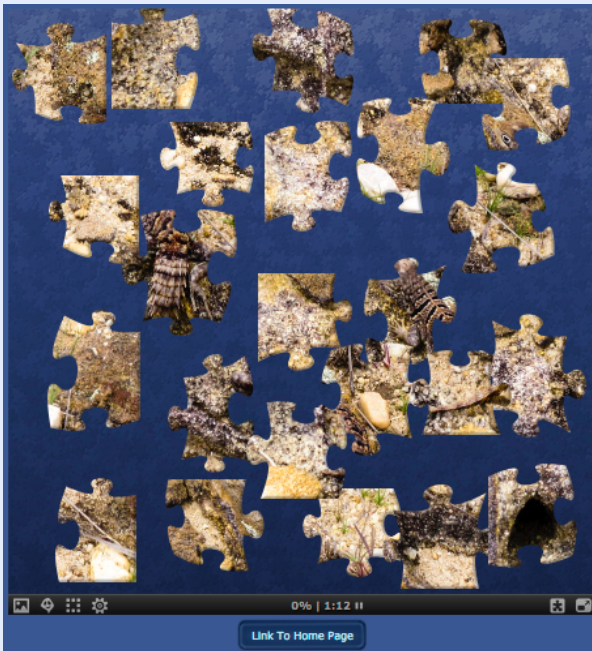


Using The Display Puzzle HTML Template

When you make a puzzle on Jigsaw Planet (jigsawplanet.com), there is an option under the **Share** menu to **Embed** the puzzle. If you choose that option, you will open a page that gives you three possible ways to connect to the puzzle from a web page.

The simplest of the three methods is a link (URL) the **Embed** page gives you to include in a web page or in an email. Next in complexity is the first method described, an image link that lets users can the puzzle image and



how many pieces the puzzle has and then click the image to choose and open a puzzle. Tip: I've made another template for that method ([puzzlesImageLinks.html](#)) and a separate set of instructions for using it.

The linking method described in this short tutorial is the most complex. It's the third one described on the **Embed** page: Using a block of code (Game) that enables you to display an entire puzzle.

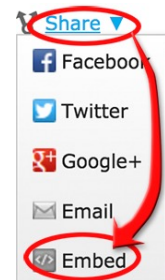
The tutorial shows you how to use the code you copy from the Jigsaw Planet **Embed** page, to create a page displaying a single puzzle as part of your own web page. It's simple to do in a few easy steps with the **puzzleGame.html template**, even if you don't know how to write html!

Want more free activities, tips, and graphics? Look in the Attic!

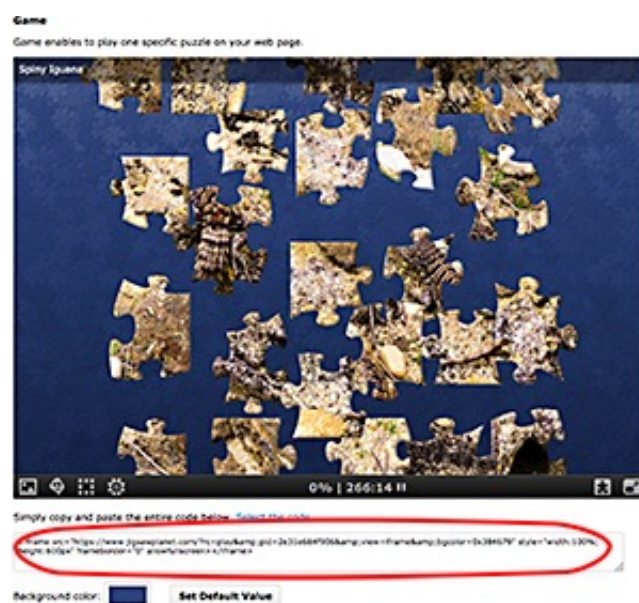
Make A Puzzle And Copy Embed code

1. To make a new online puzzle, begin by going to the Jigsaw Planet home page (jigsawplanet.com). Click the **Create** button (top of the page) and make a new puzzle by uploading a photo or piece of artwork. Make sure it's of high enough resolution to look good on a typical size full screen. I find that 800 x 600 pixels is about the lower limit, and I've had no problem loading photos that are over 2,000 pixels wide. Image aspect ratio is optional. I tried a vertical photo that had been cropped to an odd size, and that worked just as well as one that's wider than tall or a standard size.

