



Moonivo Image Map

User guide · version 1.8.1

Shoppable images, hotspots & lookbook for PrestaShop

The latest version of this guide is online at <http://moonivo.local/docs/image-map>

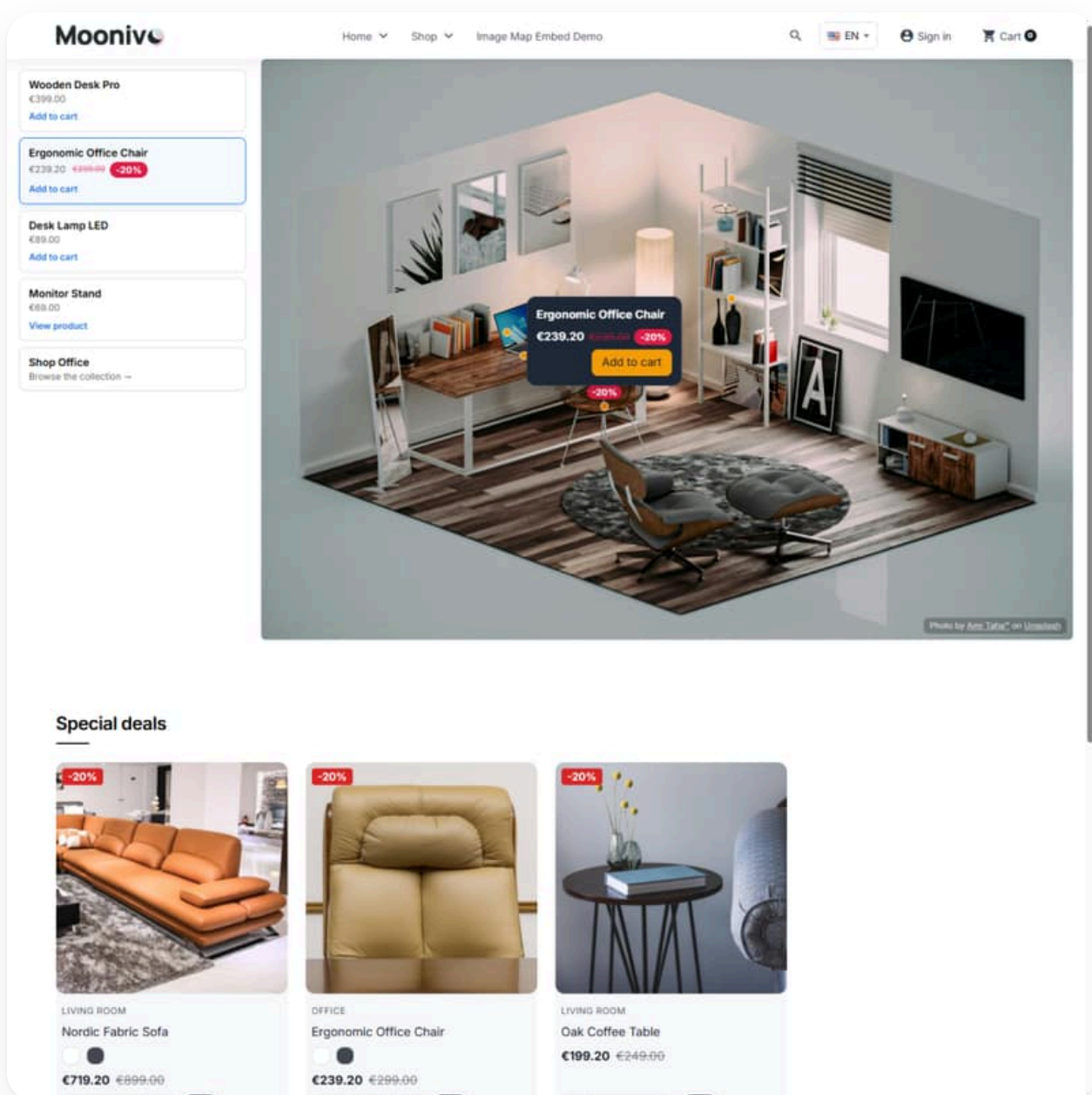
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Introduction

Moonivo Image Map turns any image into a shoppable experience for PrestaShop. Here is what it does, how it works and where to start.

Moonivo Image Map is a PrestaShop module for interactive images. You upload a photo — a furnished room, a lookbook shot, a collection banner, a floor plan — draw clickable areas on it and connect each area to your catalogue. Visitors click a spot and get a product card with the live price, variants and an **Add to cart** button, right on the image.



What you can build

- **Shop the look.** A room or outfit photo where every item opens its product card and can go straight to the cart — one by one or all together.
- **Lookbooks.** A synced product list next to the picture, with filters such as *Chairs / Lamps / Tables*.
- **Several rooms in one map.** Switch between *Kitchen*, *Bedroom* and *Living room* photos without leaving the page.
- **Guides and diagrams.** Size charts, floor plans or product anatomy, with cards that explain each part.
- **Seasonal campaigns.** Maps that switch on and off by date and can be A/B tested against each other.

How it works

1. **Create a project and upload an image.** A project is one image map.
2. **Draw areas.** Rectangles, circles, polygons (with rounded corners and curves) or pulsing hotspot dots.
3. **Link each area.** To a product, category, CMS page, any URL — and give it a card with text, price and buttons.
4. **Place the map in your shop.** On the home page, in a CMS page, a category or product description, or in a theme file.

The [quick start](#) walks through these steps in about five minutes.

Key terms

Term	Meaning
Project	One image map: its image, shapes, styles and settings. Each project has a slug , the short name used to place it in your shop.
Shape	A clickable area on the image: rectangle, circle, polygon or hotspot.
Hotspot	A small animated dot, the most common way to mark a product in a photo.
Action	What happens when a visitor clicks a shape: open a product, category, CMS page or link.
Card	The pop-up that opens on hover or click, with a title, text, price and buttons. Also called the tooltip.
Scene	One of several images inside the same project, switched by the visitor. A project always has at least one scene.
Product list	A list of the map's products shown beside the image and kept in sync with it (the <i>lookbook</i>).

Highlights

- Live prices, sale badges, stock and variants in the cards, always read from your catalogue.
- Multi-product cards with a single **Add all to cart** button.
- Click analytics, conversion rate and a real click heatmap.
- GA4 and Meta Pixel events through the tags your shop already uses.
- Multilingual cards that follow the visitor's language, and full multistore support.
- Fast loading with no layout shift, keyboard accessible, mobile ready.

Try it

- [Live demo](#) — the storefront with several example maps.
- [Demo back office](#) — try the editor yourself. The demo resets regularly.

- [Get it on PrestaShop Addons](#)

Installation

Requirements, installing and updating the module, loading the demo content and uninstalling.

Requirements

PrestaShop	1.7.0 to 9.1
PHP	7.1 or newer, with the <code>fileinfo</code> extension PrestaShop already uses
Uploads	File uploads enabled; images up to 10 MB by default
Multistore	Supported

No overrides are installed, so the module does not change PrestaShop's core files.

Install the module

1. Download the module ZIP from your PrestaShop Addons account.
2. In the back office go to **Modules → Module Manager** and click **Upload a module**.
3. Drop the ZIP file. PrestaShop installs it and creates the database tables.
4. Open the module from **Modules → Image Maps**, or click **Configure** next to **Moonivo Image Map** in the Module Manager.

The configuration page lists your projects, has the **Click Analytics** card and, at the bottom, the **Module settings**.

Load the demo content

On a shop with no maps yet, the projects list offers a ready-made demo. It builds several example maps whose hotspots link to **your own** products and categories, so they work immediately:

- **Load demo & show on home page** — also places the main demo map on your home page.
- **Just load it (not on home yet)** — creates the maps only; place them yourself later.

The demo includes a five-room map with a scene switcher, a synced product list and filters. It is a good way to see every feature on your own theme, then edit or delete the maps.

Update the module

Upload the new ZIP the same way, through **Upload a module**. PrestaShop runs the module's upgrade scripts: your projects, scenes, styles and analytics are kept, and any new database columns are added automatically.

Since version 1.8.0 the module's script and stylesheet carry their version in the address, and an update also refreshes PrestaShop's combined CSS/JS cache. Returning visitors get the new version immediately instead of an old cached copy.

Tip

Updating never changes how your existing maps look. New display options arrive switched off, or with the previous behaviour as the default.

Uninstall

Uninstalling asks for confirmation, then removes the module's menu entries, hooks, database tables (projects, scenes, analytics) and all of its settings, including your saved style presets.

Warning

Uninstalling permanently deletes your projects and analytics. [Export or back up](#) your maps first if you may need them again.

Uploaded images stay in `modules/impro/uploads/` until you delete the module folder.

Quick start

Build your first shoppable image in about five minutes, from upload to the live shop.

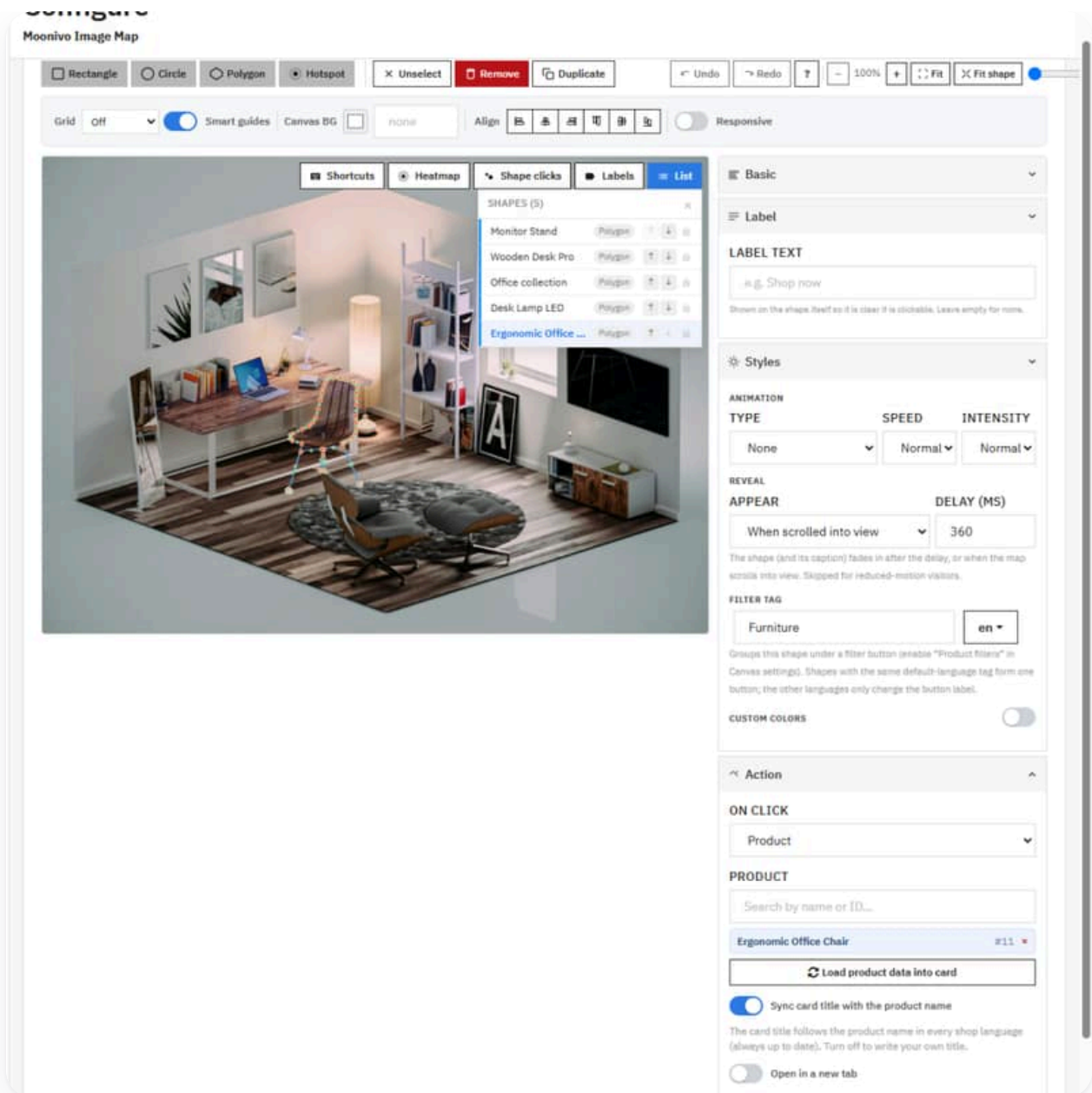
This walk-through creates a room photo with one hotspot that sells a product, then puts it on your home page.

