



Super Touch Map Creator 1.0

User Manual

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1.0 GENERAL INFORMATION

1.1 System Overview

This manual is for the Super Touch Map Creator 1.0 (SMC), a program used to create touch screen maps with interactive hotspots. Major functions include creating new maps from images, opening and saving maps, and adding, removing, and editing hotspots on the map. SMC is a java based application, which requires Java 1.5 to run. SMC is operational, but currently still under development.

1.2 Abbreviations and Glossary

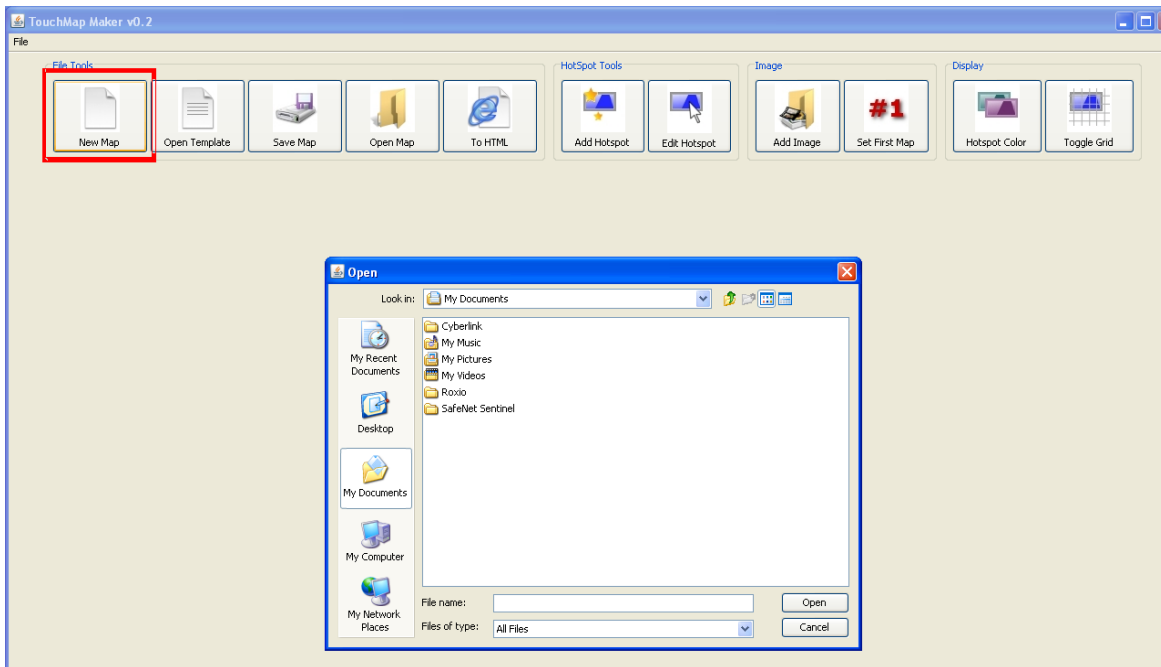
<u>Dialog Box</u>	A window that appears that allows the user to brows for files to save or open.
<u>File Tools</u>	Used to create and save new TouchMap files. They are located in the leftmost row of buttons and contain the New Map, Open Template, Save Map, Open Map, and to HTML buttons.
<u>Hotspot</u>	A rectangular area on the map that when touched will link to another Touch Map. The placement and size of the Hotspot is determined by the back end user.
<u>Hotspot Editor</u>	A window that is displayed that allows the user to change the size and placement of Hotspots
<u>Hotspot Tools</u>	Used to create and edit Hotspots. Includes the add Hotspot and Edit Hotspot buttons located in the middle row.
<u>Image Tools</u>	Used to add images and set the first image. Contains the Add Image and Set First buttons, and are located furthest to the right in the row of buttons at the top.
<u>TouchMap</u>	A file that you can create using Super Touch Map Creator which displays a map image with Hotspots placed at specific areas of the map.
<u>HTML ImageMap</u>	A list of coordinates relating to a specific image. Created in order to hyperlink areas of the image to various destinations.

