In this case, assume that Gerry has already determined the coordinates for the hotspots in his image map and provided them for you. He wants you to create three hotspots, which are shown earlier in Figure 2-30. The first is a circular hotspot linked to the home.htm file, centered at the point (92, 82) and with a radius of 80 pixels. The second is a rectangular hotspot linked to the tips.htm file, with corners at (235, 120) and (310, 150). The third is also rectangular, linked to the glossary.htm file, with corners at (340, 120) and (510, 150). You do not have to create a polygonal hotspot.

You'll name the image map containing these hotspots *logomap*.

To create an image map:

1. Return to the **home.htm** file in your text editor.

2. Directly below the `<img>` tag for the CAMshots header image, insert the following map element:

```
<map name="logomap">
</map>
```

3. Within the `map` element, insert a circular hotspot that points to the home.htm file using the following `area` element:

```
<area shape="circle" coords="82, 82, 80"
 href="home.htm" alt="Home Page" />
```

4. Directly below the `<area>` tag for the circular hotspot, insert the following two rectangular hotspots pointing to the tips.htm and glossary.htm files:

```
<area shape="rect" coords="235, 120, 310, 150"
 href="tips.htm" alt="Tips" />
```

```
<area shape="rect" coords="340, 120, 510, 150"
 href="glossary.htm" alt="Glossary" />
```

Figure 2-34 highlights the new code in the file.

Figure 2-34   Creating the logomap image map


```
<header>
    <img src="camshots.jpg" alt="CAMshots" />
```
usemap = "#logomap" (handwritten)
```
    <map name="logomap">
        <area shape="circle" coords="82, 78, 80"
         href="home.htm" alt="Home Page" />
        <area shape="rect" coords="235, 120, 310, 150"
         href="tips.htm" alt="Tips" />
        <area shape="rect" coords="340, 120, 510, 150"
         href="glossary.htm" alt="Glossary" />
    </map>

</header>
```

circular and rectangular hotspots

5. Save your changes to the file.

With the image map defined, your next task is to apply that map to the CAMshots header.

Applying an Image Map

To apply an image map to an image, you add the `usemap` attribute

```
<img src="file" alt="text" usemap="#map" />
```

to the inline image, where *map* is the name assigned to the image map.