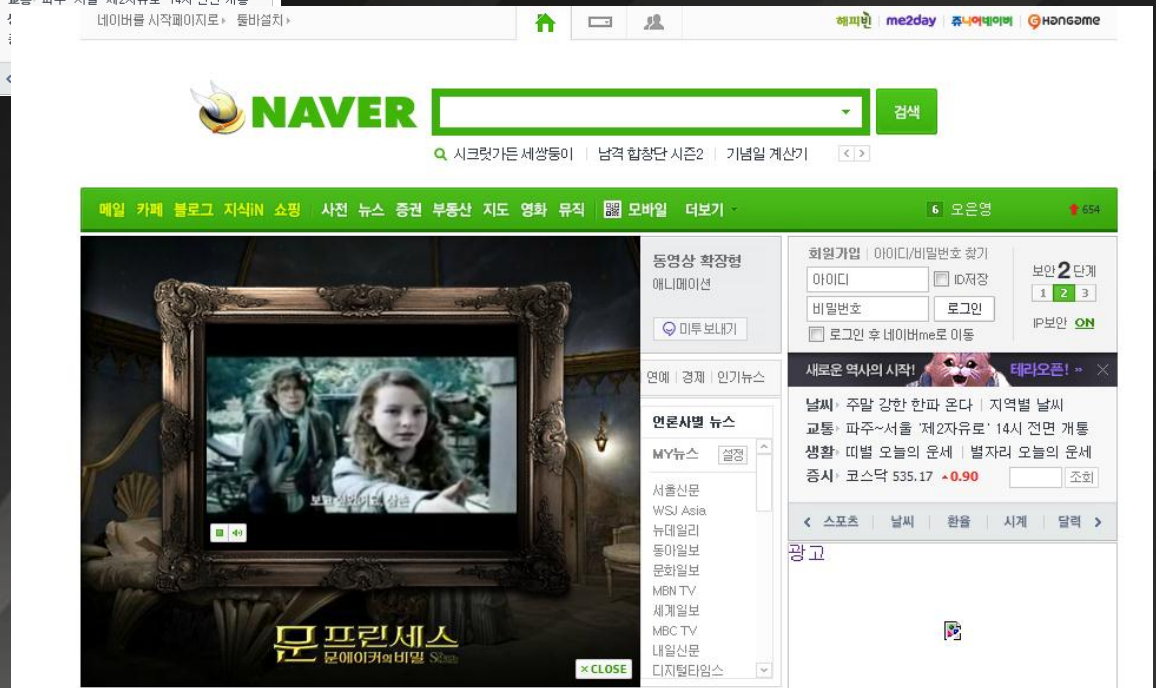
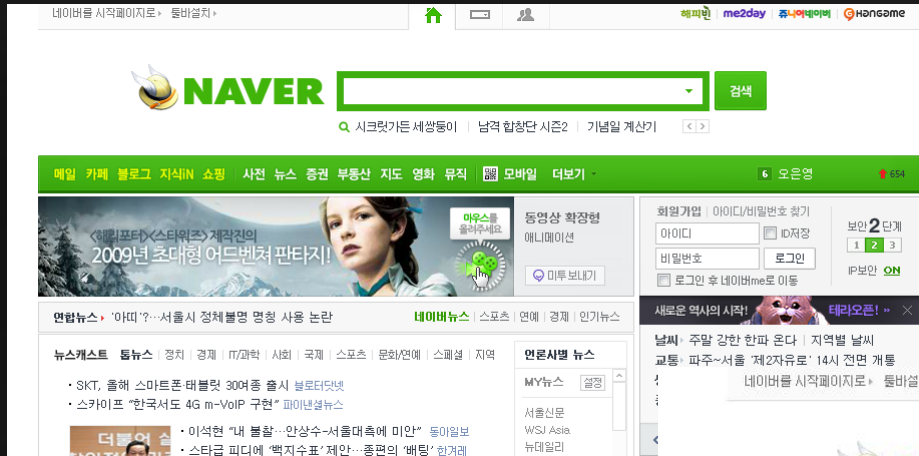


