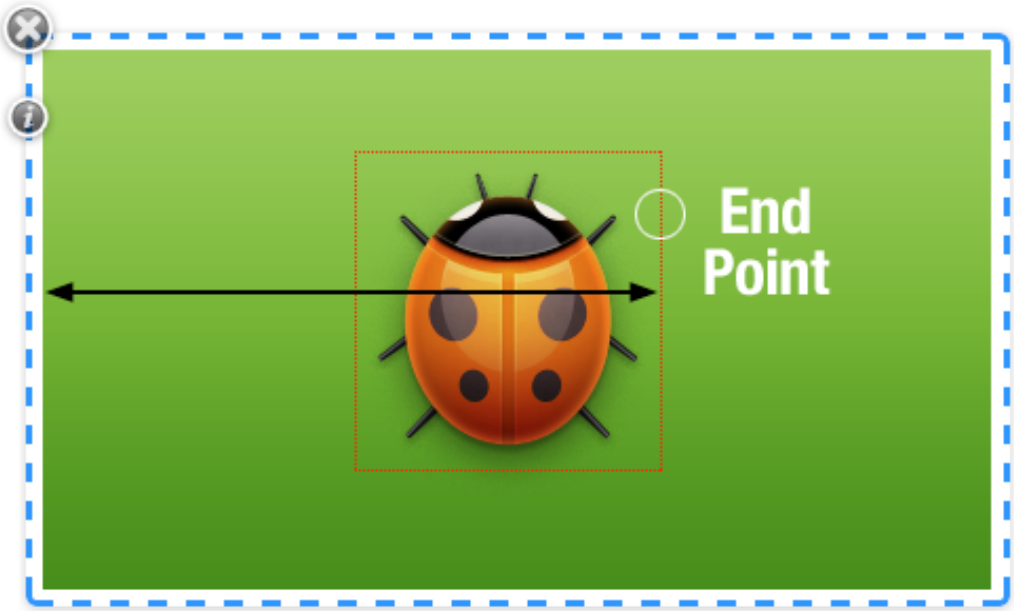

Image Map End Point.
Distance from left edge of image.

6 -End Point: This is the number of pixels from the left edge of the image to the right side of your image map area. You only need to put in the number.

EXAMPLE: If you want your image map area to be 200px wide, you would add the Start Point number + the image map width of 200px. Then place the total in the field area. In this case if you use the above Start Point number example of 100, you would put 300 into the End Point field area.

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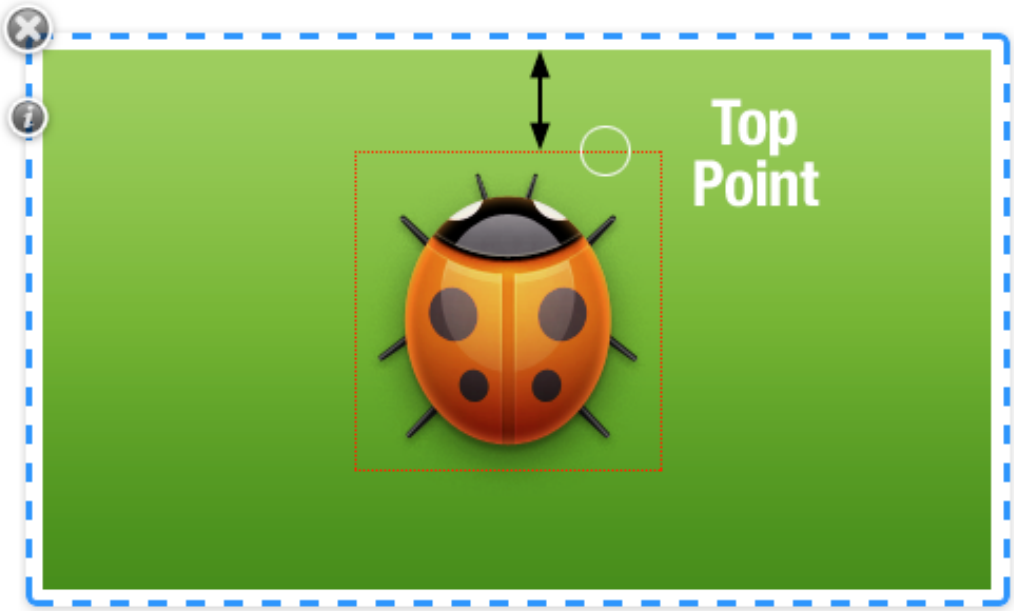

Image Map Top Point.
Distance from top edge of image.

