NEWGROUNDS

// Flash API for ActionScript 3.0
// Installation Tutorial

Welcome:

In this tutorial we will discuss the basic Newgrounds Flash API installation process.*

Required Files:

- NewgroundsAPI.as
- NewgroundsAPI_FlashAds.fla (if you are using Flash Ads)

Contents:

* This tutorial assumes you have added a new movie to your NG API list and have downloaded the 'NewgroundsAPI_AS3.zip' file.

# Connecting to the API Gateway:

Before we begin, you will need to create a new movie and save it. Once you have your movie saved, copy the contents of Newgrounds_AS3.zip (the file this tutorial came in) into the same folder as your movie.

Once the files have been copied, open the ActionScript panel on Frame 1 of your movie and copy the NewgroundsAPI.connectMovie() code from the Newgrounds API Help page:
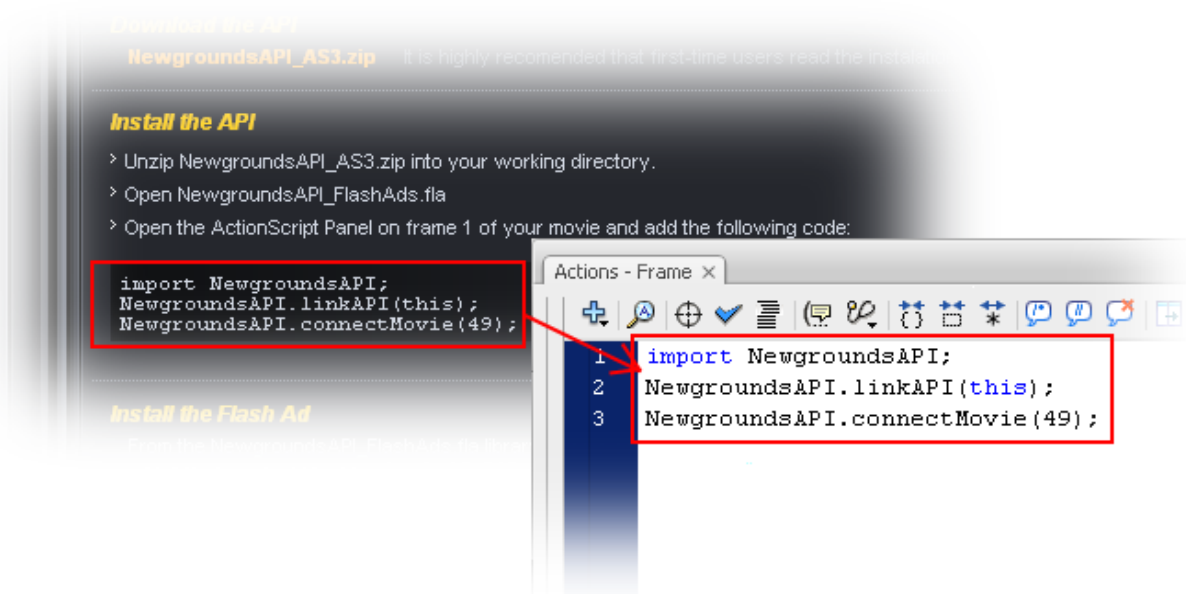
Test your movie, and you should see trace output similar to the following:
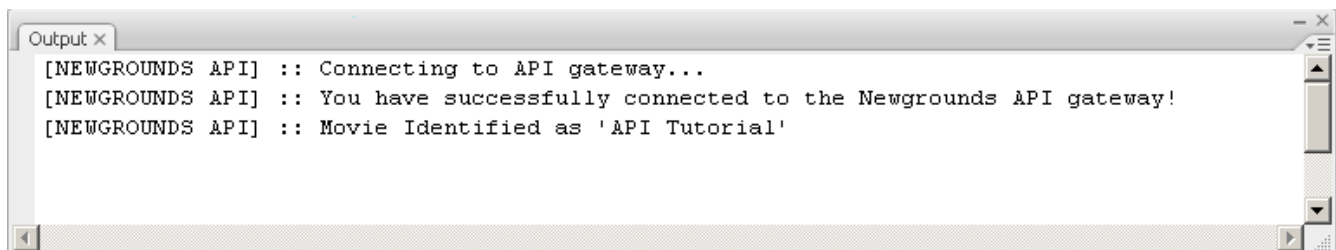
Congratulations, you can now connect to the Newgrounds API Gateway!