# Homepage Upper Banner ( Extended Video ) Flash Production Guideline

Example (http://demo.ad.naver.com/da2/?u=002AB&d=expand&v=beta)



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# 1. How to Create a 466x100 Size Advertisement

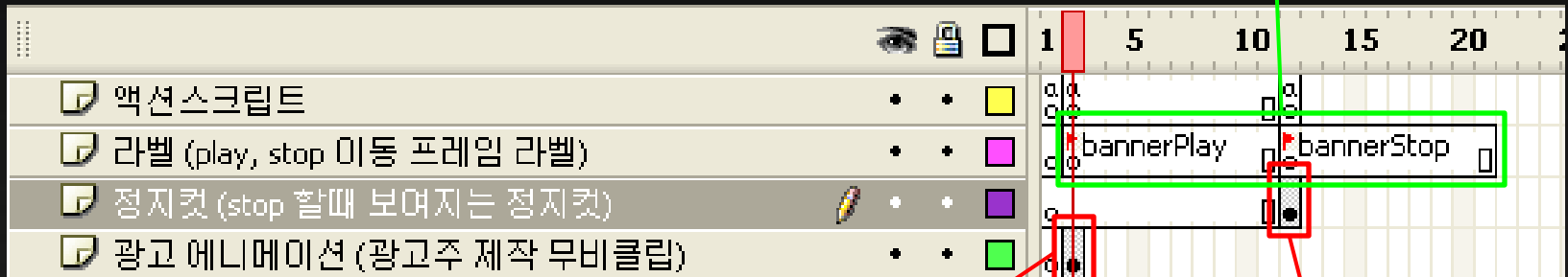
Relevant file : 466x100 fla

## 1.1 How to Create the Overall Structure

Must be created on the main timeline, in the structure identical to the one below.

Label value used to control the execution of the animation from the outside.

The label value must not be changed.



Animation the advertiser wishes to implement  
(Must be created in a single movie clip)

Must be a movie clip.

Instance name: clientBanner\_mc (Must not be changed)

Still image that is shown once the animation as ended or once the STOP button has been clicked

Must be a movie clip.

Instance name : clientStill\_mc (Must not be changed)

## 1.2 How to Create an Animated Version

Must be created on the main timeline, in the structure identical to the one below.



Implement the animation in this movie clip.

Instance name : clientBanner\_mc (Cannot be changed)

Must be created on the main timeline, in the structure identical to the one below.



Delete this movie clip.

Insert the image into the movie clip

Instance name : clientStill\_mc (Cannot be changed)

## 1.4 ActionScript

Insert the following ActionScript in frame 1 of the main timeline.



```
stop();  
System.security.allowDomain("*");  
Stage.scaleMode = "noScale";
```

Insert the following ActionScript in the frame that contains the “bannerPlay” label value.



```
stop();
```

