Basic Template AS2 Banners OLA

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

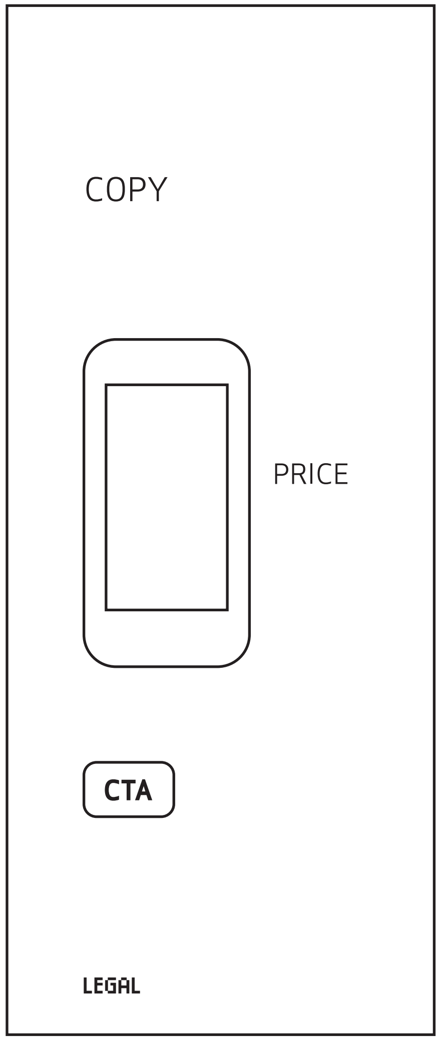
The basic template OLA Banner is based on Greensocks libraries. This implementation provides many advantages compared to full timeline manage process.

Animating with code may seem intimidating
at first, but donít worry ñ youíll get the hang of it quickly. For addtional information check the following link:
http://www.greensock.com/get-started-tweening/

The first step is to locate the com file in the same place as your banner. This file must contain the MotionEventManager.as class. Once in the Banner, you need to initialize the class and some setups 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