2. It only takes a minute or so for your puzzle to be created. When the puzzle pieces appear, look for a **Share** menu at the top, open it, and choose **Embed**. For this tutorial, we want to use the third listed option, **Game**, which is illustrated by your newly created puzzle and a box containing a short block of code.



Copy the **block of code** you see in the box and **save** it somewhere safe. I'd advise pasting the code into a notepad-type application, and labeling it with the name of your puzzle. You can keep a running record of the codes for all the puzzles you make in this document! My old codes still worked when they completely re-wrote the site in HTML5, so it's well worth keeping those codes.



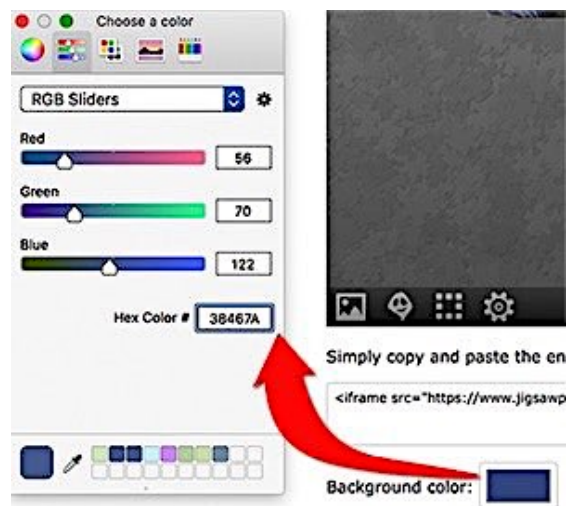
Tip: Also copy and save the URL address and the code for an **image link** for your puzzle. One optional way to use a page with

an embedded puzzle like this is to have a button to go back to a menu page with image links, such as you can make with the other template in this download. Then you change the image links to go to your embedded puzzle pages, so that users never leave your web page as they work several puzzles.

3. Custom Background Color

This step is optional, but I think it goes a long way toward making the embedded puzzle match the rest of your web page. Below the box of code is a small rectangle that initially is gray. On its left is the label, **Background color:**, and on its right a button, **Set Default Color**. **Double-click the rectangle** to open the color picker dialog.

You can use any of several types of color pickers by clicking the buttons across the top. Alternately, you could enter a 6 digit color code directly, choosing from my **Color Hex Codes pdf** or some other reference.



What custom color to use? Maybe one of your school colors, or a color to harmonize with the background used on your web page. You might pick whichever color will contrast best with the pieces of a particular puzzle, to make the pieces easy to see. I chose a darker shade of blue than the one I use for the page backgrounds in Annie's Resource Attic.

Whichever you choose, the puzzle background will change to it as soon as you **close the color picker**. At the same time, the six digit code for the background will change automatically in the embed code. Super easy! Be sure to **recopy the entire embed code block** after making your final color change.

Using The Display Puzzle Template

1. Okay, now you're ready to customize the display puzzle template. Open **puzzleGame.html** in an html editor, or any text application that can **save as html**. Many word processors have this capacity, and there are a variety of html editors available, depending on what device you are using, many of them free. You can't save as text (.rtf, .txt, .doc, etc); you need the application to save with .htm or .html as the suffix.

2. **Get To Know The Template** Let's examine the **puzzleGame.html** template, a simple page of html code. It specifies the background and text colors and font family, and has three tables within an outer container table. That's all it needs to display your puzzle game and a button to link back to your home page.

We will only need to make changes to two of the three inner tables in completing your puzzle game page, because the third table just holds copyright information. The outer table keeps the inner three lined up.

The table where the code block needs to go starts with this line:

```
<table border="0" width="900" cellspacing="0" cellpadding="0"
summary="embedded jigsaw puzzle game">
```

and ends with this line:

```
</table>
```

In between the start and end is code for the single **row** and one **cell** of this table. The row begins with `<tr>` and ends with `</tr>`. Inside the row is one cell. It starts with `<td>` and ends with `</td>`. And inside that cell is the short block of code that embeds a puzzle on your page. I put the embed code for an example puzzle into the template. Let's analyze that example to understand where we could make custom modifications.

