

BASIC TEMPLATE AS2 Banners OLA

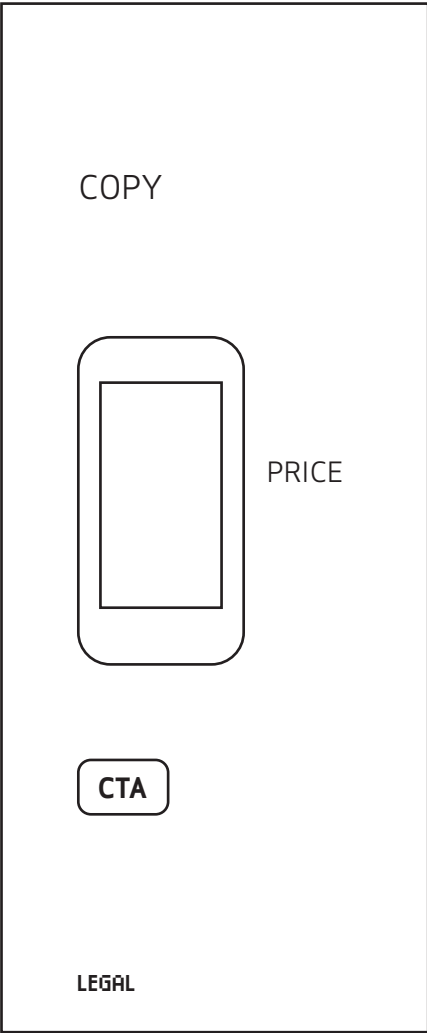
create by S10 group, Moxie team, Bosz Digital. Version 1.0

The basic template OLA Banners is based with Greensocks libraries, acquiring too many advantages on compare with full timeline manage process to Flash Devepment. Animating with code may seem intimidating at first, but don't worry – you'll get the hang of it quickly.
For any addtional information on <http://www.greensock.com/get-started-tweening/>

