



Embedding Scratch on a Web Page

If we have a game that we have made in Scratch, then it will exist as a scratch .sb file, such as: "ChaseyGame.sb".

To get this game to run on our own website, we need to download some items from MIT University, and write some simple HTML. We also need our own website for the HTML.

We then need to make sure all of the components end up in the same folder on our website.

Below are the details of what we had to first download to our PC then FTP up to our website.

Note that we FTP'd all of the components including the HTML and our "ChaseyGame.sb" up to a purpose made folder on our personal website at : <http://www.passyworld.com/Scratch/>

The first step was to download the following files:

1. <http://scratch.mit.edu/static/misc/ScratchApplet.jar>
2. <http://scratch.mit.edu/static/misc/soundbank.gm>

(for soundbank.gm, if you're using firefox, right-click and select "Save Link As..." to download)

We then made some HTML with the code below in it, (which we obtained from the MIT Scratch forum).

```
<body><applet id="ProjectApplet" style="display:block" code="ScratchApplet"
codebase="." archive="ScratchApplet.jar" height="387" width="482"><param
name="project" value="ChaseyGame.sb"><param name='autostart'
value=false></applet></body>
```

(Note that we have deliberately set the auto start off, and so that our users have to click the green scratch flag to start the game).

We then FTP'd everything** up to <http://www.passyworld.com/Scratch/> and tested the HTML: <http://www.passyworld.com/Scratch/PassyTest1.html> and it worked fine.

*** eg. All four components were uploaded to the same "Scratch" folder on our website: ScratchApplet.jar, soundbank.gm, "ChaseyGame.sb", and PassyTest1.html.*

Embedding Scratch Using HTML5 *(Does not work very well... Read on).*

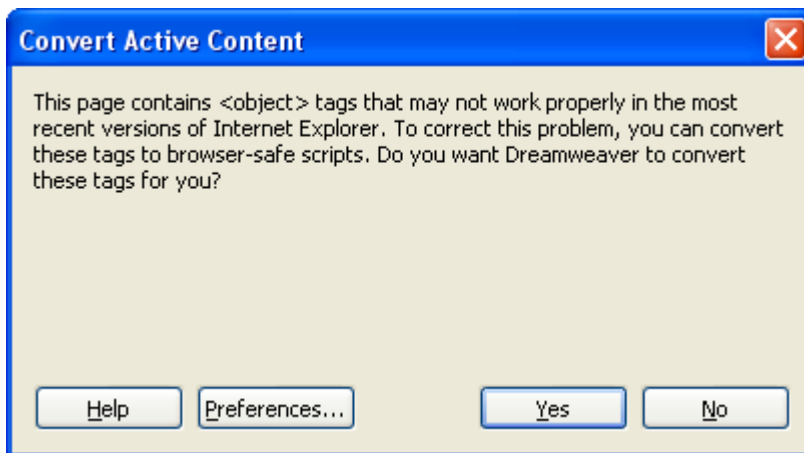
The <applet>tag is deprecated in HTML5. HTML5 encourages the use of the <object> tag instead, using the following code:



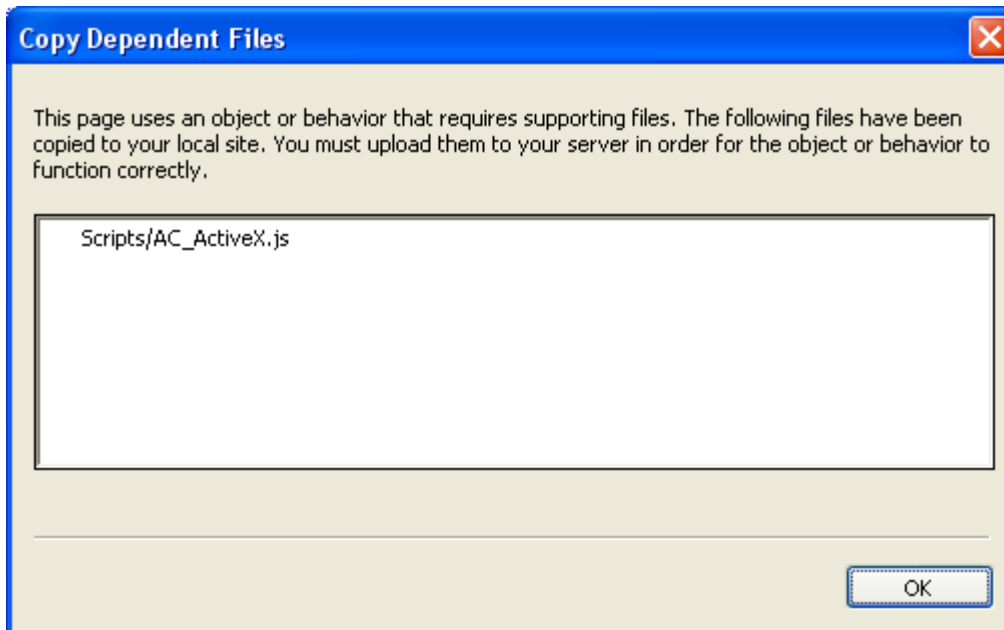
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```
<body>  
<object type="application/x-java-applet" id="ProjectApplet"  
code="ScratchApplet" codebase="." archive="./ScratchApplet.jar" height="387"  
width="482" />  
<param name="project" value="ChaseyGame.sb"><param name='autostart'  
value=false></object>  
</body>
```

When we make this code in Dreamweaver, it makes the following suggestion:



If we click Yes, it changes our code dramatically, and then gives this message:





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Dreamweaver places “AC_Active.js” into a folder called “Scripts”, and we then have to FTP this file up to our website and keep it in a folder called “Scripts” on our website.

The code which Dreamweaver builds creates the following HTML:

