

Chapter 7

Web Art

The Internet Layer

Creating an Image Map

Splitting Images

Web Effects

HTML Editor Overview

The Editor's Screen

Creating an HTML Document

Use these options to create images for Internet web pages. ImageForge also includes an editor optimized for HTML code for producing the web documents themselves.

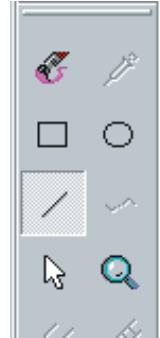
The Internet Layer

This tab gives you controls for splitting images across web document tables, creating clickable image maps, and access to the document editor for fine-tuning the code.

The Tool Options are different for this layer. And the tools on the Tool Bar are also changed to those used

for splitting and linking areas of the image. The Tool Bar only displays those tools which may be used on this layer.

The *Line* tool is used for splitting images into smaller pieces (for use in HTML tables), and the *Brush*, *Rectangle* and *Circle* are used for defining clickable hot spot areas for the image.



Create an Image Map

An image map is a picture which contains “hot spots” which may be clicked when the image is viewed in a browser (e.g., Netscape, Opera or Internet Explorer).

- Open the image you wish to use.
- Go to the *Internet* tab and select the *Rectangle* tool.
- Drag the tool to surround the area which you want to be active (assign a color to each area you create if desired). Note that all areas will be transparent when viewed in a browser.
- Use the Arrow selector to select the new hot spot.
- In the URL field, type the URL address of the document to be loaded (or other action, such as mailto:) when the user clicks this area.
- If you make a mistake, click the *Delete* (minus) icon.
- Click on the *Generate Code* icon to write the HTML code for insertion into your web document. A copy of the image pieces will also be saved with the same name as the HTML document generated.
- Open the new document in your web editor and cut and paste the code into your HTML document.





Split an Image

You may split an image to control how an image is loaded in a web browser. The smaller pieces often load faster than a single large image. This function may be used to generate split images for other purposes (puzzles, programming, tiles, etc.).

- Open the image you wish to split into pieces.
- Go to the *Internet* tab and select the Line tool.
- Choose whether to split *Horizontally* or *Vertically* from the Tool Options.
- Click on the image to split.
- If you make a mistake, click the *Delete* (minus) icon.
- Use the *Arrow* selector to select a division or move a split line.
- You may create image map hot spots if you desire.
- Click on the *Generate Code* icon to write the HTML table codes for insertion into your web document. The image pieces will also be generated.
- Assign a file name for the HTML and image pieces.

Web Effects

The *Effects* menu contains a *Web Effects* section which automatically generate image-related code for use in HTML web page documents. The steps for using these options are:

- Click on the *Effects* menu, then select *Web Effects*.
- Select the *Effect* from the column on the left side. Then provide the image name and other information needed.
- Once you have defined the requested information, you can generate the code by clicking on the yellow *Apply* button.
- To edit the code, click on the *Editor* button.
- Depending on the final location of your images and web page, you may need to adjust the HTML code to reflect the URL for the images.
- You may cut and paste the code into a pre-existing document. Pay particular attention to the location(s) of items within the `<head></head>` and `<body></body>` containers. Place the code in the same positions when importing into your existing HTML.

Because more functions are often added to the list, you should consult the program's *Help Topics* for descriptions for individual *Effects*. See the *Web Effects* section in the *Menu Commands* topic, or simply go to the *Web Effects* menu selection and click the *Help* button.

HTML Editor Overview

ImageForge PRO includes an editor specialized for the creation of web pages and other specialized documents intended to be viewed electronically. This editor supports insertion of hyperlinks (highlighted text which, when clicked, jumps to documents elsewhere on a system or network).

While you may also use this editor to create other types of documents, some document features (such as character formatting) can only be displayed or printed from browser-type software.