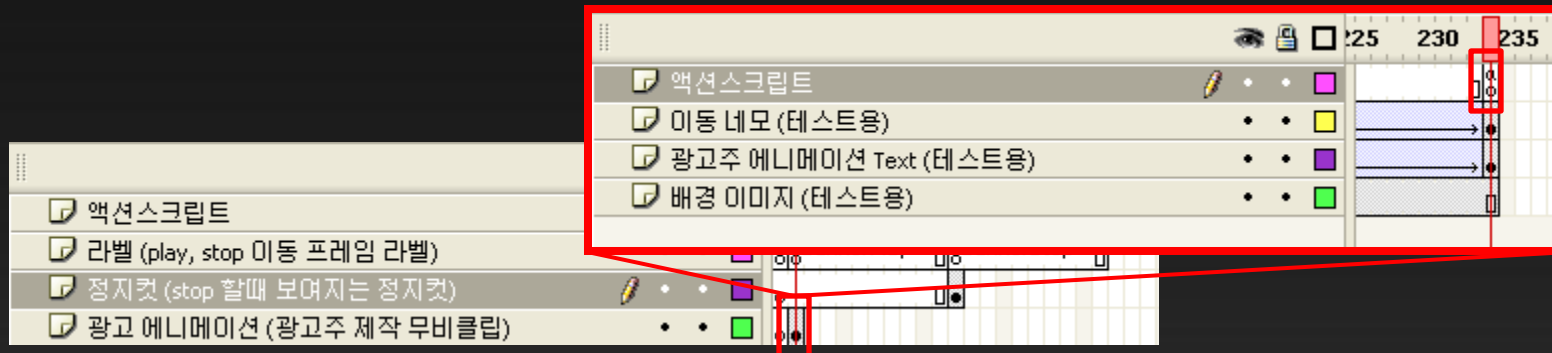
## 1.4 ActionScript

Insert the following ActionScript in the frame that contains the “bannerStop” label value.



```
stop();
```

Insert the following ActionScript in the last frame of the movie clip created by the advertiser.



```
stop();  
  
//*****  
// The banner control area is notified that the animation has finished.  
//*****  
_root.finishBanner();
```

## 2. How to Create a 466x315 Size Advertisement

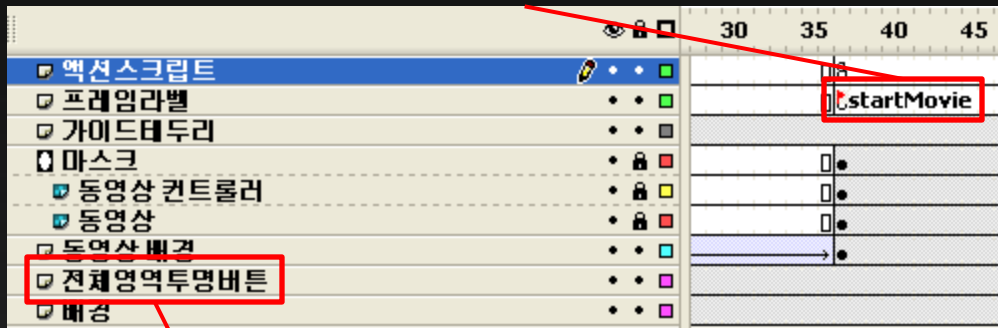
Relevant file : 466x315 fla

## 2.1 Overall Structure

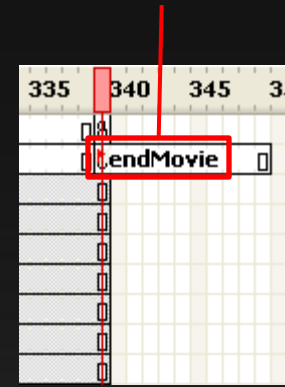
Must be created on the main timeline, in the structure identical to the one below.  
The structure(order) of the overall layer must be identical to the example below.

Set the following frame label name in the  
frame the video is to start in.

(startMovie)



Set the following frame label name in the  
frame the video ends in. (endMovie)



Invisible button used to control the click  
events in the whole area. (Size:  
466x315)

Insert the following ActionScript in the first frame of the main timeline.

```
stop();

MovieClip.prototype.nextPlay = function()
{
    this.onEnterFrame = function()
    {
        this.nextFrame();
        if (this._currentframe == this._totalframes) delete this.onEnterFrame;
    }
}

MovieClip.prototype.prevPlay = function()
{
    this.onEnterFrame = function()
    {
        this.prevFrame();
        if (this._currentframe == 1) delete this.onEnterFrame;
    }
}

// Overall(whole) area's invisible button event handler.
s_mc_wholeAreaBtn.onRelease = function(){
    _root.expandBannerClick();
}

//-----
// Set video control related variable.
// Must be located in the first frame of the main timeline.
//-----
var isPlaying:Boolean = true;

var volumeLevel:Number = 80;

var sound_obj = new Sound();
sound_obj.setVolume(volumeLevel);

var soundOn:Boolean = true;
```

