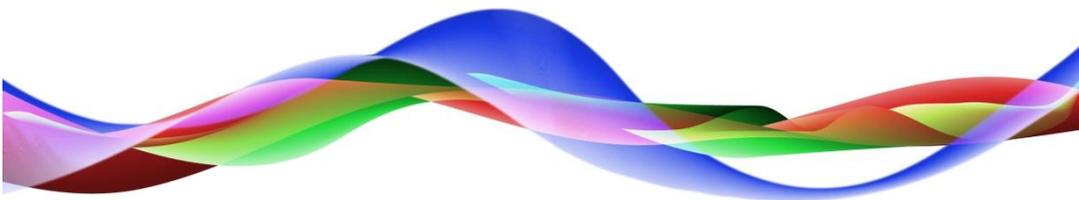


18 Image Map

Image Map

Manual



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Image maps are image files that can be used on graphic user interfaces in order to display, for example, production environments clearly and accurately.

1 Image Map Installation

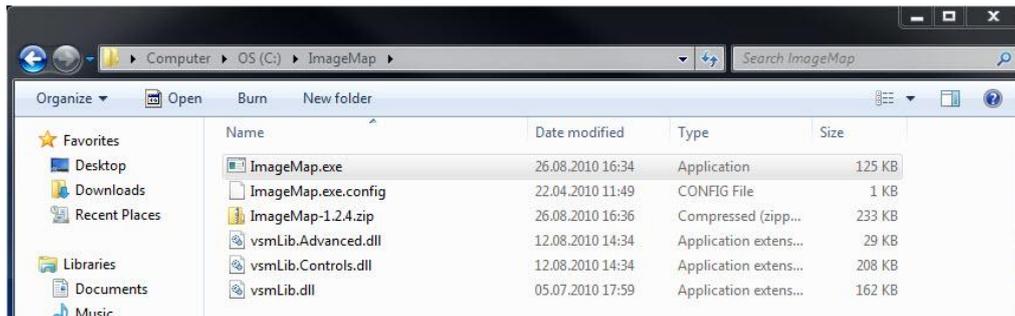


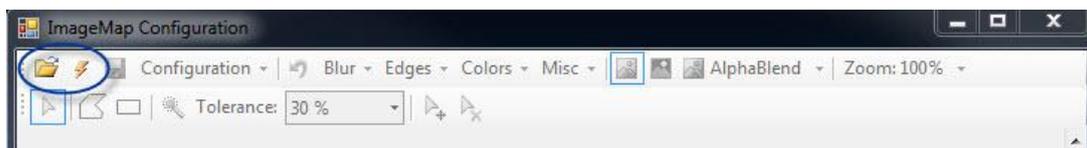
Image map installation folder

The following files are included in the image map installation .zip file:

- *ImageMap.exe*
- *ImageMap.exe.config*
- the received .zip file *ImageMap-1.2.X.zip*
- *vsmLib.Advanced.dll*
- *vsmLib.Controls.dll*
- *vsmLib.dll*.

Start the software by executing the *ImageMap.exe*.

2 Opening, Importing and Saving an Image Map



Creating, opening, and editing an image map

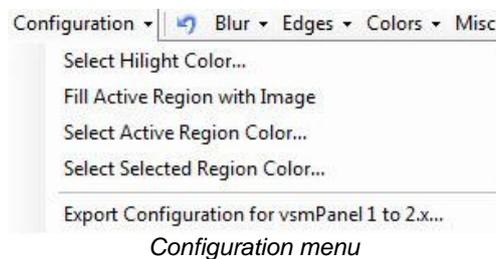
Existing image maps can be opened and edited through the folder symbol *Open ImageMap*. To create a new image map, select the lightning symbol *Import Image Map...*. If no image map is currently opened, only these two functions are available initially.



Saving an image map

By left-clicking onto the floppy disk symbol *Save Image Map*, a created image map is saved as *.imageMap* file (for *vsmPanel* version 3.x). Use the *Undo* button to revert the last change made to the image.

