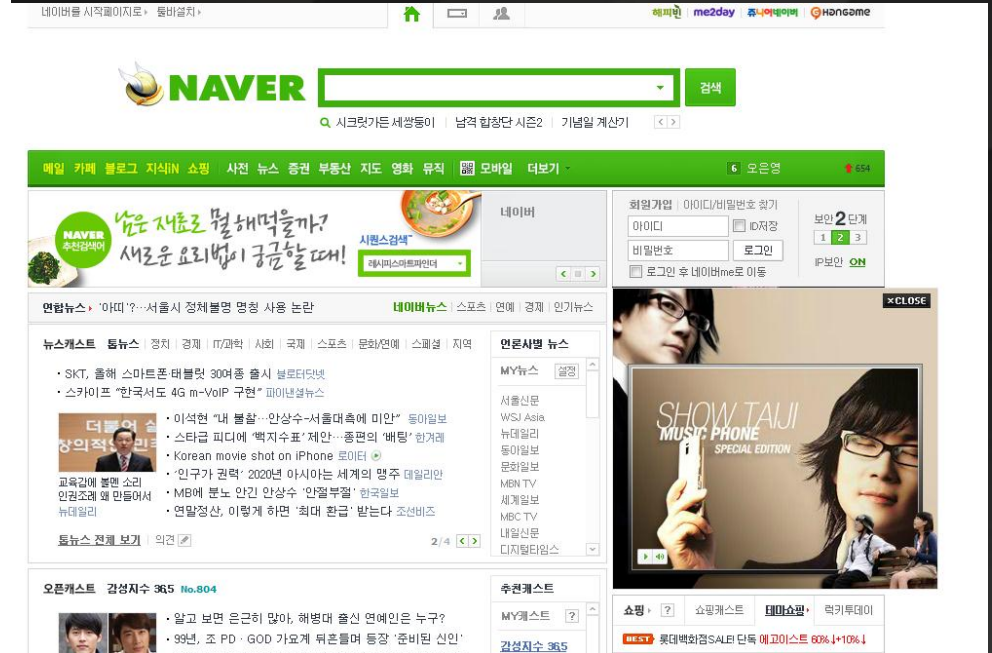


# Naver Home Branding (POP Extended Version) Flash Development Guide

# Example (http://demo.ad.naver.com/da2/?u=002X&d=pop&v=demo)



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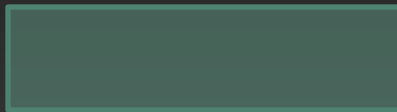
# 1. default.fla

Reference : default\_280x150.fla

# 1.1 View Overall Timeline 1

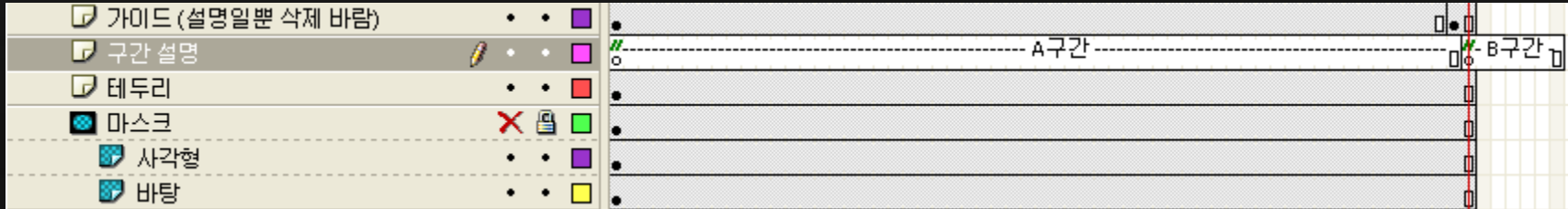


The development code, label and buttons have already been developed.



Create animation in this segment.

## 1.2 Description of Each Section



Refer to the following sections when working on animations.

Section A : Play time is ten (10) seconds.