1. Create a project

1. Open **Modules** → **Image Maps** and click **New project**.
2. On the **General** tab enter a **Name** — it is for you only and is not shown to visitors.
3. Leave **Slug** empty; a unique one is generated when you save.
4. Drop an image on **Main image** (JPG, PNG or WebP). A wide photo of around 1600–2400 px works well.
5. Click **Save and stay**. The **Builder** and **Styles** tabs appear once the image is uploaded.

2. Draw a hotspot

1. Open the **Builder** tab.
2. Pick **Hotspot** in the toolbar and click the product in the photo.
3. The shape inspector opens on the right. Under **Basic** → **Name** call it, for example, *Lounge chair* — the name is used in analytics.



3. Link it to a product

1. Open the **Action** panel and set **On click** to **Product**.
2. Search for the product by name or ID and select it.
3. Click **Load product data into card**. The card gets the product's name and short description in every language.
4. Keep **Sync card title with the product name** on, so the card always shows the current catalogue name.

4. Turn on the card

1. Open the **Card** panel and switch on **Tooltip card**.
2. Optionally set **Button text** and turn on **Add product to cart instead of opening the link**.

Product cards show the live price, sale badge and stock automatically. More options are in [Actions and cards](#).

5. Preview and publish

1. Click **Preview** in the bottom bar to see the map in your theme, at desktop, tablet and mobile widths. The preview includes unsaved changes.
2. On the **General** tab set **Project enabled** to **Yes**, then click **Save**.
3. Back on the configuration page, under **Module settings**, choose your project as the **Home page project** and click **Save settings**.

Open your home page: the map is there. To place it anywhere else, click **Get code** in the projects list — see [Adding a map to your shop](#).

Where next

- Make it look like your brand with a [style preset](#).
- Add more rooms with [scenes](#).
- Show a [product list and filters](#) beside the image.
- See what visitors click in [Analytics](#).

The editor

Projects, the four editing tabs, drawing and shaping areas, the toolbar, preview and keyboard shortcuts.

The projects list

Modules → **Image Maps** opens the list of your projects.

Column	What it does
Status	Enabled , Disabled or No image ; On home page marks the home page map.
On site	Enable on site / Disable on site — publish or hide the map everywhere at once.
Add to shop	Get code — the code to place the map in a page, description or theme file.
Action	Preview (opens in a new tab in your theme), Edit , Duplicate , Export , Delete .

The toolbar above the list has **Export All**, **Import**, **Backup All** and **Restore** — see [Import, export and backup](#).

The project screen

A project has four tabs. **Builder** and **Styles** appear once the project has an image.

Tab	Contents
General	Name (internal), Slug , Main image , Project enabled , Get code .
Canvas	Width, alignment and page layout, loading animation, image credit, schedule, product filters.
Builder	The canvas with drawing tools, scenes and the shape inspector.
Styles	Global styles, presets, card, hotspot, label and scene switcher styles, custom CSS.

The bar at the bottom of the screen has **Preview**, **Save and stay** and **Save**. Nothing is written to the database until you save.

Note

The editor keeps a copy of unsaved work in your browser. If the tab closes before you save, reopening the project offers to restore the draft.

General

- **Name** — your internal label. It is shown to visitors only as the label of the first scene, until you rename that scene.
- **Slug** — the short name used to place the map (`living-room`). Leave it empty and a unique one is generated. Slugs are unique per shop.
- **Main image** — JPG, PNG or WebP, up to 10 MB by default. **Remove image** deletes it from the project.
- **Project enabled** — the map is shown in the shop only when this is **Yes**.

Canvas

- **Canvas width type** — *Full width (responsive)* keeps the image's own size at most, *Full width (stretched)* fills the container, *Fixed width* uses your value in %, px or vw.
- **Canvas alignment** — left, center or right.

- **Page layout** — *Full width (no theme container)* or *Theme container (section + container)* to line the map up with your theme's content width. Embedded in a description, a map always fills its column.
- **Loading animation** — a skeleton and fade-in while the image loads. On by default.
- **Image credit** — an optional small caption on the map, links allowed, for photo attribution.
- **Schedule** and **Product filters** — see [Targeting and scheduling](#) and [Product list and filters](#).

Drawing areas

Pick a tool in the Builder toolbar:

Tool	How to draw
Rectangle	Drag on the canvas.
Circle	Drag on the canvas.
Polygon	Click to place each point, double-click to finish.
Hotspot	Click once. The dot is animated and has a larger invisible hit area, extra large on touch screens.

While a drawing tool is active, clicks draw instead of selecting, so you can draw over existing shapes. When drawing a polygon on a zoomed canvas, drag to pan without dropping a point.

Selecting and arranging

- Click a shape to select it; **Ctrl+Click** adds to the selection, **Ctrl+A** selects all.
- Drag to move, or nudge with the arrow keys (**Shift** moves 10 px).
- With a shape selected, the toolbar shows **Unselect**, **Remove**, **Duplicate** and **Done**, and the **Align** buttons.

- Right-click a shape for **Duplicate here**, **Lock / Unlock**, **Bring to front**, **Send to back** and **Group selected / Ungroup**.
- **List** shows every shape by name; the labels button shows or hides shape labels on the canvas.

Grid and guides

- **Grid** — Off, or from *Finest* to *Coarsest*. The grid scales with the image, so it stays visible on large photos.
- **Smart guides** — snapping lines to other shapes' edges and centers. On by default.
- **Canvas BG** — the editor background around the image (editor only).

Rounded and curved polygons

Polygons can have rounded corners and smooth curves, shaped directly on the canvas like the pen tool in design software:

- **Round corners** — drag the small dot inside a corner to round all corners evenly; **Alt + drag** rounds only that corner.
- **Curve edges** — click a point to show its tangent, then drag the blue control dots. **Alt + drag** a point pulls out a curve handle; **Alt + click** makes it a sharp corner again.
- **While drawing**, **Alt + drag** places a curved point straight away.

On polygons with many points, only the active corner's dot is shown. Curves and corners are saved with the project and look the same in the shop.

The shape inspector

Selecting a shape opens its settings on the right, in five panels:

Panel	Settings
Basic	Name (used in analytics), shape opacity, hotspot size, group. With Responsive on: per-device visibility, position and size, and visibility conditions.
Label	Text shown on the shape, a quick preset (Minimal, Outline, Dark pill, Light pill, Badge, Banner), position and custom label style.
Styles	Animation, reveal, filter tag and custom colours for this shape.
Action	What a click does — see Actions and cards .
Card	The card's content, buttons and products — see Actions and cards .

Zoom and preview

- Zoom with **Ctrl + scroll**, the – / + buttons or the slider. **Fit** shows the whole image, **Fit shape** zooms to the selected shape.
- **Preview** in the bottom bar opens the map in your storefront theme with **Desktop**, **Tablet** and **Mobile** widths. It includes unsaved changes, live prices and synced titles.
- **Preview** in the projects list opens the saved map on its own page in a new tab.

Keyboard shortcuts

Press  in the Builder, or click  next to the zoom controls, for the full list.

Action	Shortcut
Multi-select	Ctrl + click
Select all / deselect	Ctrl + A / Esc
Delete selected	Del
Duplicate	Ctrl + D
Copy / paste	Ctrl + C / Ctrl + V
Undo / redo	Ctrl + Z / Ctrl + Y
Move 1 px / 10 px	Arrow keys / Shift + arrow keys
Zoom	Ctrl + scroll
Add a polygon point	Click the green +
Delete a polygon point	Double-click the point
Round one corner	Alt + drag the corner dot
Curve an edge	Alt + drag a point
Back to a sharp corner	Alt + click a point
Finish a polygon	Double-click

Actions and cards

What happens when a visitor clicks a shape, and how to build product cards with live prices, variants and add-to-cart.

Every shape has an **action** (what a click does) and an optional **card** (the pop-up shown on hover or tap). Both are set in the shape inspector in the **Builder** tab.

Actions

Open the **Action** panel and choose **On click**:

Option	What happens
— none —	Nothing; useful for shapes that only show a card.
Link (URL)	Opens the address in URL / code . Tick Open in a new tab if needed.
Product	Opens the product page. Search by name or ID.
Category	Opens the category page.
CMS page	Opens the CMS page.
JavaScript	Runs the code in URL / code . For developers.

Product, category and CMS links always open the page in the visitor's language — a click on a French page opens the French product page.

Fill the card from the catalogue

For a product or category, two helpers appear under the picker:

- **Load product data into card** fills the card title and text with the product's name and short description, in every language at once.
- **Sync card title with the product name** (or *category name*) keeps the title equal to the live catalogue name in the visitor's language. Rename or translate the

product and every map follows. Turn it off to write your own title per language.

Cards

Open the **Card** panel and switch on **Tooltip card**.

Field	Notes
Card title	Per language. Clickable when the shape links a product, category or CMS page.
Body	Per language. HTML is allowed.
Button text / Button link	An optional call-to-action button.
Button action	Add product to cart instead of opening the link , with the product ID — the button adds to the cart without leaving the page.
Tooltip position	Auto (global setting), above, below, left or right.
Product picture	Auto (global setting), always show or never show — see below.
Show delay / Hide delay	In milliseconds; default 0 and 50.
Per-shape tooltip style	Background, text colour and corner radius for this card only.

Cards use PrestaShop's own cart, so your theme's cart counter and confirmation pop-up update as usual.

Live prices, sale badges and stock

A card that links a product shows the **live price** in the visitor's currency, with tax and specific prices applied. When the product is on sale, the old price is struck through and a **sale badge** appears. The badge can show the discount (**-20%**), your own text, or nothing; its style, colours and placement — on the card, in the product list, on the shape itself — are set in **Styles → Card (Tooltip) Style → Sale badge & old price**.

