

How to use JiXiiPuzzle (java applet .jar) in HTML

To get a feel how to use a JiXiiPuzzle at your site, you can try the following steps:

1. Create your JiXii puzzle with JiXii.

Note: if you are on the way of your own puzzle, you may like to finish it first or save it separately because you need to change the settings to create applets.

- Start JiXii and open the Preferences panel's "Settings" section.
- Select a suitable size and piece number for your site (Note: JiXiiPuzzles support 1 face only).
- Click "Change settings" and check the actual size by opening the "Settings" again once after the puzzle is created.
- Save the puzzle as "Java applet" with a new name (e.g. "CoffeeBreak.jar"). Needless to say, the extension "jar" is obligatory.

2. Open "TextEdit" and copy & paste the source code below.

```
<!DOCTYPE HTML PUBLIC "-//W3C//DTD HTML 4.01 Transitional//EN">
<html>
<head>
  <meta http-equiv="content-type" content="text/html; charset=utf-8">
  <title>JiXiiPuzzle Example</title>
  <style type="text/css">
    h2
    {
      color:#006600;
      font-family:"Helvetica", "Arial", sans-serif;
      text-align:center;
    }
    body
    {
      background-color:#ffffcc;
      text-align:center;
    }
  </style>
</head>
<body>
<h2><b>*** Coffee Break ***</b></h2>
<applet codebase="." archive="CoffeeBreak.jar"
code="JiXiiPuzzle.class"
width="640" height="500" hspace="5" vspace="5">
</applet>
</font>
</body>
</html>
```

Note: you can certainly use any other editor instead of "TextEdit", but we use it here due to its universal availability.

3. Select "Make Plain Text" under the "Format" menu and then save the text file with "html" extension (e.g. "JiXiiPuzzle.html") in the same folder where you saved your jar file in 1.

Note: if you close this html file once and double-click it to reopen, "Safari" is used automatically as default. So in order to edit the document contents, you need to select the option "Ignore rich text commands in HTML files" in the TextEdit Preferences "Open and Save" and then drag & drop the file onto "TextEdit" or ctrl-click the html file and select "TextEdit" under the "Open with" menu item.

4. Change the strings and numbers written in red in the source code above. I.e.
 - **JiXiiPuzzle Example** to whatever title you like to see in internet search results.
 - ***** Coffee Break ***** to the title you like to see on your page (this title is not obligatory, so you can delete the line (between <h2> and </h2>)).
 - **CoffeeBreak** to the title of your jar file.
 - replace **640** and **500** to the actual size.

For this, you need the size checked in "Settings". To display your puzzle fully with the area for the buttons and the scattered pieces, you need to add +30 to the width and +100 to the height, and further +250 or so to either width or height (depending on where you want to scatter pieces). So, if your puzzle size is 600 x 400 (w x h) and you prefer scattering pieces below the board, write width="630" height="750".

5. Change the colors as you like.

#006600 is a title color and
#006600 is a page background color.

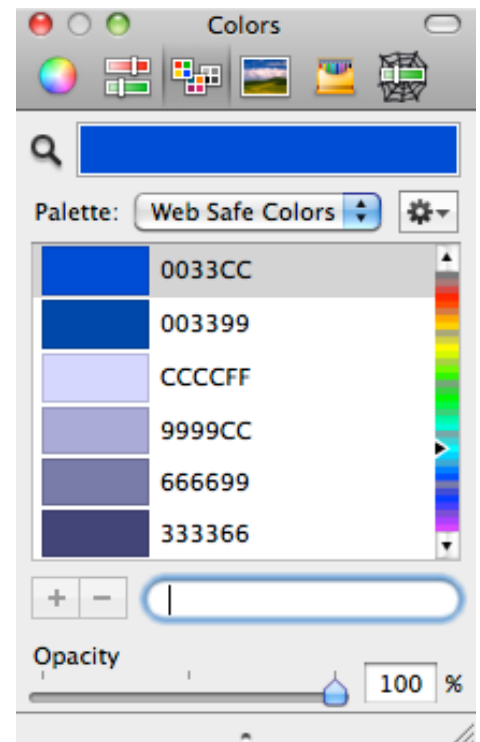
Note: you can find the Web Safe Colors on the color panel (Color Pallettes). If it is not included, you can find a table in the internet.

For instance, take a look at

http://www.w3schools.com/html/html_colors.asp

By the way, his "w3schools.com" has a good [html tutorial](#).

6. Now double-click your html file ("JiXiiPuzzle.html") to open it with "Safari" and see how your page looks like.
7. You can certainly add further text (say, insert instructions between <p> and </p> just after the </applet> in the source) and links (e.g. to a previous or next puzzle). Please refer the tutorial mentioned above for more details.
8. Now you can upload your two files (xxx.html and xxx.jar) and save them in the same directory. For instance, "httpdocs/JX/JiXiiPuzzle.html" and "httpdocs/JX/CoffeeBreak.jar" if you have made a folder named "JX" at your site.



That's it !