

Image Map — Intro

The new image map is drastically different from the old version in terms of layout and interaction, but the available functionality mostly remains the same. Below are short descriptions of each of the key areas of the map. We will go into more detail on each in following pages.

General Layout

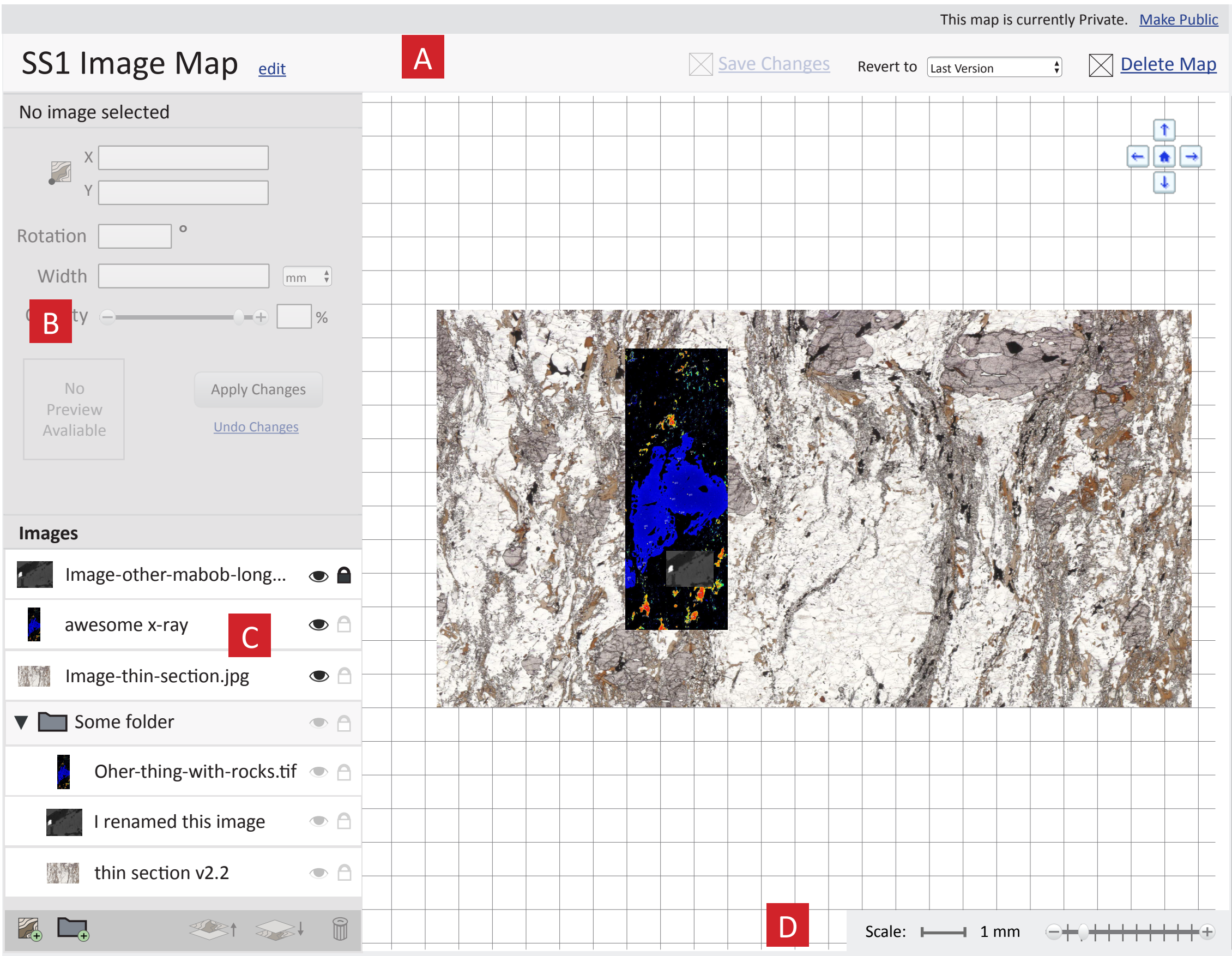
One thing to note is that this interface should take up the entire width *and height* of the browser viewport, and should dynamically resize if the window is resized.

A Page Titlebar
Contains the map name and map-wide actions like save, make public, revert, and delete.

B Image Attributes Panel
Contains the attributes of the currently-selected image. This replaces the current hover-over-the-image-for-toolbar interface.

C Image Layers Panel
Contains the images, one per layer. The biggest change is the ability to group images in folders.

D Map Scale Control
This is where the user can change the current zoom-level of the map.