Badges and hotspot dots keep a readable size even when the map is shown small, for example in a narrow category column.

Product picture in the card

A card that links a product or category can show the product's cover image (or the category picture) next to the text, read live from your catalogue.

1. Turn on **Styles → Card (Tooltip) Style → Show product / category picture in the card**. It is off by default.
2. Choose the size (small 48 px, medium 72 px, large 96 px or custom), corner radius and position: left, right, above or below the text.
3. To override one shape, set **Card → Product picture** to **Always show** or **Never show**.

The picture links to the same page as the title. Links to CMS pages or URLs, and categories without a picture, simply show no image.

Several products in one card

The **Multi-product showcase** field turns a card into a small shop: search and pick several products (they appear as removable chips). The card then lists each product with its thumbnail, live name, price and stock, an **Add to cart** button per product and one **Add all to cart** button for the whole set.

- Disabled products, and out-of-stock products that cannot be ordered, are hidden automatically.
- **Add all to cart** adds the products one after another and shows a single cart confirmation.

Variants

When a product has combinations, its card shows the attributes and a quantity field. Colours appear as swatches (the colour or texture image), other attributes as drop-downs. The price and stock badge update as the visitor chooses, and the

exact combination and quantity go to the cart — the cart confirmation shows the chosen variant.

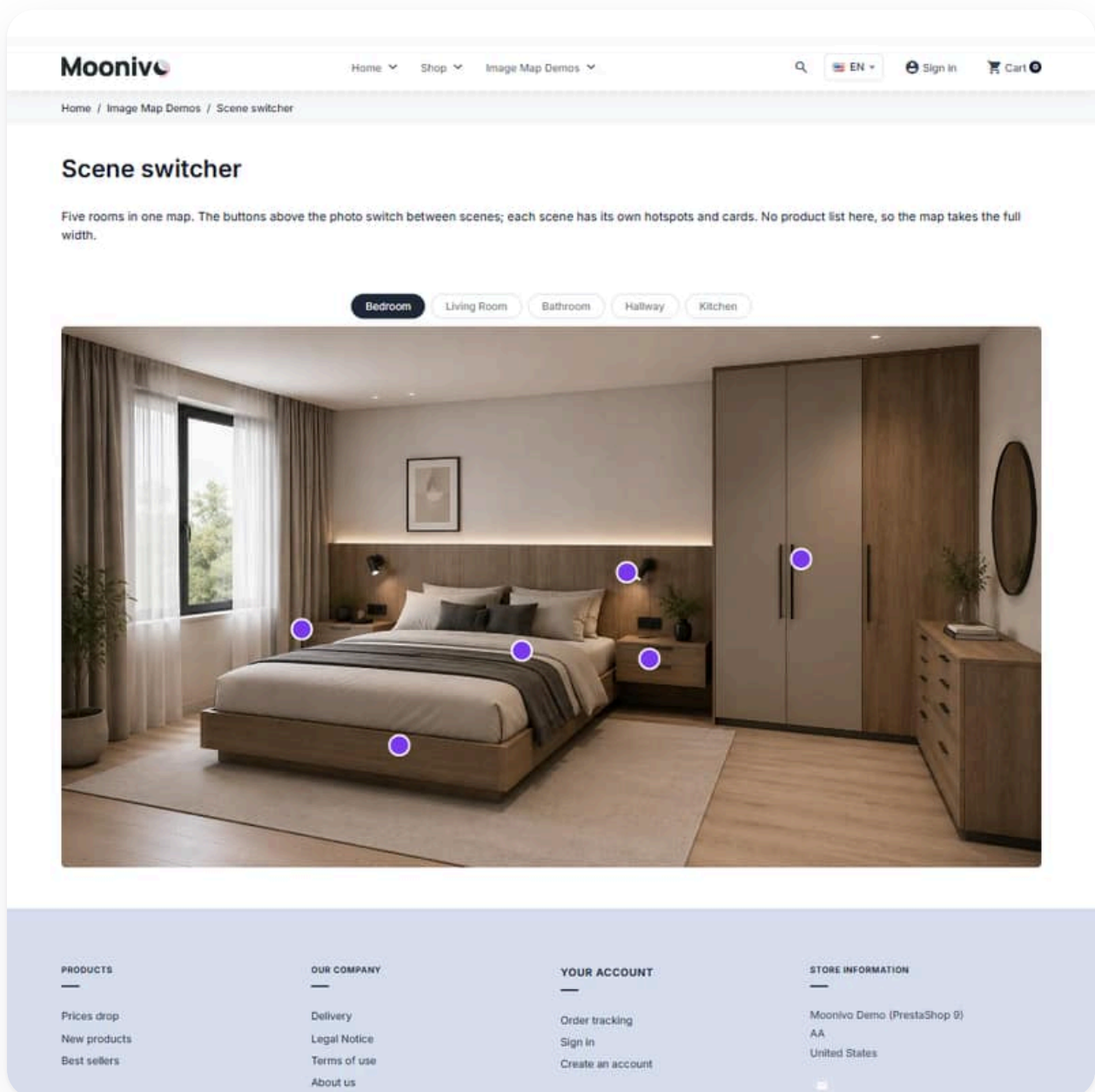
Long cards

A card never runs off the picture: a tall card scrolls inside itself. **Card max height** limits it further (0 = as tall as the image allows), and **Scrollbar style** sets how scrollbars look across the map: thin in your colour, hidden, or the browser default.

Scenes

Put several images in one map — rooms, angles or variants — and let visitors switch between them.

A project can hold several **scenes**, each with its own image and its own shapes. Visitors switch between them on the page — perfect for a *Kitchen / Bedroom / Living room* set, product angles or colour variants, without building separate maps.



Add and manage scenes

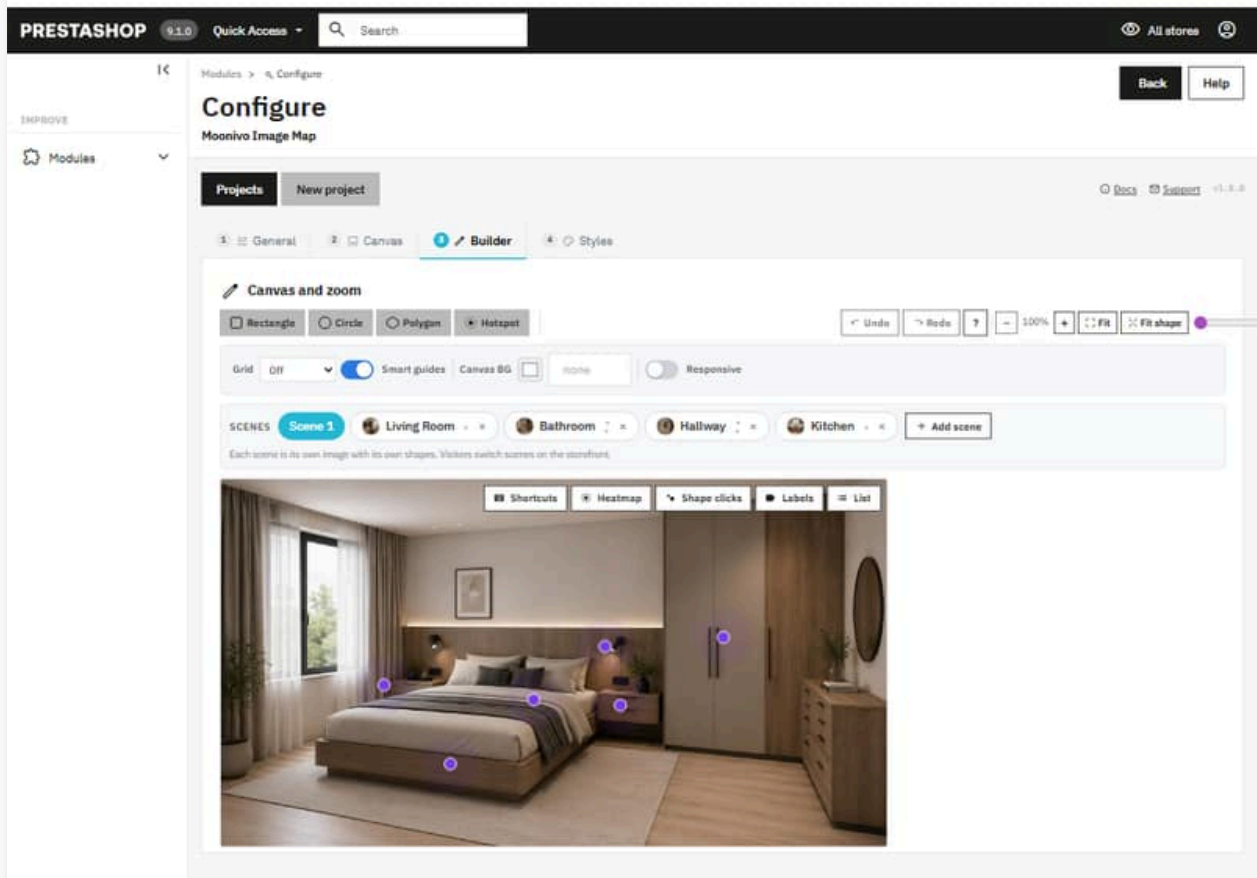
Scenes are managed in the strip above the canvas in the **Builder** tab. Save a new project once before adding scenes.

- **+ Add scene** — creates *Scene 2*, *Scene 3* and so on; upload its image.
- **Rename** — double-click a scene's tab.
- **Reorder** — the ◀ ▶ buttons.
- **Delete** — the × button. The project's main image is always the first scene and cannot be deleted.

Click a tab to edit that scene on the canvas. As everywhere in the editor, nothing is saved until you press **Save**.

Note

Until you rename the first scene, its label in the switcher is the project name. Double-click it to give it a proper name such as *Living room*.

