Imagemaps: Deriving Coordinates Manually

Deriving x,y coordinates for clickable shapes in an image is not difficult; even deriving x,y coordinates to define complex polygons is not difficult, just time consuming.

All that you need for deriving x,y coordinates is image editing software, such as Adobe Photoshop or Paint Shop Pro. Once you have opened your image in one of these programs, you will need to perform the following steps:

1. Make certain that your cursor is shaped like a crosshair; this will allow you to position your cursor precisely over the image. In Paint Shop Pro, the crosshair cursor is active when you have chosen the mover tool, which is the second tool from the left on the lower Tool bar. In Adobe Photoshop, the crosshair cursor is active when you have chosen the marquee tool from the Tool palette (the marquee tool allows you to click-and-drag to select a rectangular area of the image for editing, and is the first tool at the upper-left-hand corner of the Tool palette in Photoshop). Note also that in Photoshop, the coordinates have a default in units of inches instead of pixels. So, you need to switch from inches to pixels. A key command to transfer from inches to pixels in Photoshop is to control click on the measurements ruler and a menu will pop up and you can choose your choice of measurements.
2. Locate the mouse position x,y coordinate readout for the program. In Paint Shop Pro, this readout is located at the lower left hand corner of the screen. In Photoshop, this readout is located in the Info palette [Check that coordinates are set to pixels.]
3. As you roll your mouse cursor around the screen (WITHOUT clicking or click-and-dragging), you will see the x,y coordinate for your cursor in the mouse position readout mentioned in step 2. You will need to align your cursor over the appropriate point of your chosen shape, and write down the x,y coordinate given in the readout. Make sure that you write down the coordinates for later use in your coding of the imagemap.