

Using The Image Link 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 the **Embed** page gives you to include in a web page or in an email. The most complex strategy is the third one described on the **Embed** page, using a block of code (Game) that enables you to display an entire puzzle. Tip: I've made a second template for that method ([puzzleGame.html](#)) and a separate set of instructions for using it.



The linking method described in this short tutorial is simpler than displaying the entire puzzle but more attractive and informative than a simple text link. By using an **image link**, users can preview the puzzle image and how many pieces the puzzle has. They simply click the image to choose a puzzle and open it.

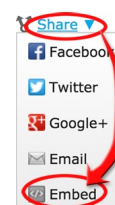
The tutorial shows you how to use the code you copy for an image link, the first option offered on the Jigsaw Planet **Embed** page, to create a menu page with links to multiple puzzles. It's simple to do in a few easy steps with the **puzzlesImageLinks.html template**, even if you don't know how to write html!

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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 first listed option, **Image + Text Link**, which is illustrated by a small thumbnail version of your puzzle image with the number of pieces superimposed. You don't need to copy the thumbnail; it's stored on Jigsaw Planet.



Instead, **copy the block of code** you see in the box below the puzzle image and **save it** somewhere safe. If you like, you can uncheck one or more of the three options, and the code will change automatically. **Text with link** enables clicking the puzzle title to open the puzzle, **Image with link** enables clicking the thumbnail image to start the puzzle, and **Number of pieces** superimposes the number onto the thumbnail. I prefer to leave all three options checked.

Image + Text Link



Eastern Grey Lemur
Bamboo

- ☒ Image with link
- ☒ Number of pieces
- ☒ Text with link

Options

Simply copy and paste the entire code below. **Select the code.**

```
<span title="Eastern Grey Lemur Bamboo - online jigsaw puzzle - 12 pieces" style="display:inline-block;margin:.6em;width:160px"><a href="https://www.jigsawplanet.com/?rc=play&pid=36d533871c72" 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 cursive;color:#fff;text-shadow:1px 1px
```

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.

Confession: Actually, I like to keep ANY information I get for free, so I copy down the URL address and the Game code also, just in case I ever need them.

3. Okay, now you're ready to customize the image links template. Open **puzzlesImageLinks.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.

4. Take a good look at the open template. This is about as basic a page of html code as you will ever see. It specifies the background and text colors, the font family, and has three tables within an outer container table. That's all it needs to format your puzzle links so you see two of them in each row.

Better yet, we only need to make changes to two of the three inner tables to complete your menu page, because the other is just the copyright information. The outer table just keeps the inner two together and keeps them lined up.

The table we will work with starts with this tag:

```
<table border="1" cellspacing="2" cellpadding="1" summary="Image links to online jigsaw puzzles">
```

and ends, like all tables, with this tag:

```
</table>
```

In between the start and end is code for the **rows** of the table. Items like the thumbnail pictures that are coded into the same row will be side by side across the screen. Each row in the table begins with `<tr>` and ends with `</tr>`. Inside each row will be one or more **cells**. These start with `<td>` and end with `</td>`. Sometimes, within the brackets for a row or a cell, there are additional instructions that affect only that row or cell; things like a number for the width in pixels, or some extra formatting for the text that follows.

5. Using the code for an image link

The top row of the table centers the headline text "Choose A Puzzle". You can leave it as is for now, although under Optional Changes I describe some customizations you could make.

The section we will change is the second table row. It has two cells, with the words PASTE CODE HERE in them and looks like this:

```
<tr><td>PASTE CODE HERE</td><td>PASTE CODE HERE</td></tr>
```

Highlight the code block from Jigsaw Planet to make an image link to one of your puzzles, and **copy** it to put it onto the clipboard. Then, **highlight the words PASTE CODE HERE** in the first cell and **paste** to replace the words with the code. Your code should end up between the two tags for the cell: between `<td>` and `</td>`.

You can paste a second block of code for a second puzzle link into the second cell, replacing the second set of words, or you can delete the second set of words if you have only one puzzle to link, thus leaving the second cell empty. **If you leave the cell empty**, the table will have an empty space in that position with the specified background color.

6. For more than two puzzle links, duplicate the table row in the template that has two cells before adding your linking code. Be sure you paste each duplicate row **ABOVE** the `</table>` tag.

If you have previously saved an html page with only one or a few rows in the table, and later you want to add more links, copy the code for a single row from the template (or use the code for a new row I've placed after this paragraph), open the saved file of your menu page, and **paste** the new row into the table. Then follow step 4 to add more links, saving the edited version as html again . Here is the code for one new row of image links:

```
<tr><td>PASTE CODE HERE</td><td>PASTE CODE HERE</td></tr>
```

7. **Save as html.** Rename the file to something unique, like MyAnimalPuzzles, so that you don't overwrite your copy of the template. Post this html document on a server, making a note of the full name of the link. The link will be something like this:

[http://\(your server domain name\)/\(any subdirectory\)/MyAnimalPuzzleLinks.html](http://(your server domain name)/(any subdirectory)/MyAnimalPuzzleLinks.html).