Page Titlebar

Map Name

The map name should be editable inline when the user clicks [edit](#)

Save Changes

This should only be clickable when there are changes to be saved.

Make Public

This will make the map and all associated images public. Definitely need some discussion on this.

Revert to

Choose from a dropdown containing all saved versions of the map.

Delete Map

Does what it says. Should have a confirmation dialog onclick.

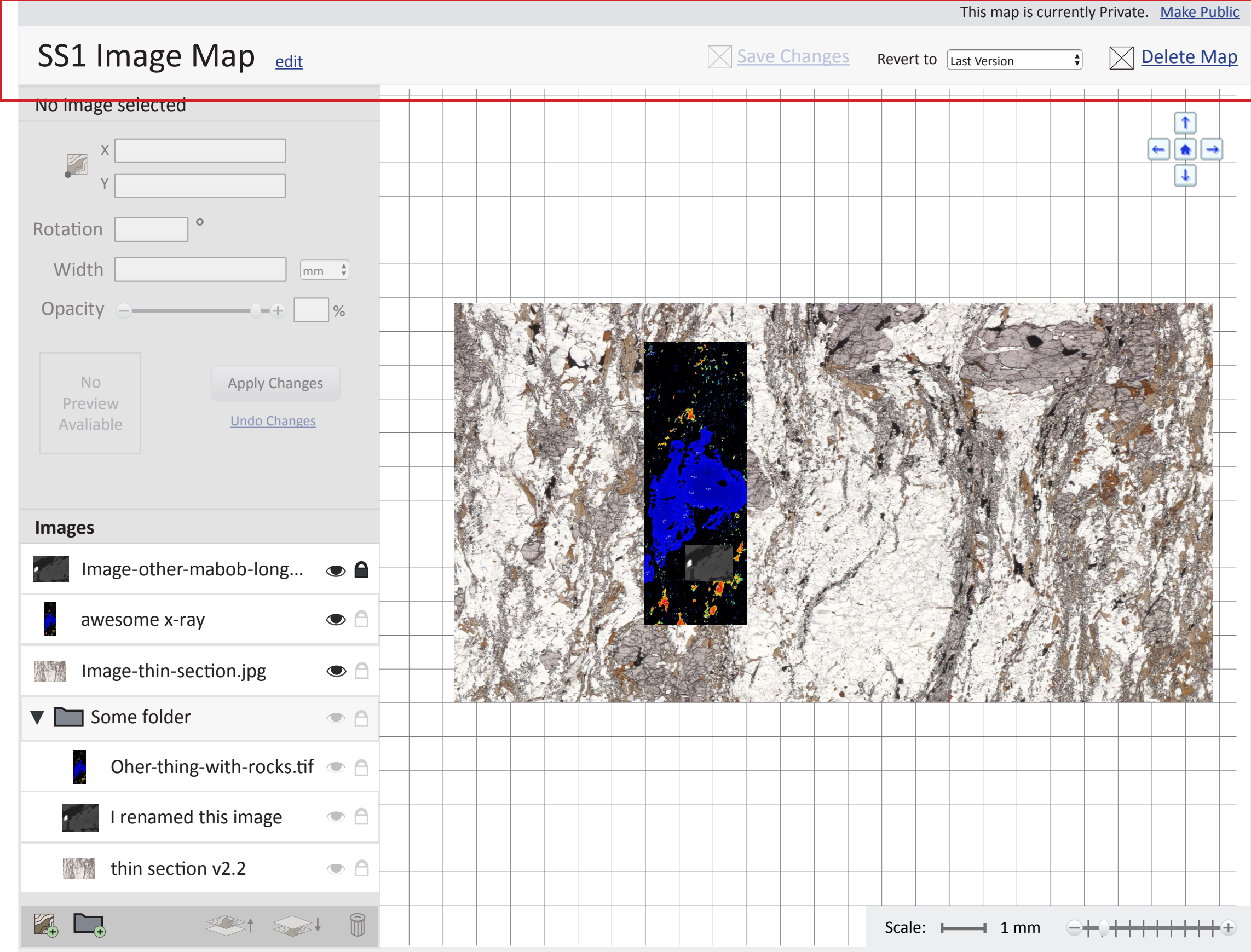


Image Map

Selecting an Image

Image Attribute Panel

Notice that the Image Attribute Panel is populated with the attributes.

Image Layer Panel

The selected image is highlighted.
The move up/down and delete buttons are activated.

Selected Image

The selected image has a border.
On hover, a link to add a chem. analysis point is
overlayed on the top right.