Section A : The animation is displayed from this section to users who have seen the banner.

Section B : The image is 280 \* 150, and is displayed as a still image.

## 1.3 Development in Section A



Section A contains the beginning of the animation that will be shown to visitors.

1. Fill in the \$first label in the beginning portion of the animation.  
Insert into Frame 1 (Refer to #1)
2. Create the transparent button (280\*150) that will move to the url.  
The transparent button is created over two key frames.  
The button ActionScript used for the key frame is different.  
The ActionScript for the transparent button cannot be modified.

# 1.3 Development in Section A



1. Insert code in the final portion of Section A (#1)  
 (Cannot be modified)

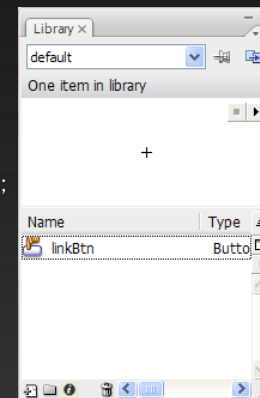
```
rootMc.drawTitleBar();

stop();
```

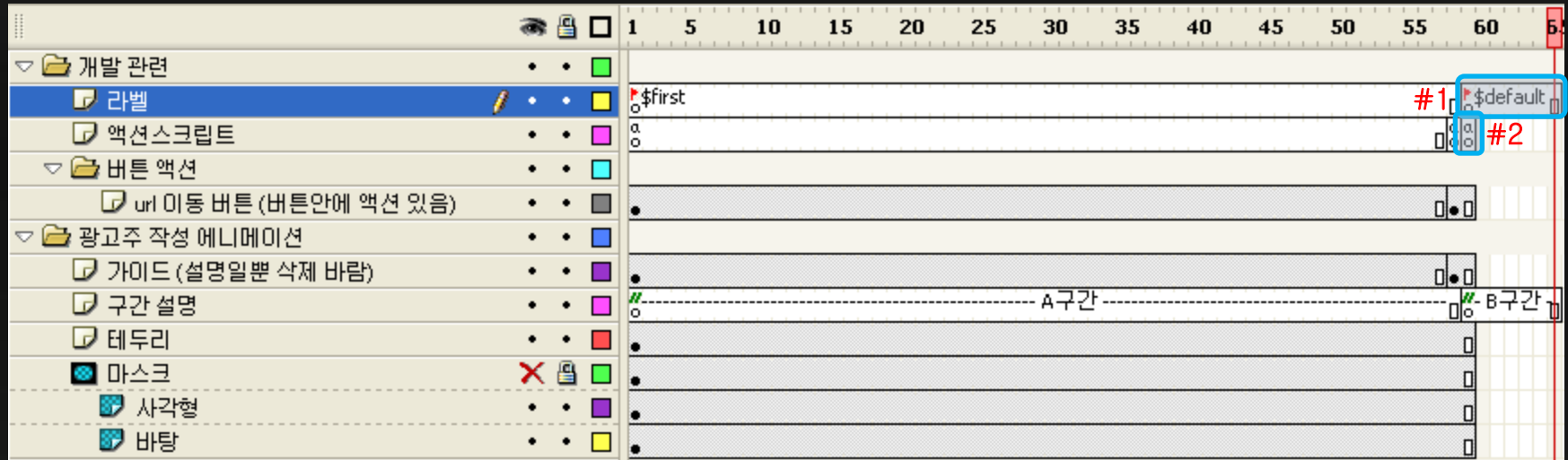
The code above requests the creation of the “mouse-over please” title bar.

2. Create a transparent button (280 \* 150) in the last frame of Section A. (The transparent button in the library may be used)  
 This button should be retained until the end of Section E. (#2)

```
Action included in the button
(Cannot be modified)
on(release)
{
    rootMc.doLinkAsDefaultBanner();
}
on(dragOver, rollOver)
{
    rootMc.overAction();
}
on(dragOut, rollOut)
{
    rootMc.outAction();
}
```



# 1.4 Development in Section B



The size of Section B is 250\*150.