The Editor's Screen

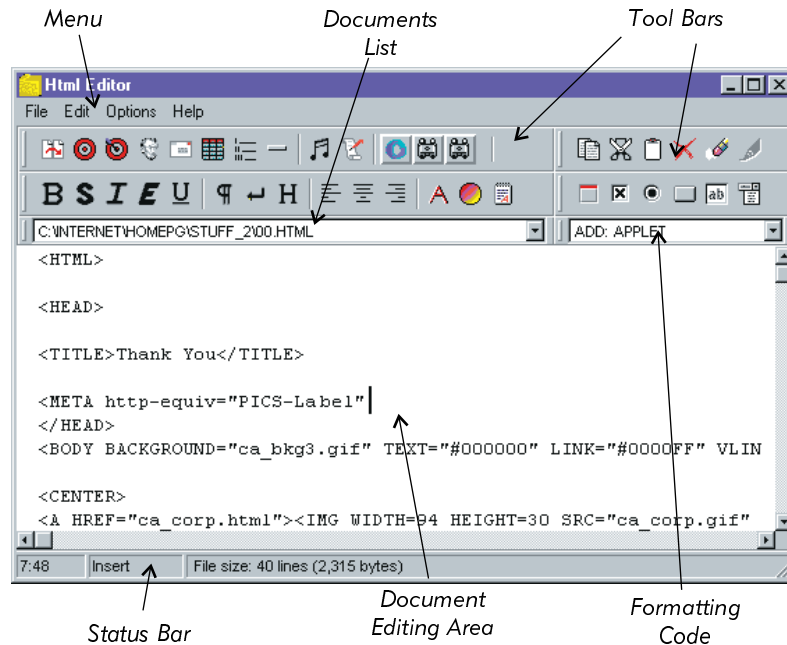
The Editor window contains the following parts:

Menu

Use the menu to open and save documents, to change the editors settings, etc. To see descriptions of all of the menu functions, click on the *Help* menu heading and then click *Help Topic*.

Other Documents List

This list keeps track of other documents which you have opened during the current editing session. Click on the arrow button to display other



documents which have been opened. Simply click on a document's title to quickly reload it into the editor.

Formatting Code Selector

This list comes preconfigured with a wide variety of HTML document formatting codes. Simply click on the desired code from the drop-down list, and the codes will be inserted at the cursor's position. If a block of text has been highlighted, the codes will be inserted before and after this text.

You may also add new codes or frequently used text to this area for rapid insertion into documents. To do this, click on the *Edit HTML Codes* function under the *Options* menu.

Editing Area

This is the area in which you will type your text, and into which document formatting codes will be inserted.

Status Bar

At the bottom of the window are displayed the cursor position, the typing mode (*Insert* or *Overwrite*, which may be switched by pressing the Insert key), and the file size.

Tool Bar Icons

Use these icons to insert frequently used formatting codes. You may also choose HTML or custom codes from the drop-down list beneath the tool bar.

**Hyperlink
Jump**



Click on this icon to insert a link to another document or file. Any highlighted text will be incorporated into the tag as the text which the user will click.

**Insert
Target**



You may insert named targets (or bookmarks) within your document, to allow the user to jump to another section. Go to the place where you wish to insert the bookmark, then click on the Target icon. You will be asked to supply a name to reference this bookmark.

**Jump to
Target**



If you have placed targets into your document (see above), you may use this icon to make a jump to another section of your document. Simply highlight the text for the user to click, select this icon, and choose a target reference name from those listed.

**Insert
Picture**



Use this icon to insert an image or video file into your document. See the following section for more information about the various options available with this tool.

**Insert
Mail**




This icon will insert a tag to allow users to send mail to a specific address. Place the e-mail address after “mailto:” in the tag. Any highlighted text will be incorporated into the tag as the text users will click. E.g., to send mail to yourself, the tag would look something like:

```
<A href="mailto:YourEmailAddress.net">click here to send e-mail</A>
```


**Insert
Table**




Clicking on this icon will display the dialog for placing a table into the document. The table will be inserted at the editing cursor's position within the text. See the following section for more information about the various options available with this tool.

Insert List



Use this icon to create various kinds of lists within your document. The list will be inserted at the editing cursor's position. See the following section for more details.

Line



Click on this icon to insert a horizontal line within the document. A dialog will be displayed which allows you to select from among various options (e.g., width, color).

Add Sound



Use this icon to select an audio file to play in the background. Check with your browser's documentation to determine which audio file formats are supported.

Add Scripting



Click on this icon to insert the `<Script>` tags needed to contain JavaScript or other scripted commands. Any highlighted text will be placed within the Script tags.

Preview










Use these buttons to preview your document. As different browsers display documents slightly differently, it is a good idea to check your work in more than one. Configure browsers for these buttons using the *Options/Set Web Browsers* function.

Copy


Places a copy of the selected material onto the Windows clipboard. It may then be *Pasted* into another location, or even into another program having clipboard support.