3. Using The Copied Embed Code You'll notice that the code block to display a puzzle game in a web page is fairly short. Here is a typical example of such a code block, just as I copied it from Jigsaw Planet, linking to one of my own puzzles:

```
<iframe  
src="https://www.jigsawplanet.com/?  
rc=play&pid=12957efe5e32&view=iframe (optional  
custom background color code here)"  
style="width:100%;height:600px"  
frameborder=0  
allowfullscreen>  
</iframe>
```

I've broken the code block of the example into individual lines to make it easier to examine. The first tag, which opens with <iframe, reserves a space on the page where your puzzle will appear and following lines specify what should go in the space. The next line begins with src=", an abbreviation for source =", followed by the URL of Jigsaw Planet. Still inside the quotes that began after src, the next line includes instructions for what to grab at that location and what to do with it.

rc=play&pid=12957efe5e32&view=iframe" is getting above my level of understanding, but I can guess at parts of it. There is play, which is what we want the puzzle game to do, and view=iframe", which is where we want it displayed, that is, inside the iframe space we've reserved. If you chose a custom background color, you'll also see something like this: bgcolor=0x38467a followed by the closing quotation mark. That's the usual 6 digit color code with 0x tacked on in front.

4. The Puzzle ID Number

I have marked the most important part of the code block in red: **pid=12957efe5e32**. The **pid=** stands for puzzle ID=, and it's

followed by a unique number that Jigsaw Planet has assigned to the puzzle. That's important, because everything up to that point is the same in the embed code for EVERY puzzle. Take a look at the code you copied, and you'll see that's true. So you don't need to paste the entire code block into the template; just highlight the pid number in the template and **paste in your unique pid number** instead.

In the next line of code, you'll notice differences between what's in the template and what's in my example here in the tutorial (which is similar to what you copied). There is a **style** tag that defines the size of the space to be reserved. In the code you copied, and in the above example, it looks like this: **style="width:100%;height:600px"** It sets the width of the iframe to the full width of the screen of whatever device it is on, but makes it only 600 pixels high. I didn't like that meager height, so this is what I put into the template instead: **style="width:900px;height:930px"** . You may wish to experiment with different dimensions.

The rest of the example looks like this: `frameborder=0
allowfullscreen> </iframe>` The first term says don't draw a border around the iframe, the next attribute allows the puzzle to be displayed full screen (which you can do by tapping an icon located in the lower right of the puzzle), and then you see the closing bracket of the iframe tag. After that is `</iframe>`, which says that's all the instructions about the iframe.

5. Puzzle Title If you have examined the template very carefully, you might notice that it includes one extra piece of information within that iframe opening tag. It's the puzzle title and number of pieces, and looks like this: `title= "NAME - Online Jigsaw Puzzle - ?? Pieces"` I've marked in red two places where you need to insert information. First, highlight the word **NAME** and type in your puzzle's name instead. Next, highlight **??** and type in the number of pieces in your puzzle.

7. Link Back Home Button Now for the second table. It's quite short, and gives you a way to link back to your home page or perhaps to a menu page. The second table we need to change begins like this:

```
<table border="0" width="900" cellspacing="0" cellpadding="0"
summary="link to home page">
```

Locate these words in the link-to-home-page table: `<div class="container"><a href=` Immediately after that is a URL in quotes, <http://annbrundigestudio.com> . Highlight just the URL, and type over it to substitute the address of the page you want to link back to. Next, locate these words: `<div class="absolute"><a href=` followed by the same URL in quotes, <http://annbrundigestudio.com> . Again, highlight only the URL, and type over it to substitute the address of the page you want to link back to. Then look a little further along for the words, Link To Home Page. Highlight those words and type in whatever you want the link to say.

Note: The reason you have to enter the new URL twice is because you are adding the same link to the graphic of the button and to the words of the link separately.

