Polestar: How To Add New Rooms To Floor Maps

Fig1: Easy Imagemap generator home page.

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| easyimagemapgen_webpage.tiff | To add new rooms to the Polestar first take a new floor map file with the new romms included, and use photoshop if necessary to produce a floor map with clean definative lines and high contrast.  For best results save the new floor map as a PNG file.  To create the floor map in html image mapping code, use a web application called easy imagemap generator at url ,  **http://imagemap-generator.dariodomi.de/**  Upload the new floor map image file, using the “select a local file” button. |

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| newfloormappng.tiff | Once the image file is loaded, it is displayed in the mapping pane with a blank html coordinates pane below.  The four blue html mapping edit buttons, used to add new area coordinates are located between the mapping and html panes.  The four buttons are **Add Area**, **Clear Last**, **Clear All** and **Change Image**. |

Fig2: Load map file, preferably in .png format.

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| newfloormap_coords_gen.tiff | Mouse over the image and click the room boundaries to set the coordinate values.  The html code is generated as each new side is added to each polygon (room shape).  To map out the area of a new room click the **+ Add Area** button. This creates a new line of html code with the new coordinates for the area of the room.  In this map the cordinates of rooms A106 and A142 have been created. |

Fig3: Click polygon (room) area boundaries to create html coords.

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| C:\Users\a1301789\Downloads\Polestar-master-44bd96d2cc7b84cf2273f497323062fd3015c20c\Webpage\root\images\Building_5.png | After all the room areas of a floor map have been generated using http://imagemap-generator.dariodomi.de/ add the coordinates to web server file, index.php.  For example, this building has 5 floors to click, so it has 5 areas in the code.  The same structure is used for all buildings and rooms.    Each area has its own *“rel”* value, which is define by the user, it will be the value returned by ImageMapster defining what is selected.  If two or more areas have same *“rel”* value in the same map block, they will all be selected and highlighted when the user selects only one of the areas. |

Fig4: Add the generated coords to web server file index.php.

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| *$('#rightImg').attr({ useMap: '#building\_5’ });*  *$('#rightImg').mapster({*  *singleSelect : true,*  *isDeselectable: false,*  *mapKey: 'rel',*  *fillOpacity: 0.5,*  *render\_highlight: {fillColor: 'ffff99'},*  *render\_select: {fillColor: 'F7344B'},*  *stroke: true,*  *strokeColor: '275aea',*  *stroke: 5,*  *scaleMap: true,*  *onClick: function (e) {}*  *});* | Configure the map to highlight the room area when selected by using the integrated application ImageMapster.  The sample code demonstrates how an area of the map is referenced by the map name ‘#building\_5’ and the ‘rel’ value.  Where ‘rel’ is the area defined by the polygon coords created by Easy-imagemap-generator application. |

Fig5: Add the floor map ‘rel’ values to mapKey in the ImageMapster code.

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|  | Make sure that the building\_id and room\_id in the database correspond to the correct 'rel' value, because each query uses the *‘rel’* value to search the database.  **Add building**: Enter the correct building id.  **Add room**: Make sure that each room added is in the correct building in the building table.  **Add teacher**: Make sure that the teacher is added to the correct room in the room table. |

Fig6: Populate the three database tables, building, room, and teacher.

New content added following the six procedures described above, executes without exception.

For additional information, please contact your local Polestar development engineer: Minh.Vu@edu.lapinamk.fi.

**Authors: Andrew Russell and Vu Minh**

**R504D13S Development Project DPIT**

**Polestar: Interactive Campus Web Map**

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