

Sonettic-Cinema

Create SWF Ads Banner

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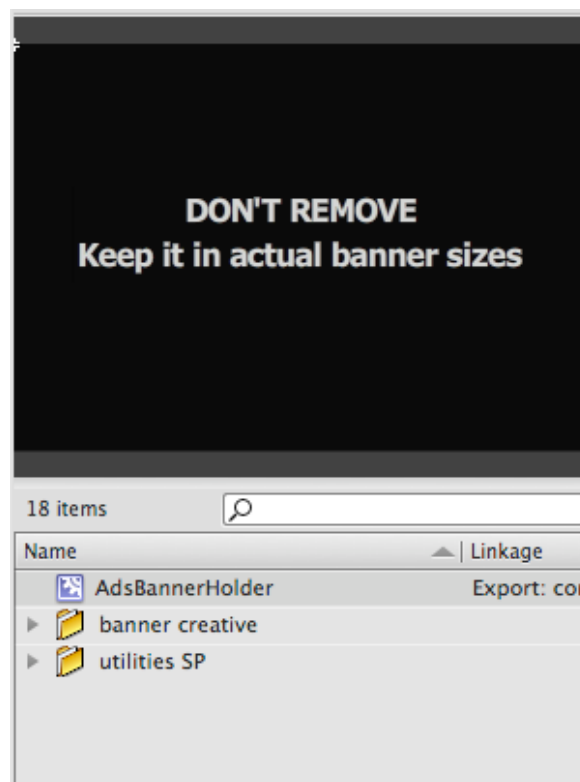
In your ADs SWF Module you have two types of examples of Ads banners:

Type 1: The will finish by event from your code

Type 2: The banner will finish by timeout

The organization of the sample and usage features

How is organized FLA file of Ads Banner



AdsBannerHolder contain animation and background of the banner. Background of the banner actually contain real size of the banner. You should set width and height of the background.

Folder **banner creative** contain all neccessary files for creation of the banner (actually your files).

utilities SP – folder with system files, don't remove it.

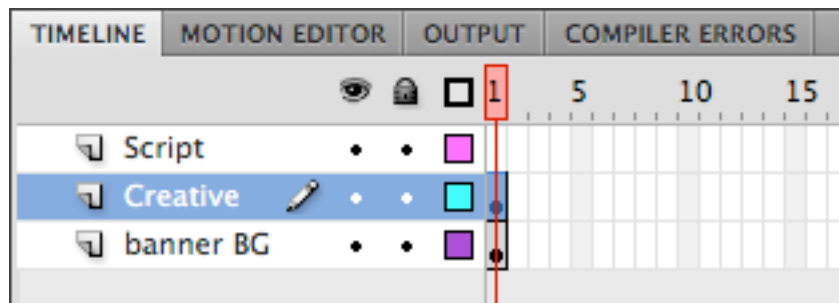
Create Own Banner

Import all your files to folder banner creative. When importing is finished you should create animation inside of the **AdsBannerHolder** symbol.

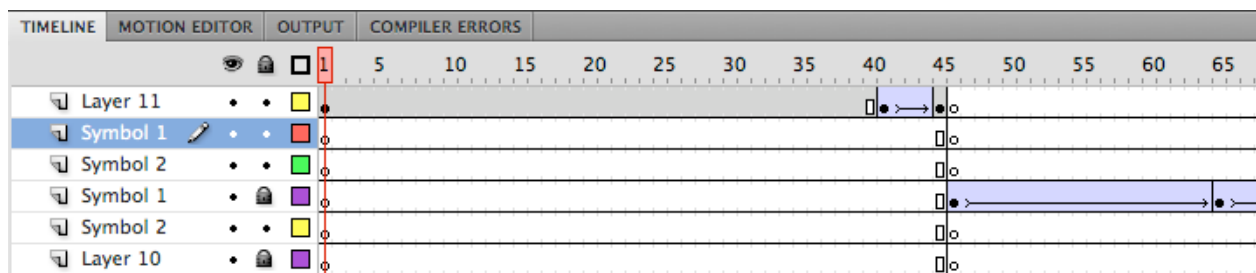
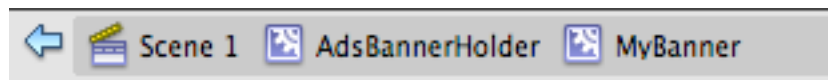
Inside of the **AdsBannerHolder** symbold we have 3 layers – **Script**, **Creative** and **banner BG**.

