

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. Use **cmd+shift+x** to bring up the xml editor. Right click on the layer > **Object properties** > change ID to something to help you.
5. Save as **Optimised SVG**.

In **Options** tab:

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

In **SVG Output** tab

Check all boxes

In **IDs** tab

Check all boxes

6. Open svg file in a text read and copy and paste into your .md file.
7. 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 **** to close it.
8. Adjust the "style="fill-opacity:0;opacity:.933;stroke-width:0;stroke:#000"/>" as shown. (It hides the black border).
9. Edit the [viewBox](#) coordinates. Keep the first 2 numbers as 0, and adjust the third and fourth to get the best size.