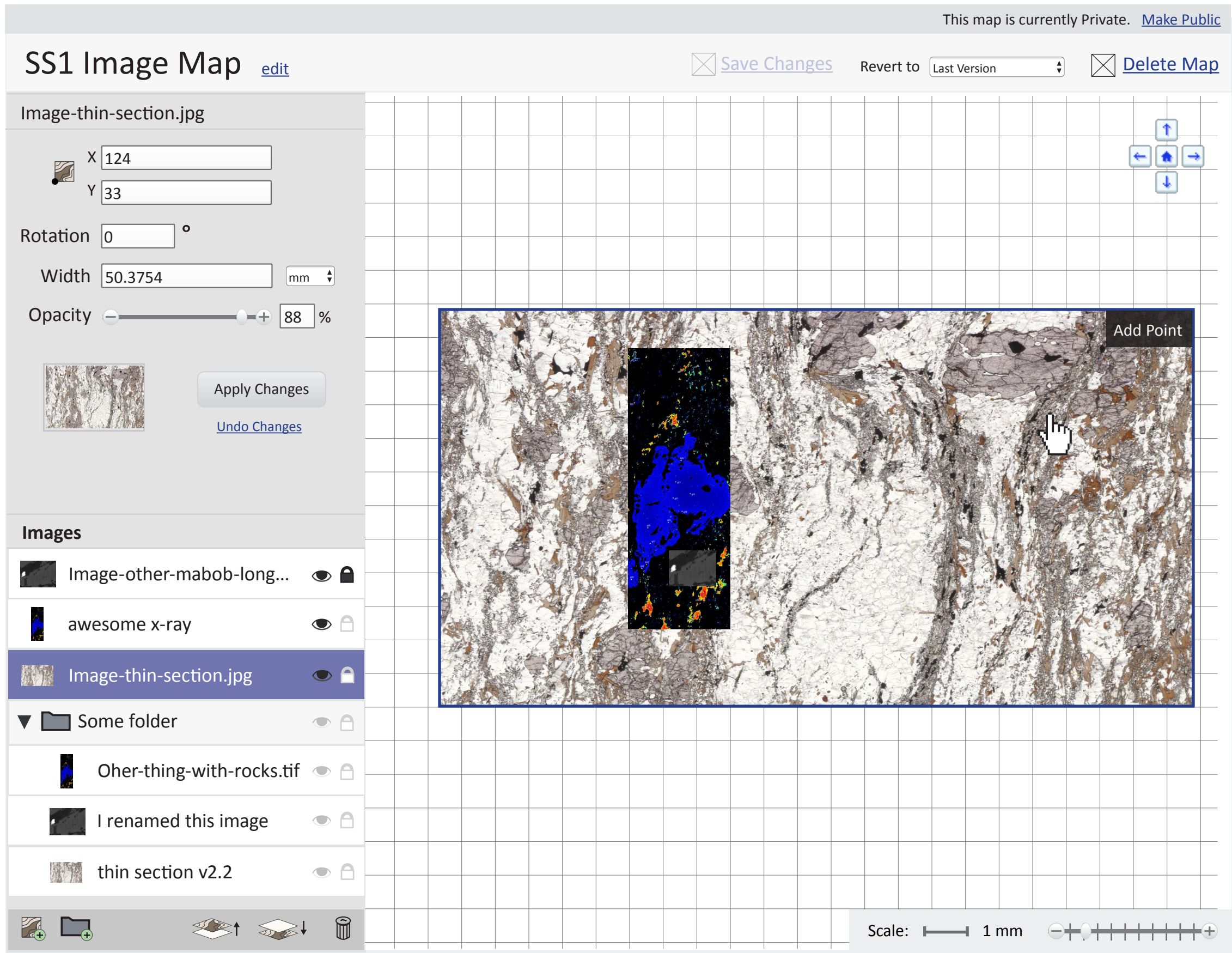


Image Attribute Panel

Coords

The X and Y coordinates for the lower-left corner of the image.

Rotation

The degress rotated. If it makes sense to add 90, -90, and 180 presets back in we can do that.

Width


The width of the selected image. The default units should be chosen such that the width is as close to one order of magnitude as possible (for readability). The user should be able to switch between units.

Frank and Ben have been referring to this as “scale”, but that conflicts with what we’re calling the scale of the canvas... perhaps we can use “zoom-level” for the canvas and “scale” for width?

Opacity

Changing the opacity. Works fine the way it does now.

Image-thin-section.jpg



X

Y

Rotation °

Width


mm ▴ ▾

Opacity

−

+

 %



Apply Changes

[Undo Changes](#)

Apply Changes/Undo

Undo should only be clickable if there are changes. Not sure how many undo’s we should allow (if any), but the more the better.

