# Learn tricks for sharing material

Want to put up links in the forum, your profile or in the puzzles? Here are a few useful HTML codes. You can post a link directly as is, it will work, but it won't look as good, as it will just be the raw link. Here you can learn how to put some HTML around, to make your link get a fine name and be linkable.

By Machinelves and Eli

#### **Document shortcuts**

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# Get Started Quick!

# **Examples:**

Link

<a href="http://example.com">Name of Link</a>

## Image

<img

src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1093342/teacherOwlAndLittleElves\_inlin e.jpg?1409354889" alt="Teacher Owl and Little Elves" />

#### Video

<iframe width="640" height="360" src="//www.youtube.com/embed/uQSoaiubuA0" frameborder="0" allowfullscreen></iframe>

# Text & Style

# Bold

<strong>l am bold</strong> <strong></strong>

### **Italics**

<i>I am italicized</i><i></i>

# Center

<center>I am centered!</center>

# Color

Give the text color

**Hex Chart** 

### **Fonts**

**Font Families** 

# **Blank Line**

Also called "line break", this creates a blank line space, like the space in between here...

...and here.

<br/>

# Links

# How to make a link

# **Examples:**

<a href="http://www.google.com">Google</a>

<a href="Replace this with the link">Put in what the link is called - can be any word</a>

# **Code Snippet:**

<a href=""></a>

# Image sharing tools

# **Placing Images**

Image Without Link

#### **Examples:**

<img

src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1093342/teacherOwlAndLittleElves\_inline.jpg?1409354889" alt="Teacher Owl and Little Elves" />

<img src="http://this link hosts the image that you want to display.jpg" alt="this text appears
when you hover over the image with the mouse" />

#### **Code Snippet:**

<img src="" alt="" />

Image With Link

#### **Examples:**

<a href="http://example.com"><img src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1093342/teacherOwlAndLittleElves\_inlin e.jpg?1409354889" alt="Teacher Owl and Little Elves" /></a>

<a href="http://this link loads when you click on the image.com"><img src="http://this link hosts the image that you want to display.jpg" alt="this text appears when you hover over the image with the mouse" /></a>

#### **Code Snippet:**

<a href=""><img src="" alt="" /></a>

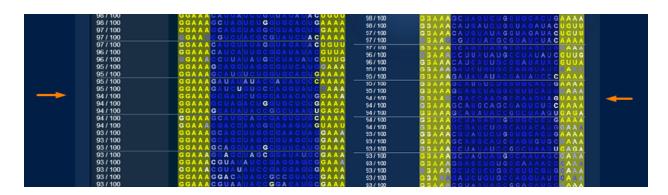
# Image size

Set image size

## **Examples**

I wanted my image to fit to the width of the text field in my puzzle description. I choose the size 680 pixels. This number can be changed to fit what you wishes for. This is a trick Jee shared once I had trouble uploading an image.

<img
src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1108144/Originalandnewinterface.png?1
413151614" style="max-width:680px; width:auto; height:auto"/>



### **Code snippet**

<img src="Insert link here" style="max-width:500px; width:auto; height:auto"/>

### Ingame camera

Sharing images in chat

How do I take a screenshot?

When you are in the puzzle or lab area, there is a symbol of a camera, just above the chat box to the right side. Click on the camera and say yes to post the picture in the chat.



Sharing images in messages

How do I take a picture of a puzzles to send in a message, but without publishing it in the chat?

Click the camera symbol on top of the chat box once and wait.

Then this box appears. Choose the option, the marked underlined **this**.



Then copy the link that appears together with the screenshot of your puzzle and save it somewhere.

Click **No** to posting the screenshot in chat. Then your picture won't be made public.

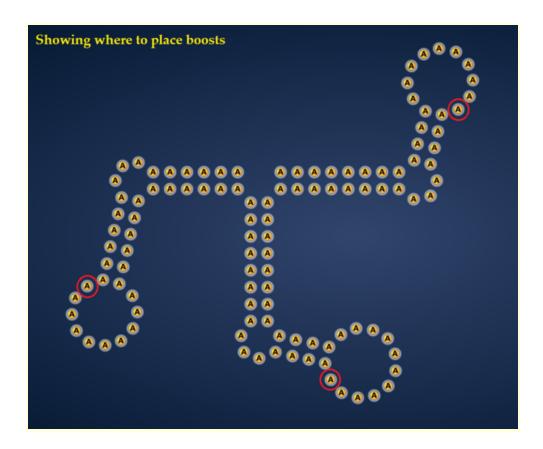
Thanks to Starry for explaining this to me too, while answering to another player with this question.

# LightShot



With <u>LightShot</u> you can take a screenshot, draw on it, and then do any of the following:

- Copy the image for pasting
- Save the image to your computer
- Upload the image for sharing with a link



Lightshot holds several advantages over our ingame camera. The ingame camera doesn't take pictures of all layers of the puzzles, like the energy numbers.