3 Configuring the Keypad Region

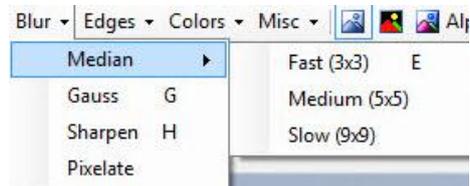


Selecting *Configuration* will open a drop down menu with the following functions:

- Through *Select Highlight Color...* it is possible to choose the colour that the keypad region will take on when the cursor is moved over it
- The functions *Fill Active Region* and *Select Selected Region Color...* are used in *vsmPanel* 1.x and 2.x.
- Use *Select Active Region Color...* to define the colour that the buttons should take on after they have been pushed.
- The function *Export Configuration for vsmPanel 1 to 2.x...* serves the creation of image maps for *vsmPanel* versions 1.x and 2.x.

4 Editing an Image

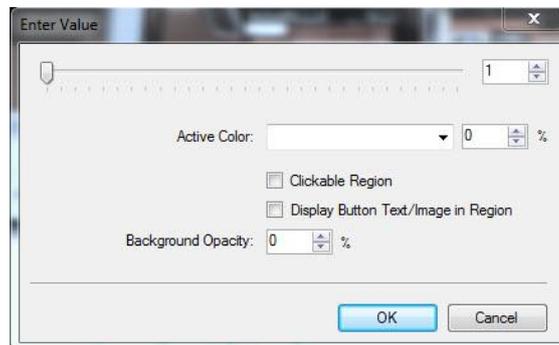
4.1 Defining Sharpness



Blur menu

Click on *Blur* to open a drop down menu with the following functions:

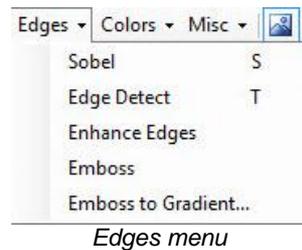
- *Median* offers the properties *Fast (3x3)*, *Medium (5x5)*, and *Slow (9x9)*. These settings represent degrees of blurring: *Fast (3x3)* will blur the image slightly, while with *Medium (5x5)*, fonts and dividing lines are no longer visible, and *Slow (9x9)* shows only outlines.
- The *Gauss* function will blur the image.
- *Sharpen* will make the image sharper.
- *Pixelate* opens a new window, in which the strength of the pixel representation can be defined.



Pixelate window

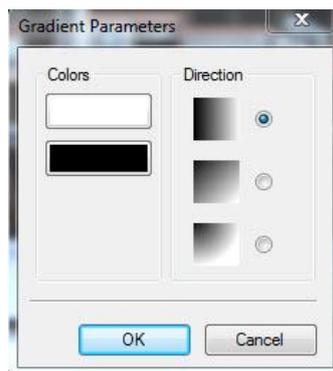
Using the scale or the input field lying behind it, the strength of the pixel representation can be defined. Further settings cannot be changed in this window.

4.2 Editing Fonts and Lines



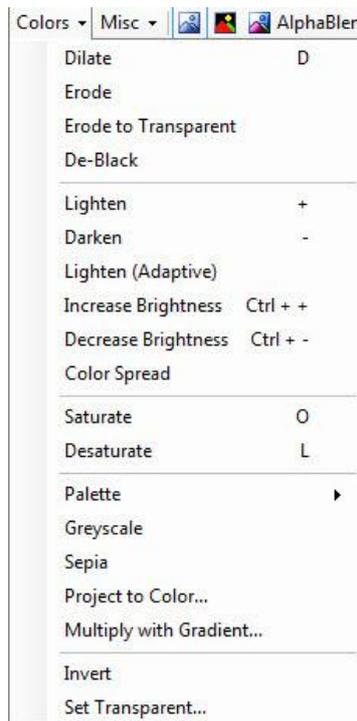
Click on *Edges* to open a drop down menu with the following functions:

- *Sobel* colours the image black except for fonts and dividing lines. These retain their original colour.
- *Edge Detect* also colours the image black, but fonts and dividing lines are highlighted.
- *Enhanced Edges* highlights fonts and dividing lines in the image while the image itself retains its original colour.
- *Emboss* colours the image in grey, and highlights fonts and dividing lines.
- *Emboss to Gradient...* opens an additional window, in which gradients can be defined.