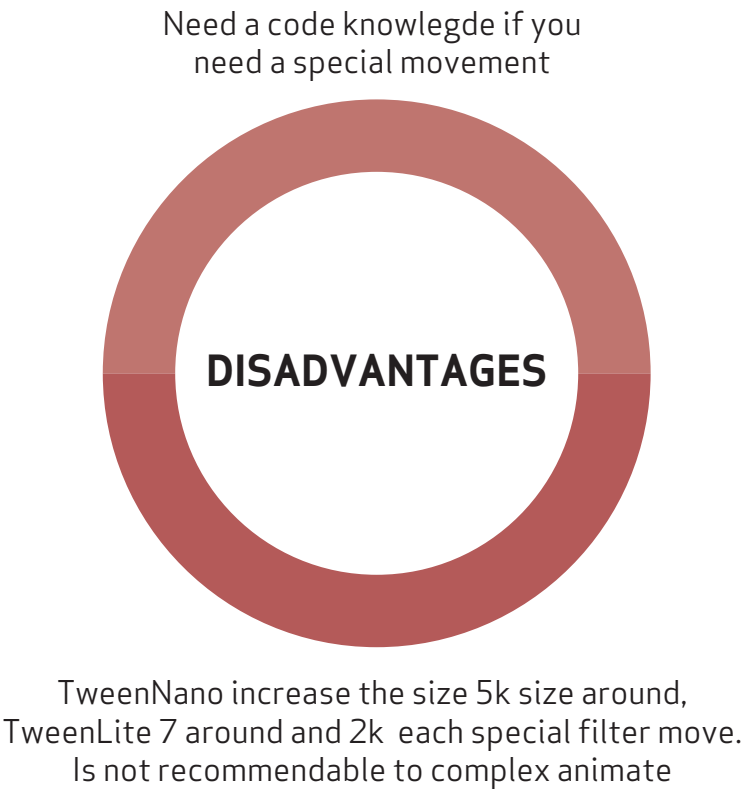
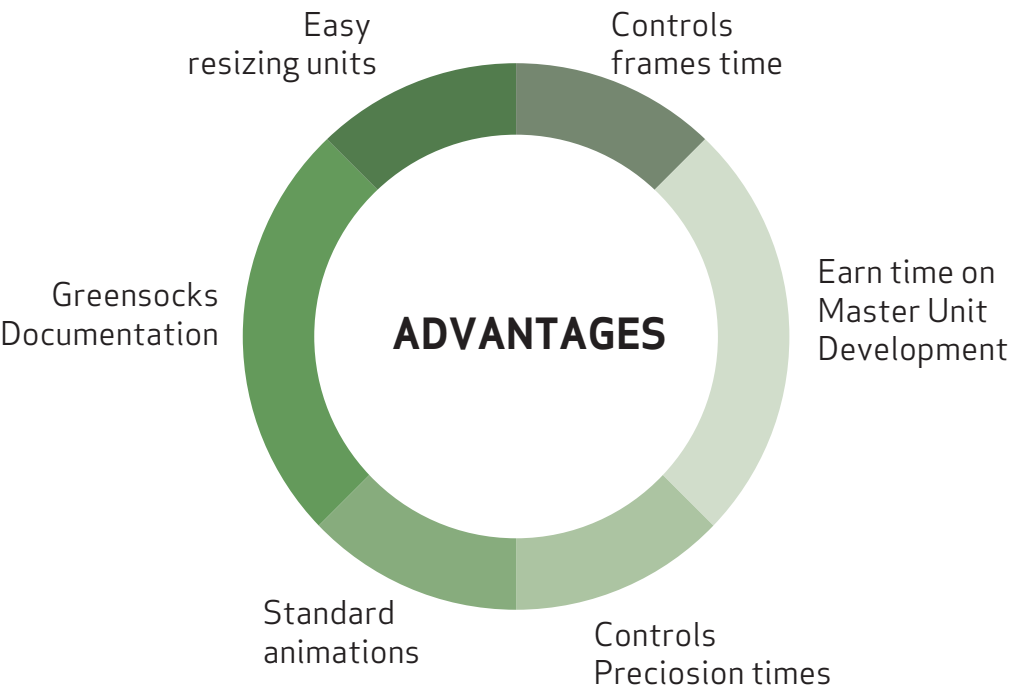
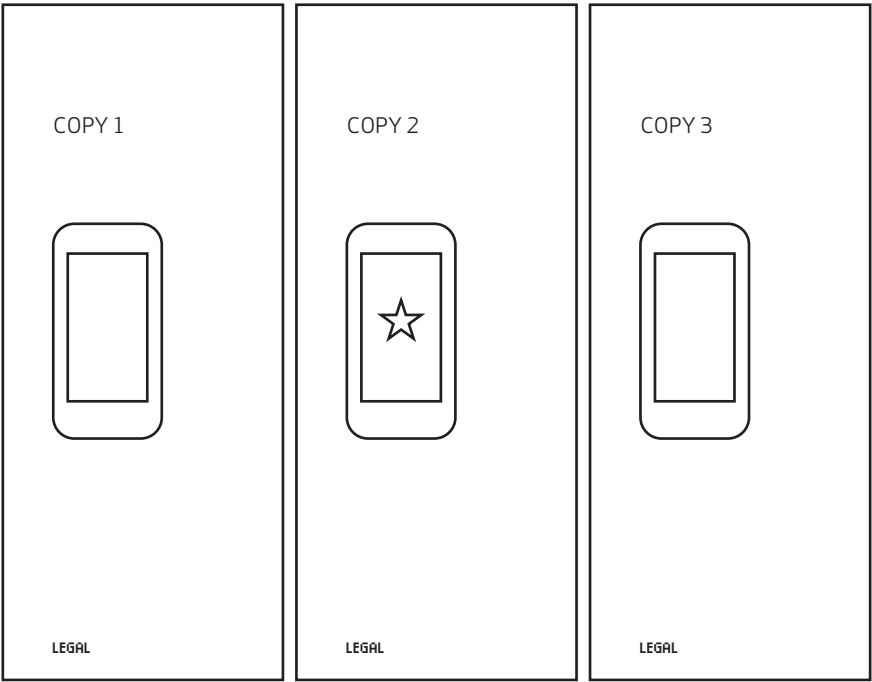
The first step is locate the file com in the same path to your banner. This file should be must contain the MotionEventManager.as. Then do you need initialing the class and some params like time frame and duration to each animation.

```
import com.MotionEventManager;  
var _tl:MotionEventManager = new MotionEventManager();  
var _frameTime:Number = 3;  
var _duration:Number = 0.5;
```

Final Frame



- The Logo, Background and border and Legal copy stills in whole animation.
- The device have an entrance and and stills in all animation but change the screen.
- The copy change on each frame, but use the same object.
- The price and CTA appear in the final frame.