Cut


Use this icon to remove the selected item to the Windows clipboard. It may then be *Pasted* to another location, or into another program which supports the clipboard.

<p>Paste</p> 	<p>Clicking this icon will insert any material from the clipboard at the text editing cursor's position within the document.</p> <p>.....</p>
<p>Delete</p> 	<p>This icon removes the selected material. It is not placed on the clipboard, and cannot be <i>Pasted</i> into another location.</p> <p>.....</p>
<p>Undo</p> 	<p>Use this icon to reverse the last action performed.</p> <p>.....</p>
<p>Redo</p> 	<p>Clicking on this icon restores the action deleted by the last <i>Undo</i>.</p> <p>.....</p>
<p>Character Format</p> 	<p>These icons will insert codes to add emphasis to the selected text. “B” will make the text bold; “S” will make the text stand out, even if it is already bold; “I” will italicize the text; “E” will emphasize the text, even if it is already italicized; and “U” will underscore the text.</p> <p>.....</p>
<p>Paragraph Break</p> 	<p>Click on this icon to begin a new paragraph. Any indentation, spacing or other styles set up for use with paragraphs in the browser will be displayed.</p> <p>.....</p>
<p>Line Break</p> 	<p>Use this icon to start a new line within a paragraph.</p> <p>.....</p>
<p>Header Style</p> 	<p>Use headers styles for titles, subtitles and other emphasized text. You have a choice of degrees of emphasis from <h1> (largest and boldest) to <h6> (smallest).</p> <p>.....</p>

Alignment



Select left, center or right alignment for the current paragraph using these icons.

Font



This icon will let you change the font face, size and color of the selected text.

Color



Clicking this icon will drop down a palette of non-dithering colors. The hexadecimal code for the selected color will be inserted at the editing cursor's position.

Special Characters



This icon allows you to insert codes for special characters not present on your keyboard (e.g., accented characters).

Form: Insert



The contents of forms are usually sent to a server and processed using a program or script. The editor allows you to insert form elements, but consult the documentation for your form processing program/script to find how to set up the form. When you click on this icon, you may specify the *Method* used when processing the form, and the *Action* to take when the user clicks on the Submit button. Form elements (text, user-entries, etc.) must be contained between `<form>` and `</form>` tags.

Form: Checkbox



Use this option inside *Form* tags. Check boxes are used when more than one user choice is allowed. Enter text to display next to the check box, a *Name* to identify the user's response when processing the form, and a *Value* to assign when the user selects this option. To display the box already checked, use the *Default* option.

**Form:
Radio
Button**



You may only use this option inside *Form* tags. Radio buttons are used when only one user choice is allowed. Enter a text label to be displayed next to the button, a *Name* to identify a user's response when processing the form, and a *Value* to assign when a user selects this option. To enable the button when the form is first displayed, place a checkmark into the *Default* box.

**Form:
Submit**



You may only use this option inside *Form* tags. The dialog allows you to select from *Normal* (clicked/unclicked), *Submit* (starts the *Action* to process the form) and *Reset* (clears the form). You may also specify the text used to label the button, and a *Name* to use when processing the form.

**Form:
Text**



This *Form* element allows users to type text to be processed. Select from either *Normal* (typed text is displayed) or *Password* (typed text is obscured) styles. Select the *Size* (width in characters) of the input field, and a *Maximum # of Characters* allowed for the user's response. Use *Text* to place default text into the input box. Finally, use *Name* to identify the user's input when the form is processed.

**Form:
Choices**



This dialog allows you to select from either a multi-line or drop-down style list. Use the "+" button to add choices to the list (use the "-" button to remove a choice). Specify a *Name* to identify the user's selection when the form is processed. The control at the bottom of the dialog allows you to determine how much of the list is visible when displayed to the user.