- Under *Colors*, two different colours can be chosen for the gradient.
- The direction of the gradient can be chosen under *Direction*. The program thereby always starts in the top corner. The available options are from left to right, from top left to bottom, and from top left to bottom right in a semi-circular shape.

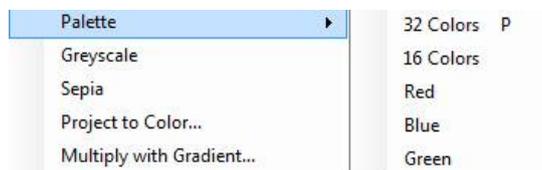
4.3 Editing Colours



Colour menu

A click on *Colors* opens a drop down menu in which colour settings can be edited:

- *Erode* erodes the colours.
- *Lighten* increases the brightness of the image.
- *Darken* decreases the brightness of the image
- *Lighten (Adaptive)* increases the brightness of dark spots in particular.
- *Increase Brightness* increases the brightness of colours.
- *Decrease Brightness* decreases the brightness of colours.
- *Color Spread* will display black to white gradation as grey scale.
- *Saturate* increases the colour saturation in the picture.
- *Desaturate* decreases colour saturation.
- *Palette* opens a new menu with the following options:



Palette settings

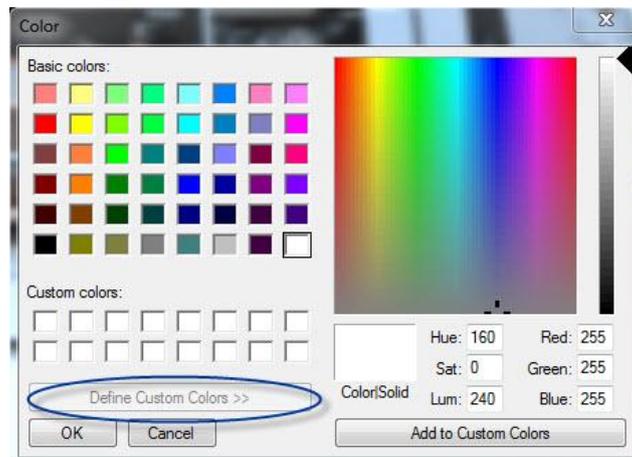
- *32 Colors* reduces the image to 32 colours.
- *16 Colors* reduces the image to 16 colours.
- *Red* colours the entire image red.
- *Blue* colours the entire image blue.
- *Green* colours the entire image green.

- *Greyscale* will display the image in different shades of grey.
- *Sepia* shows the image in different shades of brown.



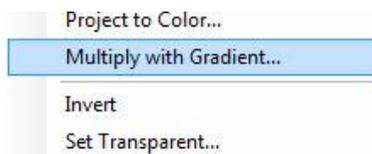
Selecting a colour

- *Project to Color...* shows the image in a colour of choice.



Create individual colours

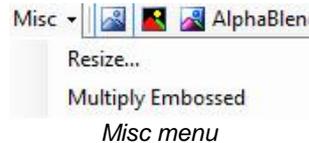
Select *Define Custom Colors* in the colour menu to add individual colours.



Colour menu

- Using *Multiply with Gradient...*, gradients can be created and then placed over the original colour.
- *Invert* inverts the colours, meaning their inverse is displayed.
- *Set Transparent...* allows choosing one colour to be displayed transparently.

4.4 Editing Further Options



Selecting *Misc* will open another drop down menu with the following functions:

- *Resize...* allows resizing of the image.
- *Multiply Embossed* reinforces the highlighting of fonts and dividing lines (see *Emboss* and *Emboss to Gradient*).