2.0 GETTING STARTED

2.1 Quick Start Guide

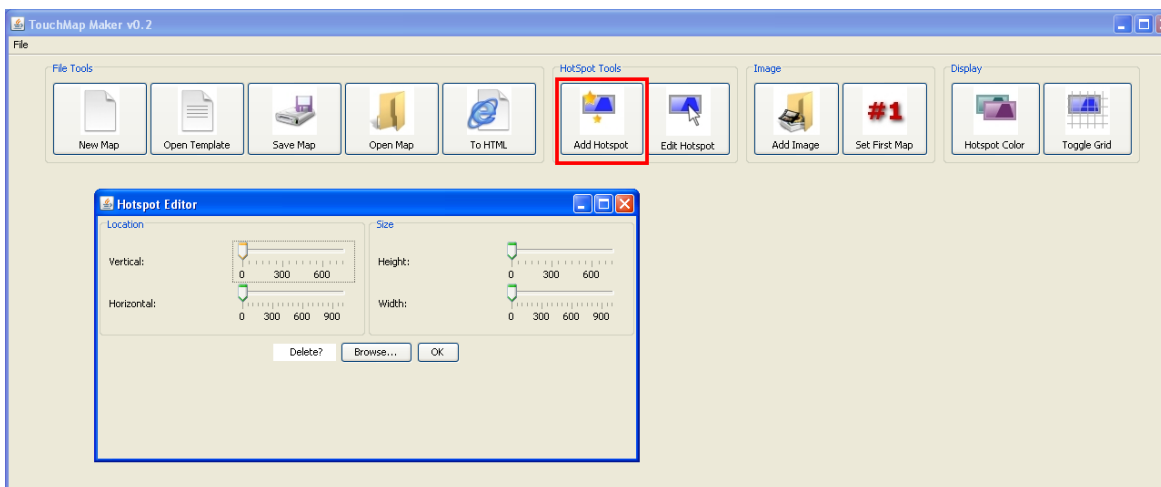
2.1.1 Create a New Map:

1. Select New Map button from the File Tools.
2. A dialog box will appear. Select an image file to use as a map.
3. The image will be displayed and ready to edit.



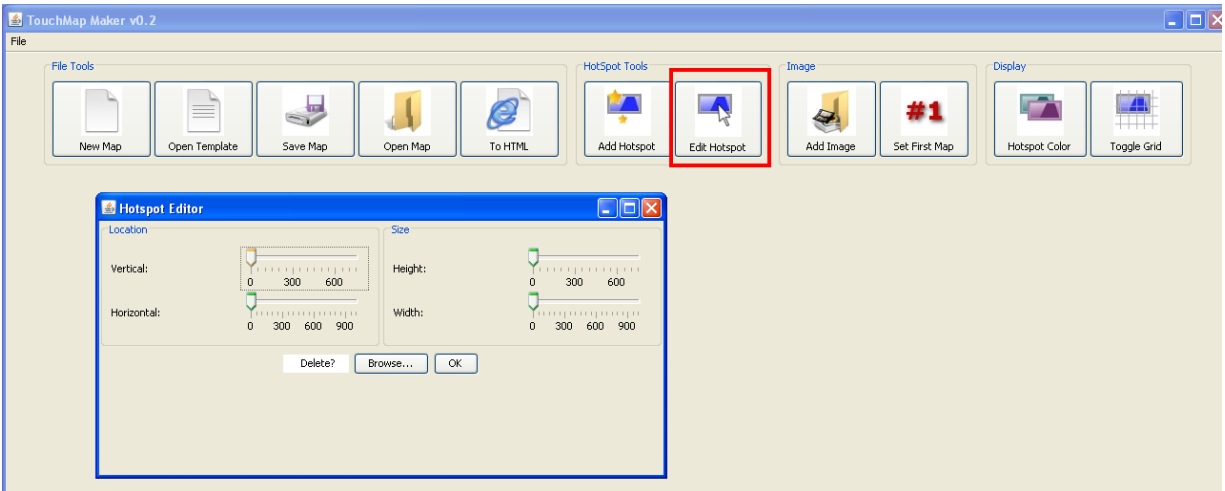
2.1.2 Add a Hotspot:

1. Open or create a map.
2. Select the Add a Hotspot button from the Hotspot Tools.
3. The Hotspot Editor will appear showing the hotspot's editable properties.