Here is a walkthrough of how to take a screenshot and get a link. If you want to save or copy instead, simply choose the other icons at step 5:

- 1. Open the program
- 2. Select the feather icon to launch into screenshot mode
- 3. Click-drag the mouse to select screen area
- 4. Draw on the screenshot with arrows, boxes, text, etc...
- 5. Upload the image by selecting the cloud with an up arrow, bottom left toolbar
- 6. Select "Copy" in top right popup to get link / URL
- 7. Paste into Bug Reporter
- 8. Voila! Beautiful picture communication

Here are a few videos demonstrating the options built into Lightshot.

<u>Lightshot - Software Review</u>

<u>LightShot - Save and share screenshots instantly</u>

How To Use Light Shot

# **Uploading Images**

When you want to post an image to your EteRNA comment, profile, or puzzle description page, after you save the image to your hard drive using the tools above, the next step is to upload the image to the web so that you can link to it with HTML.

There are many ways, but I have found the most reliable one is to upload the image to our <u>GetSatisfaction forum</u>, since it hosts the image and gives you the HTML ready to use.

Below explains how to upload images to the forum - and remember, you don't have to actually post the image to the thread. Just start the process, get the HTML code, and the image will be uploaded and ready to refer to. You do not have to actually submit the comment.

1) Click on Add images.



- 2) Choose the image file that you have saved on your computer.
- 3) Choose upload.
- 4) Copy the HTML that appears in the comment box. Html lands in box and you can copy it out. It is now complete with html around. You can even interchange one of the link in the html gibberish and make the image clickable and linking to elsewhere. See how to here.

#### 5) Setting Image Size

The Get Satisfaction HTML gives two links in the code. One says "\_inline", which will format the image to be the same size consistently, and is the best one for default use. So if you put in the link into an EteRNA page, and notice that it is too big or takes up the whole page, make sure you have the "\_inline" link:

<a

href="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1093342/teacherOwlAndLittleElves.jpg ?1409354889"><img

src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1093342/teacherOwlAndLittleElves\_inline.jpg?1409354889" alt="" /></a>

The other link option is the original size of the image. So if you purposely want to retain the original size of your image without auto-formatting it to a bigger or smaller size, use the link without " inline":

<a

href="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1093342/teacherOwlAndLittleElves.jpg ?1409354889"><img

src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1093342/teacherOwlAndLittleElves\_inline.jpg?1409354889" alt="" /></a>

#### 6) Image quality

The image link without the inline usually gives the highest quality on screen, where the image is viewed directly as it was uploaded in the forum. So copy the first link in the forum code, and not the second one that says \_inline if you want the following:

- Preserve original size of the uploaded image, i.e. if it is smaller or bigger with inline.
- This will preserve the original resolution / pixel density, i.e. if it looks blurry with inline.
- This will preserve the original proportion, i.e. if it looks warped or skewed with inline.

# Video

Here is how embed - make a video directly playable on a html page:

1) Find the video in youtube

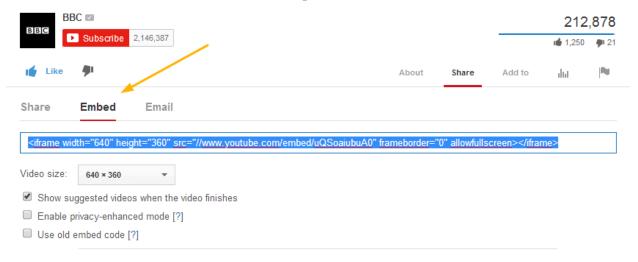
https://www.youtube.com/watch?v=uQSoaiubuA0

2) Click on the menu **Share** in the right hand menu



3) Choose the option Embed in the left hand menu

How a sandcastle reveals the end of all things - Wonders of the Universe - BBC Two



### 4) Copy out the full code

<iframe width="640" height="360" src="//www.youtube.com/embed/uQSoaiubuA0"
frameborder="0" allowfullscreen></iframe>

- 5) Paste on the page you want it shown on. Be it a player puzzle, the forum or on your profile.
- 6) Additional: Change size of the video frame by changing the numbers to what you wish.

Thx to Hoglahoo for showing me how to embed videos in the first place.

# Scripts

# Putting your favorite Eterna scripts on your profile

I wanted to link up to some of my favorite scripts on my profile, but couldn't. Hoglahoo showed me how to:

I'm using redirect links with tinyurl.com for example, for this script:

#### http://eterna.cmu.edu/web/script/4691220/

I go to tinyurl.com and enter that script link and it creates a new link for me. Eterna doesn't mind if you put that new link on your profile page. And then to make the link text look like the url you want, use the html code for links, using the tinyurl link as the real link, and the text you can make look like the eterna script url you're redirecting to, like so <a href="http://prntscr.com/4cecy7">http://prntscr.com/4cecy7</a>.

<a href="http://tinyurl.com/ne4cn7v">http://eterna.cmu.edu/web/script/4691220/</a>

# Using multiple html tags at once

Html has a concept called "nesting tags" which means like in math, one command goes inside another, like: <b><i>boldItalics</i></b>, and if you put the code in a different order, sometimes it breaks. Sometimes it will work. But sometimes it will break. Same goes for all html tags, whether <b><font></b>, <b><a href=""></a></b>, etc...