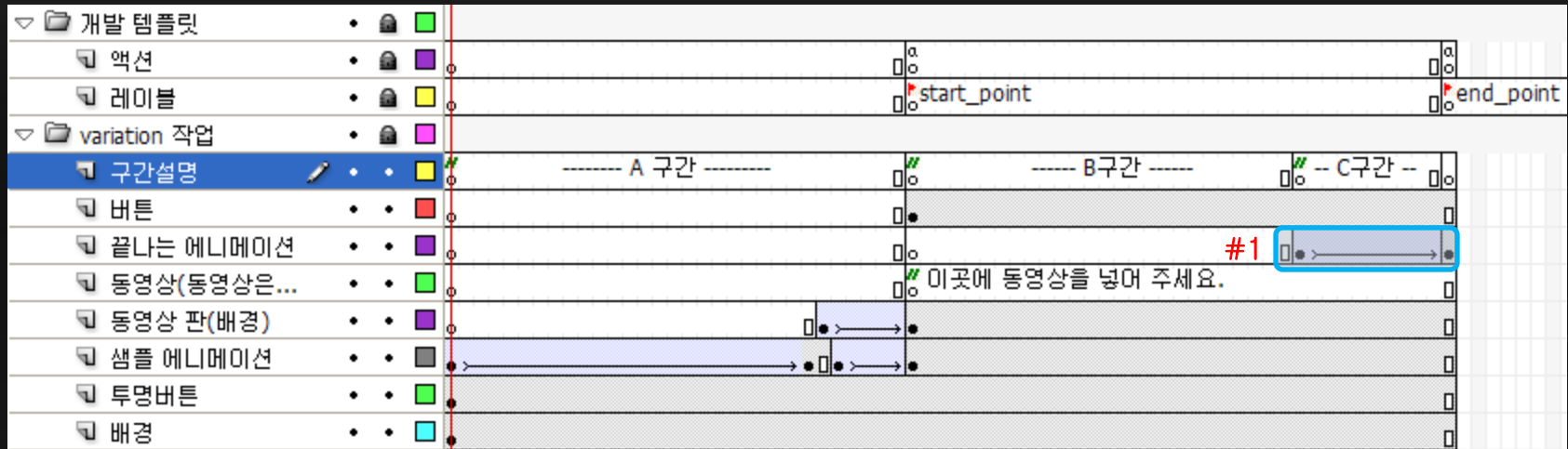
Visitors are shown the animation in Section A, then the still cut in Section B.

1. Section B is a single frame still cut. Create a \$default label. (Refer to #1)
2. Insert the following code where the \$default label is located (Cannot be modified)  
 stop();