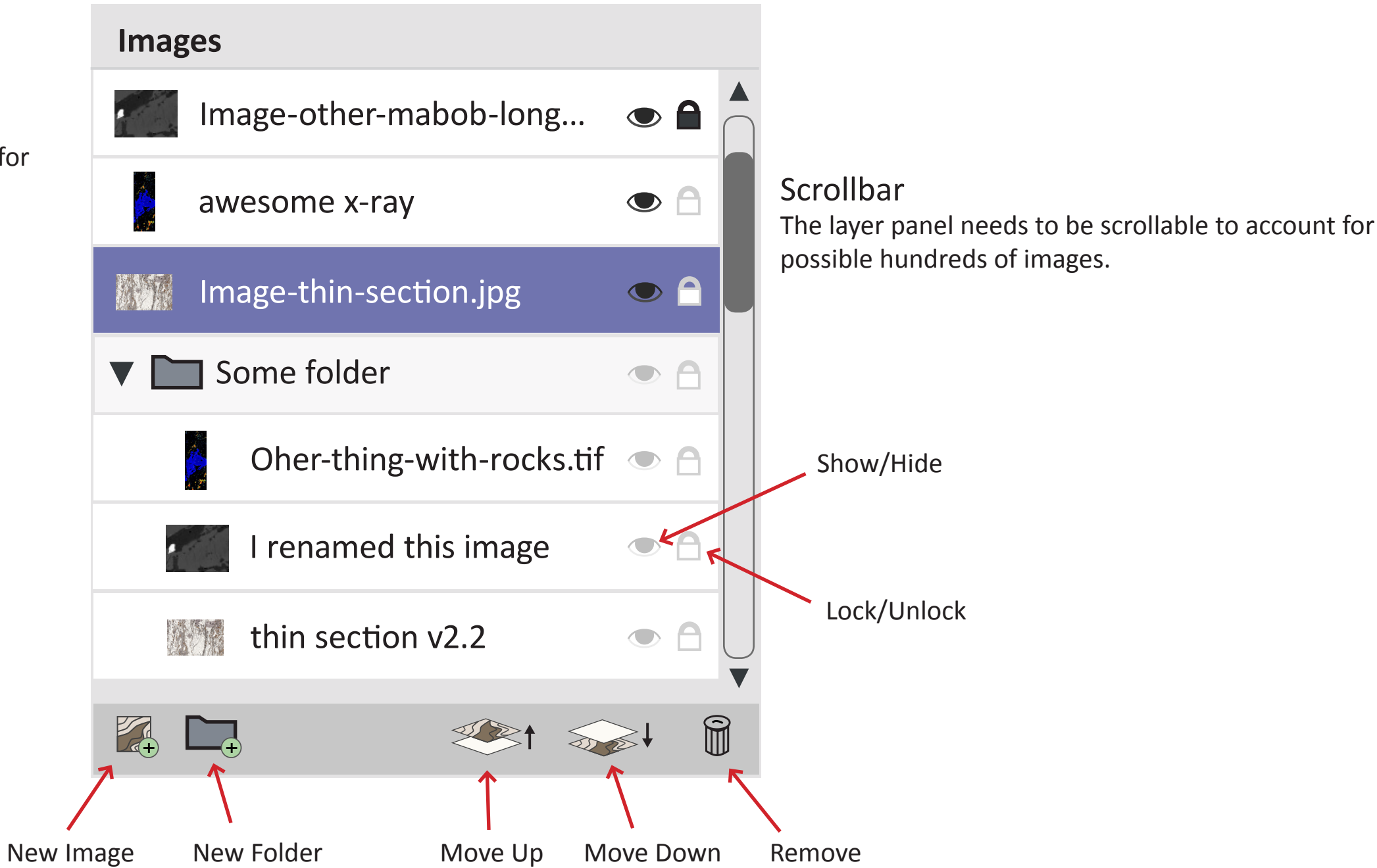
Image Layers Panel

Layer

Each layer has a thumbnail, the name of the image, icon for visibility toggle, and icon for lock toggle.
The name should be editable.
The layer should be draggable (already implemented).

Folder

Layers should be able to be grouped in folders (dragged into/out of). When clicking on a folder, all its contents should be selected and be able to be moved together.



Bottom Bar

New Image: Adds a an Image (existing or new) to the map.
New Folder: Adds a new folder
Move Up: Moves selected image up in the layer order
Move Down: Moves selected image down in the layer order
Remove: Removes selected image from the map.