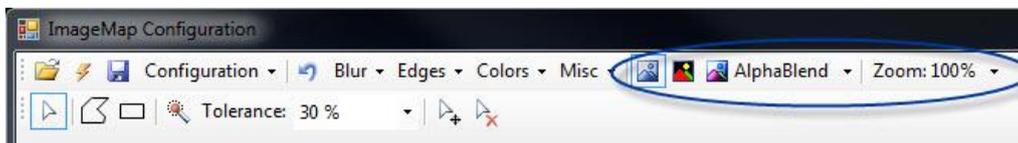
5 Image Map Display

The first three symbols indicated to the right in the main menu serve the display of the file either as image only (used in vsmPanel 1. and 2.x), as map image only (used in vsmPanel 1.x and 2.x), or as image and map one above the other (AlphaBlend).

The size of the shown image can be set under *Zoom*. Through the function *Fit Window*, the image will always be adapted to the current monitor size so that it is always visible in its entirety and the need for scrolling is eliminated.

6 Creating and Editing Button Areas

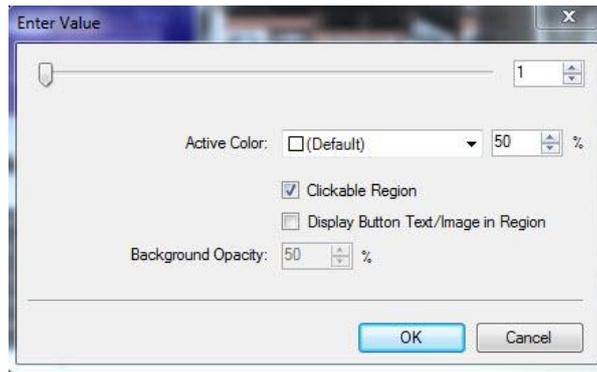
6.1 Editing Button Areas



Edit Button Mapping

By selecting the arrow symbol *Edit Button Mapping*, a button area can be edited and activated.

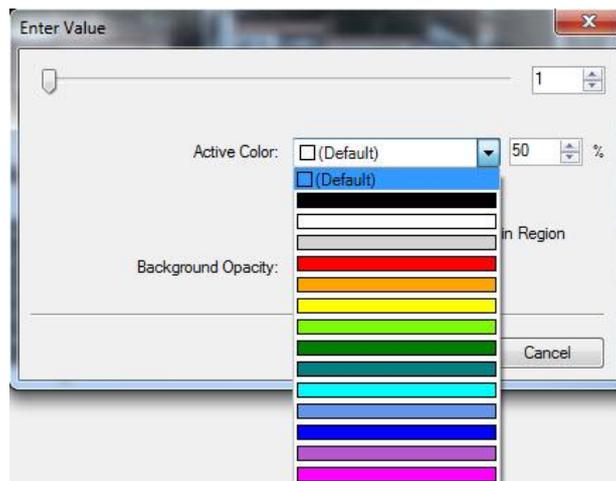
- Left-click onto a button area to activate it.
- Right-click onto a button area to open the following window:



Button area settings

Use the scale or the input field located behind it in order to define this button area as the new ID, which will later be referenced with the ID of a control panel. Depending on the application, each button area should have its own ID.

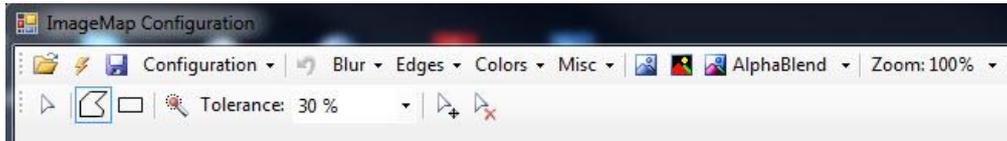
Select *Active Color* to open a drop down menu, in which the active colour of the button area can be defined.