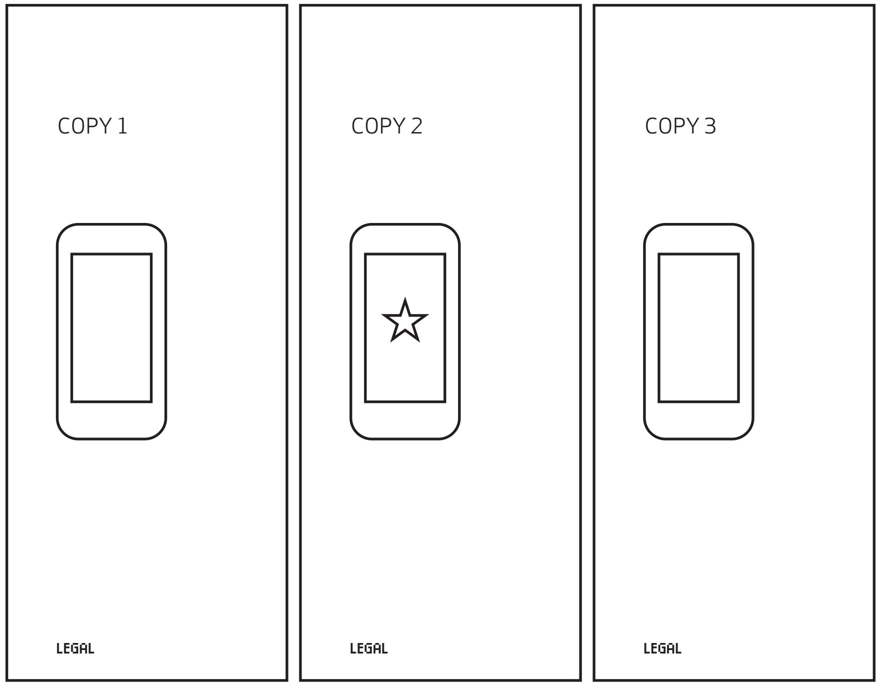


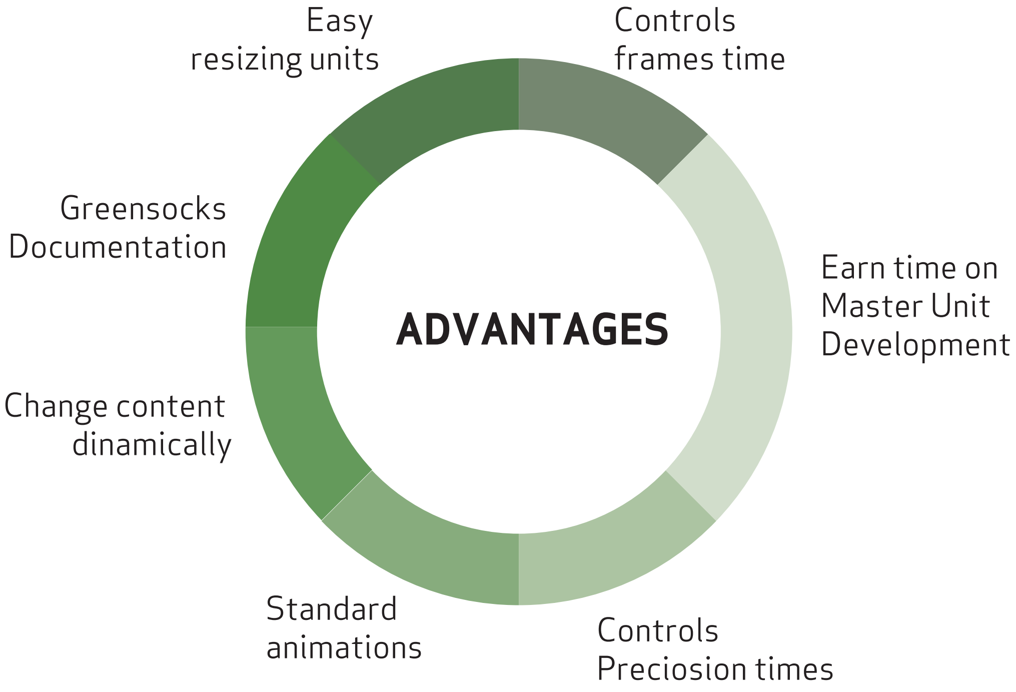
The Logo, Background and border and Legal copy stills in whole animation.

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.