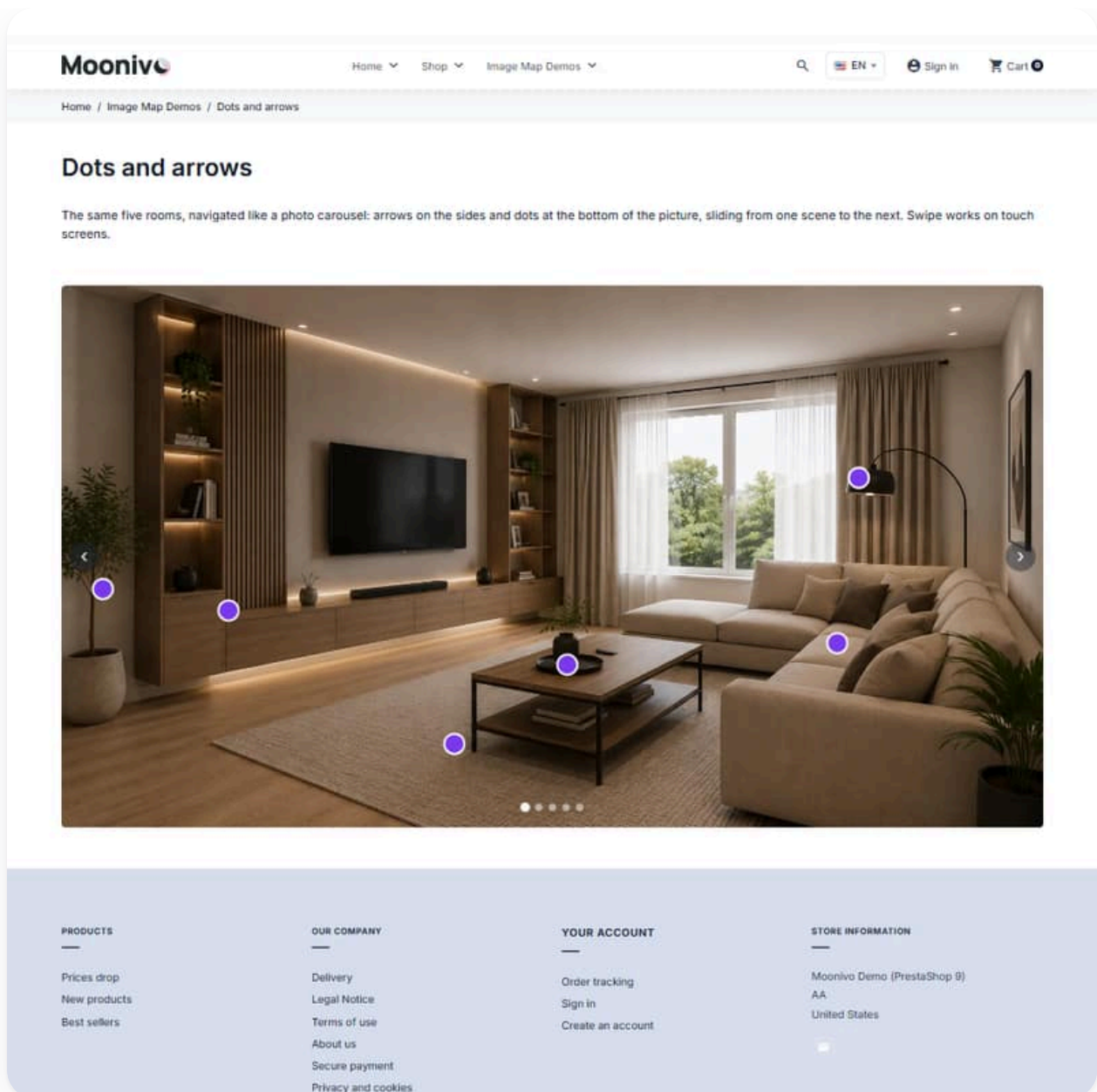


Style the switcher

Styles → **Scene Switcher** controls how visitors move between scenes. These settings apply only to projects with more than one scene.

Setting	Options
Navigation	Buttons, Tabs (segmented bar), Arrows, Dots, or Buttons + arrows, Tabs + arrows, Arrows + dots.
Tab indicator	For tabs: slides to the tab, fades across, or no movement.
Animation	Slide, fade or none, at a slow, normal or fast speed.
Button position	Above or below the image, or over the image in one of six spots — any corner, top center or bottom center. The default is top center, over the image.
Colours	Scene buttons, the active scene, arrows and dots.

Applying a style preset recolours the switcher to match; your navigation type, position and animation are left as they are. Long scene names are shortened with "... " and shown in full on hover.



Everything works per scene

The product list, filters, reveal animation, marketing events and live prices all follow the scene on screen, with no extra setup. Each scene's product list and filters show only that scene's products; switching scenes starts with no filter selected.

Analytics record which scene a click happened on, and the editor's heatmap and **Shape clicks** views show data for the scene you are editing. Scenes are included in duplicate, export, import, backup and restore.

Visitors

Visitors switch scenes with the buttons, by swiping on touch screens, or with the arrow keys when the switcher has focus. Transitions are skipped for visitors who prefer reduced motion.

Limitation

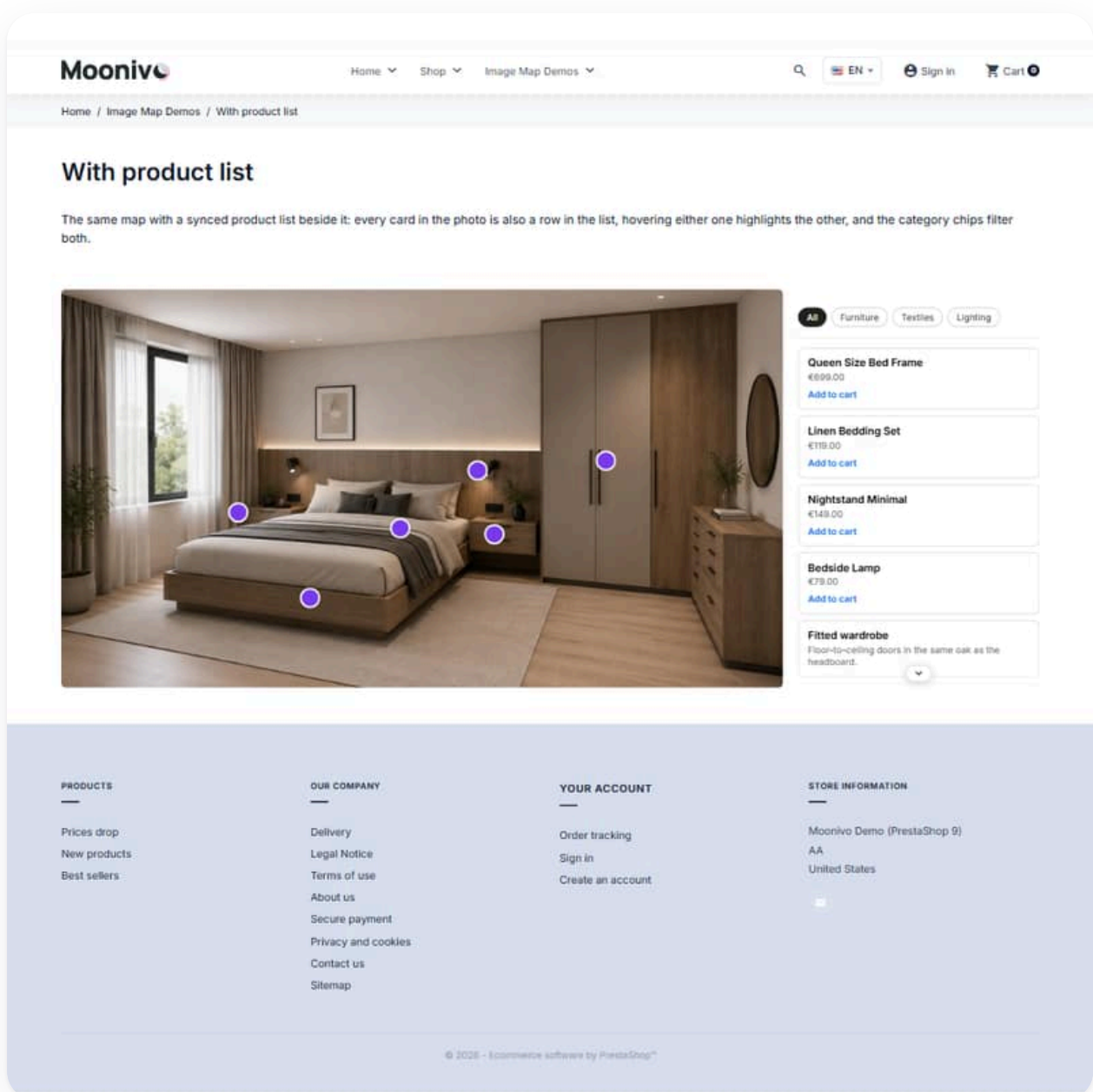
Separate tablet and mobile images, and per-device shape visibility, apply to the first scene only. The **Responsive** toggle is disabled while you edit another scene.

Product list and filters

Show a synced list of the map's products beside the image, and let visitors filter by category.

Product list (lookbook)

The product list shows every linked shape of the map as a list beside the image — a lookbook. It stays in sync with the picture: hovering an item highlights its shape, and hovering a shape highlights its item.



Turn it on in **Styles → Card (Tooltip) Style → Lookbook (synced product list)**:

Setting	Default
Show a product list beside the map	Off
List side	Right (or left)
List width	320 px (160–600)
Mobile items shown	3 (0 = all)

How visitors use it

- **Clicking an item opens and pins its card**, so its buttons, variants and add-to-cart are usable. Clicking elsewhere on the map closes it; clicking the same item again follows its link.
- The list scrolls with its own arrows, or by swiping on touch screens and dragging with the mouse.
- Where the list continues, it fades out so it is clear there is more.

Narrow spaces and phones

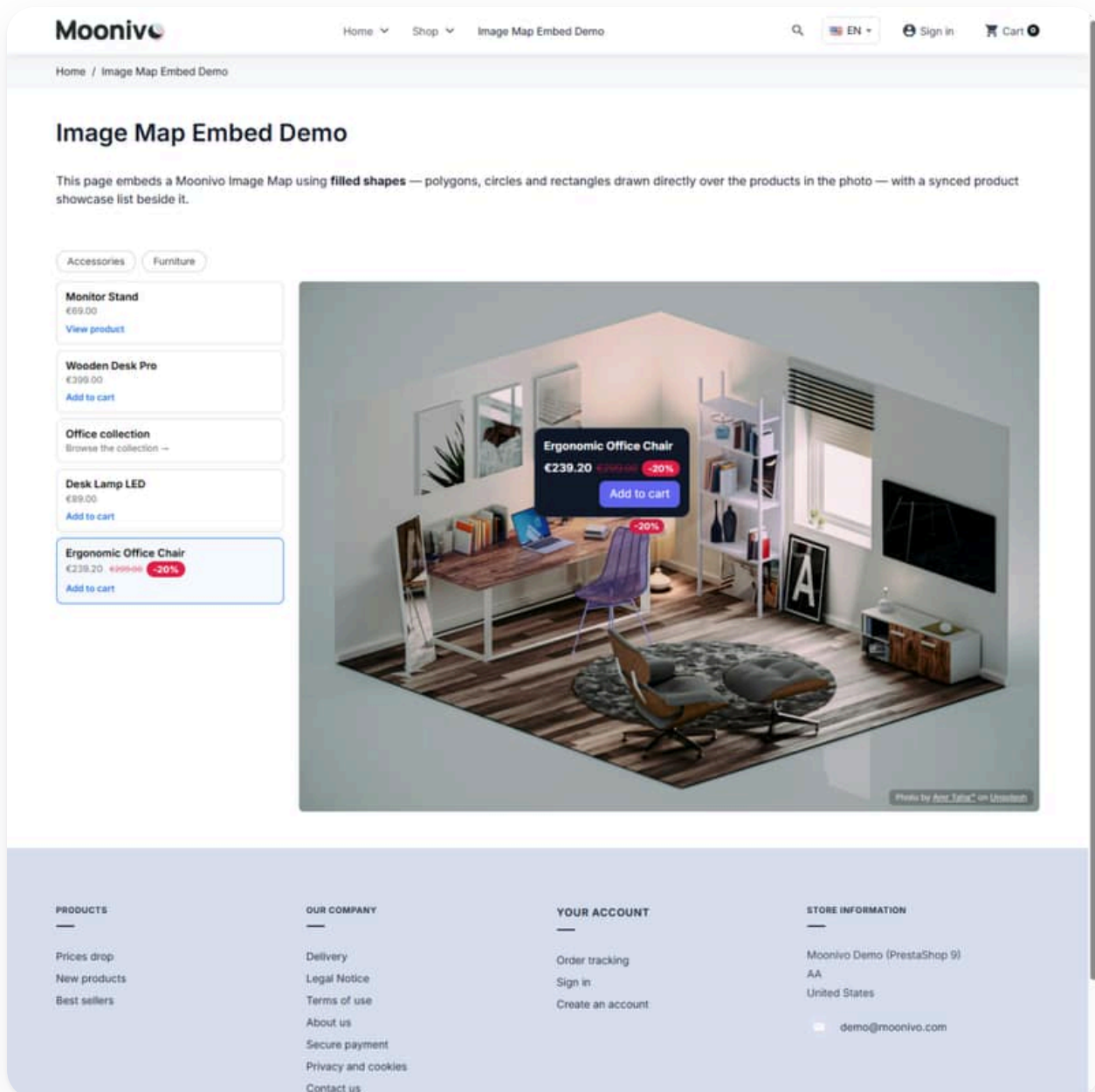
The list sits beside the map when there is room. In a narrow column — a category description next to a filter sidebar, for example — or on a phone, it moves below the map so the picture stays a usable size. On phones it shows the first few items (**Mobile items shown**), the rest reachable with the arrows.