Just think of it like wrapping a piece of candy. Each code is a new wrapper, it goes around the whole piece of candy. Or like those russian nesting dolls, in their normal state. When out of order, it does the space bending russian dolls like this image.



And while good for <u>some RNA pseudoknots</u>, html likes to be in neat little wrappers.

# Extra Tips & Tricks

# Open link in New Page

You can direct a link to open in a new page. Whether this opens in a new window or a new tab is up to the settings of the user's browser default.

For a link:

#### Example:

<a href="http://www.w3schools.com" target="\_blank">Visit W3Schools.com!</a>

#### **Code Snippet:**

<a href="" target="\_blank"></a>

For an image:

### Example:

<a href="http://eternawiki.org/wiki/index.php5/HELP" target="\_blank"><img src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1088773/eterna.helperElves.1200x\_inlin e.jpg?1408348357" alt="Top 10 Best Places to Start in EteRNA" /></a>

Demo: Click the image and you will be linked up to a different page.



### **Code Snippet:**

<a href="" target="\_blank"><img src="" alt="" /></a>

# Have an image link to a document

# Example:

<a

href="https://docs.google.com/document/d/1N-i0vgt9qQo07RzFpPsJJl6jb7ef67hHmN4OOqspPio/edit#heading=h.uip0st47gdps"><img

 $src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1100660/Purplemonster400pixels.png?1411212416" \ alt=""/></a>$ 

### **Code Snippet:**

<a href="Add document link here"><img src="Add image link" alt="" /></a>

## Walkthrough of how to



I wanted this image on my profile link to the lab manual. Machinelves said this: This one is easy to fix!

'a href' means <u>a</u> hyperlink <u>ref</u>erence, in other words, the URL / link to the page that you want to load when you click on the image, like google docs.

'img src' means image source, in other words the link to the image like .jpg or .png, wherever it is hosted, like forums / cloudfront.

#### 1) Upload the image to a host / find the image link & code.

First I go and get the image sharing code snippets via the forum. (If in doubt, learn how to <a href="https://example.com/here.">here.</a>)
If you already have another link to the image, you can copy the code below to start with.

href="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1100660/Purplemonster400pixels.png? 1411212416"><images/1100660/Purplemonster400pixels.png?

src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1100660/Purplemonster400pixels\_inline.ipg?1411212416" alt="" /></a>

#### 2) Paste the image link you want into 'img src'.

I want the inline gone as it has lower image quality than the original image, so I copy the first link from the forum code in 'a href', and paste that link over the \_inline link in 'img src'. Or, I could simply delete '\_inline' from the second link in 'img src', since otherwise the two links are identical.

Now both links are identical in 'a href' and 'img src':

<a

href="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1100660/Purplemonster400pixels.png? 1411212416"><images/1100660/Purplemonster400pixels.png?

src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1100660/Purplemonster400pixels.png?1411212416" alt="" /></a>

#### 3) Find the document link that you want & paste into 'a href'.

Next, I find the link of the document that I want the image in 'image' to go to when clicked:

https://docs.google.com/document/d/1N-i0vgt9qQo07RzFpPsJJl6jb7ef67hHmN4OOqspPio/edit #heading=h.uip0st47gdps

Now I simply copy & paste the document link into 'a href', like this:

<a

href="https://docs.google.com/document/d/1N-i0vgt9qQo07RzFpPsJJl6jb7ef67hHmN4OOqspPio/edit#heading=h.uip0st47gdps"><img

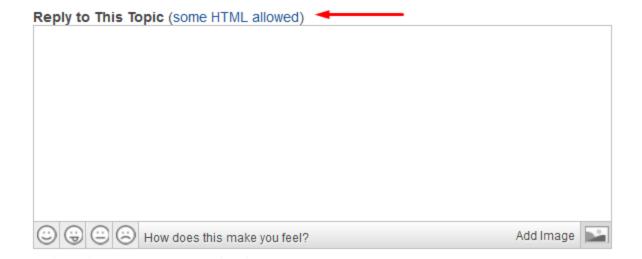
src="https://d2r1vs3d9006ap.cloudfront.net/s3\_images/1100660/Purplemonster400pixels.png?1411212416" alt="" /></a>

Tada! All ready to go.

### Resources

# **Code Snippets**

Get Satisfaction Forums - Commonly used code for posting



#### **Education**

<u>Khan Academy</u> - Videos, lessons, & activities <u>Codecademy</u> - Hands-on programming lessons W3Schools - Overview & tutorials

#### References

<u>Stack Overflow</u> - Forums for developers to ask questions
 <u>W3C</u> - Web standards
 <u>HTML5</u> - W3C API for HTML & XHTML
 <u>Mozilla Developer Network</u> - APIs, tools, & documentation

# Acknowledgement

Big thx to <u>Machinelves</u> for creating this doc and teaching me neat tricks. I'm also sending thx to Hoglahoo and Nando that have helped me with more than a few html tricks when I was in need. Thx also to Nando's bot Vinnie for showing me how to make lines on my profile. ;) Thx to Mat for educating me on HTML for my profile page.

#### Draft notes