7 - Top Point: This is the number of pixels from the top edge of the image to the top side of your image map area. You only need to put in the number.

EXAMPLE: If you want your image map area to be 20px from the top side of your image, put in 20 in the field area.

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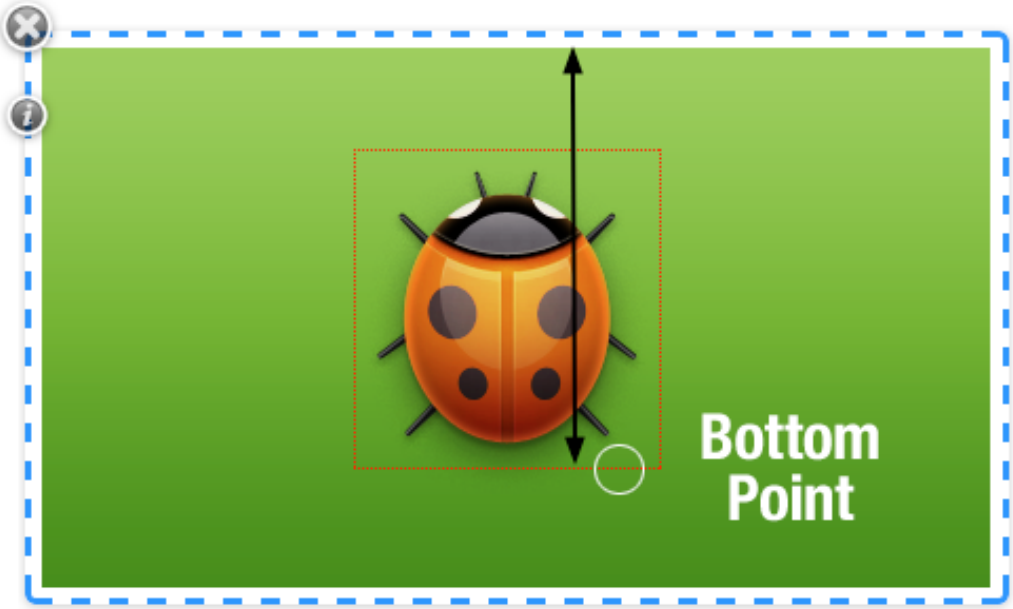

Image Map Bottom Point.
Distance from top edge of image to map bottom.

8 -Bottom Point: This is the number of pixels from thetop edge of the image to the bottom side of your image map area. You only need to put in the number.

EXAMPLE: If you want your image map area to be 150px tall, you would add the Top Point number + the image map height of 150px. Then place the total in the field area. In this case if you use the above Top Point number example of 20, you would put 170 into the Bottom Point field area.

That's it! If you are using the ImageMapper 2, ImageMapper 3, ImageMapper 4, ImageMapper 6, or ImageMapper 8 stacks, please note you will have to add in the above information for each additional image map area in the stack's HUD window.

Go To Preview Mode: After completing your ImageMapper stack's image map area(s) setup, go to preview mode and you can test them out. Hover your mouse over the parts of the image you added the image map hot spots to and you will see your cursor change and the tooltip text when it hovers over each image map.

You can use multiple ImageMapper stacks on the same Stacks 2 page without any display issues or conflicts with each other.

Just be sure to keep your image map and div names unique!

The ImageMapper v3 stacks require the following Rapidweaver and Stacks plugin versions:

- Stacks version 2+
- Rapidweaver version 5+.

Browsers supported by the ImageMapper stacks.

- Firefox 3.6+
- Safari 4 and 5
- Chrome
- Opera 10.6+
- Internet Explorer 7
- Internet Explorer 8
- Internet Explorer 9

Any know ImageMapper stacks conflicts with other stacks?

At this time there are no known conflicts with any third party stacks.

That said though, due to the large volume of third party stacks and themes out now, it's impossible to test the the ImageMapper stacks out with all of them to be sure there are no conflicts, so like any stack use it with caution and do not overload your Rapidweaver site's Stacks 2 page with too many stacks.

Blueball support options.

If you have any questions on using the ImageMapper stacks, you can email us at themesupport@blueballdesign.com, use the support contact form on our stacks.blueballdesign.com site, or post your question on our Blueball Rapidweaver Google Group here: http://groups.google.com/group/blueball-rapidweaver-themes-and-stacks.