Colour selection for active button areas

In the input field to the right, the saturation of the active colour can be defined. If the checkmark beside *Clickable Region* is ticked, the button area can later be activated by clicking onto it. If the checkmark is not ticked, this is impossible. If the attribute *Display Button Text/Image in Region* is active, it is possible to display text in the button area if a label is enclosed.

6.2 Creating Button Areas



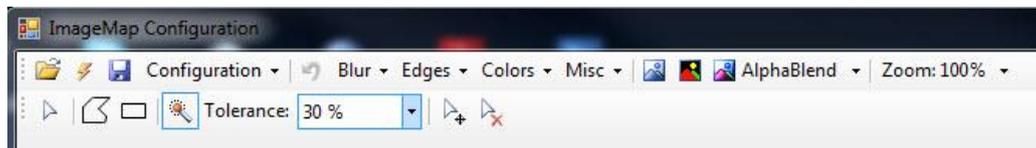
Create Polygon Region

Use the function *Create Polygon Region* to freely create button areas.



Create Rectangle Region

Create Rectangle Region creates rectangular button areas.



Magic Wand

Use the *Magic Wand* function to display button areas in an arbitrary form. The sensibility of the function can be defined through the option *Tolerance* directly to the right. Areas with more or less colour difference will then be imported into the button area. This option is set to 30 percent by default.

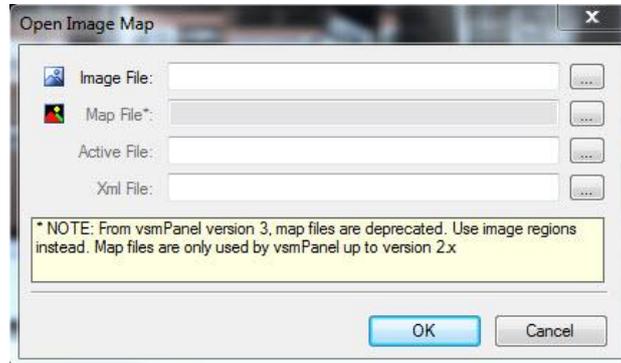


Editing and deleting regions

With the two arrow functions *Edit Regions* and *Delete Regions*, button areas can be edited or deleted subsequently.

7 New Image Map

Select the lightning symbol *Import Image Map...* to create a new image map.

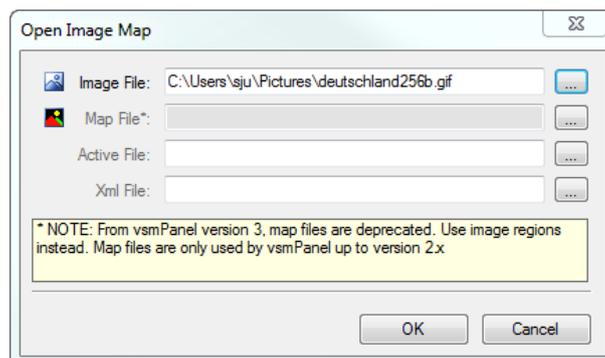


New Image Map

By clicking the button behind *Image File*, an image can be chosen as background of the new image map. The following file formats can be used: .jpg, .png, .gif, .bmp and .tif.

For vsmPanel versions 1.x and 2.x, an existing map file can be loaded through *Map File*. For the same versions of the software, *Active File* loads an existing active file that shows a map file with active colour. Also for versions 1.x and 2.x, an Xml file containing button areas can be loaded by selecting *Xml File*.

An explorer can be opened with all these functions. There, an image can be chosen and opened. Once the image is selected, the path will be shown in the corresponding line.