Product filters

Filters let visitors show only part of the map — just the chairs, just the lamps.

1. Give shapes a **Filter tag** in the shape inspector (**Styles** panel), for example *Chairs, Lamps, Tables*.
2. On the project's **Canvas** tab, turn on **Product filters**.

The filter bar appears once the shapes use at least two different tags. Choosing a tag shows only those shapes and their list items; the **All** chip clears the selection.



Filter tags in several languages

The filter tag is translatable. Shapes with the same tag in the default language form one filter; the other language tabs only change its label, so **Chairs** , **Chaises** and **Kèdès** are still a single filter.

Layout

- **Styles → Card (Tooltip) Style → Filter chips layout** — *Wrap onto more lines* (default) or *One line, swipe sideways*, with small arrows on desktop.
- With a product list, the chips sit at the top of the list instead of above the picture.
- With [scenes](#), each scene shows only the tags its own shapes use, and switching scenes starts with no filter selected.

Styling

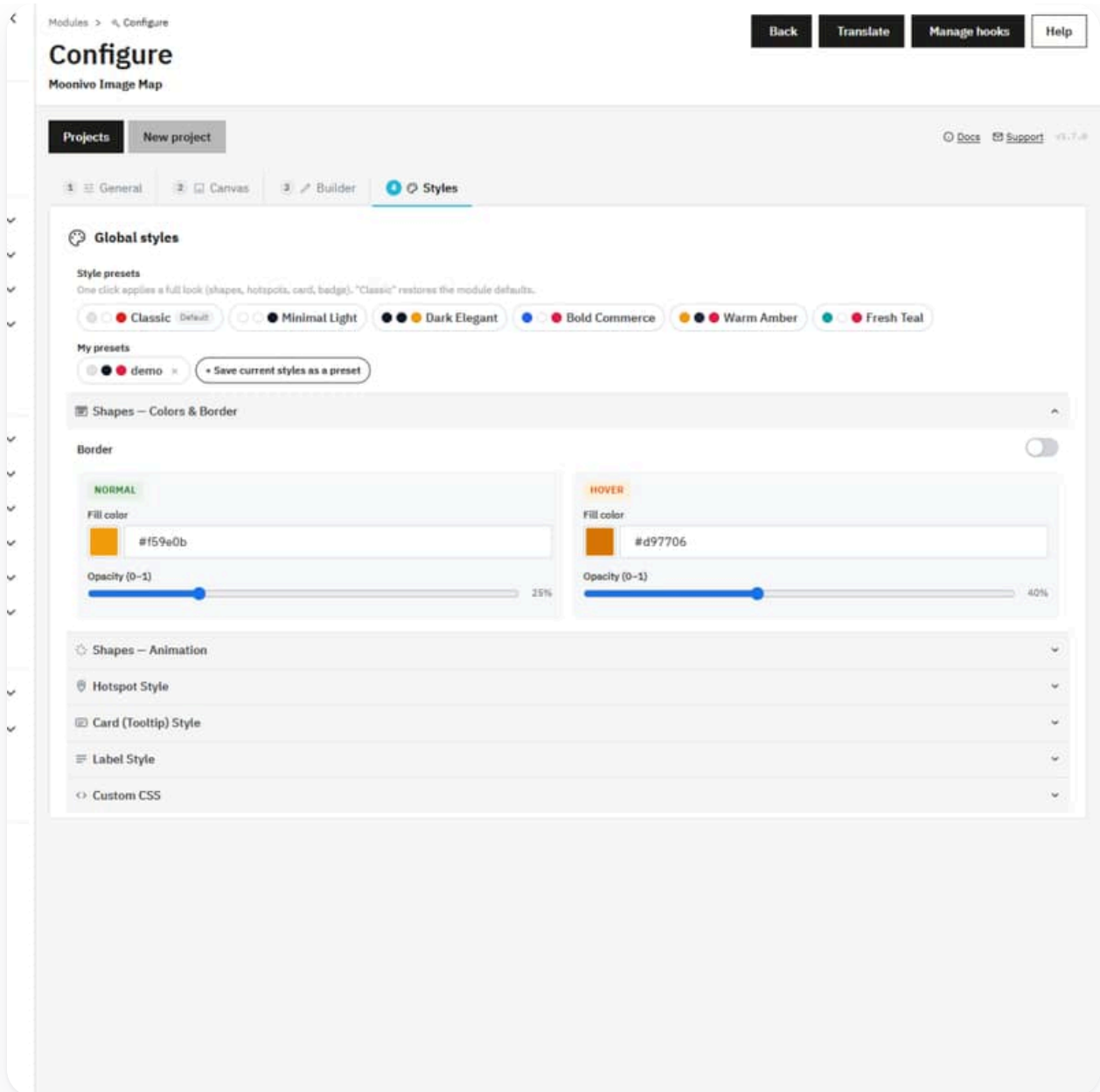
Give a map your brand's look with style presets, global styles, hotspot and card styles, animations and custom CSS.

Styles are set once for the whole project in the **Styles** tab (**Global styles**) and can be overridden per shape in the shape inspector.

Style presets

Six built-in presets apply a complete, coordinated look in one click — shape colours, hotspots, the card, buttons, the sale badge and the scene switcher:

Classic · Minimal Light · Dark Elegant · Bold Commerce · Warm Amber · Fresh Teal



- **Classic** restores the module defaults, so it doubles as a reset.
- When you create a new project, the presets are highlighted so you can start from a good base.
- **+ Save current styles as a preset** stores your own look under **My presets**, per shop. Saving with an existing name updates it; × deletes it.
- Applying a preset first remembers your current styles: the **Previous styles** chip switches back, so a click by mistake is always reversible.

Presets change colours only for the scene switcher; its navigation, position and animation stay as they are.

Global styles

Below the presets, **Global styles** is organised in panels:

Panel	What it styles
Shapes — Colors & Border	Fill and hover fill, opacity and hover opacity, and an optional border (Border enabled) with its colour and opacity.
Shapes — Animation	The default animation of shapes.
Hotspot Style	Dot size, colours and animation: pulse, ripple, ping, breathe, beat or bounce, with speed and intensity.
Card (Tooltip) Style	Card colours, border, font, radius and position; buttons; sale badge and old price; product picture; max height; scrollbars; product list; filter chips; A/B test.
Label Style	Text labels shown on shapes.
Scene Switcher	See Scenes .
Custom CSS	CSS that applies to this project only.

Per-shape styles

In the shape inspector:

- **Styles** → **Custom colors** overrides fill, hover fill, opacity and border for one shape; **Reset styles** returns it to the global look.
- **Basic** → **Shape opacity** and, for hotspots, **Size (radius)**.
- **Label** adds visible text on the shape, with quick presets (Minimal, Outline, Dark pill, Light pill, Badge, Banner) or a fully custom style.
- **Card** → **Per-shape tooltip style** changes one card's background, text colour and radius.

Note

Shapes have no border unless **Border enabled** is on in the global styles, or the shape's own custom colours set one.

Reveal animation

Under **Styles** → **Reveal** in the shape inspector, **Appear** can be *Immediately*, *After a delay* or *When scrolled into view*, with a delay in milliseconds. The shape and its label fade in — light storytelling for campaign pages. Visitors who prefer reduced motion see everything at once.

Loading

The map reserves its space before the image loads, so the page does not jump. The optional **Loading animation** on the **Canvas** tab (on by default) shows a soft skeleton and fades the picture in.

