

Homepage Upper Banner (Flash production guide)

DA상품기획팀

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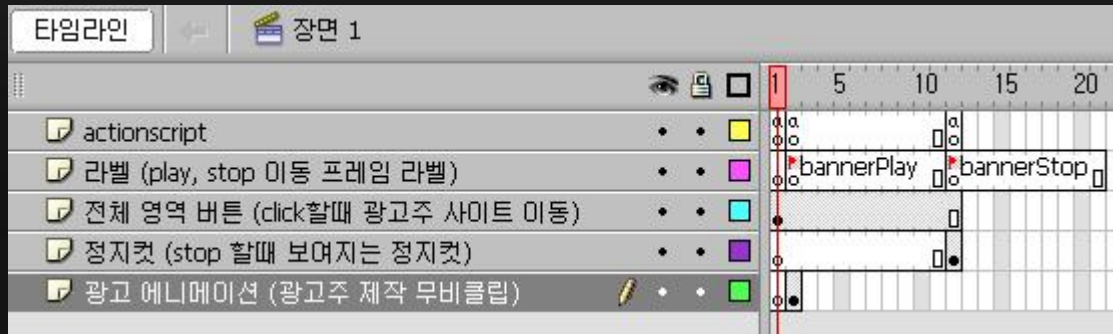
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When the advertisement banner is uploaded, the red line moves to bannerPlay to play the movie clip animation.

After the ad is played or stopped, the red line moves to bannerStop label to display a still-cut.

When replayed, the red line moves to bannerPlay label to display the ad

You cannot insert inside of stage frame 1 (Select All button instance is exception).

1. **actionscript** – Includes actionscript.

2. **Label** – Frame label.

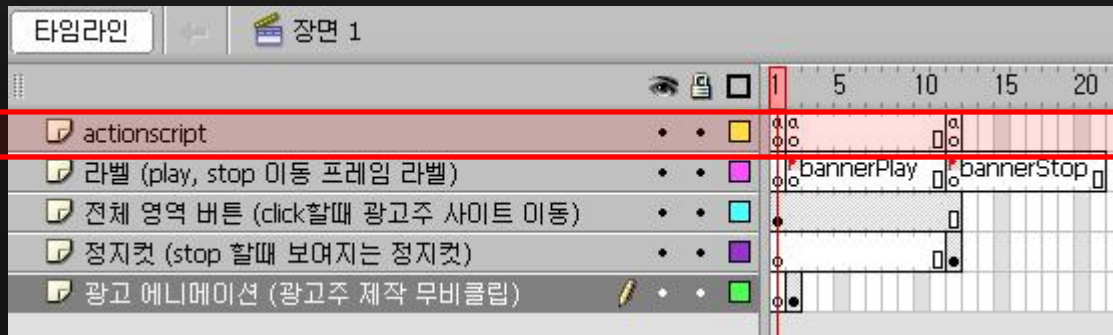
bannerPlay : Frame label which is played after relocating to the movie clip made by the advertiser.

bannerStop : Frame label which relocates to the still image made by the advertiser.

3. **Whole Area button** – The button that moves when clicking the advertisement. It covers the entire banner.

4. **Still image** – Shown after banner play or motion is stopped.

5. **Ad animation** – A movie clip made by the advertiser.



Frame 1 includes an actionscript as below. Stop 0 is inserted in both frame 2 and frame 12.

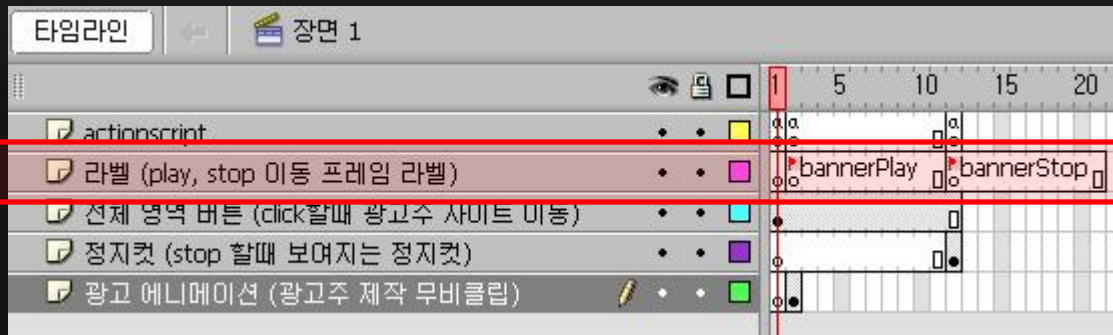
In actionscript, frame movement or code cannot be modified.

```

//*****
// stop
//*****
stop ()

//*****
// Security, scale, showMenu
//*****
System.security.allowDomain("");
Stage.scaleMode = "noScale";
Stage.showMenu = false

