

# Create an SVG image map

SVG image maps are used to create hotspots in websites. The advantage over traditional hotspots is that they don't move when scaled.

## Tools needed

Figma/Illustrator or other design program to save as PNG

[Inkscape](#) (Freeware) to save as svg

Useful video: <https://www.youtube.com/watch?v=2TM63ing6jY>

1. Create a PNG in a design program.
2. Open in **Inkscape**.
3. Draw shapes around the area you want to be clickable (0% opacity, thin line with 100% opacity (it will help you see where the shapes are)).
4. Click **Layer > layer and object**. Rename the layer ids to something to help you later.
5. Right click each layer > **Object properties** > change ID to something to help you recognize it later.
6. Save as **Optimized SVG**.

### In **Options** tab:

Uncheck everything except "shorten color values" and "Work around renderer bugs"

### In **SVG Output** tab

Check all boxes

### In **IDs** tab

Check all boxes

7. Open the svg file in a text editor and copy and paste into your .md file.
  8. Before each **<path id...>** add **<a xlink:href="">** (this is where you'll link to other pages)(if it doesn't work check the ""). After add **</a>** to close it.
  9. Adjust the "style="fill-opacity:0;opacity:.933;stroke-width:0;stroke:#000"/>" to hide the black border.
- Optional:** Edit the [viewBox](#) coordinates to adjust its position on the page. Keep the first 2 numbers as 0, and adjust the third and fourth to get the best size.