This ad was created with CS6 and createjs ver 2.0311

LIST OF FILES TO UPLOAD:

Mondeo\_Power\_Play\_ADSIZE\_DEV.html

Mondeo\_Power\_Play\_ADSIZE.js - generated by flash

main.js

textSetup.js

FOLDERS:

libs

images

fonts

Copy files, rename them 300x250 etc. resize the stage.

You can import/overite images if need be.

Best to set up assets in the fla file where/near you want them to appear in the ad.

Set the car where you want it to appear from(off stage), this generates the startX var so the car can be reset to It’s start position

The sufaces must be set up exactly where you want them to be in the fla, as they don't move.

some functions are called from within the .fla from the timeline, please be carefull not to delete these if editing.

Publish files, be careful, if you have imported any new images into flash, check in the html file that flash generates.

The manifest var holds all assets to be pre loaded, compare and add the images that have changed to the manifest var in the main.js file.

But best to go to the library and update images rather than import new ones.

NOTE:

YOU MUST CHANGE THE URL/FILE NAME IN THE \_DEV.HTML FILE

TO THE NEW JS FILE NAME THAT FLASH GENERATES, THIS IS LOCATED, AT THE LOWER PART OF THE SCRIPT AND IS COMMENTED.

Once the files have been published, you will need to change the x and y coords of the assets in the JS code for:

The car, car interior and percentage text fields.

please see gameTweensIn() and playAutoIn(),

The x and y properties are set there. At the begining of the functions.

If assets disapear off the stage try using the code below to put a background on the container.

This adds a background 200x200, you can make it larger if need be

var bg = new createjs.Shape(new createjs.Graphics().beginFill("#f00").drawRect(0,0,200,200));

exportRoot.containerName.addChild(bg);

you may need to edit

playAutoOut(), gameOverTweens() and carOut(), for timings but you shouldn't have to.

Also in the textSetUp.js you can edit text/font type etc.

Remember to place your text on the stage to where you want it to be.

NOTE:the movieclips on stage that hold text have a transparent background DO NOT remove.

There are three text vars in textSetUp.js that have been set up differently, because of display issues

playBtnDiv, findOutMoreDiv, IntelligentDiv

The begining screen and end screens have been published via the createjs toolkit.

The game animation and auto play scene have been mostly tweened using Tweenjs

All assets for the game car, car iterior etc can be found in the gameMC movieclip