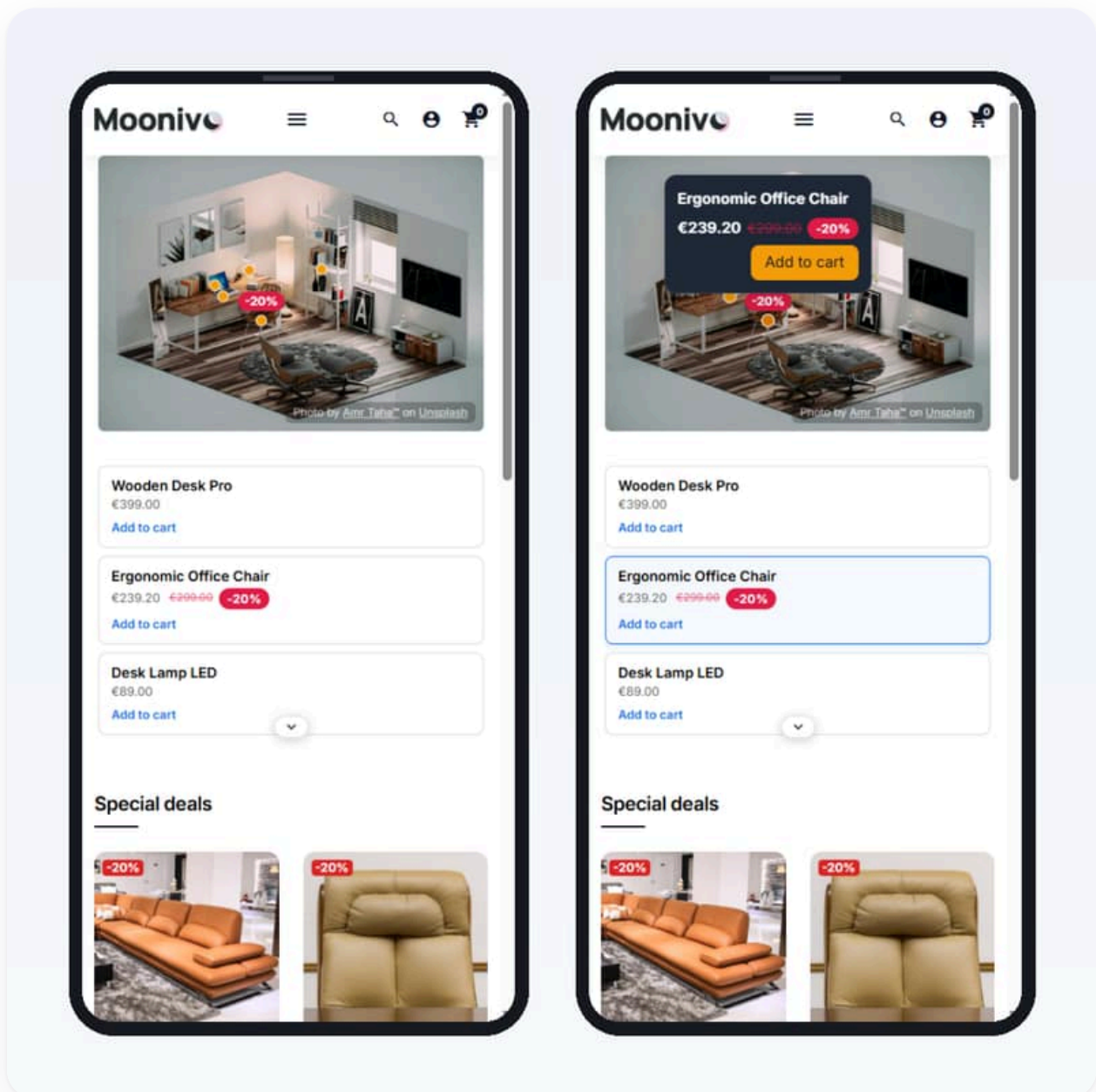
Custom CSS

Global styles → **Custom CSS** applies only to this project. Every shape carries a stable `data-impro-shape` attribute you can target — see the [developer reference](#).

Mobile and tablet

Make maps work on every screen with separate images, per-device positions and visibility.

Maps are responsive out of the box: shapes scale exactly with the image, and hotspot dots, badges and labels keep a readable size on small screens. For more control, turn on **Responsive** in the Builder toolbar.



Responsive editing

Switching **Responsive** on shows a **Desktop / Tablet / Mobile** preview row in the Builder. Edit on Desktop first, then check the smaller sizes. **Show hidden** displays shapes that are hidden on the current device.

A separate image for tablet and mobile

A wide banner becomes a thin strip on a phone. Upload a different crop for smaller screens:

1. Turn on **Responsive** and choose **Tablet** or **Mobile**.
2. In the **Breakpoint image** bar, click **Upload image**.
3. Click **Fit shapes** to move all shapes onto the new image, then fine-tune.

Remove goes back to the main image on that device.

Per-device position, size and visibility

With **Responsive** on, the shape inspector's **Basic** panel adds:

- **Visibility** — show the shape on Desktop, Tablet and/or Mobile.
- **Per-device position & size** — move (X/Y) and scale the shape on tablet and mobile, relative to its desktop position.

Limitation

Breakpoint images and per-device visibility apply to the first scene of a project. See [Scenes](#).

Adding a map to your shop

Show a map on the home page, in a CMS page, a category or product description, a theme file or an iframe.

A map is shown only when its project is enabled and has an image. Then pick where it goes:

Where	How
Home page	Module settings → Home page project — no code needed.
CMS page, category or product description	Get code → <i>Inside PrestaShop text</i> , or the Image Map button in the text editor.
Theme template	Get code → <i>Inside a theme file</i> .
Another page on the same domain	Get code → <i>As an iframe</i> .

Home page

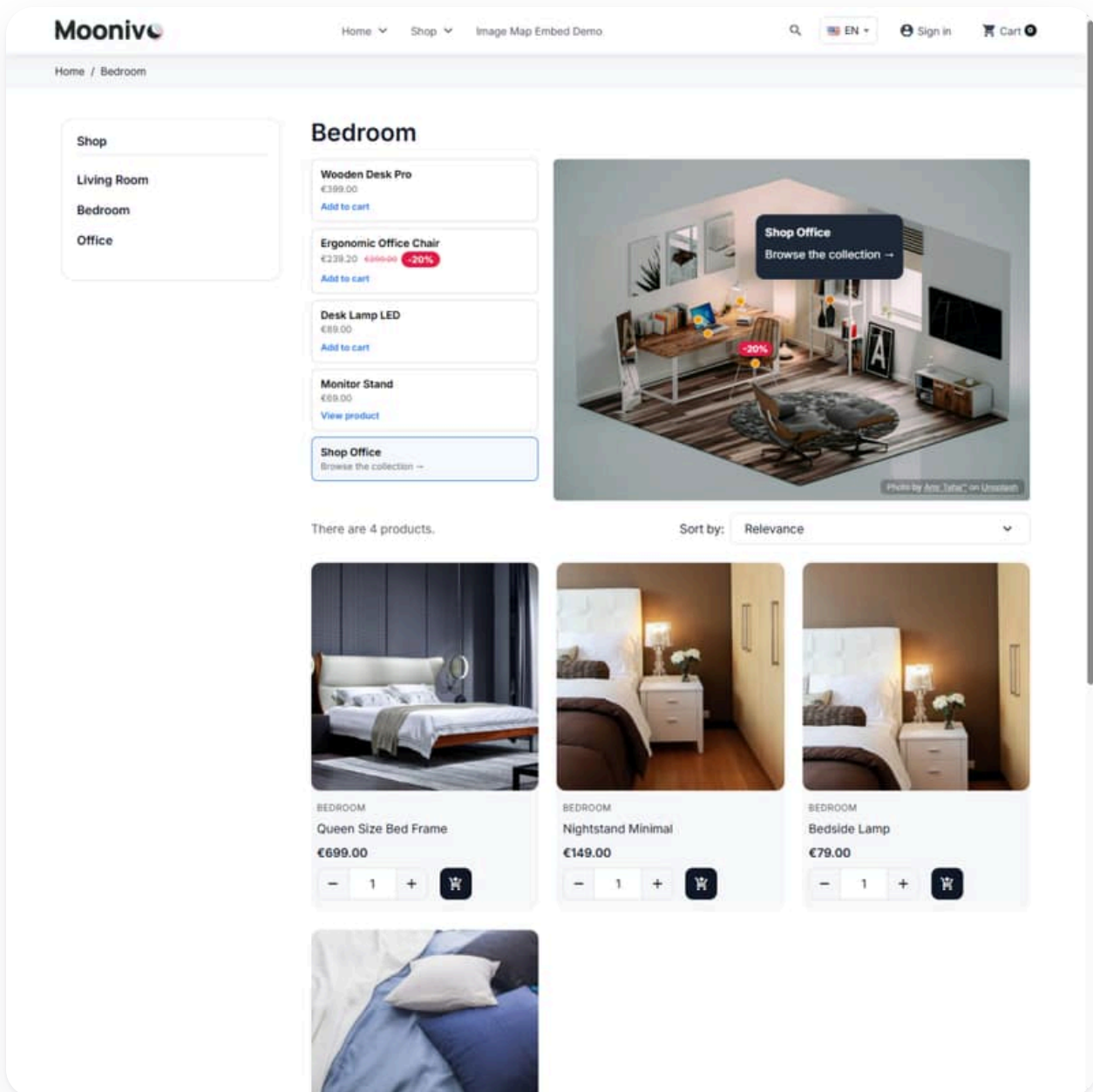
1. On the configuration page, scroll to **Module settings**.
2. Choose the project in **Home page project** and click **Save settings**.

The module registers itself in the home page hook automatically. Below the setting you see its **Current position** among the other home page modules; move it with **Top**, **Up**, **Down** and **Bottom**. Choose *-- Disabled --* to remove the map from the home page.

In a page, category or product description

1. Click **Get code** next to the project (or on the project's **General** tab).
2. Choose **Inside PrestaShop text (recommended)** and click **Copy to clipboard**.

3. In the CMS page, category description or product description, switch the editor to **source code / HTML** mode and paste.



The code is a single line:

```
<div class="impro-embed impro-project-living-room"></div>
```

The map loads in the page's language and fills the width of its column. It reserves its space and starts loading the image early, so the page does not jump.

Tip

PrestaShop's text editors often remove unknown attributes when you save. That is why the recommended code keeps the project in the CSS class. If you use the second option (*with extra HTML*) and the map disappears after saving, switch back to the first.

The Image Map button

In text fields that use the TinyMCE editor, the module adds an **Image Map** button to the toolbar. Click it, enter the project slug, and a visible block is inserted that you can move or delete like any other content. Turn the button off in **Module settings** → **Show Insert Image Map button in the back office**.

In a theme template

For a fixed place in your theme — under the header, in a product page block — use a Smarty hook in a `.tpl` file of your child theme:

```
{hook h='displayImageMapPro' project='living-room'}
```

or by project ID:

```
{hook h='displayImageMapPro' id=12}
```

Get code offers both lines ready to copy.

As an iframe

Get code → **As an iframe** gives a complete, self-contained page of the map that you can frame or link to:

```
<iframe src="https://your-shop.com/index.php?fc=module&module=impro&controller=api"
width="100%" height="600" style="border:0" loading="lazy" title="Image map
```

Use it on the same domain as the shop: PrestaShop does not allow framing from other domains, and add-to-cart needs the shop's session. Inside your own shop pages, the embed code above is the better choice — it is responsive and fully integrated.

The map does not show?

See [Troubleshooting](#).

Targeting, scheduling and A/B tests

Show shapes to the right visitors, run maps on a schedule and test two versions against each other.

Who sees a shape

Each shape can be limited to certain visitors. Turn on **Responsive** in the Builder toolbar, select the shape and open **Basic → Visibility conditions**:

Condition	Options
Show to	Everyone, logged-in customers only, or guests only.
Customer groups	Tick the groups that may see it; none ticked means all.
Languages	Tick the languages; none ticked means all.

Use it for member-only offers, B2B prices for a customer group, or a shape that makes sense in one language only.

Schedule a map

A map can switch itself on and off by date — handy for seasonal campaigns.

1. Open the project's **Canvas** tab.
2. Under **Schedule (optional)** set **Show from** and/or **Show until**.

Outside the window the map is hidden everywhere: home page, embeds and iframes. Leave a date empty for an open start or end. Dates use the shop's time zone.

A/B test two maps

Compare two versions of a map — a different photo, layout or call to action — to see which sells more.

1. Build the second version as a separate project and note its slug.
2. In the first project, open **Styles → Card (Tooltip) Style → A/B test**.
3. Turn on **Split visitors between this map and a variant map**.
4. Enter the **Variant map slug (B)** and the share of visitors who see this map in **% to A** (default 50).

Each visitor is assigned to one version and keeps seeing it for 30 days. Because the versions are separate projects, their clicks and add-to-cart conversions appear separately in [Analytics](#). Once you have a winner, turn the test off.