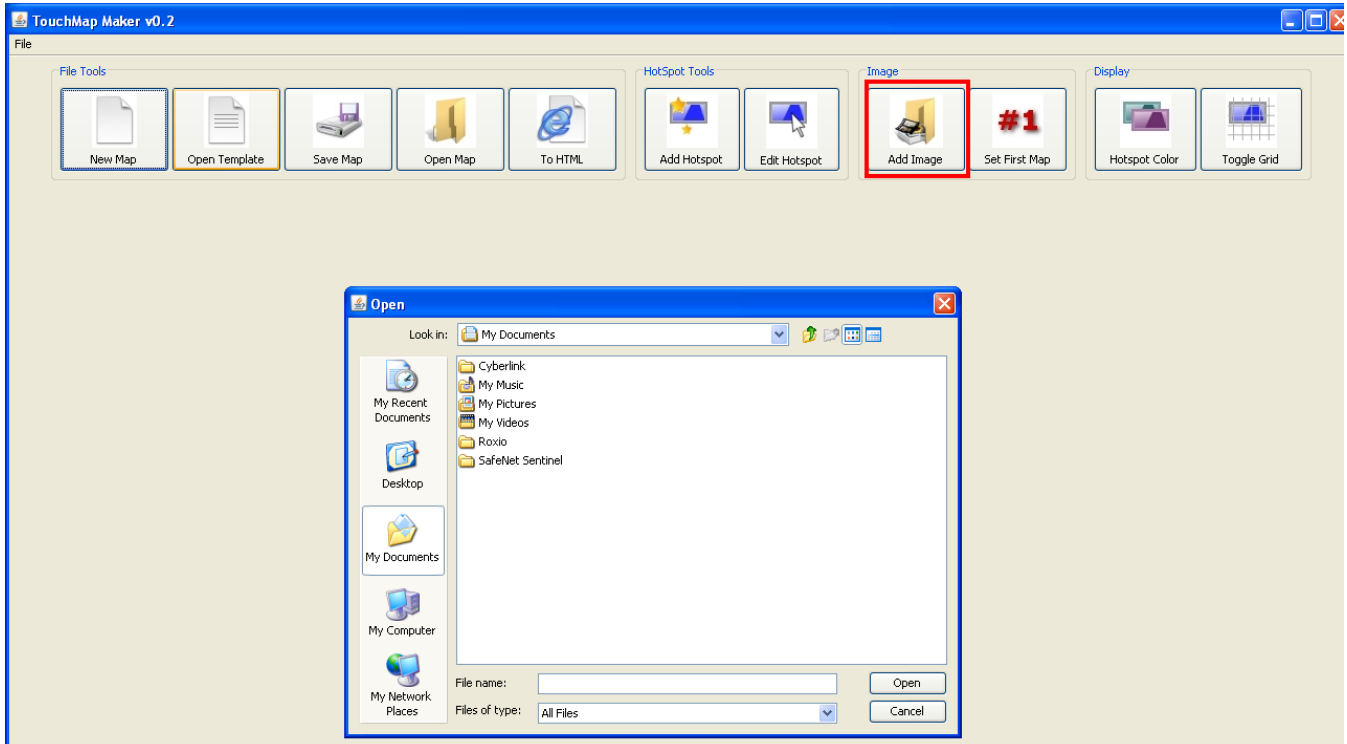
2.1.3 Edit a Hotspot:

1. Open or create a map and add at least one hotspot.
2. Select the Edit Hotspot button from the Hotspot Tools.
3. Select a hotspot to be edited.
4. Hotspot editor will appear. Choose hotspot dimensions to be set.
5. Confirm changes by clicking "OK".



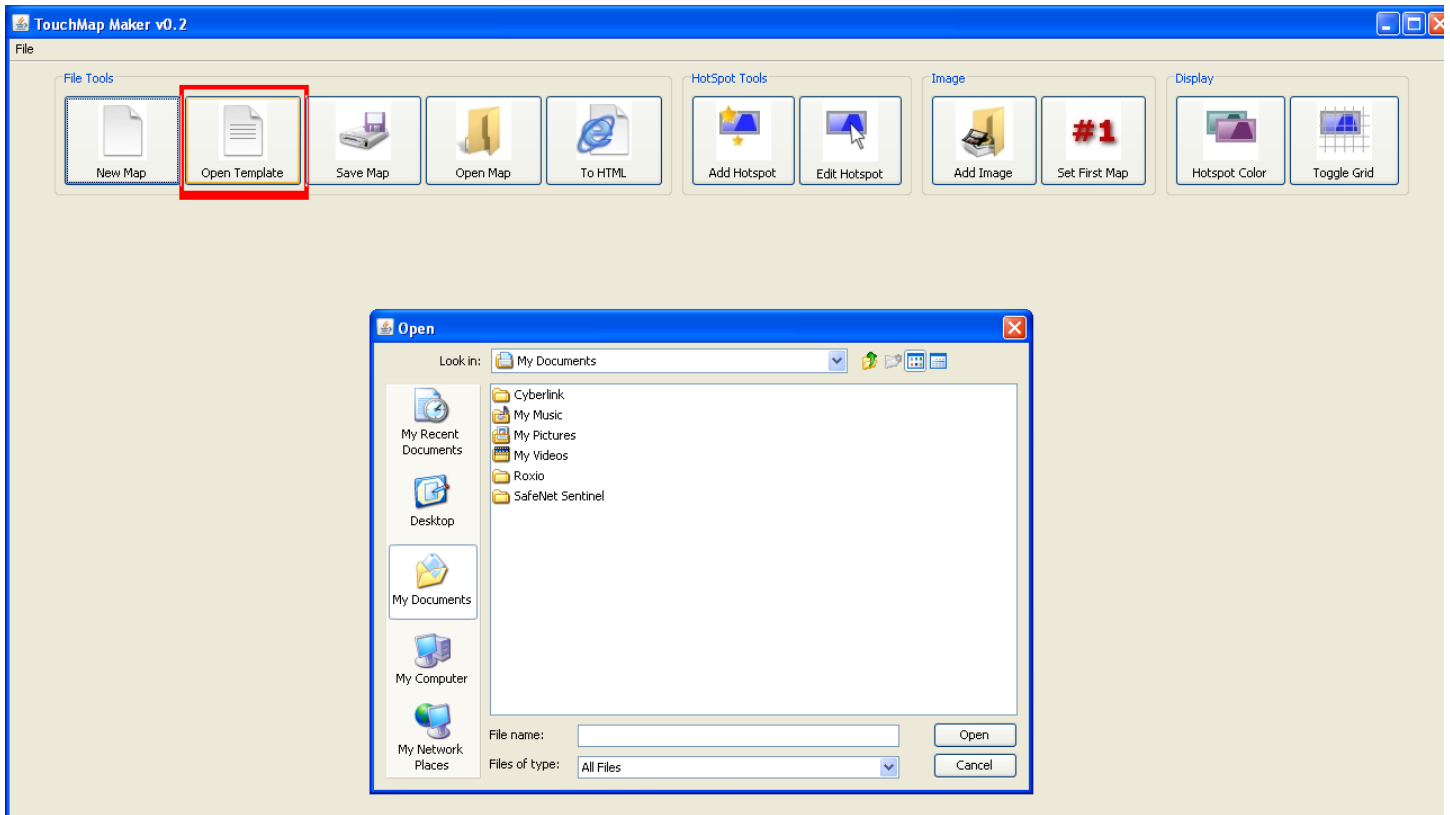
2.1.4 Change Map Image:

