MPU

This ad has been created with TweenLite, along with the cssPlugin and ease pack

These files are downloaded via the repository and 26.1 KB in combined size (gZipped)

JS files:

politeLoad.js – Loads in divs to page politely

300x250.js – sets up variables and initialises ad

background.js – for background intro animation

CSS files:

main.css

images:

Update sizes for ad in main.css

mTxtStartPos defines the starting point of the car model (Focus, Mustang etc.)

The cName Object defines the end Width, top and left positions of the car model animation.

The playCTA() located in cta.js controls 2 sprite animations, one that moves the text and one that animates the arrow

The calculateXY function defines the area where the powder explosions spawn.

The frameWidth var in the playScript function will have to be edited if the spritesheet size is changed