```



bannerPlay

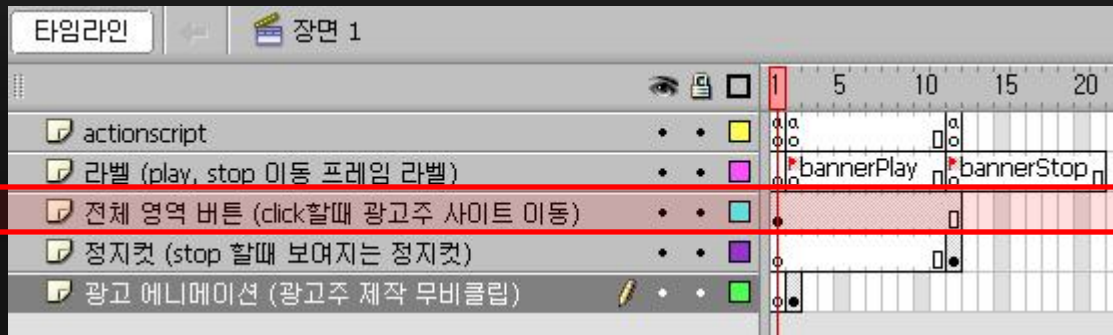
A movie clip on which ads are shown, a frame label setting for relocating frames.

Frame movement or label name cannot be modified.

bannerStop

A frame label set to relocate the frame after the ad ends or stops.

Frame movement or label name cannot be modified.



The button that redirects the user to the advertiser website when the user clicks on the advertisement. It covers the entire ad.

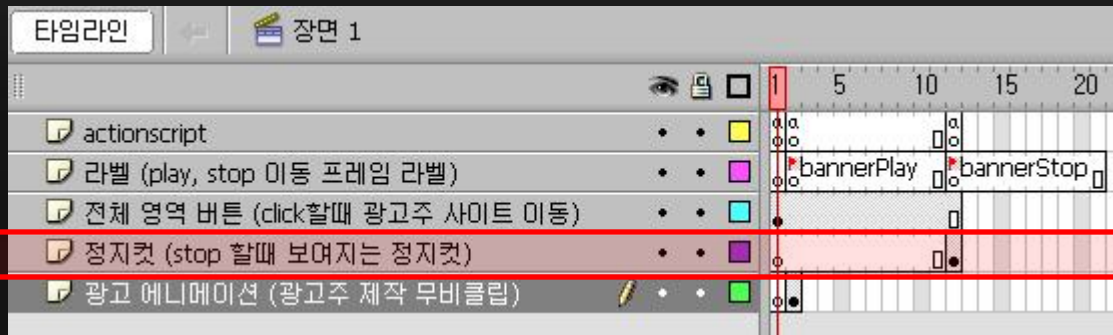
The name of the button instance is allCover_btn. An actionscript as below is inserted in the button.

Frame movement or actionscript cannot be modified. The name (allCover_btn) cannot be modified.

```

//*****
// Redirected to advertiser site.
//*****
on ( release ) {
    _root.clickBanner ()
}

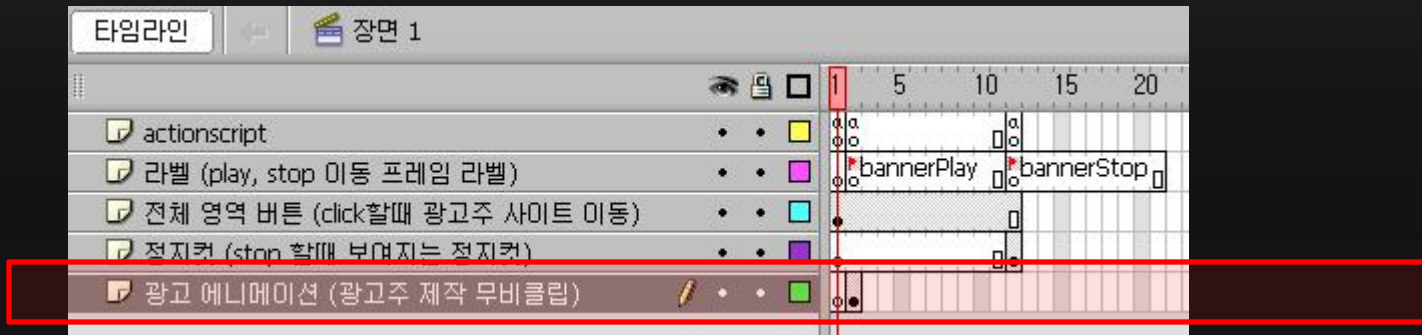
```



The still cut is displayed when banner play or banner animation is stopped.

Create a still cut inside the movie clip under instance name `clientStill_mc`.