A function that should be called when the tween begins

Number of seconds (or frames if useFrames is true) that should elapse before the tween begins.

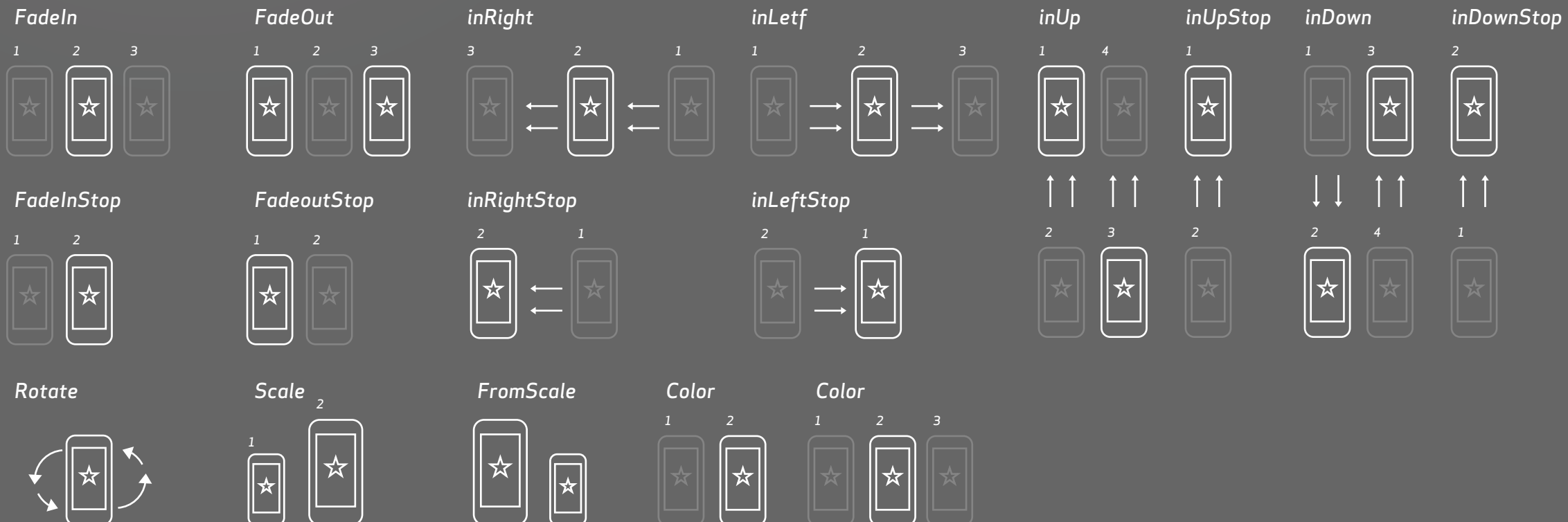
This param could be used like special info accordingly with the event, for example if is "rotate" will be the angle, if is "color" will be the hexacolor code, etc.

motionTween("NameEvent", "target", delay, value)

Object whose properties this tween affects. This can be ANY object, not just a DisplayObject.

String to call the type of event to call

Events



Set time to Frames

The recommendation is put a `stop()` on each frame to manage the timeline, when do you need continue with the next frame, could be use the `setTimer("time Frame")` and put in the params the time frame needed.

Suggestions:

Initializing the var in the first frame

```
var frameTime:Number = 3;
```

```
setTimer( frameTime )
```

The `rangeMove` is a copy special text effect with various copy lines. Every line of copy is automatic added in the stage with a event movement like `inRigth`, `in LeftStop`, etc. The function will expect an Array with the lines of copy and a Movieclip with a textfiel inset in the stage.

```
var myArray : Array = [ "line 1 copy", "line 2 copy" ]
```

rangeMove([array], "target")

line 1 copy ⇒ *line 1 copy* ⇒ *line 1 copy* ⇒ *line 1 copy*

line 2 copy ⇒ *line 2 copy* ⇒ *line 2 copy* ⇒ *line 2 copy*