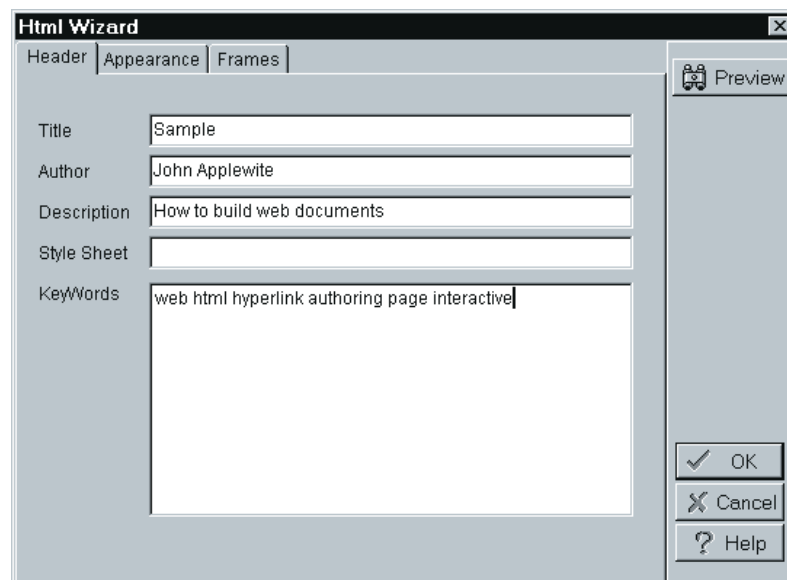
Creating Your First Project

These are the steps for creating a new HTML document. See the example at the end of the chapter for how the finished coded text might look.

Setting Up the Document

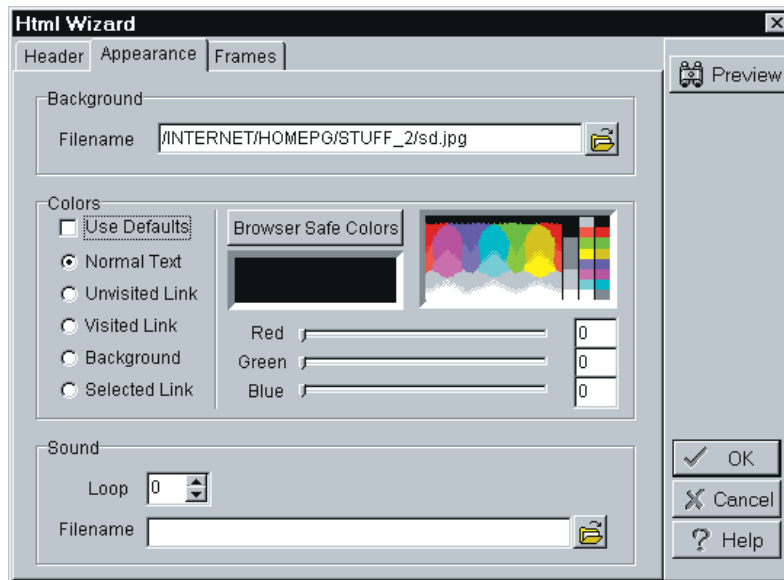
Use the *New* function under the *File* menu to start a new document. Complete the fields in the dialog to provide your document with proper structure.

Header These fields ask for information which should be placed in the <header> section of most HTML documents. Use the *Title* field to provide a name for the document (this is the name which appears in the title bar of many browsers when the document is displayed). The *Author* field may be used to specify who wrote the document, and may be used to display a copyright message. Use the *Description* field to



briefly describe the document's contents (this is often the text displayed to users who locate your document using a search engine). Use the *Style Sheet* field to display the URL for any Cascading Style Sheet (CSS) file which you would like to use with this document. The *KeyWords* field may be used to list words which might be used to search for your document (e.g., *if the subject is apples, you might list: tree, fruit, pie, Delicious, Roma, cider, juice, Beatles, computer, Macintosh, etc.*).

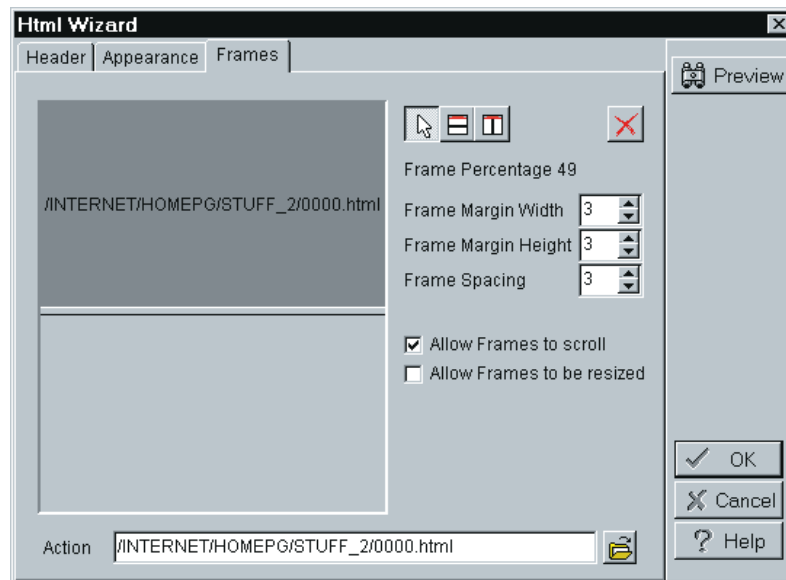
Appearance The items under this tab control the general appearance of the document. Use the *Background* field to specify the Filename of an image to use as background wallpaper (you may click on the folder button on the right side of the field to locate a file on your system). The *Colors* options allow you to set specific colors for