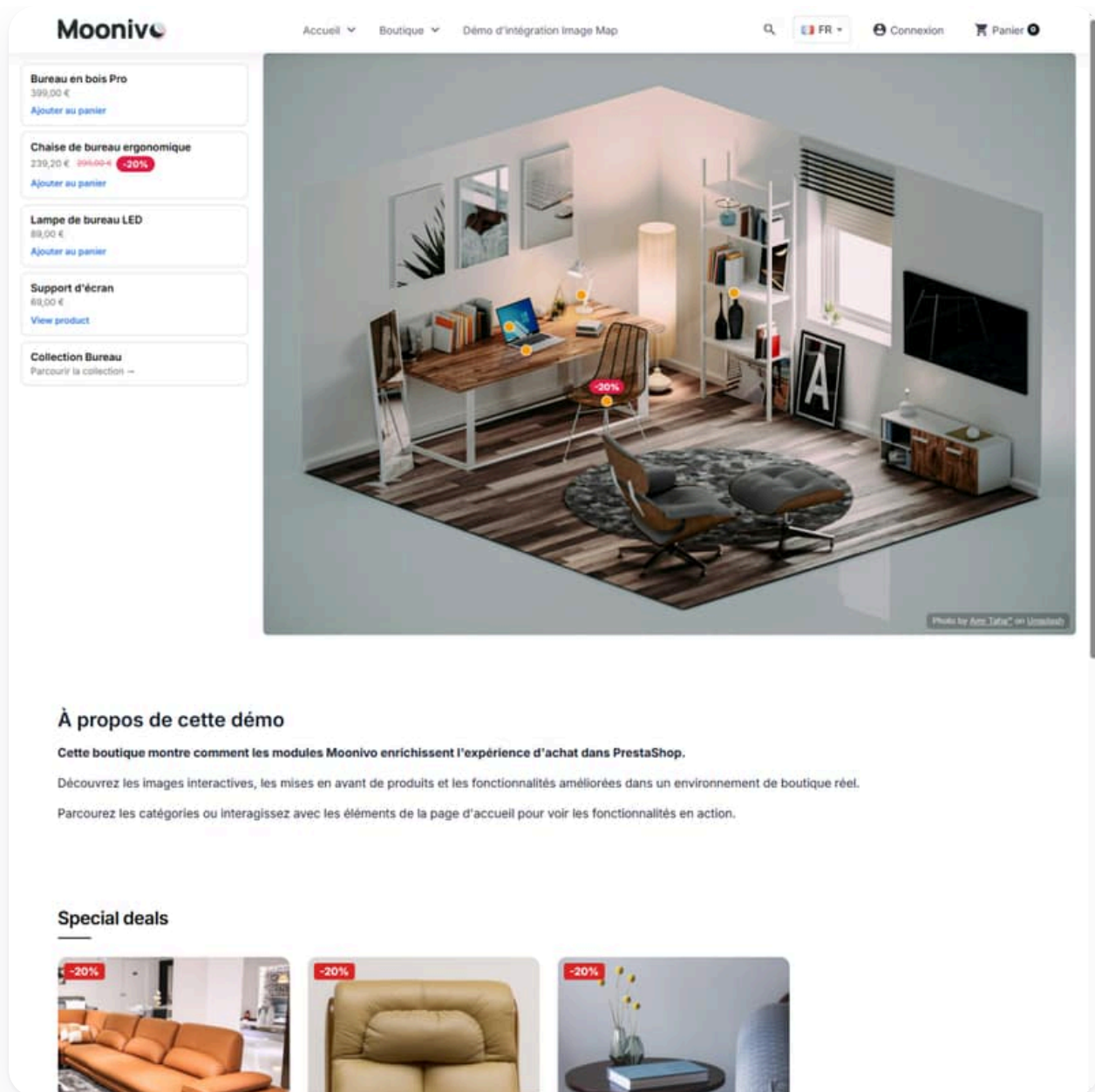
Languages and multistore

How maps follow the visitor's language, which translations are included, and how projects are kept per shop.

Languages

Everything a visitor sees follows the language of the page:

- Card titles, text and buttons have a field per language.
- Synced card titles use the product or category name in the visitor's language.
- Links open the product, category or CMS page in that language.
- Filter buttons use the tag's translation.
- Maps embedded in pages load in the page's language.



Translations included

	Languages
Storefront texts (<i>Add to cart, Add all to cart, In stock, Out of stock, Quantity, Sale</i>)	English, French, Spanish, German, Italian, Polish, Dutch, Portuguese (Portugal and Brazil), Lithuanian
Back office	English, French, Spanish, Italian, German, Polish, Lithuanian

Any other language can be translated in **International** → **Translations**, type *Installed modules translations*, module *Moonivo Image Map*.

Multistore

- Every project belongs to one shop. The back office lists and edits the projects of the shop you are working in.
- Slugs are unique per shop, so two shops can each have a `living-room` map.
- Export, import, backup and restore work on the current shop only.
- Style presets you save are stored per shop.

Analytics

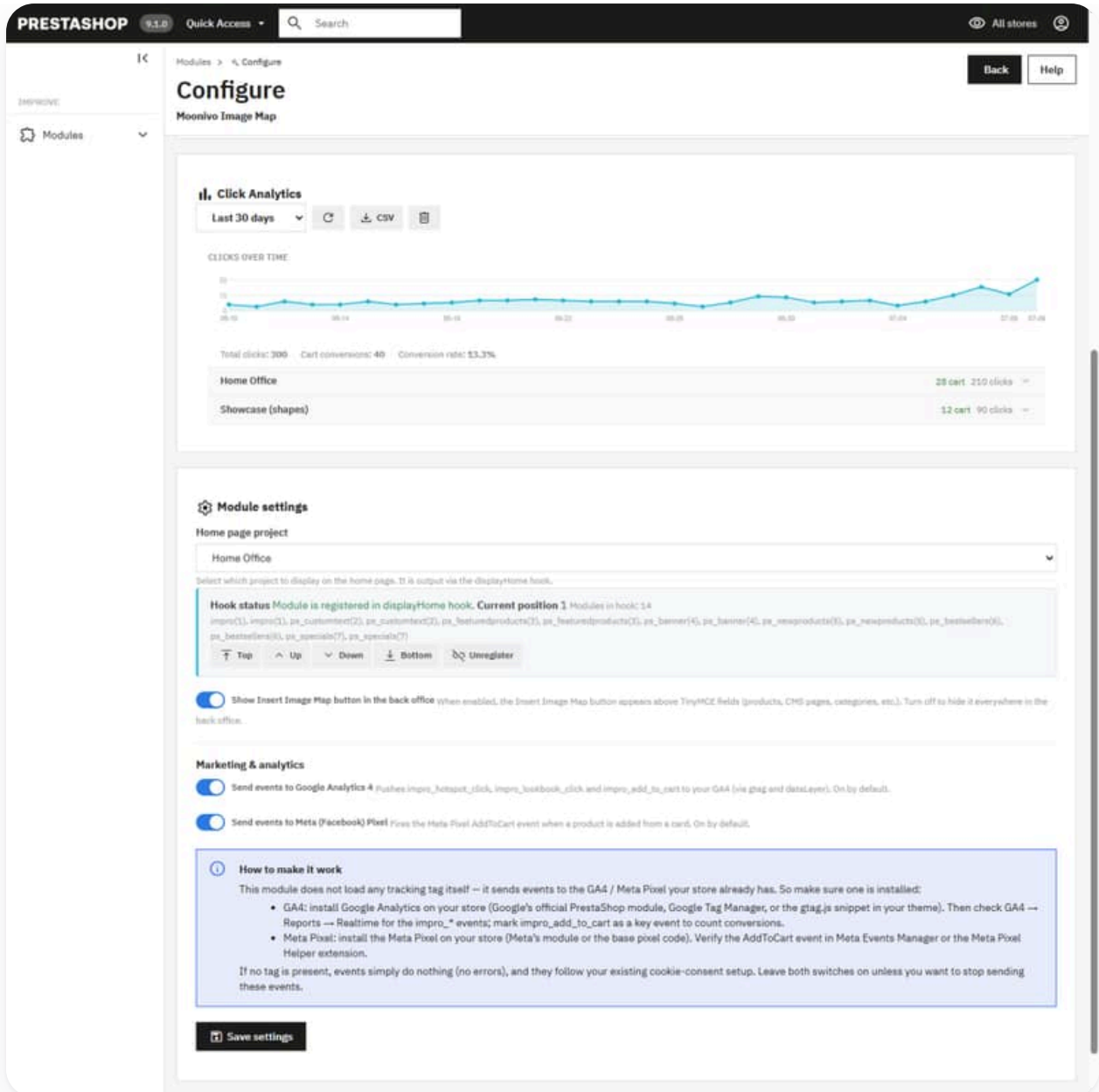
See which products people click, how often they add to cart, and where on the image they expected something — plus GA4 and Meta Pixel events.

The module records clicks and add-to-cart actions on your maps. No personal data is stored.

Click Analytics

The **Click Analytics** card on the module's configuration page summarises all maps:

- **Clicks over time** — a chart for the last 7, 30, 90 or 365 days.
- **Total clicks**, **Cart conversions** and **Conversion rate**.
- A list per project with clicks and cart additions per shape. Shape names come from **Basic** → **Name**, so name your shapes.



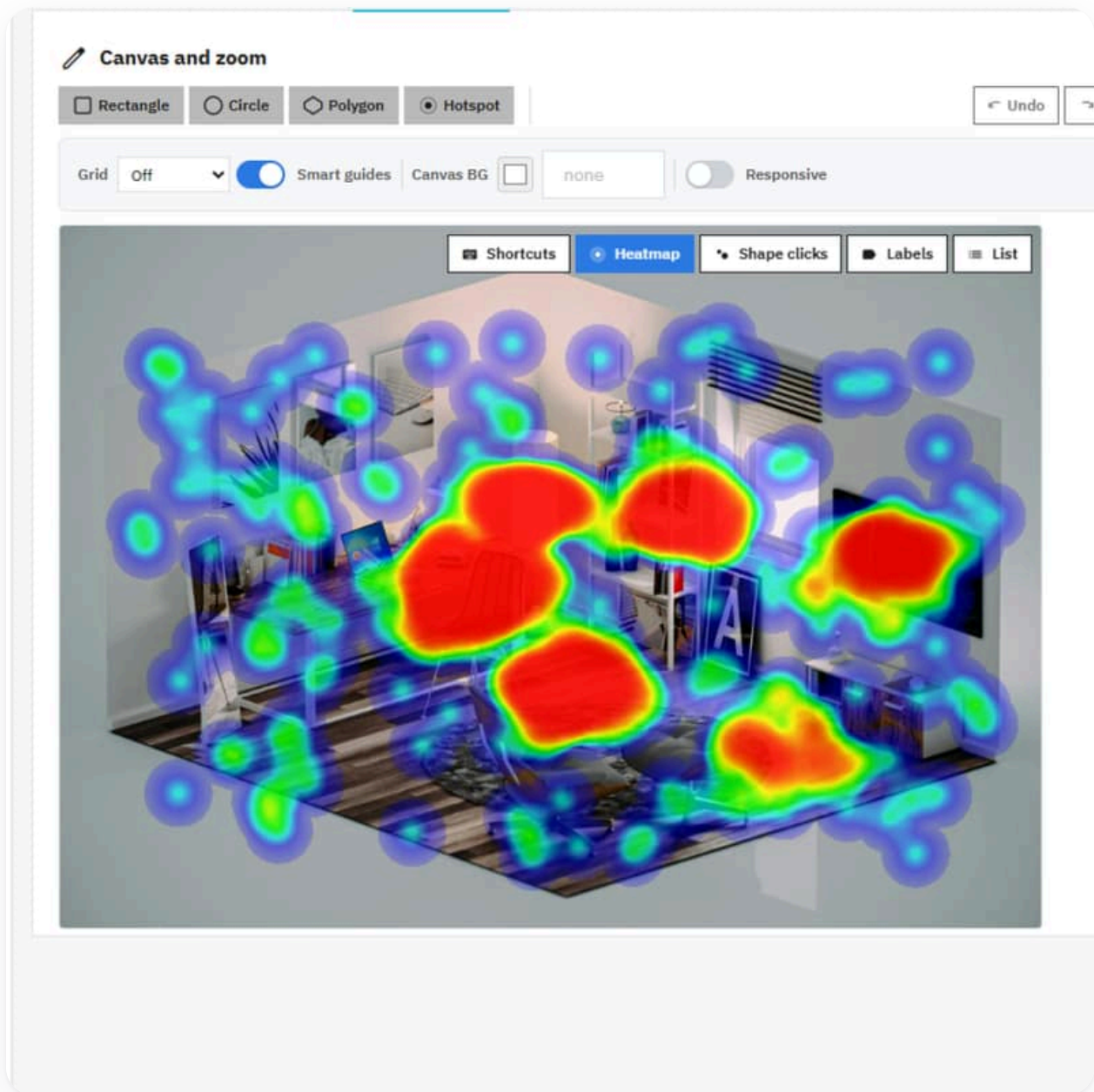
CSV downloads the clicks per project and shape. The bin icon clears all analytics data; this cannot be undone.