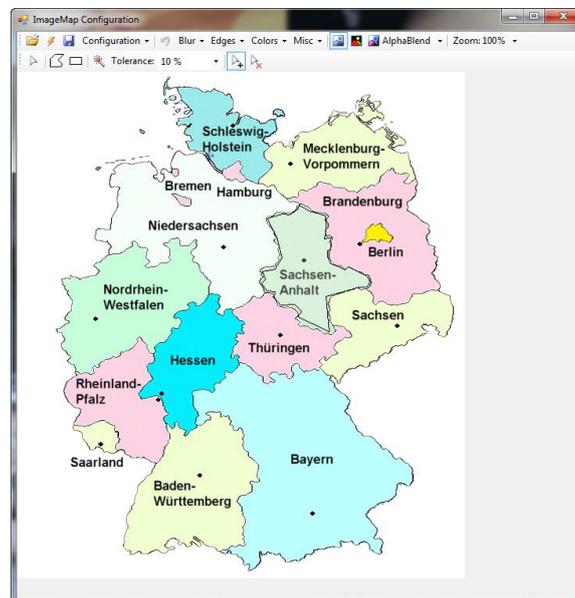
Loading an image file

After confirming with OK, the image will be loaded to enable the definition of button areas for the use on a graphic user interface.



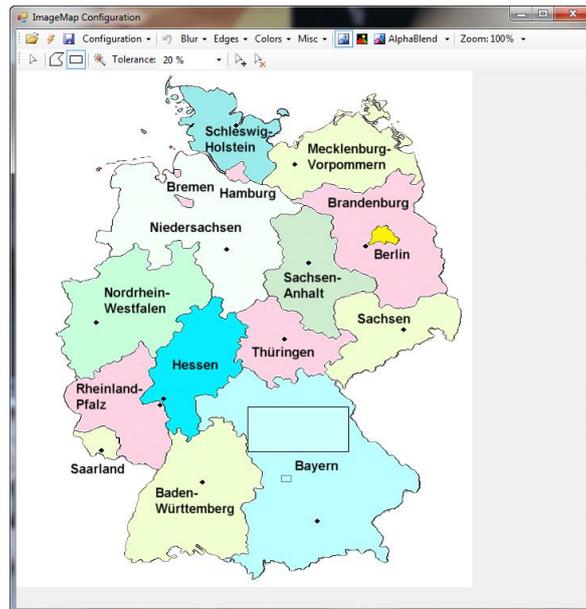
Example: Image map on a map of Germany

In the example above, the button areas are created via the *Create Polygon Region* function (see chapter 18.6.2 Creating Button Areas) by indicating the relevant area dot by dot until the path closes.



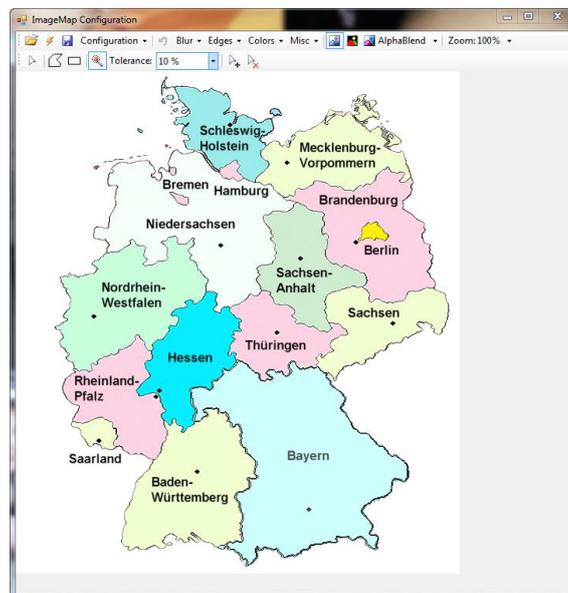
Create Polygon Region

The function *Create Rectangle Region* can also be used to create a button area (see chapter 18.6.2 Creating Button Areas). To do so, drag the frame from one corner into the relevant area.



Create Rectangle Region

Use the *Magic Wand* function to create a button area (see chapter 18.6.2 Creating Button areas) by selecting the image's relevant area. The accuracy of the selected area can be defined through *Tolerance*.



Magic Wand