elements of the document. Use the *Browser Safe Colors* drop-down to select colors which work with most browser software, or specify custom colors using the other controls. The *Sound* field allows you to specify an audio file to play in the background when the page loads. Use the *Loop* option to control whether the audio plays continuously ("0") or plays a specific number of times before terminating.

Frames

Frames allow you to display several documents in the same browser window. *You should only use the frames options when you intend to display other documents, not when creating a normal text document.* Use the arrow selector to select a frame. Use the horizontal and vertical buttons to divide a frame into smaller frames. The "X" button deletes a currently selected frame.



You may resize frames by using the selector arrow to drag the border between frames to a new location.

Use the *Margin* options to control how much space is shown between the frame border and the text for the selected frame. Use the *Frame Spacing* option to specify the amount of blank space between frames.

Important: Use the *Action* field to define the filename for a document to be inserted into each frame. Frames not assigned filenames will be blank when viewed in a browser.


Click *OK* to write the document's HTML code.

Entering Text

Scroll down through the document until you find the `<body>` and `</body>` tags. All of the portions of your document which will be visible to your readers will be contained between these two tags.


You may simply start typing here. For this example, just type a few sentences of text.


E.g.,
`<body>`
This is sentence one. And this is a second sentence.
`</body>`

 Remember to click on the *Paragraph* icon when you wish to create a new paragraph, and use the *Line Break* icon to force a new line within an existing paragraph.

We will add other elements, such as pictures, into this section in the following steps.

Linking to Another Document

To place a link to another document residing in the same directory and drive, highlight the text on which the user will click to go to the new document, then click on the *Hyperlink* icon. Simply type in the name of the document (e.g., *STORY.HTML*). If the document resides in another location, type the URL (Universal Resource Locator) address and filename (e.g.,  <http://www.cursorarts.com/index.html>).


You may also specify Target locations within a document to which users may jump. To insert a Target, move the editing cursor to the destination text and click on the *Target* icon. Specify a unique name for the target (e.g., TOP), and the target code will be inserted. To place a link to the Target, highlight the text on which the user will click, the  select the *Jump to Target* icon (left) and select from the Targets available in the current document.

E.g.,
<body>

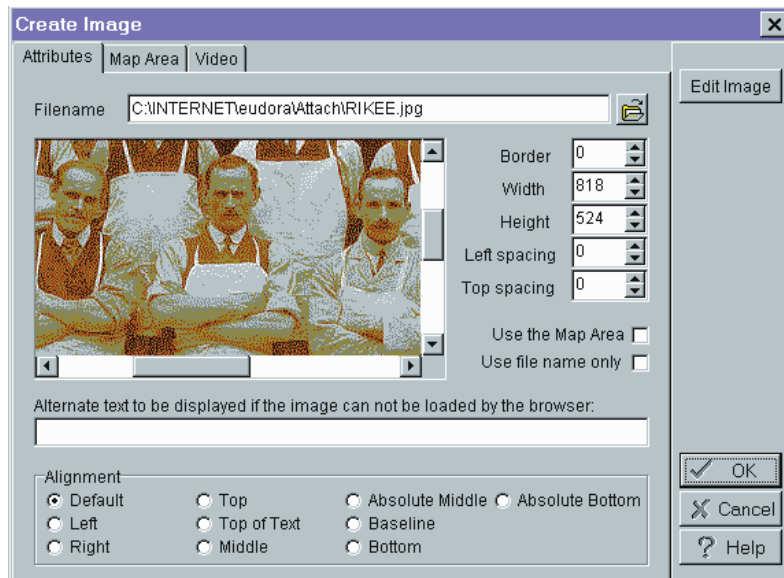
<p>This is sentence one. And this is a second sentence.</p>
<p>This is a second paragraph.</p>

Click here to go to top.
</body>

Importing a Picture

To place a picture into your document, simply move your cursor to the location in the text where the  picture will be inserted, then click the *Image* icon.