Type that link into the address line of a web browser, click *GO*, and your menu page of puzzle link(s) will open! Students can see the choices of pictures to put together, and the number of pieces each puzzle has. Clicking a puzzle thumbnail launches that puzzle. The puzzle will open in a new tab, leaving the index page open in its own tab. That way, a student can close the puzzle tab when done and choose another puzzle.

Now you can see why it is unnecessary to copy the small thumbnail picture of your puzzle: the code you copied does all the hard stuff for you. It fetches the thumbnail image from its storage spot on Jigsaw Planet, fetches the name of your puzzle and displays it below the thumbnail, and attaches the puzzle link to the thumbnail image (and to the title, unless you unchecked that option). Easy, huh! You can quickly set up a page with a bunch of puzzle choices, each of which a student can launch with one click!

Optional Changes To The Template

1. More image links per row

I put only two images per row, because I wanted to be sure they would fit on a narrow display such as a phone. However, you can easily add more links per row with just two changes. To add one new image link per row, here is the code for one cell:

`<td>PASTE CODE HERE</td>`

Add it **after** the end tag of the second cell (that's after the `</td>`) but **before** the end tag of the row, which looks like this: `</tr>`. Repeat for additional links, but keep in mind the total length of that row of thumbnails! Each thumbnail is 160 pixels wide, and there are some added spaces around them, so three image links across is already close to 600 pixels wide.

You must make one other change: the headline row (Choose A Puzzle) must include the number of table columns the title must span. It initially says 2, so if you add one cell to the row of links, change that to 3; if you add two links change the span number to 4, etc. **Save the edited template again as html.**

2. More rows of links

If you have made many puzzles and know you're going to need more rows on the menu page, add extra empty rows to the template and save it that way. Just make certain all the added rows are above the end-of-table tag, `</table>`. **Save the edited template again as html.**

3. 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 links page any color you want! You might need to change the color of the headline text also, if it doesn't show up well on your new background.

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, although 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.

3. Change the color, size, font, and/or wording of the headline text

It's easy to **change the color** of the headline "Choose A Puzzle". Look for this line up in the head of the html page:

```
BODY, P, TD { font-size: 20px; font-family: comic sans ms, sans-serif; color: #8fa6c3;
```

It's part of a `<style>` tag specifying the font (comic sans ms), its size in pixels (20px), and its color (8fa6c3). You can 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.

To **change the font family**, you need to know the **exact name** of the font you want to substitute and whether it's sans-serif or serif font.

Select **comic sans ms**, carefully avoiding the semicolon, and substitute the the name of the font you prefer.

Notice that the present font family for the template, comic sans ms, has a comma after it followed by **sans-serif**. The default for the headline is comic sans ms, but if that font family is missing from the device, then some other sans-serif font may be used. You can list several font families by name, in your preferred order of use, each followed by a comma, but the last instruction in the list should be either **serif** or **sans-serif**, followed by the semicolon.

You also can **change the font size** by typing a different number after **font-size:**, taking care to leave **px** (pixels) and the semicolon in place.

To **change the wording** of the headline, highlight "Choose A Puzzle", delete it, and type your new headline. Just don't make it so long that it won't fit into the double-width cell on a single line.

After making any or all of these changes, **save the edited template again as html**.

4. **Change the color of the puzzle title and/or the number indicating the number of pieces**

The **color code for the puzzle titles** is a little trickier to find, since it's in the block of copied code generated by Jigsaw Planet. Also, the block of code contains a separate color code for the number of pieces, the numeral that is superimposed on the thumbnail puzzle image. Once you locate those two codes, you can switch them to any other 6 digit color code, including those in the **Color Hex Codes pdf**, just as for the background color. Let's tackle the puzzle title code first.

Changing the puzzle title color

In the block of code below (the image link code for one of my puzzles), **red** indicates the area where you need to insert a color code to change

the puzzle title color. I'm using trial and error here, because I really don't know how to write this code from scratch! But this bit of code seems to be for printing the title as a single block, centering it under the little puzzle thumbnail image, and hiding any part that won't fit there. However, it doesn't indicate a specific color.