Every time your movie runs a new movie view will be logged, allowing you to track its popularity from your Newgrounds API page.
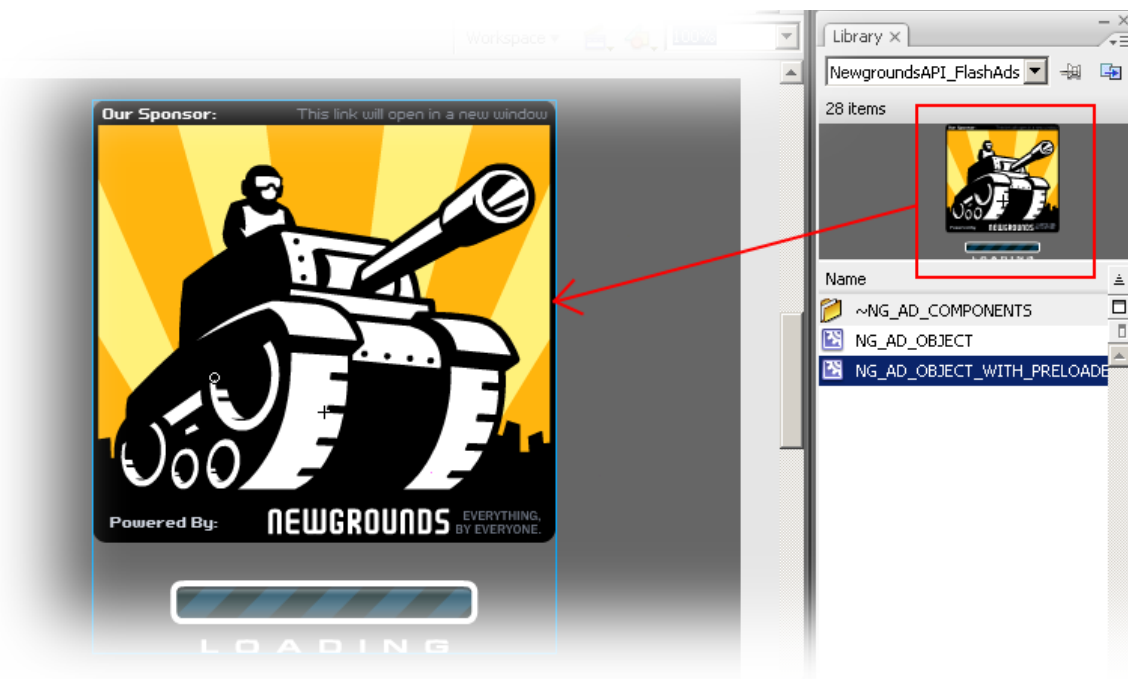
Flash Ads:

Flash Ads run directly from within your movie, earning you revenue from any site hosting your work. This is a great way to make money while also spreading your work across the web for all to see.

Once you have added the NewgroundsAPI.connectMovie() call in your movie, you can place a Flash Ad anywhere in your movie.

The API has 2 options: **NG_AD_OBJECT** or **NG_AD_OBJECT_WITH_PRELOADER**.

As the names imply, one option has a built-in preloader, the other does not.

Open NewgroundsAPI_FlashAds.fla then go back to your movie. From the NewgroundsAPI_FlashAds.fla Library, drag the appropriate NG_AD_OBJECT to your timeline:

That's it, you have successfully added a Flash Ad to to your movie!

If you haven't activated your movie from the settings page yet, you should see the "your ad code is working" animation when you test your movie.

Once activated, your movie will only show ads after a Newgrounds representative has approved your movie. This is to prevent exposing our advertisers with unsuitable content.

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Referral Tracking:

The Newgrounds API has simple methods for tracking referrals to your site, as well as referrals to Newgrounds.com.

These methods will track a referral and open the selected site in a new browser window every time a new user clicks on a link to the selected site.

To begin, create a new button for your website and give it an instance name of 'MySiteButton'.
Add the following code to your the keyframe your button is on:

```
import NewgroundsAPI;
MySiteButton.addEventListener(MouseEvent.CLICK, NewgroundsAPI.loadMySite);
```

Test your movie and the button should now load your website in a new browser window!*

If you want to support Newgrounds by adding a link, create a button with an instance name of 'NGbutton' and use the following code:

```
import NewgroundsAPI;
NGbutton.addEventListener(MouseEvent.CLICK, NewgroundsAPI.loadNewgrounds);
```

Test your movie and this button should load Newgrounds in a new browser.

*If you did not assign a WWW Redirect in your movie's Newgrounds API Settings page, this function will load your Newgrounds.com user page. You can update this at any time from the Newgrounds API Settings page for your movie.