Use the *Filename* field to specify the name of the file for the desired image. You may also click on the *folder* button at the right side of the field to browse through the files on your system. The image you have

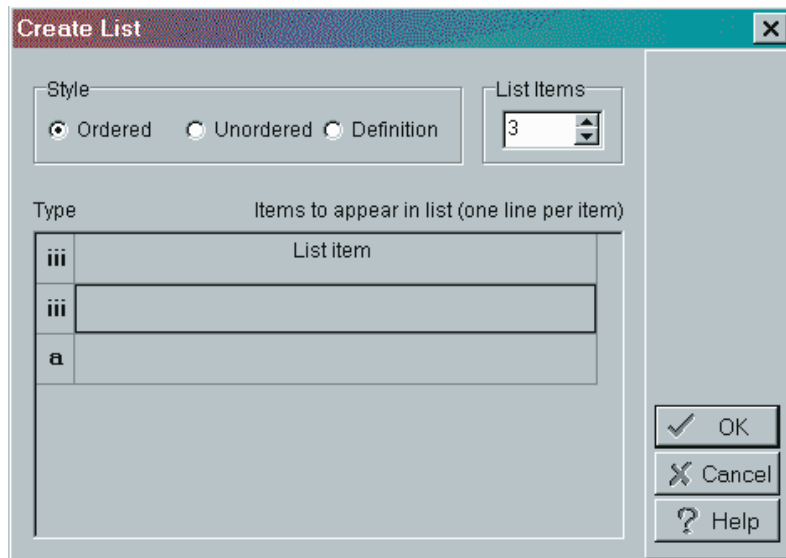


selected will be displayed in the preview area of the dialog. *Note: some image formats do not display an image. Instead, a box reflecting the image's size will be displayed.*


Enable the *Use the name only* checkbox if the image file will be located in the same directory as the document. Do not checkmark the *Use the Map Area* box unless you wish to make portions of the image act as hyperlinks using the options under the *Map Area* tab. If your image is very large, you may also wish to enter descriptive text into the *Alternate Text* field. This text will be displayed while the image is loading into the browser.

Use the *Alignment* options to place the image in relation to the text line.

The options under the *Map Area* and *Video* tabs may be explored using the editor's on-line *Help*.



Making a List

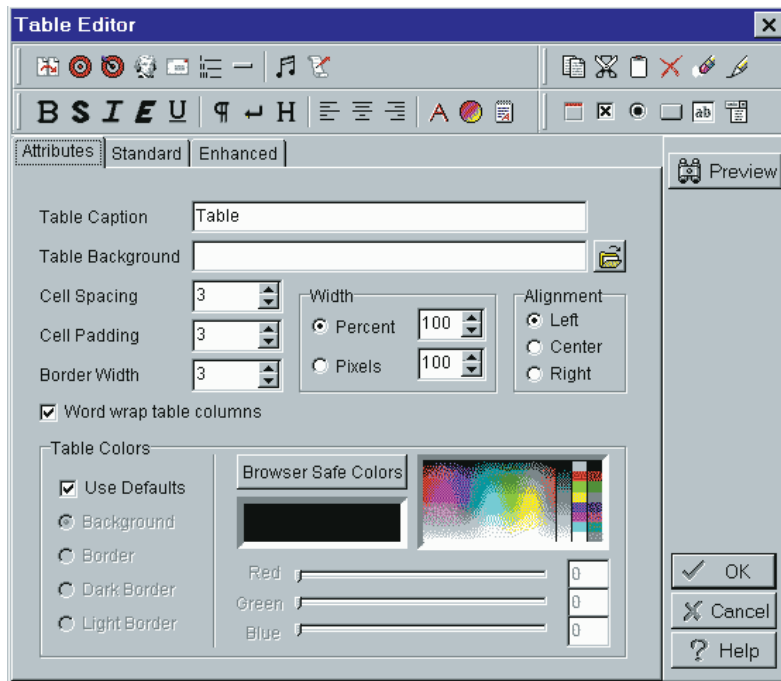
To insert a list into your document, move the cursor to the point at which the list will begin, then click  on the *List* icon.

Select an *Ordered* list if you wish the list to use numerals or letters to designate each item. Select an *Unordered* list if you wish each item to be preceded by a bullet.