Instead, there seems to be a default gray color for all puzzle titles. By experimenting, I've found that we can override the default gray by inserting a color code into that area. I put it immediately after the semicolon at the end of the word "center" and before the beginning of the next word, "overflow:" Just for fun, I also slipped in an instruction to change the font size, but you don't have to change both. You **do** have to end your change with another semicolon. So, here's the code block before the change, just as I copied it from the **Embed** page, except for marking that section 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>
```

And here is the same code block after I put in a new font size and specified a color of my own choice. I've typed the newly inserted font size and color codes in green:

```
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;font:
14px;color:#ff6633;overflow:hidden" href="https://www.jigsawplanet.com/?
rc=play&pid=2e31e684f906">Spiny Iguana</a></span>

```

To break that into simpler pieces, insert this to change the font size: **font:14px;** (14 or whatever other number you want.) Notice that it ends with that familiar semicolon. Put this in to change the color of the puzzle title: **color: #ff6633;** (You can substitute any 6 digit color code.)

Changing the number of puzzle pieces color

Changing the color of the number of puzzle pieces requires finding the current color code, located just past the middle of the code block.

Look for these words in the code:

```
<span style="font:bold 16px Verdana,sans-serif;color:#fff;text-shadow:
```

The color code is immediately after the word "sans-serif;" but strangely it's only three digits, #fff. I'm guessing it's an abbreviation for the full color code for white, permissible because it happens to be all the same character, #FFFFFF. Substitute any color code, all six digits, for that fff, leaving the # and the ; on both sides of it. Probably you would make this change only if the default white number happened to fall on a light area where it doesn't stand out as it should.

As always, after making changes **save the edited template as html.**

5. Add instructions or other text

To add a brief set of instructions, the page owner's name, text links, or other text to the page, you can paste in a row similar to the headline row, which spans the two or more columns of puzzle thumbnails.

Probably you'll want to specify a smaller font size than I used for the headline, so I used 12px in the following row that you can copy and paste into the table. The most likely places would be just below the headline row, or at the end just above the end-of-table tag, `</table>`.

```
<tr><td colspan="2" align="left" width= "360" style="font:12px  
Comic sans ms,sans-serif; color: #ccffff;">This is an optional row  
added to the template's table. You can add instructions or any  
other text here. </td></tr>
```

Highlight the example text, delete, then type your instructions or whatever. Of course, you can also change the **align** tag to center if you want, substitute a different color code for the text, or specify a different font family or font size. If you make any of those changes, be careful to retain any punctuation. I have not attempted an example of a text link, since the paths for various links differ so much, but this extra row is where they go if you know how to format them.

As always, once you have finished your changes, **save the edited template again as html**. Note: Because this snippet of code includes a specified color, changes to the color code in the page Head section won't affect the text in this row. If you want changes in the headline text color to also affect text in this row, simply delete this tag: `color: #ccffff;`

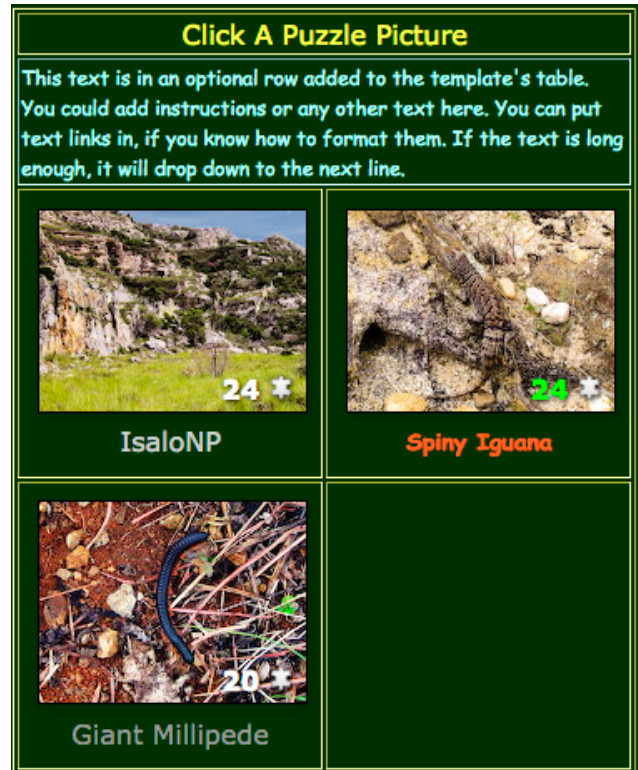
An Example To Study

Besides the template, I have set up an example menu page (**puzzleImageLinksEXAMPLE.html**). It is in the **Example Files** folder. Open it with a web browser to see how a menu page might look with some of the optional changes described in this tutorial. Also open **puzzleImageLinksEXAMPLE.html** in your html editor application and locate the changes in the code that produce these changes in the appearance of the page.

The the main table in the example file has image links to three of my puzzles arranged in two rows. I left the second cell in the second row empty, so that you can see what the layout looks like if there is an empty space (See page 3, **If you leave the cell empty**). There is one added text row (Page 9, **Add instructions or other text**), and a background color that differs from the default in the template (Page 5, **Background color**).

Other changes include a different font, font size, and color for the headline text, which has been edited to say "Click A Puzzle Picture" (Page 6, **Change the [...] headline text**).

There are several modifications to the copied block of code for the upper right image link, changing the font and the color of the puzzle title (Page 7, **Changing the puzzle title color**), and the color of the superimposed numeral indicating the number of puzzle pieces (Page 8, **Changing the number of puzzle pieces color**). The original white numeral blended into the pale colors of the photo of the spiny iguana. Switching the color to green lets that number stand out.





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