8. Save As HTML That's all you have to do to set up the template to display your puzzle! Give your puzzle page a unique name to avoid overwriting the template, **save as html**, and be sure you **put a copy of blueButton.png into the same folder** with the html. If you set up multiple puzzle display pages, you could save all of them to one folder and let them share one copy of blueButton.png. One copy of the little graphic file **MUST** be in the same folder with the puzzle display page, because the display page looks for that graphic, a picture of a button, in its own directory.

Optional Changes To The Template

1. Background color

I made the template with the usual blue color I use for all parts of my web page, but you can make your puzzle display page any color you want! The 6 digit color code for the background is near the top of the html document, and it's part of the **body** code. (That's not a corpse, though after writing too much html you may feel like one! It's the body of the document, analogous to the body of a letter) It looks like this: `<body bgcolor="#45588F">` Change that number, and the background changes color. If you change the number, be sure you put the new number **inside the quotes and immediately after the # sign**. Then **save the edited template again as html**.

Two colors you might use are white (#FFFFFF) or black (#000000). For black, those are zeros, not o's, but white's "number" is all letters. That's because they are hexadecimal instead of decimal numbers. The hexadecimal system uses A where we'd write 10 in decimal, B for 11, and so on up to F for 15. So 10 in hexadecimal is 16 in decimal.

Luckily, you don't have to calculate the number codes. Just choose one from my **Color Hex Codes pdf**. There are millions of possible colors, but I've collected the codes of a rainbow of samples in this reference document, just to make it easy.

2. Change the color of the button label

You can easily change the color of the button label, but changing the color of the button graphic is more involved. There is a color code for the words that appear on the button in the same tag where you substituted your home page URL the first time. In the second table, locate these words again:

`<div class="container"><a href=`

After that is the URL in quotes, <http://annbrundigestudio.com>, and a little further along you'll see the color specification. It looks like this: `color: #C9E7F4;`

Choose a new color from the **Color Hex Codes pdf** and type its 6 digit code in to substitute for the current color code. Just be sure the code you type ends up **between the # and the ;** with no added spaces. After making these changes, **save the edited template again as html.**

To change the color of the button graphic, you would need to load it into a graphics application, make the color change, and then save again as .png using the exact original name, **blueButton.png**. Finally, substitute your edited graphic for the original one in the folder with the puzzle display page(s).

3. Add instructions or other text

To add a brief set of instructions or add other text to the page, the easiest way is to add a row into the second table (the one with the button back to a home or menu page), using the snippet of code following this paragraph as a template. Probably you'll want a smaller font size than the button label, so I used 12px in the following row that you can copy and paste. It should be used as the first row, or inserted at the end just above the end-of-table tag, `</table>`.

```
<tr><td align="left" style="font:12px Comic sans ms,sans-serif;">This is an optional row added to the template's second table. You can add instructions or any other text here. </td></tr>
```

Highlight the example text, delete, and then type your instructions or whatever. I have not attempted an example of a text link, since the paths for various links differ so much. Of course, you can change the **align** tag to center if you want, or use a different font size. As always, **save the edited template again as html.**

4. Puzzle Page Used With A Menu Page

The other template and tutorial in this set use the image link code you can copy from the Jigsaw Planet **Embed** page to make a menu page with

links to multiple puzzles, but users must work the puzzles on the Jigsaw Planet site. You can avoid potential problems with students having to go to an outside site by using the **puzzleGame.html** template, because then the puzzle is fetched to the local site for the student to work, but the limit is only one puzzle per page.

Wouldn't it be nice if you could combine those templates, and link a group of those custom puzzle pages to an image link menu page? Students could start on the menu page, easily preview the picture, decide on the difficulty level by noting the number of pieces, choose a puzzle, and then work it on their local web site! Then they could return to the menu and choose another puzzle. You can, though it is a rather extensive project compared to the previous options. Here's how to get the advantages provided by both templates.

1. Make A Regular Menu Page First

The easiest strategy is to first make a set of puzzles and set up an image link menu, using the **Puzzle Image Links tutorial and template**. That way students can begin using the puzzles while you are working on the custom pages. Save this page into the folder that eventually will hold all your custom puzzle game pages.