ADVANTAGES

Easy resizing units

Controls frames time

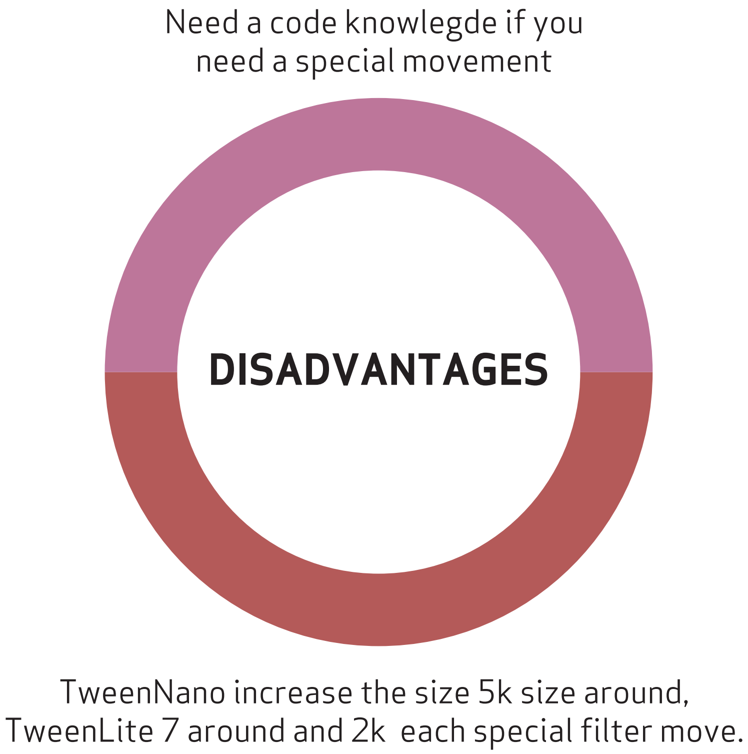
Earn time on Master Unit Development

Controls Preciosion times

Standard animations

Change content dinamically

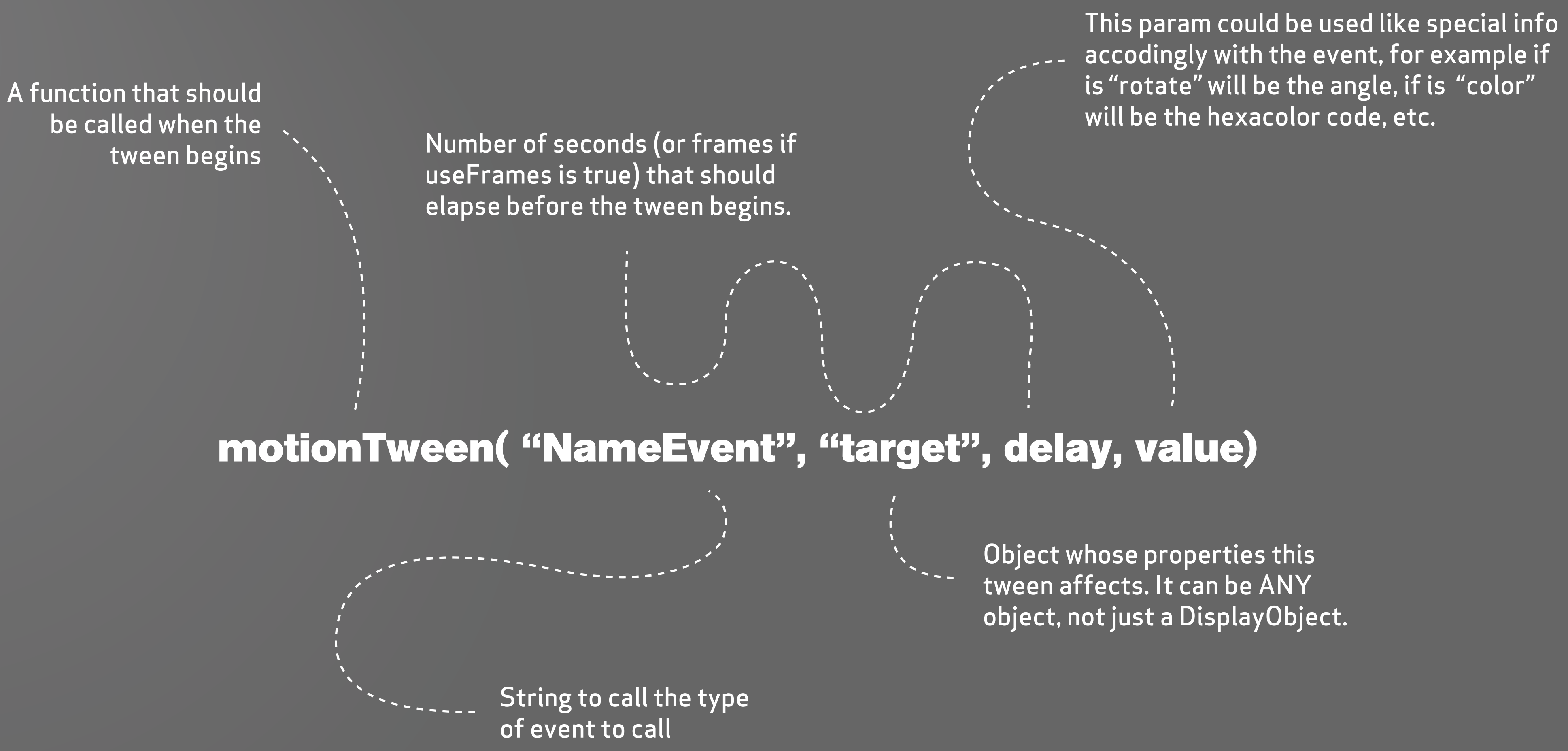
Greensocks Documentation



DISADVANTAGES

Need a code knowlegde if you need a special movement

TweenNano increase the size 5k size around,
TweenLite 7 around and 2k each special filter move.



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.

