

# Fichas de RetroGamesHistory

ficha.html

```
<script src="//code.jquery.com/jquery-1.11.1.min.js"></script>

<style>

/*custom font*/
@import url(https://fonts.googleapis.com/css?family=Merriweather+Sans);

* {margin: 0; padding: 0;}

.breadcrumb {
  /*centering*/

  display: inline-block;
  /*box-shadow: 0 0 15px 1px rgba(0, 0, 0, 0.35);*/
  overflow: hidden;
  border-radius: 5px;
  /*Lets add the numbers for each link using CSS counters. flag is
the name of the counter. to be defined using counter-reset in the
parent element of the links*/
  counter-reset: flag;
}

.breadcrumb a {

  text-decoration: none;
  outline: none;
  display: block;
  float: left;
  font-size: 11px;
  line-height: 36px;
  color: white;
  /*need more margin on the left of links to accomodate the numbers*/
  padding: 0 10px 0 30px;
  background: #666;
  background: linear-gradient(#666, #333);
  position: relative;
}

/*since the first link does not have a triangle before it we can reduce
the left padding to make it look consistent with other links*/
.breadcrumb a:first-child {
  padding-left: 25px;
  border-radius: 5px 0 0 5px; /*to match with the parent's radius*/
```

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}
.breadcrumb a:first-child:before {
    left: 14px;
}
.breadcrumb a:last-child {
    border-radius: 0 5px 5px 0; /*this was to prevent glitches on
hover*/
    padding-right: 20px;
}

/*hover/active styles*/
.breadcrumb a.active, .breadcrumb a:hover{
    background: #333;
    background: linear-gradient(#333, #000);
}
.breadcrumb a.active:after, .breadcrumb a:hover:after {
    background: #333;
    background: linear-gradient(135deg, #333, #000);
}

/*adding the arrows for the breadcrumbs using rotated pseudo elements*/
.breadcrumb a:after {
    content: '';
    position: absolute;
    top: 0;
    right: -18px; /*half of square's length*/
    /*same dimension as the line-height of .breadcrumb a */
    width: 36px;
    height: 36px;
    /*as you see the rotated square takes a larger height. which makes
it tough to position it properly. So we are going to scale it down so
that the diagonals become equal to the line-height of the link. We
scale it to 70.7% because if square's:
length = 1; diagonal = (1^2 + 1^2)^0.5 = 1.414 (pythagoras theorem)
if diagonal required = 1; length = 1/1.414 = 0.707*/
    transform: scale(0.707) rotate(45deg);
    /*we need to prevent the arrows from getting buried under the next
link*/
    z-index: 1;
    /*background same as links but the gradient will be rotated to
compensate with the transform applied*/
    background: #666;
    background: linear-gradient(135deg, #666, #333);
    /*stylish arrow design using box shadow
box-shadow:
    2px -2px 0 2px rgba(0, 0, 0, 0.4),
    3px -3px 0 2px rgba(255, 255, 255, 0.1);
    */
    5px - for rounded arrows and
    50px - to prevent hover glitches on the border created using
shadows*/
```

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border-radius: 0 5px 0 50px;
}
/*we dont need an arrow after the last link*/
.breadcrumb a:last-child:after {
    content: none;
}
/*we will use the :before element to show numbers*/
.breadcrumb a:before {

    /*some styles now*/
    border-radius: 100%;
    width: 20px;
    height: 20px;
    line-height: 20px;
    margin: 8px 0;
    position: absolute;
    top: 0;
    left: 30px;
    background: #444;
    background: linear-gradient(#444, #222);
    font-weight: bold;
}

.flat a, .flat a:after {
    background: black;
    color: white;
    transition: all 0.5s;
}
.flat a:before {
    background: white;
    box-shadow: 0 0 0 1px #ccc;
}
.flat a:hover, .flat a.active,
.flat a:hover:after, .flat a.active:after{
    background: gray;
}
```

**</style>**

*<!--another version - flat style with animated hover effect-->*

**<div class="breadcrumb flat">**

**<a href="https://www.retrogameshistory.com/p/wiki.html">Wiki</a>**

**<a**

**href="https://www.retrogameshistory.com/p/informatica-**

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retro.html">Informática</a>
  <a
href="https://www.retrogameshistory.com/p/ordenadores.html">Ordenadores
</a>
  <a href="">Empresa</a>
  <a class="active" href="#">Equipo</a>
</div>

<!--Prefixfree-->
<script src="http://thecodeplayer.com/uploads/js/prefixfree-1.0.7.js"
type="text/javascript"></script>

<br />
<br />

<h1 style="text-align: left;">&nbsp;Nombre del equipo </h1>

<style>
table {
  font-family: arial, sans-serif;
  border-collapse: collapse;
  width: 100%;
}

.table a
{
  display: block;
  text-decoration: none;
}

/*td:hover{
  color: red;
  background-color: gray;
}*/

td, th {
  border: 1px solid #dddddd;
```

```
text-align: left;
padding: 8px;

}

</style>

<body>
  <table class="table">
    <tr>
      <th colspan="2" style="background-color: black; color: white; text-align: center;">Características</th>
    </tr>
    <tr>
      <th>Procesador</th>
      <td></td>

    </tr>
    <tr>
      <th>RAM</th>
      <td></td>

    </tr>
    <tr>
      <th>ROM</th>
      <td></td>

    </tr>
    <tr>
      <th>Almacenamiento<br /> Externo</th>
      <td></td>

    </tr>
    <tr>
      <th>Sistema Operativo</th>
      <td></td>

    </tr>
    <tr>
      <th>Precio</th>
      <td></td>

    </tr>

  </table>

</body>
  <p>Descripción del equipo.....</p>
```

<hr />

<p><br /></p><h4 style="text-align: left;">Si quieres enterarte de nuevos artículos antes que nadie puedes unirte al <a href="https://t.me/RetroGamesHistory" target="\_blank">Canal de Telegram de RetroGamesHistory</a></h4>

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