## 2. expand.fla

Reference : expand\_335x310.fla

## 2.1 Description of Each Section



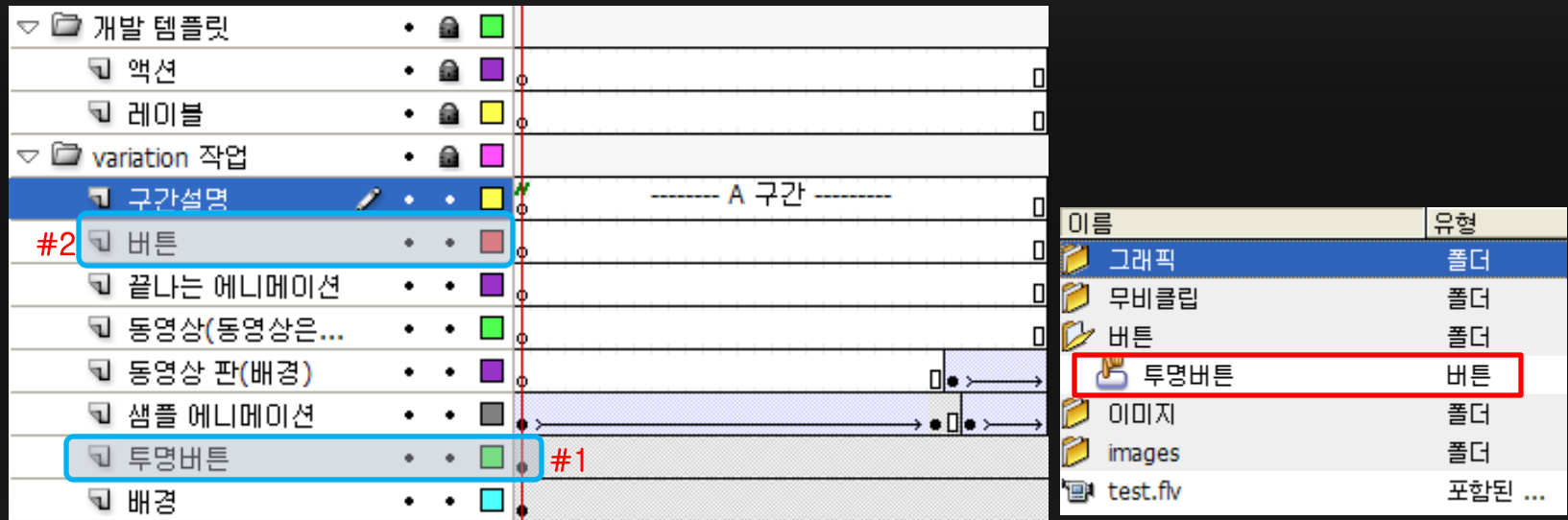
Section A : Section that includes where the frame starts up to before the movie is played.

Section B : Point where the movie is displayed. (Do not cover the movie with a movie clip)

Section where the movie or animation can be repeatedly played by stopping the movie/animation.

Section C : Point where the movie ends. The image alpha animation (#1) and the movie overlaps.

## 2.2 Development in Section A



Section A starts at Frame 1 to the point where the movie starts.

Create a transparent button in Frame 1 (335\*310) (#1)

The transparent button is positioned below the button layer (#2) where the movie button will be located.

The transparent button must exist throughout the first to last frame. (Transparent button is in the library.)

The following action is included in the transparent button. (Cannot be modified)

```
on(release)
{
    rootMc.doLinkAsExpandBanner();
}
```

## 2.3 Development in Section B

The screenshot displays a software interface for developing a presentation. On the left, a vertical list of components is shown, with '구간설명' (Section Description) selected. The main area is a timeline divided into 'A 구간' (Section A) and 'B 구간' (Section B). Four numbered steps are marked on the timeline:

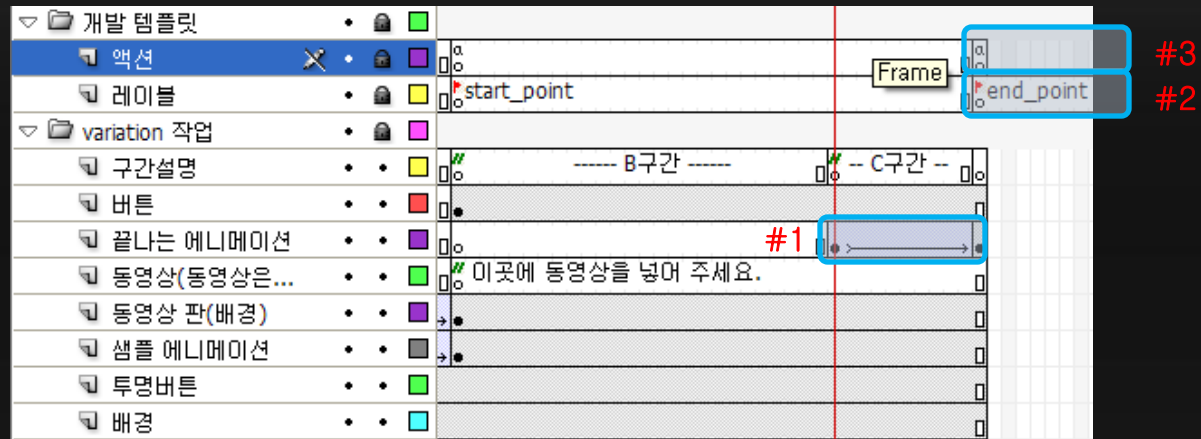
- #1: A text box containing '이곳에 동영상을 넣어 주세요.' (Put video here).
- #2: A button icon labeled '동영상컨트롤러' (Video Controller).
- #3: A text box containing '\$start\_point'.
- #4: An action icon.