Heatmap and shape clicks in the editor

Two views in the **Builder** toolbar show the data on the image itself, for the scene you are editing:

- **Heatmap** — a density map of the real click positions, **including clicks where there is no shape**. It shows where visitors expected something clickable: a good hint for your next hotspot.

- **Shape clicks** — a bubble on each shape sized by its number of clicks.



To stay light on the server, each page view records a limited number of clicks, and heatmap points older than 90 days are removed automatically.

GA4 and Meta Pixel

The map sends events to the Google Analytics 4 and Meta Pixel tags **already installed on your shop**. There is nothing to configure in the module, and no IDs to enter.

Visitor action	GA4 / Google Tag Manager event	Meta Pixel
Clicks a shape	<code>impro_hotspot_click</code>	–
Clicks a product list item	<code>impro_lookbook_click</code>	–
Adds a product to the cart from a card	<code>impro_add_to_cart</code>	<code>AddToCart</code>

Each event carries the project, shape, label and product ID.

Connect GA4

- **With gtag.js** (Google's PrestaShop module or the snippet in your theme): events arrive in GA4 automatically. Check **Reports → Realtime**. To count them as conversions, open **Admin → Events** and mark `impro_add_to_cart` as a key event.
- **With Google Tag Manager**: the events are pushed to the `dataLayer`. Add a *Custom Event* trigger for each name and fire your GA4 event tags from it.

Connect Meta Pixel

Install the Meta Pixel on your shop (Meta's module or the base code). `AddToCart` then fires automatically; check it in **Meta Events Manager** or with the Meta Pixel Helper browser extension.

Consent and switches

Because the module only uses tags you already load, your cookie consent tool applies automatically: if it blocks GA4 or the Pixel until the visitor agrees, these events wait too.

To stop sending events, turn off **Send events to Google Analytics 4** or **Send events to Meta (Facebook) Pixel** under **Module settings → Marketing & analytics**. Both are on by default.

Import, export and backup

Copy maps between shops, duplicate projects and keep a full backup.

All of these work on the current shop and include images, scenes and styles. Files are JSON (import and restore also accept ZIP).

Duplicate a project

Duplicate in the projects list creates a copy with a new slug and *(Copy)* after the name, including all scenes. The copy shares the original's image files instead of uploading them again; an image is removed only when no project uses it any more, so deleting one copy never breaks the other.

Export and import

- **Export** on a project row downloads that project.
- **Export All** downloads every project of the shop.
- **Import** creates projects from such a file — from this shop, another shop or another PrestaShop installation.

Images travel inside the file. When an imported slug already exists, a number is added (`living-room-1`). A scene whose image is missing in the file is skipped.

Use export and import to move a map from a staging shop to the live shop.

Backup and restore

- **Backup All** saves every project of the shop with its images and scenes.
- **Restore** replaces **all** projects of the shop with the contents of a backup file.

Warning

Restore first deletes every existing project of the current shop. Restored projects get new IDs, so update any theme code that uses `id=` rather than the slug.

Back up before larger changes, and before uninstalling the module.

Demo content

On a shop without maps, the projects list offers to load the demo maps. See [Installation](#).

Troubleshooting

Solutions to the most common problems, and how to get help.

The map does not appear

1. **Is the project enabled and does it have an image?** The projects list must show *Enabled*.
2. **Is it scheduled?** Outside the **Show from / Show until** window on the **Canvas** tab the map is hidden.
3. **On the home page:** check that the project is selected in **Module settings** → **Home page project** and that the hook position is not under a module that hides content. Use **Top / Up / Down / Bottom** to move it.
4. **In a description or CMS page:** the editor may have removed the code. Open the source view: if the `<div class="impro-embed ...">` line is gone or lost its class, paste the code from **Get code** → **Inside PrestaShop text (recommended)** again.
5. **In a theme file:** check the slug or ID in the hook and that you edited the template your theme really uses. Clear PrestaShop's cache under **Advanced Parameters** → **Performance**.
6. **Multistore:** make sure the project belongs to the shop you are looking at.

Shapes or hotspots are missing

- The shape may be hidden on this device or for this visitor: check **Basic** → **Visibility** and **Visibility conditions** with **Responsive** on.
- A filter may be active on the map; click **All**.
- A **Reveal** setting delays the shape until it scrolls into view.

The card does not open

The shape needs **Card → Tooltip card** switched on and some content. A product card without text still shows the product's price and buttons.

Shapes have no border

Borders are off by default. Turn on **Border enabled** in **Styles → Shapes — Colors & Border**, or set the shape's own **Custom colors**.

Image upload fails

- Use JPG, PNG or WebP up to 10 MB.
- Check the server's PHP limits `upload_max_filesize` and `post_max_size` .
- The folder `modules/impro/uploads/` must be writable.

Visitors see an old version after an update

Since 1.8.0 updates refresh the map's files for returning visitors automatically. If you use a CDN or a caching module, clear its cache once after updating.

Add to cart does not update the cart counter

The module uses PrestaShop's own cart, so the theme's counter updates through the standard cart events. If your theme replaces them, its cart widget may need a refresh. Check the browser console for errors from other modules.

Getting help

Support is provided through PrestaShop Addons, so every request is tracked:

1. Sign in to your PrestaShop Addons account.

2. Open **My account** → **Support** (or the module's page) and contact the developer.
3. Describe what you did, what you expected and what happened, and include your PrestaShop and module versions, a screenshot and the page address.

The module is licensed under AFL-3.0.

Developer reference

Hooks, embed markup, the render endpoint, CSS hooks, JavaScript events, files, database tables and upload security.

Smarty hook

```
{hook h='displayImageMapPro' project='living-room'}  
{hook h='displayImageMapPro' id=12}
```

`project` takes the slug, `id` the project ID. Prefer the slug: IDs change when projects are restored from a backup. The home page uses `displayHome`, registered and unregistered automatically by **Module settings** → **Home page project**.

Embed markup

```
<!-- Recommended: survives editors that strip data attributes -->  
<div class="impro-embed impro-project-living-room"></div>  
  
<!-- Alternative -->  
<div class="impro-embed" data-project="living-room"></div>
```

The front script, loaded on every page through `displayHeader`, finds these elements, requests the map in the page's language and renders it in place.

Render endpoint

```
index.php?fc=module&module=impro&controller=api&a=render&project=living-room  
index.php?fc=module&module=impro&controller=api&a=render&id=12  
/module/impro/api?a=render&project=living-room (friendly URLs)
```

- Without extra parameters it returns an **HTML fragment** — the data the embed script injects. Opened on its own it shows only the image, because the map's

CSS and JavaScript are not part of the fragment.

- Add `&standalone=1` (or `&embed=iframe`) for a **complete page** that loads its own assets, for an iframe or a direct link. PrestaShop sends `X-Frame-Options: SAMEORIGIN`, and add-to-cart needs the shop session, so frame it on the same domain.

Scheduled maps outside their window are not rendered by any of these routes.

CSS hooks

Every shape carries a stable `data-impro-shape` attribute with its internal ID, such as `s_k3j9x2ab`. Find it with your browser's inspector, then target it from the project's **Custom CSS** or your theme:

```
[data-impro-shape="s_k3j9x2ab"] { filter: drop-shadow(0 0 6px #fff); }
```

The ID stays the same when you edit, export or import the project.

JavaScript events

The storefront pushes these events to `window.dataLayer`, calls `gtag('event', ...)` when GA4 is loaded and `fbq('track', 'AddToCart')` when the Meta Pixel is loaded:

Event	When
<code>impro_hotspot_click</code>	A shape is clicked.
<code>impro_lookbook_click</code>	A product list item is clicked.
<code>impro_add_to_cart</code>	A product is added to the cart from a card.

Parameters include the project ID, shape ID, label and product ID. Calls are no-ops when no tag is present. Switches: **Module settings** → **Marketing & analytics**.

Files

Purpose	Path
Hook template	<code>views/templates/hook/render.tpl</code>
Front controller template	<code>views/templates/front/render.tpl</code>
Front script and styles	<code>views/js/front/impro.js</code> , <code>views/css/front/impro.css</code>
Back office	<code>views/templates/admin/configure.tpl</code> , <code>views/js/admin/editor.js</code> , <code>views/css/admin/editor.css</code>
Uploaded images	<code>uploads/</code>
Storefront translations	<code>translations/<locale>/ModulesImproShop.*.xlf</code>

Database

Table	Contents
<code>ps_impro_project</code>	One row per project and shop: slug, image and size, shapes and settings (<code>shapes_json</code>), canvas options, enabled flag.
<code>ps_impro_project_lang</code>	Project name per language and shop.
<code>ps_impro_project_scene</code>	Extra scenes of a project: position, image, size, <code>shapes_json</code> . The project's own image is the first scene.
<code>ps_impro_project_scene_lang</code>	Scene names per language.
<code>ps_impro_analytics</code>	Clicks and add-to-cart events with shape, scene, event type and anonymous click coordinates.

Every query is filtered by the current shop; slugs are unique per shop. Upgrade scripts in `upgrade/` add new columns automatically.

Uploads and security

- Allowed types: JPG/JPEG, PNG, WebP. The extension, the MIME type (`finfo`) and the image structure are all checked.
- Maximum size: 10 MB by default, set with the `IMPRO_MAX_IMAGE_SIZE` configuration value, in bytes.
- Files get random names in `uploads/` , which is protected against script execution and directory listing.
- Every back-office AJAX action requires a valid employee token.