2. Set Up A Custom Page For Every Puzzle

Next, set up a custom page for each puzzle using the **puzzleGame.html template**. Here's the sneaky part: If you plan ahead for what you'll name your custom image links menu page, you can put that URL into the button on each game page at the time you set it up! In the rest of this discussion, I'll call my custom menu **puzzleImageLinksToGames.html**, so that's the URL I would put in the button for each custom page. Since I'm saving everything into one folder, I don't even have to type in the entire path, just the name of that html document. You might also want to change the button label to say **Return To Menu**.

The easiest way to organize the custom puzzle games is to save all of them, plus the **blueButton.png** which they will share, into a single folder (use the same one where the menu page was saved) and then post the entire folder as a unit onto your server. Assuming you've saved each puzzle html document with a unique name, then the address for one puzzle game might be something like this:

`http://school'sWebAddress/puzzles/(individualPuzzlename).html`

3. Use Your Existing Menu Page As A Template

Now make a copy of your image links menu page, rename it, and save it in the folder that holds the original menu page, the custom game pages, and blueButton.png. Name the copy **puzzleImageLinksToGames.html** (or whatever name you used for all your custom puzzle pages' button links). Saving the copy into this folder won't affect the functioning of the first menu page (the one with direct links to puzzles on JigSaw Planet).

All that remains to do is to change each image link's URL so it goes to the corresponding custom puzzle game page. We'll assume that you have already set the **Link To Home Page** button on each custom puzzle game page to link back to this edited menu page (that is, you used **puzzleImageLinksToGames.html** as the URL for the link, or whatever other name you have given your modified menu page).

Aside from editing the URLs, no changes are needed to the code for each image link. Image links on the modified menu page copy will still fetch their thumbnail puzzle images from Jigsaw Planet, but once we change the URLs, students will work the puzzles on the local site. Menu pages and puzzle game pages must be on a server that can access the internet and connect to Jigsaw Planet, to fetch the thumbnail images and the puzzle games.

Here is what the block of code for an image link looks like. I've marked the URLs in red:

```

span title="Spiny Iguana - online jigsaw puzzle - 24 pieces"
style="display:inline-block;margin:.6em;width:160px"><a
href="https://www.jigsawplanet.com/?
rc=play&pid=2e31e684f906" style="display:block;text-
decoration:none;position:relative;width:160px;margin:0 auto .
4em auto"><span
style="position:absolute;right:5px;bottom:4px"><span
style="font:bold 16px Verdana,sans-serif;color:#fff;text-shadow:
1px 1px 2px #000;vertical-align:middle">24 </span></
span></a><a style="display:block;text-
align:center;overflow:hidden" href="https://
www.jigsawplanet.com/?
rc=play&pid=2e31e684f906">Spiny Iguana</a></span>

```

Notice that the URL appears twice, once attached to the thumbnail picture and once attached to the puzzle title. Initially, it points to the Jigsaw Planet site, and asks for a specific puzzle by requesting a certain ID number. We must substitute the URL of the custom page we have set up for that same puzzle, and we must do that twice.

For example, assuming we use the example title we composed, we would carefully highlight the first URL (between the quotes) and type or paste in: `http://school'sWebAddress/puzzles/(individualPuzzlename).html` Then, just past the closing quotation mark and before the word `style`, we need to paste this: `target="_self"` That last tag tells the browser to open the puzzle page in the space we had been using for the menu page instead of in a separate tab, thus avoiding getting many tabs open as a user works multiple puzzles.

We must repeat this process for the second instance of the URL in that image link, highlighting it and substituting our custom page's URL,

to complete the modification of the image link. The entire two-step process needs to be repeated for each image link, pasting in a custom page's URL twice for each one.

4. Finishing Up

Then we must save **puzzleImageLinksToGames.html** as html one more time. If you have already used this destination for the home button on each game page, then the entire project is finished! If you initially set a different destination for the home button on some or all of the puzzle games, you'll need to edit them and re-save so that all your games link back to **puzzleImageLinksToGames.html**.

Post the games folder onto your website, open the menu page **puzzleImageLinksToGames.html** in a browser, and test it out. Once you have checked that all the puzzle links and return buttons work, you could delete the original menu page where the puzzles were worked directly on the Jigsaw Planet site, and use only the modified menu afterward. As you add more puzzles, expand the menu page by following the instructions from the **Puzzle Image Links Tutorial** to add image links and also make a custom puzzle game page for each new puzzle that links back to the menu page with the modified links.

