# HOW TO SHARE YOUR LYNX PROJECT

Step 1 - Create a preview image

Creating a **Preview image** is always a good idea, even when you keep your project private. When your project has a **Preview image**, it is recognizable in your list of projects in the Lynx cloud. Here's *an example* of a project without and with a **Preview image**:

Creating a **Preview image** for your project is <u>not</u> absolutely necessary for sharing your project. *However, it is highly recommended*, as it attracts more viewers when you share it. Before you can select a **Preview image** for your project, <u>you must first create the image file</u>. For example, save a screen capture of the nicest page in your project. The PNG file format works really well with Lynx.

Now go to **My Projects**, where your projects lives in the Lynx cloud. Click on your project once (1), to open it
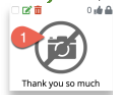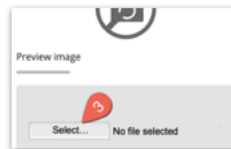
in **Play mode**.

In **Play mode**, click on **Properties** (2).

On the **Properties** page, click on **Choose File** or **Select** (3), under the default Preview image:

Navigate to the file that you have saved your **Preview image** and choose / open it. It may **not** appear immediately on the **Properties** page, but it will appear when you click on **Save** in a moment.

Type a **Project Title** (4), and maybe include some instructions in the **Desc** (description) field (5) or write some info about the project.
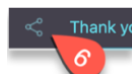
Scroll down to the bottom, centre and click on **Save** when you are done. Your project is now easily recognizable on the page **My Projects**.

You are now all set for sharing.

Step 2 - Start sharing

There are two places to launch this sharing process: from **within the Lynx editor**: click on this icon (6) at the
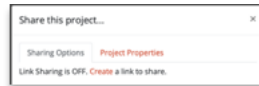
top-left of the page (beside the Project name):

or look at your project in Play mode (click on your project, on the My Projects page), and click on Share (7):

Both methods will open the Sharing dialog box.

Sharing with some people you know

If your project does not have a Preview image, a Title and a Description, you can now click on the Project Properties tab to do that, following the instructions in the section just above.

If you have the Image, Title and Description, stay on the Sharing Options tab (8) and click on Create (9). Lynx will create a URL that represents (points to) your project in the Lynx cloud.

The four buttons just below the URL allow you to:

- Copy link: Choose this option so you can paste the link anywhere, for example in an e-mail or in a messaging application on your computer.

- E-Mail: This button opens a new e-mail message, with the link already in the body of the message. Just add the other details and send!

- Twitter / Facebook: Remember to *carefully* choose the friends you would like to share your project with otherwise everyone will see your project. Your friends will see the Preview of your project in Twitter / Facebook and then click / press on it to be taken to lynxcoding.club

More Info about Sharing: private vs public

By default, the projects that you create and save are Private. A private project only appears in your My Projects page. Only you can see and modify this project, unless you share it.

If you **uncheck** the box labelled Private in the Project Properties tab, the project becomes Public. It will also appear on the All Projects page. When a project is public, other members of the Lynx community will be able to see it <u>and</u> make changes to its code and other content <u>and</u> use it as a starting point for their own projects. This is really good if you are working on the project with someone else. They will be able to make changes to your original project, but they can only save the modified project as their own, in their own Lynx cloud. *They cannot change your personal project even if it appears in a public space.*

In short

Keeping your project Private: Nobody will see or edit your project, but if you choose to share it by e-mail, text message or social media, people specifically selected by you will see your project in Play mode. They will **not** see the Lynx editor, the tools, the Command Centre and the Procedure and Clipart Panes.

If you *uncheck* Private in the Sharing dialog box, then the following is also true:

Making your project public (by *un*checking Private): The project will appear on the All Projects page. *Anyone* visiting the Lynx home page will see it and will be able to make changes to it. If they have a Lynx account, they will be able to save the modified project as their own. YOUR project **will stay exactly the way you made it**. If they don't have a Lynx account, they will still be able to see, open and edit your project, but they won't be able to save the modified project.