## 2.2 ActionScript

Insert the following ActionScript in the frame where the video starts (frame label name “startMovie”).

```

//*****
// Insert the following ActionScript
// at the time the video is exposed.
//*****

//-----
// Set the play, stop button
//-----

s_mc_playStopBtn.onRollOver = function()
{
    if(isPlaying) this.s_mc_stopBtn.nextPlay();
    else this.s_mc_playBtn.nextPlay();
}

s_mc_playStopBtn.onRollOut = function()
{
    if(isPlaying) this.s_mc_stopBtn.prevPlay();
    else this.s_mc_playBtn.prevPlay();
}

s_mc_playStopBtn.onRelease = function()
{
    if(isPlaying)
    {
        isPlaying = false;
        this.gotoAndStop("play");
        this._parent.gotoAndStop("endMovie");
    }
    else
    {
        isPlaying = true;
        this.gotoAndStop("stop");
        this._parent.gotoAndPlay("startMovie");
    }
}

```

Continued on the next page

Insert the following ActionScript in the frame where the video starts (frame label name is set at “startMovie”).

```
//-----  
// Set volume button  
//-----  
  
s_mc_soundBtn.onRollOver = function()  
{  
    if(soundOn) this.s_mc_soundOnBtn.nextPlay();  
    else this.s_mc_soundOffBtn.nextPlay();  
}  
  
s_mc_soundBtn.onRollOut = function()  
{  
    if(soundOn) this.s_mc_soundOnBtn.prevPlay();  
    else this.s_mc_soundOffBtn.prevPlay();  
}  
  
s_mc_soundBtn.onRelease = function()  
{  
    if(soundOn)  
    {  
        soundOn = false;  
        s_mc_soundBtn.gotoAndStop("off");  
        sound_obj.setVolume(0);  
    }  
    else  
    {  
        soundOn = true;  
        sound_obj.setVolume(volumeLevel);  
        s_mc_soundBtn.gotoAndStop("on");  
    }  
}
```

Insert the following ActionScript in the frame where the video ends (frame label name is set at “endMovie”).

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

# 3. How to Use the Video Control Button

### 3.1 How to Use the Video Control Button

Use the “StartNStop Button” movie clip in the “Video Control Button” folder in the library to start and stop the video.

Use the “Sound Button” movie clip in the “Video Control Button” in the library to control the sound.

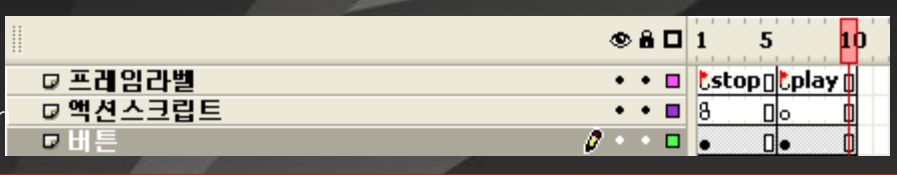
The structure of the two movie clips mentioned above must not be changed.

Structure of the Sound Button movie clip



이름	유형	사용 횟수	링크
그래픽	폴더		
무비클립	폴더		
영상컨트롤버튼	폴더		
사운드버튼	무비 클립	-	
재생N정지버튼	무비 클립	-	
이미지	폴더		
포함된비디오	폴더		

