



MEDIAMOND

TECHNICAL SPECS HALFPAGE VIDEO

OVERALL INSTRUCTION

The Materials have to be sent by mail to the address operation@mediamond.it – with in copy the address of the referential account. At least **3 working days before the online**. It is strongly recommended to specify the following details in the message: Advertiser name, campaign/product name and online date.

REFERENCES

Overall

Mail: operation@mediamond.it

Web: <http://www.mediiamond.it/it/Creativita>

NOTES

All the files which you can download from our website, could be modified due to Internet updates or editorial variations. Verify your doubts by contacting Mediamond OPERATION or by sending the source files (FLA, PSD) and the creativity relative fonts for compelling interventions or suggestions.

The FLASH Templates which you can download online are saved in the following versions: CS4, CS5 and CS5.5 in Action Script 2.0 and can be exported in every version.

The units of measurements are expressed as follows:

Size:	Pixel	(PX)
Formats:	Kilobyte	(KB)
Video formats:	Kilobit per second	(KBP/S)

Link: <http://www.mediiamond.it/it/Creativita>



HALF PAGE VIDEO

| ALL NETWORK | NO VIDEOMEDIASET | NO DONNAMODERNA | NO NOSTROFIGLIO | NO FOCUS JUNIOR | NO 3BMETEO | NO MEDIASET | NO STARBENE | NO SORRISI | NO R101 |

Size:	300x600	
Formats:	SWF + JPG +	60 Kb
	1 Video MP4/FLV	600 Kbps Audio+Video
	Or	
	Javascript Redirect	No Iframe
Optional elements:	URL / Click Command , Tracking Pixel	

Specs details

JPEG/GIF	Fulfil size and weight.
JS REDIRECT	No Iframe Redirect, avoid to build DIV with ZINDEX higher than the editorial pages (check your doubts with Operation).
FLASH SWF + VIDEO	Insert the play/volume/pause/reload buttons in the highest level of the timeline. Insert, in the level below, an object Button of the desired size for the click area (draw only in the 4th frame of the object) and associate the following Action Script 2.0 (do not insert the destination link): The Video player has to be made with AS e not created with the additional elements which already exist in the Flash library. The video source must not be local but absolute or with “_root.flvname” variable. For example: YES: <code>instance_player.play(_root.flvname);</code> YES: <code>contentPath(_root.flvname);</code> YES: <code>instance_player.play("http:...mp4");</code> NO: <code>instance_player.play("video.mp4");</code> The video area has to be equal to or be proportioned to the source video, the video must start audio OFF and can be activated only by the action of the user.
	VIDEO