Still cut should be created inside the movie clip. Instance name (`clientStill_mc`) cannot be modified, and still-cut frame cannot be relocated.



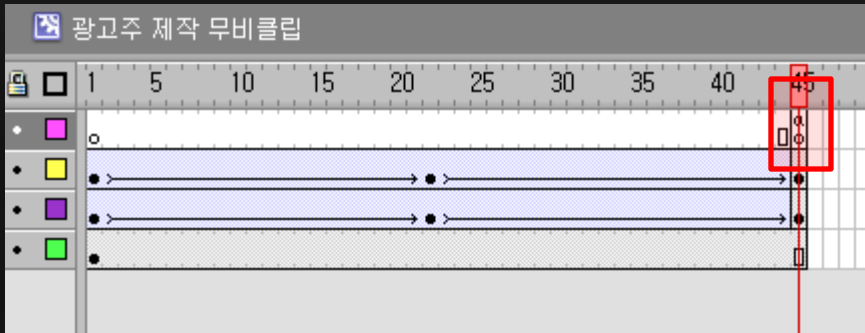
Create an animation inside the movie clip under the instance name of `clientBanner_mc`, located in frame 2.

Animation play time is 30 seconds based on 30 fps.

Cannot modify instance name `clientBanner_mc` nor relocate frame.

The following functions and class should not be used for movie clip animation production.

- ✓ `setInterval`
- ✓ Date class and time related functions
- ✓ `getTimer`
- ✓ `ExternalInterface`
- ✓ External media loads including `swf`, `image`, `sound`, `flv`.



You can create animations inside the advertiser movie clip.

The animation cannot be replayed once the animation is played and stopped.

Must insert the following actionscript on the last animation frame.

```

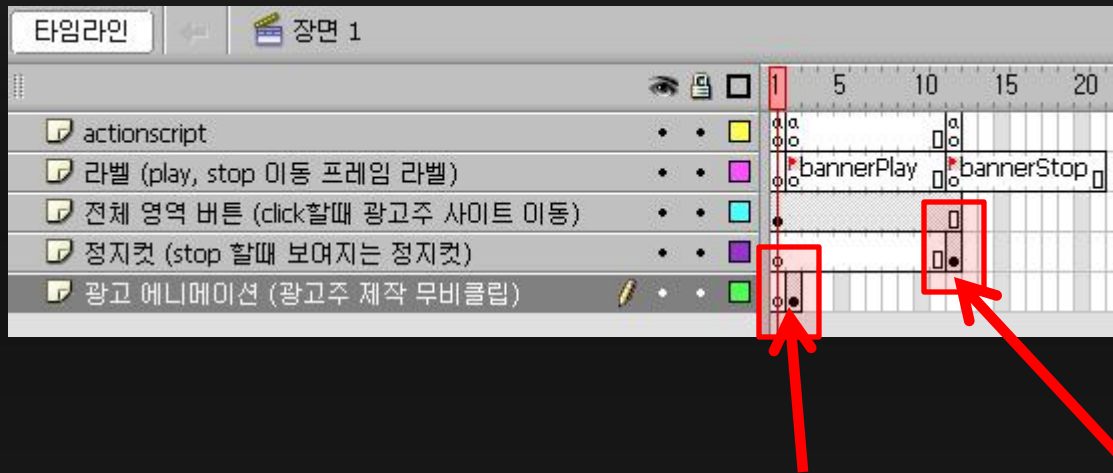
//*****
// Animation stop
//*****
stop ()

//*****
// Inform to the banner controller that animation play is finished.
//*****
_root.finishBanner ()
  
```

stop () is inserted because animation has to be stopped after a single round.

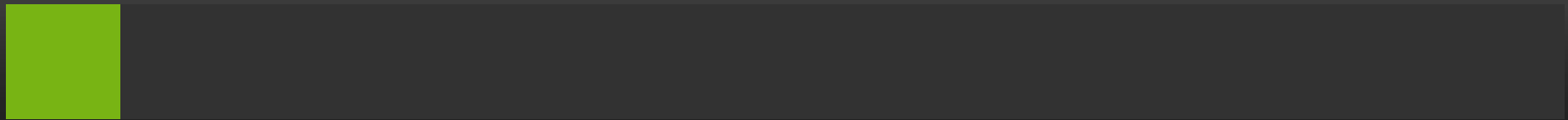
_root.finishBanner () indicates that animation play is finished.

_When root.finishBanner () is executed, the banner controller relocates to the bannerStop label frame to display a still cut.



If you opt for a still-cut without animation, delete animation movie clip `clientBanner_mc`, and insert still cut inside the still movie clip (`clientStill_mc`).

- ✓ All instance names cannot be modified.
- ✓ Developer source within the template file (fla file) cannot be modified.
- ✓ When using library objects, you must use the instance name used in the template.



Thank you.