On the right side, a '이름' (Name) palette lists various components. The '동영상컨트롤러' (Video Controller) component is highlighted with a red box, and a green arrow points from this box to the #2 step on the timeline.

Movies or animations can be stopped and repeated in Section B.

1. (#1) Insert movie. Do not surround the movie with a movie clip and place in the timeline. Not limited to movie formats. Animations can also be inserted. Do not surround the movie/animation in a movie clip. Place it in the timeline.
2. (#2) Insert the movie control button in the frame where the movie is inserted. Instance name: s\_mc\_controler (Instance name cannot be modified)
3. (#3) Insert the \$start\_point label in the frame where the movie is inserted in. Execute \$start\_point if the movie is stopped and played again.
4. (#4) Action that activates the button.

## 2.4 Development in Section C



Section C is where the movie ends.

The movie's closing and the image cut that will be shown after the movie ends overlaps.

A still image cut is shown in the last frame.

1. (#1) Create an alpha animation of the image that will be overlapped. (Refer to the fla file)

2. (#2) Insert the end point label in the last frame.

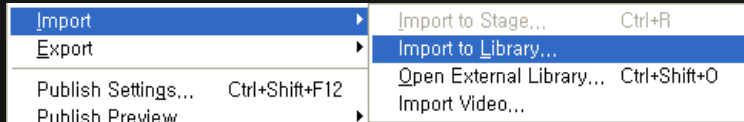
When the btn\_play button, which controls the movie, is clicked while the movie is being played, then the frame header goes back and forth between the start\_point and end\_point labels.

3. (#3) Insert the following action script in the last frame.

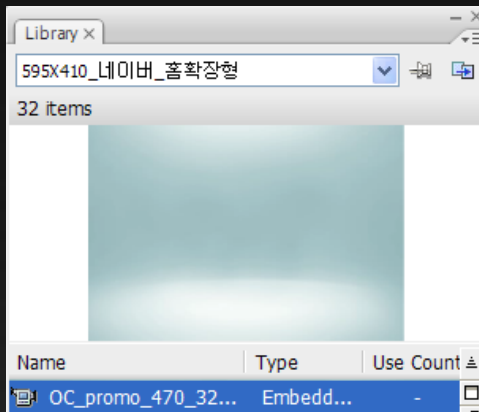
Action that announces that the movie has ended and stops the frame. (Cannot be modified)

```
stop();
isPlaying = false;
s_mc_controller.s_mc_playStopBtn.gotoAndStop("play");
```

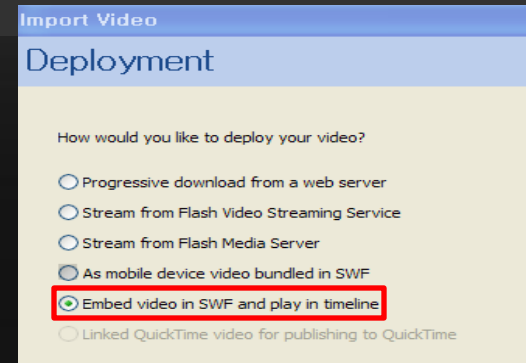
## 2.5 Import Movie



1. File >> Import >> Import to Library



3. The movie is imported into the library. Drag and drop the movie into the stage to position the movie.



2. Select the movie file to import and select the radio button, as shown in the image above. Press the Next button in the following stage, without making a selection.