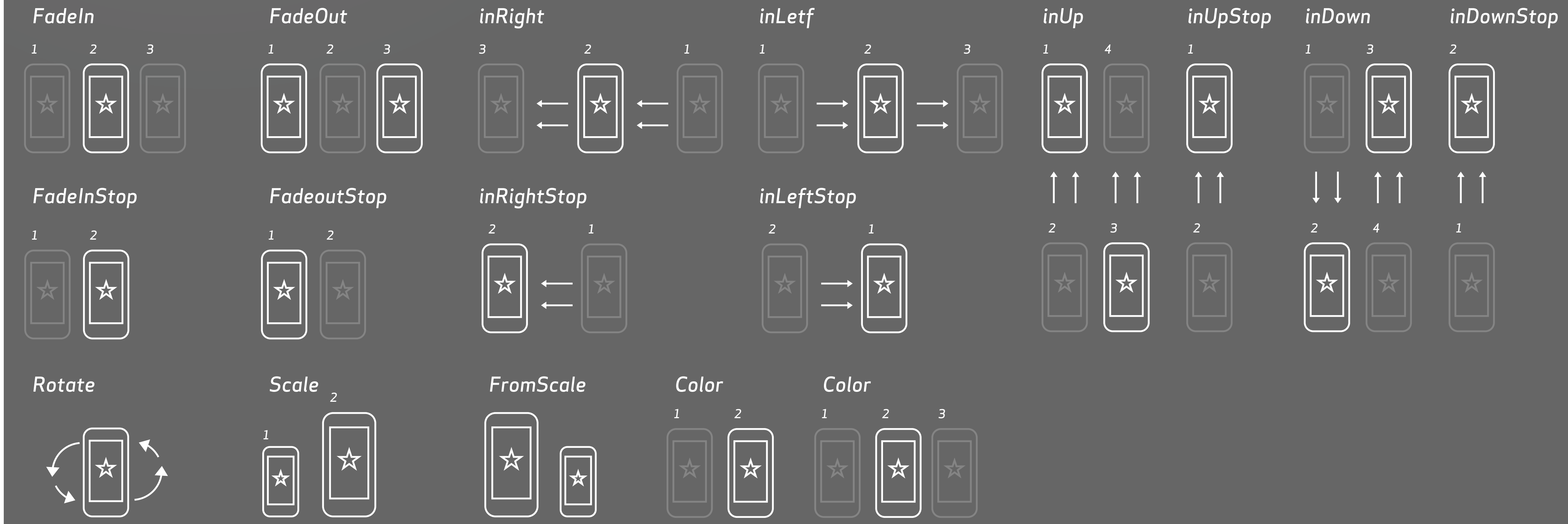
This param could be used like special info accodingly with the event, for example if is “rotate” will be the angle, if is “color” will be the hexacolor code, etc.

motionTween(“NameEvent”, “target”, delay, value)

Object whose properties this tween affects. It 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 to put a "stop()" on each frame in order to manage the timeline. When you need to continue with the next frame, you may use the setTimer îtime Frameî and put in the params the
time frame needed.

Suggestions:
Initializing the var in the first frame

```
var frameTime:Number = 3;

setTimer( frameTime )
```

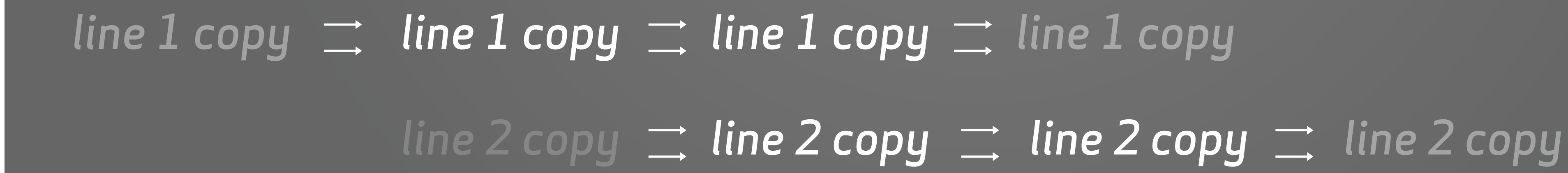
The "RowMove" is a copy special text effect with various copy lines.

Every copy line is automatically added to the stage with an event movement like inRight, in LeftStop, etc.

The function will expect an Array with the copy lines and a Movieclip with a textfield inset in the stage.

```
var myArray : Array = [ “line 1 copy”, “line 2 copy”)

rowMove( [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*