

# The Universe Adventure: Beginner's Guide

Author: Hemma Mistry and Patrick Lii

Date: February 10, 2009

## 1. Getting Started with the Universe Adventure

If you are new to the Universe Adventure website, the first step you should take is to familiarize yourself with the site. Since you have never seen the site before, your first impressions are very valuable for making improvements. Once you've worked on the site for a while, you may begin to overlook errors and inconsistencies that may be obvious to a first time user.

Go to [universeadventure.org](http://universeadventure.org), and look through the entire website page by page. Make detailed notes about your first impressions, including what you liked/didn't like, parts that aren't clear, any errors or inconsistencies you find, and any ideas for additions or improvements you have. Take time doing this, and make sure to record in your notes which page you are commenting on, so you can go back and edit these pages later.

You can also look through the old version of the site, <http://pdgusers.lbl.gov/~pslii/uabackup/index.html>, to compare the old structure and old material to the new site.

## 2. Editing Pages

In order to edit pages, you will need to know some basic HTML. There are many resources for learning HTML online, such as this website:

<http://www.w3schools.com/html/default.asp>.

Any changes you make to pages are uploaded to the development server, which can be found here: <http://pdgusers.lbl.gov/~pslii/>. The development server will

therefore always show the latest revisions to the site. To begin editing a page, find the page on the development server and download the source code:

**PC Users:**

In Firefox

1. Right click on the page → "Save Page As..." → Select "Web Page, HTML Only" → Save. Make sure to keep the file name the same.
2. Find the saved file and open it in a text editor: right click on the .htm File → open with... → choose program → Wordpad or notepad. Do not use Microsoft Word to edit the code. Wordpad works nicely because it preserves the line breaks.
3. Make your edits (follow the web standards!)
4. Save the file and send it off to the uploader.

In Internet Explorer

1. Right click on page → View Source Code
2. Make your edits.
3. Save the text file as filenamehere.htm, make sure it's not a .txt file!
4. Send it to the uploader.

**Mac Users:**

In Safari

1. Follow the IE instructions (right click on single button mouse is Apple-click)
2. If you use TextEdit, make sure to select Format → "Make Plain Text" before saving. When you save the file, make sure the file extension is .htm and choose "Don't Append"

## Editing Glossary Javascript Links/Popups

Editing glossary links is pretty easy once you get it down. There are 5 glossary subpages divided from A-E, F-J, K-O, P-T, and U-Z. The source code of a glossary link looks like this:

```
<a href="../index/glossary-[wordrange].htm#[word]" class="define"
target="_blank" onMouseOver="ddrivetip('[definition]')"
onMouseOut="hideddrivetip()">[word]</a>
```

Replace all the **[bracketed]** stuff with things pertaining to your word. [wordrange] is the glossary subpage that it's in; for example, "Aberration" will be in the "atoe" subpage, "Flux" would be in the "ftoj" range, "Lepton" is in the "ktoo" range, et cetera. If you don't understand this, look at the filenames of the glossary pages and you'll see.

For example, here is the source code of a definition of "spectrum":

```
<a href="../index/glossary-ptot.htm#spectrum" class="define"
target="_blank" onMouseOver="ddrivetip('The different wavelengths
of light that can be emitted from a certain element.')"
onMouseOut="hideddrivetip()">spectrum</a>
```

Further information on editing pages can be found in the web standards PDF on the developers page.

## 3. Uploading Files to the Server

One person in the group will be in charge of the more technical aspects of the project, such as uploading files to the server.

### PC Users:

In order to get onto the server, you'll need an xll window program or some sort of UNIX shell emulator. I use Cygwin, a UNIX shell emulator that can be downloaded for free at <http://www.cygwin.com/>.

### Mac Users:

If you are on a mac, you can use Fugu (<http://rsug.itd.umich.edu/software/fugu/>) which is a GUI for SSH file transfers.

### To connect to the server:

Login: pslii

Passwd: Get from another group member

Server: pdgusers.lbl.gov

### Manual Uploading Method:

1. In your x11 program enter

```
ssh -XY pslii@pdgusers.lbl.gov
```

and hit Enter.

2. You will be prompted for the password.
3. Once you are in the server, navigate to the folder in which you want to upload files.
4. scp (secure copy) the files from your local computer to the server. For example, to copy the file "file.htm" from my ugastro account to the current folder, I can type

```
scp plii@ugastro.berkeley.edu:/home/plii/ua/file.htm .
```

syntax: scp login@server:directory/filename directory-to-copy-to

(This has to be done while logged into the pslii account on pdgusers).

5. Once you're done, make sure the uploads you made are in place by going to the folder on [pdgusers.lbl.gov/~pslii/](http://pdgusers.lbl.gov/~pslii/) and checking if the page has changed (hit refresh a couple of times to make sure the browser updates your cache).
6. These changes will only be reflected on the pdgusers development server. To push them to the [universeadventure.com](http://universeadventure.com) production server, you need to e-

mail Orin Dahl ([oidahl@lbl.gov](mailto:oidahl@lbl.gov)) and ask him to push the stuff over to the live site (you'll probably only do this 2-3 times over the course of the semester as enough changes are made).

#### **4. The UA Gmail Account**

We have answer sheets posted on the website for the "Classroom Cosmology" activities. Once in a while, a teacher will email us asking for the password to the solutions; as the web person it's your responsibility to check the Gmail account every once in a while and answer these e-mails.

1. Go to [gmail.com](http://gmail.com)
2. Login: [universeadventure@gmail.com](mailto:universeadventure@gmail.com)
3. Pass: same as server password

I have already answered a couple of the e-mails, so you can just copy/paste my responses.