```
<head>
<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />
<title>Passy Scratch Test HTML5</title>
<script src="../../Scripts/AC_ActiveX.js" type="text/javascript"></script>
<script src="../../Scripts/AC_RunActiveContent.js"
type="text/javascript"></script>
</head>

<body>
<script type="text/javascript">
AC_AX_RunContent( 'type','application/x-java-applet"
id=', 'projectapplet', 'ProjectApplet', 'code', 'ScratchApplet', 'codebase', './', '
archive', './ScratchApplet.jar', 'height', '387', 'width', '482' ); //end AC code
</script><noscript><object type="application/x-java-applet"
id="ProjectApplet" code="ScratchApplet" codebase="./"
archive="./ScratchApplet.jar" height="387" width="482" /></noscript>
<param name="project" value="ChaseyGame.sb"><param name='autostart'
value=false></object>
</body>
```

We tried this out and it did not work, and our game no longer worked online.

So we reverted back to the following to use the plain HTML5 code:

```
<body>
<object type="application/x-java-applet" id="ProjectApplet"
code="ScratchApplet" codebase="./" archive="./ScratchApplet.jar" height="387"
width="482" />
<param name="project" value="ChaseyGame.sb"><param name='autostart'
value=false></object>
</body>
```

This worked okay in IE. *However In Firefox we got an error message that additional plug ins were required. When we clicked to install additional plug ins, Firefox told us no plug ins were found.* The HTML5 code also did not work on the ipad.

So we reverted back to the pre HTML5 code:



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```
<body><applet id="ProjectApplet" style="display:block" code="ScratchApplet"
codebase="." archive="ScratchApplet.jar" height="387" width="482"><param
name="project" value="ChaseyGame.sb"><param name='autostart'
value=false></applet></body>
```

And this worked fine in Firefox and IE, but not in Safari on the iPad.

Iframing onto the Scratch Game from our Blog

We made an iframe exactly 482x387 in size and iframed into the HTML on our personal website: <http://www.passyworld.com/Scratch/PassyTest1.html>

We were then able to play the game on our Blog.

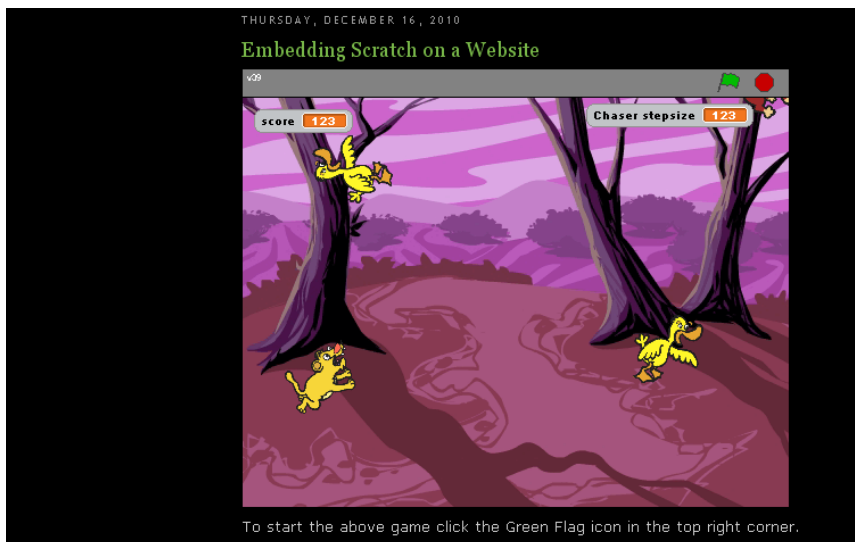
Here is the iframe HTML we put into our Blog post:

```
<div style="text-align: left;"><iframe marginwidth="0" marginheight="0"
src="http://www.passyworld.com/Scratch/PassyTest1.html" scrolling="no"
width="482" frameborder="0" height="387"></iframe></div>
```

Finally, NOTE THAT THE JAVA APPLET IS A FIXED SIZE AT 482x387, AND WE CANNOT SCALE IT UP OR DOWN LIKE AN FLASH .SWF FILE.

You can view the game on our blog page here :

<http://passyworldofict.blogspot.com/2010/12/embedding-scratch-on-website.html>



Enjoy,

Big Passy

How to Embed Scratch on a Website or Blog by Passy's World of ICT