

Chapter 16: Image Maps

Tag/Attribute	Value
<code></code>	Below are the image map-specific attributes to use with <code></code> . Regular <code></code> attributes apply.
<code>usemap</code>	The <code>name</code> of the map with a hash symbol prepended to it. For example, for a map with <code>name="map"</code> , the image should have <code>usemap="#map"</code> .
<code><map></code>	
<code>name</code>	The name of the map to identify it. To be used with the image's <code>usemap</code> attribute.
<code><area></code>	Below are <code><area></code> -specific attributes. When <code>href</code> is specified, making the <code><area></code> a link, <code><area></code> also supports all of the attributes of the anchor tag (<code><a></code>) except <code>ping</code> . See them at the MDN docs .
<code>alt</code>	The alternate text to display if images are not supported. This is only necessary if <code>href</code> is also set on the <code><area></code> .
<code>coords</code>	The coordinates outlining the selectable area. When <code>shape="polygon"</code> , this should be set to a list of "x, y" pairs separated by commas (i.e., <code>shape="polygon" coords="x1, y1, x2, y2, x3, y3, ..."</code>). When <code>shape="rectangle"</code> , this should be set to left, top, right, bottom. When <code>shape="circle"</code> , this should be set to centerX, centerY, radius.
<code>href</code>	The URL of the hyperlink, if specified. If it is omitted, then the <code><area></code> will not represent a hyperlink.
<code>shape</code>	The shape of the <code><area></code> . Can be set to default to select the entire image (no <code>coords</code> attribute necessary), <code>circle</code> or <code>circ</code> for a circle, <code>rectangle</code> or <code>rect</code> for a rectangle, and <code>polygon</code> or <code>poly</code> for a polygonal area specified by corner points.

Section 16.1: Introduction to Image Maps

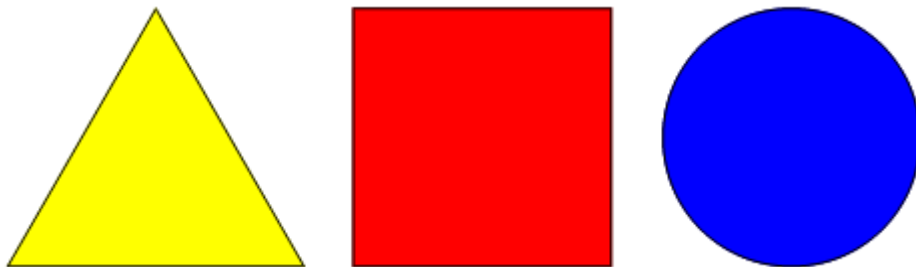
Description

An image maps is an image with clickable areas that usually act as hyperlinks.

The image is defined by the `` tag, and the map is defined by a `<map>` tag with `<area>` tags to denote each clickable area. Use the `usemap` and `name` attributes to bind the image and the map.

Basic Example

To create an image map so that each of the shapes in the image below are clickable:



The code would be as follows:

```

<map name="shapes">
  <area shape="polygon" coords="79,6,5,134,153,134">
  <area shape="rectangle" coords="177,6,306,134">
  <area shape="circle" coords="397,71,65">
```

```
</map>
```

You should see that the browser recognizes the areas when the cursor becomes a pointer. See a [live demo](#) on JSFiddle