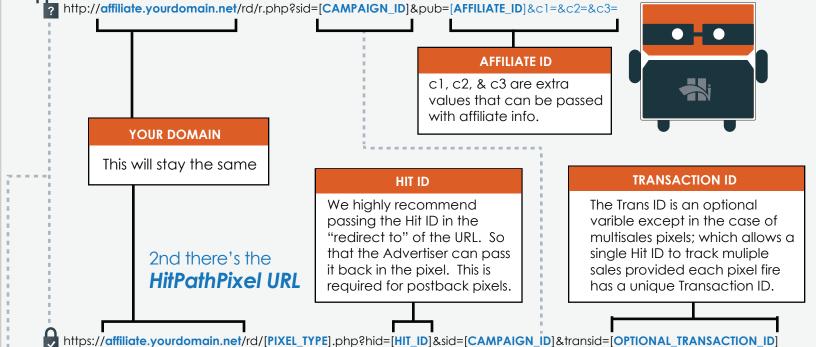
The **URL** Breakdown

1st is the HitPath Tracking URL

><a rocks.com">



Depending on the types of pixel this will change:

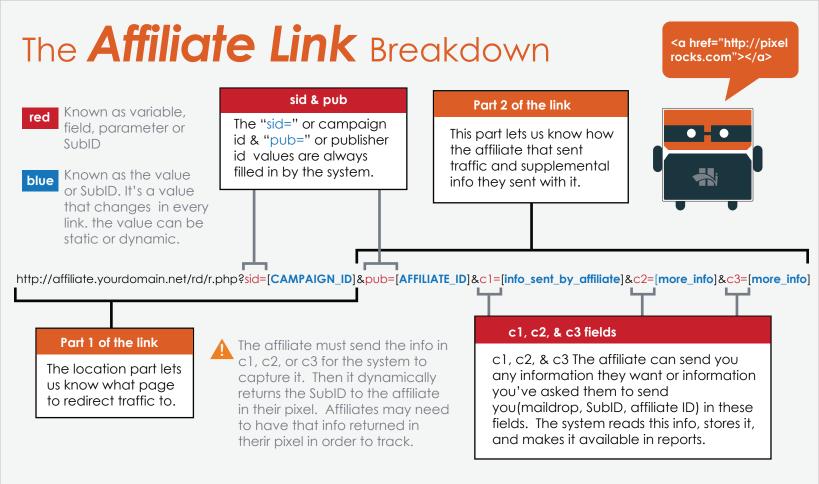
ipx.php for javascript ipx.php for iFrame px.php for image & postback

PIXEL TYPES



A number representation of the campaian for easier tracking.

CAMPAIGN ID



an affiliate link

Every time a visitor clicks

click

A HITID IS BORN!



The Hit ID **123456789** is unique per click & identifies all

relevant information such as: Affiliate ID, Campaian ID, Sub IDs & More!

ONCE IT'S CREATED

IT'S STORED IN TWO PLACES.





HitPath **Database**

Data is retained Indefinitely

HitPath can pass data to the landing page. Passing the Hit ID is the most effective way to guarantee accurate tracking.





Inside the visitor's browser, data is stored in a cookie for a defined period of time.

The **Journey** of the HitlD

Understanding the success of a campaign and the volume of traffic it is generating is directly related to how well you are able to track it. HitPath uses both Pixel and Cookie tracking in conjunction, in order to achieve the most accurate and reliable stats possible. It is important to understand how this process works so you can make sure you are getting the best results.

of COOKIES **GET BLOCKED**



Did you know that 3 in 10 users delete their cookies every month and those same users do so on average of four times per month?

of COOKIES **GET PLACED**



When cookies are in place, and not blocked or deleted, total visitor counts will remain comparatively low. If a person constantly deletes cookies, they will be counted as a new "unique" visitor with every subsequent visit.

A TRANSACTION OCCURS!

The pixel fire reports the visitor's action to HitPath and supplies the HitID.

The Hit ID identifies all details about the visitor's click until...



YAY SUCCESS!

The transaction is recognized in 1 of 2 ways:

The HitID is Present

Successful Conversion Yay you made money!



Placed Cookie Your cookie containing the HitID was placed. Yay you made money!

