

How to include your LYNX project in your website or blog

The following instructions assume that you're somewhat familiar with editing HTML. Either you have HTML files on your computer or your publishing platform - like **WordPress** - allows to edit page's raw HTML.

1. Save the project

2. When in **Player Mode**, click on the **blue Share** button.

or, if you are inside the Editor, choose the sharing icon in the top-left corner.

3. In the **Sharing Options** tab (the default tab), if you see Link "**Sharing is ON**", go to step 5 now.

4. If you see Link "**Sharing is OFF**", Click "**Create**" (in front of "a link to share") This will create a link and gives you the required code.

5. From the "**Embed on your site field**" field, click on **Copy Code**

The code would look like

```
<iframe width="800" height="450"  
src="https://lynxcoding.club/embed/somerandomcharacters"></iframe>
```

Width and height will match the size of your project.

6. Next, open your HTML file

The simplest HTML file would have the following contents:

```
<!DOCTYPE html>  
<html>  
<body>  
</body>  
</html>
```

On a publishing platform, you would likely have an empty or almost empty field where you insert the code.

7. **Paste** the code between <body> and </body>

Or wherever you want the project to show.

If you started with the simplest HTML file, it would now look like

```
<!DOCTYPE html>
<html>
<body>
<iframe width="800" height="450"
src="https://lynxcoding.club/embed/somerandomcharacters"></iframe>
</body>
</html>
```

8. **Save the file** then open it in a browser. Enjoy your project playing on your page!

NOTE: if you ever **Turn Link Sharing OFF**, the project will NOT play on your page even if you Create a link to share again ; some random characters change each time you create the link, so, you will have to edit your page.