Custom Referrals and Events:

Custom referrals allow you to track how many times any URL is opened from your movie. This feature is handy for movies with multiple authors or games with sponsors, allowing you to see how many kickbacks all parties involved are receiving.

Custom events are similar to custom referrals except that events do not open a new browser window. Events are used purely to gather statistical data from your movie. These are handy if you ever wanted to know how many users play a movie in low quality vs high quality, or how many players prefer easy mode vs hard mode in a game.

Before you can use custom links and events, you will need to define them on the Newgrounds API Settings page for your movie.

In this example, I have already added 2 custom events and one custom referral

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After you have saved your changes, copy the NewgroundsAPI_customLinks and/or NewgroundsAPI_customStats code from the Newgrounds API Help page.

Paste this code into the keyframe where your NewgroundsAPI.connectMovie() call resides:
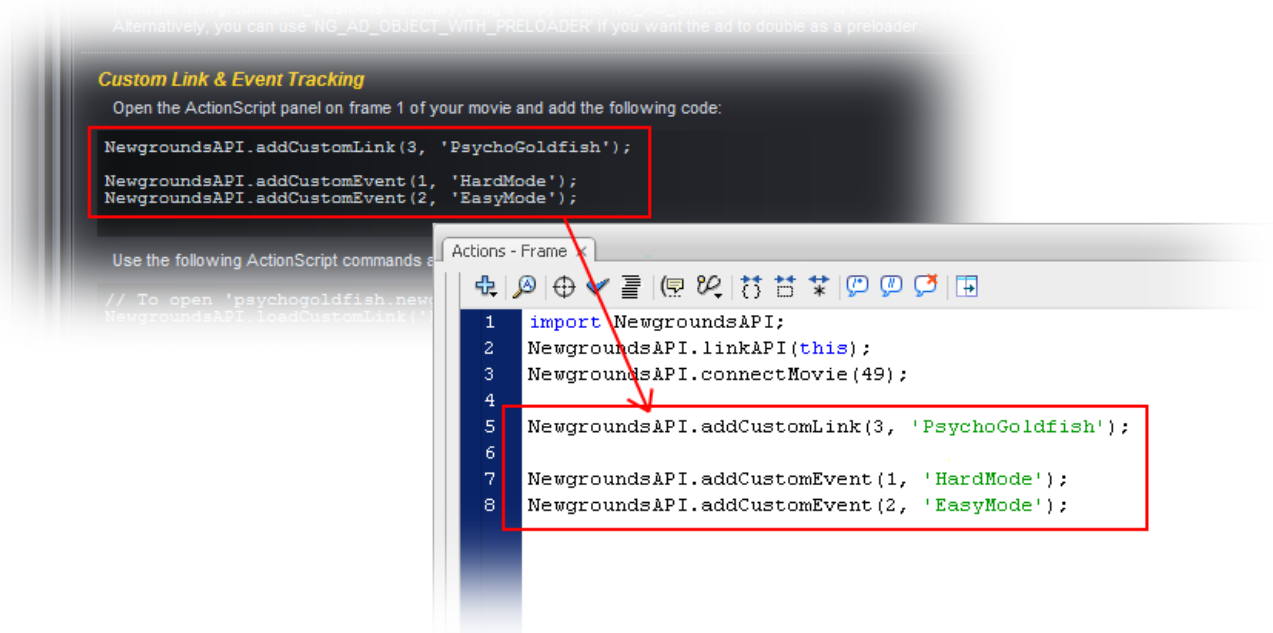
In this example, I have created a custom referral called 'PsychoGoldfish' that points to my Newgrounds user-page.

To use this, I have made a button with an instance name of 'PGbutton' and used the following code:

```
import NewgroundsAPI;

function LoadPsychoGoldfish(event:Event) {
      NewgroundsAPI.loadCustomLink('PsychoGoldfish');
}

PGbutton.addEventListener(MouseEvent.CLICK,LoadPsychoGoldfish);
```

I have also created two custom events in the example; HardMode and EasyMode.

For this example, let's say I am using these events in a game.

In the menu screen, the user can select the difficulty level of the game. Once the user starts the game, I can track what difficulty they selected with the following code:

```
if (difficulty == 'easy') {
      // log that this player is playing on easy mode
      NewgroundsAPI.logCustomEvent('EasyMode');
} else if (difficullty == 'hard') {
      // log that this player is playing on hard mode
      NewgroundsAPI.logCustomEvent('HardMode');
}
```

When this game gets published, I will be able to see how many users play on each difficulty setting. If the vast majority plays easy mode, maybe I made the game too hard...