

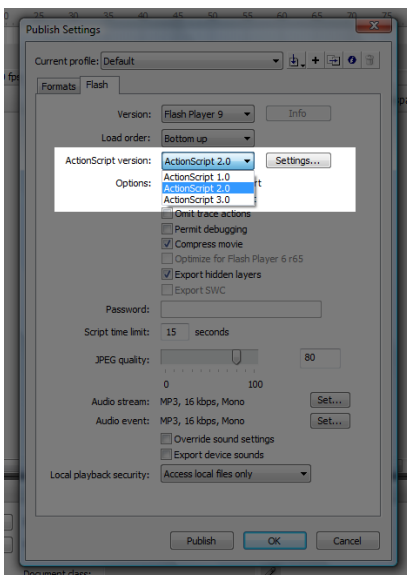
Flash Banners ActionScript 3.0

Before uploading your Flash banners, you need to make sure you have correctly published them (for iDevAffiliate) at the time of creation. If you don't follow this procedure, your Flash banners will not be clickable links and your affiliates won't be able to send you customers. This tutorial assumes you have basic knowledge of Adobe Flash.

Step 1 – Publish Settings

Make sure you have the ActionScript version set to ActionScript 3.0.

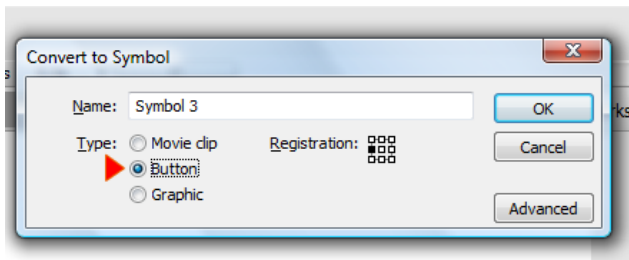
- 1) Open Adobe Flash
- 2) Open your Flash banner
- 3) Go to: “File > Publish Settings > Flash”
- 4) Change, “ActionScript version” to **ActionScript 3.0**
- 5) Click, “OK”



Step 2 - Creating Your Button

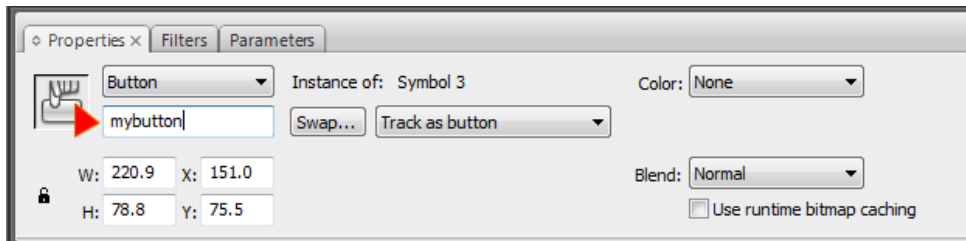
You have two options here. Option one is to select your banner and turn it into a button. Option two is to create a transparent layer over your banner that can be used as the area people will click on. The point to the second option is that it's easier than converting to a MovieClip/Button, while keeping layers intact.

Once you have selected your banner, press F8. This will give you the option to create a Movie Clip, Button, or Graphic. You will want to click “Button”. **Please Note:** other options will work as well, but won't have the hand cursor by default on hover.



Step 3 – Instance Name

You will need to add an instance name to your newly created button. To make things easier, let's make the instance name, "mybutton". You will find the instance name input box when you select your button, and click on the properties tab.



Step 4 – ActionScript

In the final step, we are going to add the following ActionScript code to your movie's first frame "Actions" panel. To open the actions panel, click the first frame and press F9. You can also right click, and select "Actions". Enter the code below into your first frames actions. **Please Note:** where it says URL_HERE, enter your URL:

```
mybutton.addEventListener(MouseEvent.CLICK,goThere);
```

```
function goThere(e:MouseEvent){  
var request:URLRequest = new URLRequest("URL_HERE");  
    navigateToURL(request);  
}
```

To test, you can click "Control > Test Movie" or click CTRL+ENTER.

You need to do this for all the Flash banners you want to use in iDevAffiliate. If you have any questions, please do not hesitate to open a support ticket at <http://www.idevsupport.com>.