Use a *Definition* style if you wish to list terms, followed by an explanation of the term (e.g., a dictionary or catalogue).


Use the *List Items* box to specify the number of items within the list.

Then simply type in the text for each item in the list in the fields in the lower portion of the dialog. You may click on the *Type* icons to change the type of bullet or numeral placed in front of each list item.

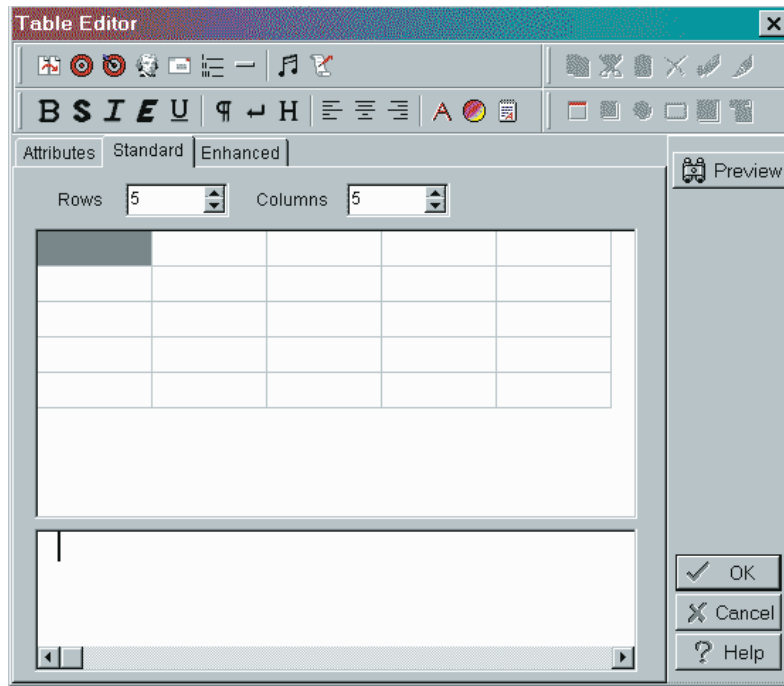


Creating a Table

Tables are often used for things like description lists or price lists. You may even do things like produce an entire document within a table, or use a table to hold sections of a larger image. For starters, however, it is best to create a simple table.

To insert a table, move your cursor to the location within the document where the table will begin, then  click on the *Table* icon in the toolbar. If desired, assign your table a *Caption*, then click on the Standard tab (see illustration).

Specify the number of *Rows* down for this table, and the number of *Columns* across the page. Once you have done this, simply select one of the table's cells, and enter your text or other information at the bottom of the dialog.



You may use the tools in the editing toolbar to format text, insert images, etc.

Enhanced tables may be created much in the same way as frames, or as when using the image splitting options described in the previous chapter. Use the *Horizontal* and *Vertical* icons to split the window into cells, and type your information into each cell, add images, etc.

Example Document

The following example shows how a document's text would appear if each of the items we've discussed were included.

Note that all of the various document formatting codes are surrounded by the < and > characters. Use

the toolbar's preview buttons to view or print the document in its final form.

```
<html>
<head>
<title>Sample Document</title>
<meta name="description" content="This is a short example
of an HTML document.">
<meta name="keywords" content="sample html document
hypertext">
</head>
<body background="RX.JPG">
<a name="TOP"></a>
<p>This is one sentence. This is a second sentence.</p>
<p>This is a second paragraph.</p>
<p><a href="http://www.cursorarts.com/index.html">Click on this
text to go to CursorArts.</a></p>
<p></p>
<p>
<ul>
<li type="circle">First item in list; </li>
<li type="circle">Second item in list; </li>
<li type="circle">Third item in list. </li>
</UL>
</p>
<p>
<table border="3" cellpadding="3" cellspacing="3" width="100%">
<caption>Sample Table</caption>
<tr><td>Upper left</td><td>Upper center</td><td>Upper
right</td></tr>
<tr><td>Lower left</td><td>Lower Center</td><td>Lower
right</td></tr>
</table>
</p>
<p><a href="#TOP">Go to Top of Page</a></p>
</body>
</html>
```

More Information

More information, including a reference for HTML codes, are available in the *Help Topics* function under the *Help* menu. HTML and other markup languages are constantly evolving, and you may also wish to consult books on these subjects or one of the

many excellent web sites devoted to creating
hypertext and other on-line documents.