An Example To Study

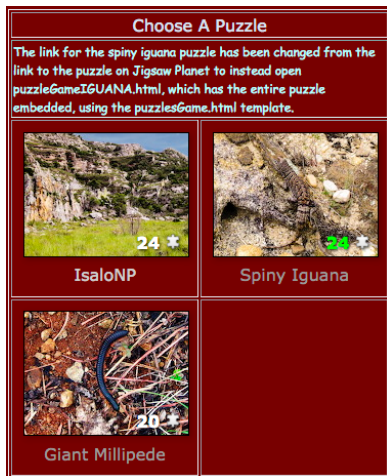
Besides the template, I have set up an example puzzle game page, and a menu page with one of the image links set to open the custom puzzle page instead of opening the puzzle on Jigsaw Planet. The button on the example puzzle game page leads back to the special menu page, thus completing the path. These files are located in the **Example Files** folder, grouped along with blueButton.png into a subfolder entitled **Linked Custom Game And Menu**.

Open the **Linked Custom Game And Menu** folder and let's analyze the two example files. The title of the example puzzle game page is **puzzleGameIGUANA.html**. It displays the spiny iguana puzzle from

Madagascar Adventures. If you activate the home button below the iguana puzzle, which is labeled **Return To Menu**, it opens a menu page stored in the same folder that has one of the image links changed to open this custom game page. That modified menu page is entitled **puzzleGameLinkEXAMPLE.html**. Open that modified menu page in a web browser now, either directly or from the **Return To Menu** button located below the puzzle in the custom game page.

Examining The Modified Menu

The modified menu looks very much like the example menu I provided with the PuzzleImageLinksTutorial.pdf, except for its red background. That's because I made it by changing the linking URL for just one of the three image links in a copy of that example menu and re-saved it with the new name, **puzzleGameLinkEXAMPLE.html**. To see what is different, click one of the two unchanged image links in the **left** column and compare what you see with the puzzle display that open when you click the iguana image. The left two links still connect to the puzzles on the Jigsaw Planet site, while the iguana thumbnail now opens a custom puzzle page.



The Only Difference Is In The URLs

Now open both image links examples, **puzzleGameLinkEXAMPLE.html** and **puzzlesImageLinksEXAMPLE.html**, and compare the code block for the iguana puzzle. It's in the second cell of the third row of the image links table, and the cell starts like this:

```
<td><span title="Spiny Iguana
```

The only difference between the two versions is the URL that follows the `<a href=` tag twice in each code block, once for the thumbnail image and once for the puzzle title. **In the original example**, that URL

begins like this: `<a href="https://www.jigsawplanet.com/?rc=play&pid=2e31e684f906"` followed by styling instructions. The much simpler URL in **puzzleGameLinkEXAMPLE.html** for the iguana puzzle link begins like this: `<a href="puzzleGameIGUANA.html" target="_self"` followed by the same styling instructions.

The URL in **puzzleGameLinkEXAMPLE.html**, which links to the custom page, is the name of the html document alone, not the entire path. It works **only** if the html documents for the destination and the page with the link to that destination are stored in the same folder (directory). I added the `target="_self"` instruction so that the menu page opens into the same space where the game has been displayed. If links from game to menu, and from menu item to game display open new tabs each time, the game may slow down because multiple games and menus are open simultaneously.

The other example file, **puzzleGameIGUANA.html**, is typical of a page you could make using **puzzleGame.html**, the **Display Puzzle Template**. To make it, I highlighted the example pid number in the template and pasted the **pid number** of the iguana puzzle over it. Then I highlighted **NAME** and typed the puzzle title, **Spiny Iguana**, over it. Finally, I highlighted the **??** before the word **Pieces** and typed **24** over that, completing the first table changes. In the table below that creates the button, I highlighted the example URL and pasted the URL of my menu document, **puzzleGameLinkEXAMPLE.html**, over it, repeating the process to change both the URL attached to the button graphic and the URL attached to the label. I also changed the button label wording to say **Return To Menu**.



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