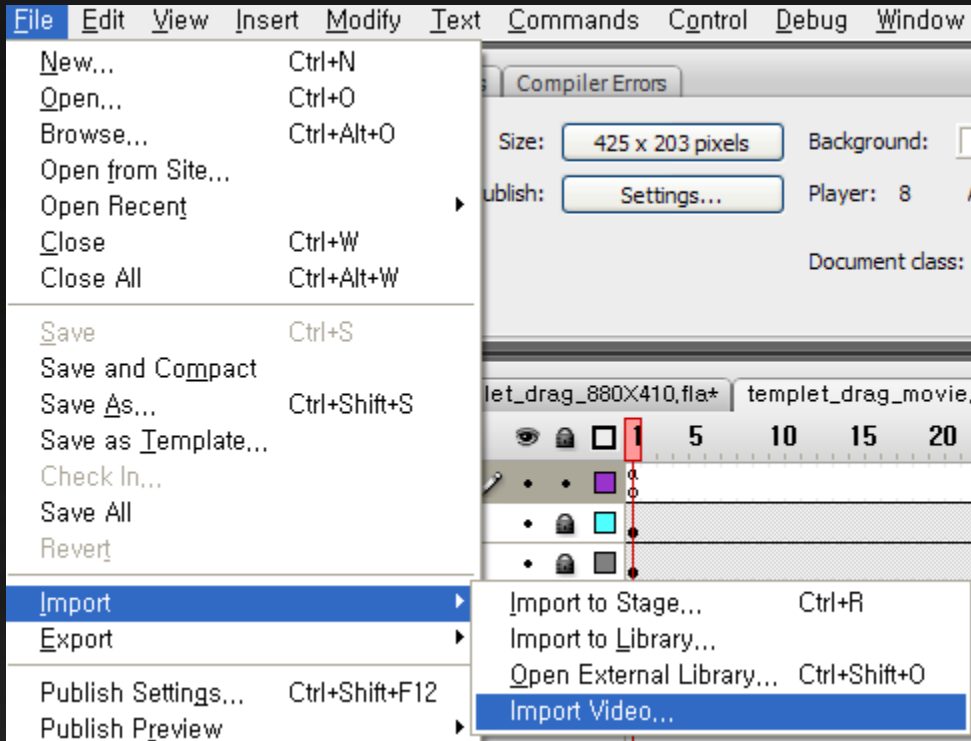
Structure of the StartNStop button



## 4. How to Add a Video in the Timeline

## 4.1 How to Embed a Video File

1. “File → Import → Import Video...” Click



## 4.1 How to Embed a Video File

1. Select a video file using the “Browse” button.

### Select Video

Where is your video file?

On your computer:

File path:

Examples: c:\path\to\video.flv  
\\server\path\to\video.mov

Already deployed to a web server, Flash Video Streaming Service, or Flash Media Server:

URL:

Examples: http://mydomain.com/directory/video.flv  
rtmp://mydomain.com/directory/video.xml

Please enter the path of the video file you would like to import, or use the browse button to select the file.

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## 4.1 How to Embed a Video File

2. Select “embed video in SWF and play in timeline”, then press the “Next” button.

**Deployment**

How would you like to deploy your video?

- Progressive download from a web server
- Stream from Flash Video Streaming Service
- Stream from Flash Media Server
- As mobile device video bundled in SWF
- Embed video in SWF and play in timeline
- Linked QuickTime video for publishing to QuickTime

**WARNING:** Embedded deployment is likely to cause audio synchronization issues. This option is ONLY recommended for short video clips with no audio track.

Embedding video in a SWF file lets you sync video with other visual elements on the stage. For example you can add interactive elements to a video frame to create hotspots that link to other content.

**Note:** Embedding substantially increases SWF file size.

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## 4.1 How to Embed a Video File

3. Check the two boxes (see below), then press the “Next” button.

Embedding

How would you like to embed the video?

