

Re: image slicing script

Source: <http://coding.derkeiler.com/Archive/PHP/comp.lang.php/2008-05/msg00117.html>

- *From:* cwdjrxyz <spamtrap2@xxxxxxxxxxx>
 - *Date:* Mon, 5 May 2008 00:22:05 -0700 (PDT)
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On May 5, 1:15 am, sarika <sarikason...@xxxxxxxxxxx> wrote:

Hi All

i m making a web site having number of big images. My requirement is i want to dunamically split the images while downloading so that my website works fast and image downloading does not not much time.

I need a script in php for doing this.

Please help me .Your help will be highly appreciated.

You can do many things with images, such as splitting them, using the GD PHP extension, which is installed on many versions of PHP since the mid 4 versions. However, if you have not used GD before, you will have much to learn, and I do not have "cookbook" code to copy – there are so many ways one might want to do this. I just recently split an image into 5 strips, but did not separate the strips, to make an image map that will do different things when clicked in 5 different areas. This was all done with GD.

Very few have to worry about loading time for images anymore if the page is properly designed for the web. The solution starts with the basic image and proper html design. Do not use large byte size images on web pages. If you have a lot of images on a web page that are of fairly large byte size, consider using only thumbnails on the main page that bring up higher resolution images on other pages when clicked. Reduce the image size as much as you can and still leave the image good enough. This can be done using a good image tool – I use PaintShop Pro, and there are many others. You can reduce the size of the image used, the number of colors used, etc with such a tool. For some image formats you can adjust the tool to make an image that quickly appears as a whole in low resolution nearly at once, and the resolution is increased as the image downloads. If you have enough images to slow down loading of the page, it is very important to give both the height and width of all images. If you do this, the text all loads at first rapidly and space is reserved for each image. Then the images are loaded while the viewer is reading the page. Keep in mind that anything you do after the images are finally processed will not make the total page download any faster. It just will make it possible to start viewing part of the page, such as text, before the download

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is complete.

The easy way to slice and dice images is with an image tool on your computer, such as PaintShop Pro. See my page at <http://www.cwdjr.net/test/picturePuzzle.html> for an image that has been sliced and diced into 36 pieces using Paint shop. The tool automatically names each of the 36 pieces of image with column and row numbers, and it will write much of the html for putting the image pieces back together again, saving you a huge amount of work. Then you can upload a directory of all 36 pieces to your server with a key click or two using FTP.

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