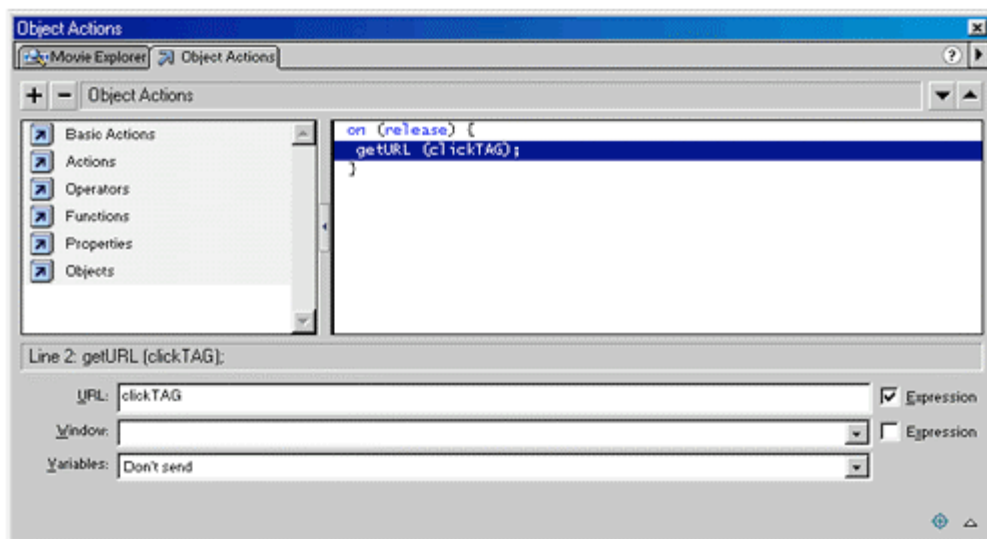


## Flash - Prepare Swf Source

The first necessary requirement for modifying a flash ad is that the underlying source file, the Swf file which is a compiled file from an original Flash authored file, must be prepared to receive click-through parameters.

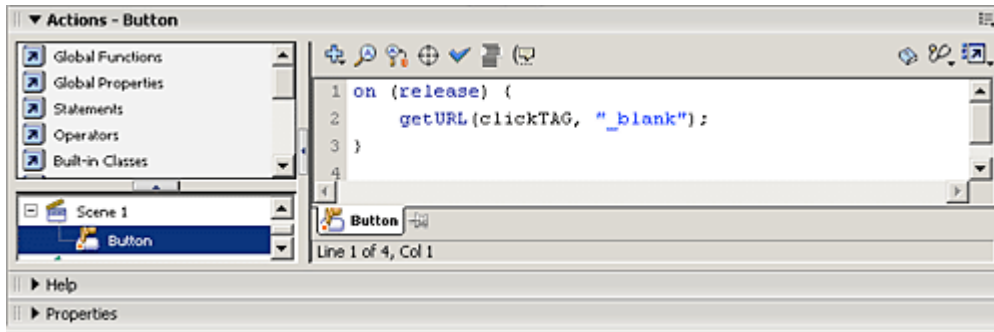
Actionscript changes will need to be made by the flash developer who authored the original creative source. The following instructions are simple steps for Flash version 6 & 7 that the developer will understand how to implement. Specific instructions for Flash version 8 will be coming soon in a future update.

### Flash MX / Version 6



1. A clickable flash object such as a button or hitarea in the flash movie clip will require some actionscript attached to it.
2. Associate the on(release) event with that object.
3. The object will now listen for that particular event. When the event occurs it will trigger actionscript instructions.
4. Place the 'getURL(clickTAG);' actionscript as the instructions. The flash ad code generated will be programmed to pass in the 'clickTAG' as a parameter to that flash ad upon which clicking on the ad will direct the user to the click through Url value found in the clickTAG.
5. Make sure to check off the "Expression" checkbox for the URL field that is the variable for the getURL actionscript function.

**Version 7 / Version 8 / Version 9** (The latest flash player will understand previous flash version actionscript.)



1. Instructions for Version 7/ Version 8/ Version 9 are nearly identical to the Version 6 instructions. The next few items detail the subtle differences.
2. Instead of the 'getUrl(clickTAG);' as the actionscript, for Version 7/Version 8/Version 9 it will be generally 'getUrl(clickTAG, "\_blank");'  
**Button Code:**

```
on(release){
getUrl(clickTAG, "_blank");
}
```

**MovieClip Code:**

```
on(release){
getUrl(this._parent.clickTAG, "_blank");
}
```
3. The extra parameter for the getUrl function determines the target window for the redirected content. "\_blank" will generate a new browser window.