Symbol type: Embedded video

Audio track: Integrated

Place instance on stage

Expand timeline if needed

Embed the entire video

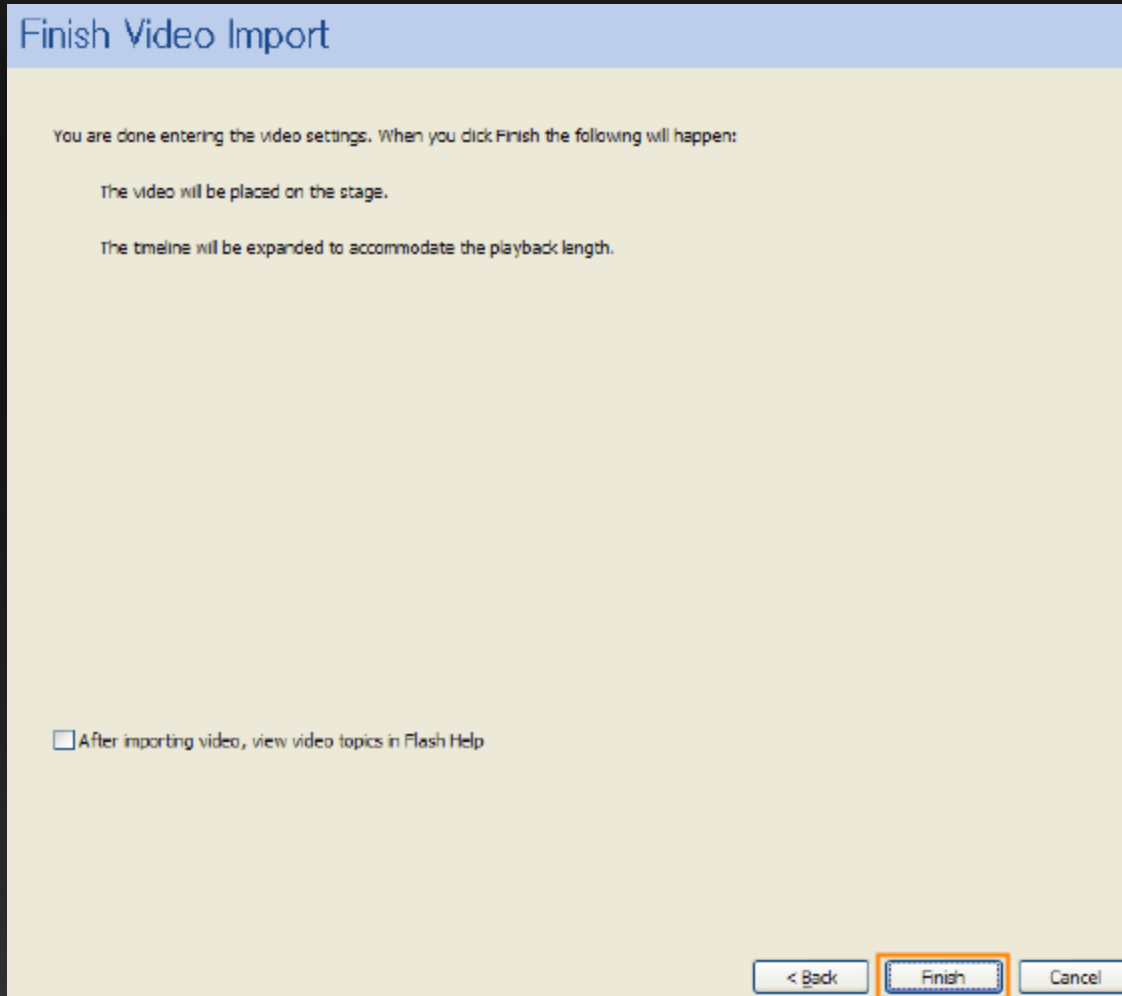
Edit the video first

Note: The codec in the video file you are importing does not support editing.

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## 4.1 How to Embed a Video File

4. Press the “Finish “ button



## 4.1 How to Embed a Video File

5. Once the video is embedded, then the video is added in the library and marked as an “embedded video” (see

Name	Type	Use Count	Linkage
 test.flv	Embedded Video	-	:

6. Drag the file and place it in the frame where the movie starts (“startMovie” frame).