



FlashWorldMap.com

HTML5/Javascript World Map v1.0

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Each license allows you to use the map on one website at a time.

If you have problems with your installation, email chris@flashworldmap.com.

Step 1: Extract the files

If you have not already done so, extract all of the files from html5worldmapv1.0.zip. You can do this using software like WinZip, 7-Zip, or the built-in Windows extraction software. If you use Windows 7, you can see this [demonstration](#).

Step 2: Test the Map

- Go to the folder you extracted and open **test.html** in a browser.
- You should see the map.
- You can refresh the browser to see changes as you make them in Step 3.

Step 3: Customize the Map

Open the file **mapdata.js** with a text editor such as Notepad. DO NOT use Microsoft Word! If you use an editor that highlights syntax (like [Notepad++](#)) the beginning of the file will look something like this:

```
var main_settings={
  //General settings
  width: 750,
  background_color: '#FFFFFF',
  background_transparent: 'no',
  border_color: '#FFFFFF',
  pop_ups: 'detect', //on_click, on_hover, or detect

  //Country defaults
  country_description: 'Country description',
  country_color: '#88A4BC',
  country_hover_color: '#3B729F',
  country_url: 'http://www.flashworldmap.com',
  all_countries_inactive: 'no',

  //Location defaults
  location_description: 'Location description',
  location_color: '#FF0067',
  location_url: 'http://www.flashworldmap.com',
  location_size: 25,
  all_locations_inactive: 'no'
}

var country_specific={
  US: {
    description: "default",
    color: 'default',
    hover_color: 'default',
  }
}
```

Scan through the file to understand its structure. It is organized as follows:

1. Main Settings (default settings)
2. Country Specific Settings (will override any default settings)
3. Location Marker Settings (will override any default settings)

To customize the colors you must be familiar with 6-digit color codes. For example, white is denoted by #FFFFFF. For your convenience, you can use [this color wheel](#) to choose your colors.

Main Settings

width	The width of the map in pixels. Height is adjusted automatically.
background_color	The color of the background. White by default.
background_transparent	Makes it possible to see content behind the map (yes/no).
country_description	Default description for countries. Can include HTML/CSS.
country_color	Default color of countries. Initially, set to blue.
country_hover_color	Default color of countries upon hover. Initially, set to dark blue.
country_url	Default url when countries are clicked.
all_countries_inactive	If "yes" all countries are inactive by default. No link, no change in color upon hover.
location_description	Default description for locations. Can include HTML/CSS.
location_color	Default color of locations.
all_locations_inactive	If "yes" all locations are inactive by default. No link, no change in color upon hover.
location_url	Default url when locations are clicked.
location_size	The width of location squares. 12 by default.
border_color	Color of country borders. White by default. If the border color is the same as country_color it will not be possible to distinguish individual country boundaries.
pop_ups	"detect" by default. The map automatically detects mobile devices and shows them pop-ups on click and redirects to the url on double click. "on hover" and "on click" are the other options.

Country Specific Settings *(override main settings)*

name	For identification purposes only.
description	The country specific descriptions. Can include HTML/CSS.
color	The country specific color.
hover_color	The country specific color upon hover.
url	The country specific url upon click.

*If you delete a country it will simply follow the defaults set in the main settings.
If you set a country's attribute to "default" or delete an individual attribute (e.g.*

color) the country will inherit the default attribute (e.g. country_color).

Location Marker Settings

You can make as many location markers as you like, but each location must be numbered in ascending order (1, 2, 3 etc.).

name	The name of the location.
lat	The latitude of the location in decimal form.
lng	The longitude of the location in decimal form.
color	The location specific color.
hover_color	The location specific color upon hover.
description	The location specific descriptions. Can include HTML/CSS.
url	The location specific url upon click.

To easily find the latitude and longitude try: <http://www.getlatlon.com/>

Step 4: Upload the files to your server.

Upload **worldmap.js** and **mapdata.js** files and the **map_images folder** to your server in the directory of the webpage where you plan to use them. Do not change the name of the files.

Step 5: Embed the map into your webpage

First:

Paste the following snippets in the header of your html page (after <head> and before </head>):

```
<script type="text/javascript" src="mapdata.js"></script>
<script type="text/javascript" src="worldmap.js"></script>
```

Second:

Paste the following html where you want the map to appear:

```
<div id="map"> </div>
```

Step 6: That's it! Your map should be working.