You may create both banner with simple animation and interactive programmable modules.

Now put your banner to **Creative** layer.



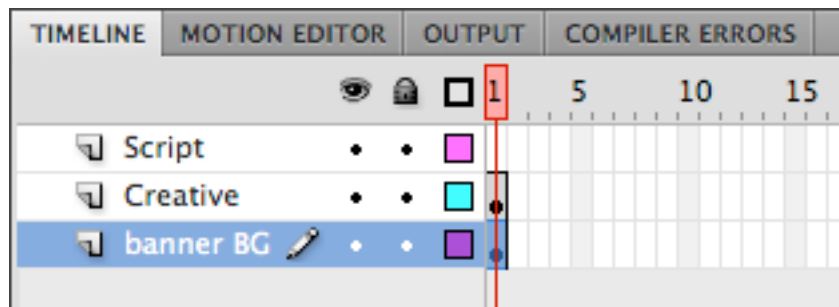
If you wish put multilayer animation then you should put it above **banner BG** layer or to isolated movie clip on **Creative** layer.



Set Banner Actual Sizes

IMPORTANT!

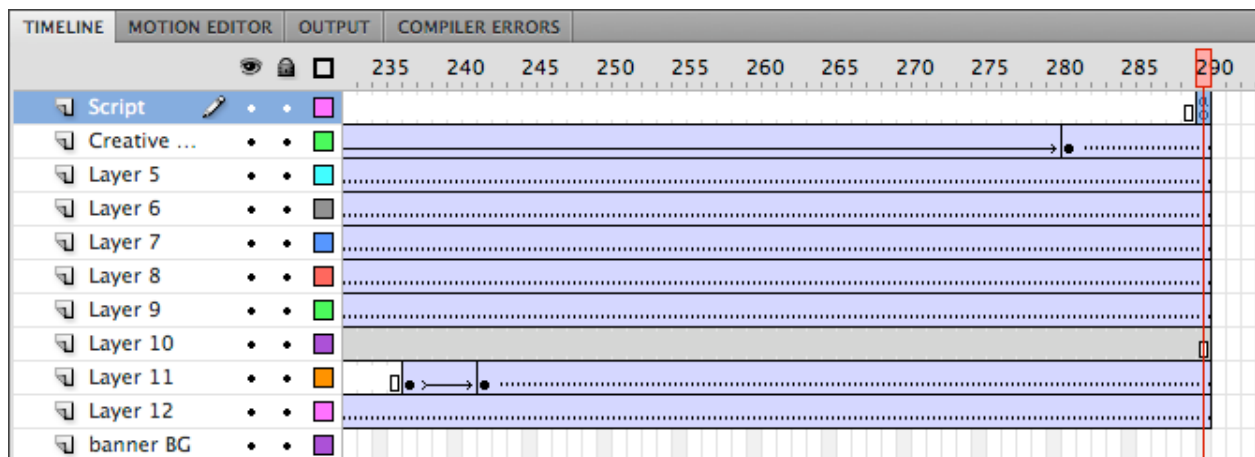
It's necessary to set real size of your banner to **banner BG**.



This size is necessary for creation of the mask over your banner. You don't need to create your own mask over the banner – it will be created automatically.

Add Banner Complete Event Dispatch

To inform Ads SWF Module about finish of the animation you should put following code to frame of your banner or to your code:



```

ACTIONS - FRAME
1  stop();
2
3  // import AdsBanner Class
4  import com.sonettic.snt_swfbanner.AdsBanner;
5  // diaspatch event banner complete
6  AdsBanner.status="complete";
    
```

```
// import AdsBanner Class
import com.sonettic.snt_swfbanner.AdsBanner;
// diaspatch event banner complete
AdsBanner.status="complete";
Add Ads Banner Complete by time
```

Finish by timeout

To finish your animation by timeout you should add to your **ads node** in MRSS playlist or to your flashvar variable **adsdelay=Number** (seconds).

```
<ads url="http://sonettic-cinema.com/adsmodule/adsswfmodule.swf"
    adsfeed="http://sonettic-cinema.com/adsbanners/flybanner240.swf"
    adsfeedlink="http://sonettic.com"
    adsdelay="40"
    adslinktarget="_blank" />
```