1. Select Add Image button from the Image Tools.
2. A dialog box will appear. Select an image file to use as a map.
3. The image will be displayed and ready to edit, including current hotspots.

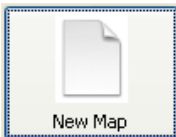


2.1.5 Create a New Map from a Template:

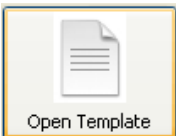
1. Select the Open Map button from the File Tools.
2. A dialog box will appear. Select a map template.
3. An image and predefined set of hotspots will be displayed.



2.2 List of Functions



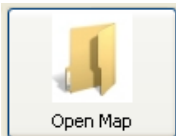
- 2.2.1 New Map: Creates a new TouchMap file from an image. Currently supported image formats include JPG and GIF.



- 2.2.2 Open Template: Opens a new file with hotspots already formatted.



- 2.2.3 Save Map: Saves the TouchMap at its current state.



- 2.2.4 Open Map: Opens a saved TouchMap file.



2.2.5

To HTML: Converts the saved TouchMap to an HTML image map.



2.2.6

Add Hotspot: Adds a new Hotspot with a link to another TouchMap.



2.2.7

Edit Hotspot: Edits size and placement of existing Hotspots.



2.2.8

Add Image: Adds or replaces the current image in the TouchMap background.



2.2.9

Set First Map: Sets the selected TouchMap to be the first to be displayed.

2.3 Exit System

First remember to save all of your touch maps and set the correct first map. Then, simply click the X in the top right corner of the program to exit.

3.0 USING THE SYSTEM

3.1 New Map

Creates a new TouchMap file. Clicking on the “New Map” button opens a file dialog for opening an image file to be edited as a map.

3.2 Open Template

Opens a predefined template to be edited as a new TouchMap.

3.3 Save Map

Saves the currently open TouchMap file.

3.4 Open Map

Opens a saved TouchMap.

3.5 To HTML

Saves the current TouchMap file as an HTML imagemap for use in a web browser.

3.6 Add Hotspot

Opens the Hotspot Editor and creates a new Hotspot in the upper left corner of the map.

3.6.1 Hotspot Editor

An editor for hotspots. The user can change the location and size of the hotspot, as well as the linked TouchMap to be opened and whether this hotspot should be deleted.

- The vertical and horizontal location corresponds to the position onscreen of the upper left corner of the hotspot, and the Length and Width correspond to the size of the hotspot measured in pixels.
- The “Browse...” function designates the next Map to be opened when this hotspot is activated.
- The “Delete?” checkbox indicates whether to delete the currently open hotspot.
- “OK” confirms the changes made.

3.7 Edit Hotspot

When this tool is selected, the user can then select a hotspot onscreen. The Hotspot Editor will then be opened (see section 3.6.1). The hotspot can be edited in the same manner as a new hotspot.

3.8 Add Image

Opens a file selection dialog, and changes the image used as the basis for the current map from the image opened when the map was first created.

3.9 Set First Map

Designates the current map as the first map to be opened when the TouchMap Display system is started.