

## Flash CS3

### Create a button or movie clip button

For more information on creating a button in Flash, see [Create a button](#).

### Add a script to the button

Executes when a user clicks the banner. You might use the `getURL()` function to open a new browser window. Make sure url is NOT IN QUOTES.

**Note: This script must be placed in an Action layer.**

```
myButton_btn.onRelease = function(){  
    getURL(url, "_blank");  
};
```

[Please see the Adobe Help files for additional info.](#)

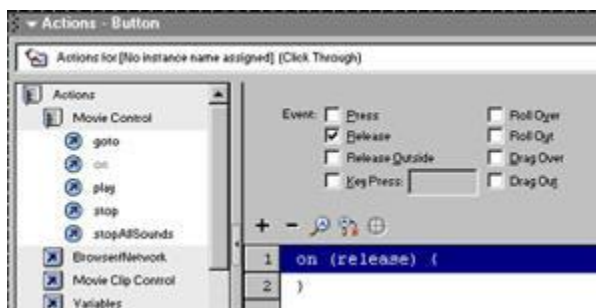
### Flash MX Instructions

1. Create a new bottom layer; make it the full pixel size of the ad and fill it with the desired background color.
2. Click once on the new layer to select it – then right click and choose 'Convert to Symbol...'

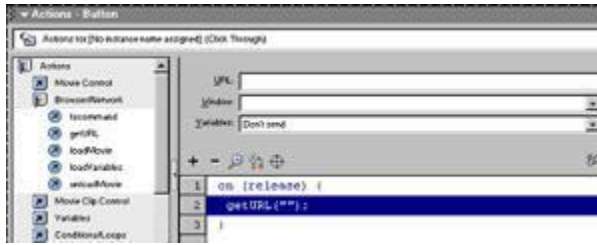
The following dialogue box will be displayed:



3. Give the Symbol a name (like Click Through) and then choose 'Button' for the Behavior. Hit OK.
4. Down in the 'Actions - Button' section, go into the 'Actions' menu, then into the 'Movie Control' menu, then choose 'on' by double clicking.
5. If the Event 'Release' is not checked, Check it.



6. Still within the 'Actions' menu, go into the 'Browser/Network' menu and choose 'getURL' by double clicking.



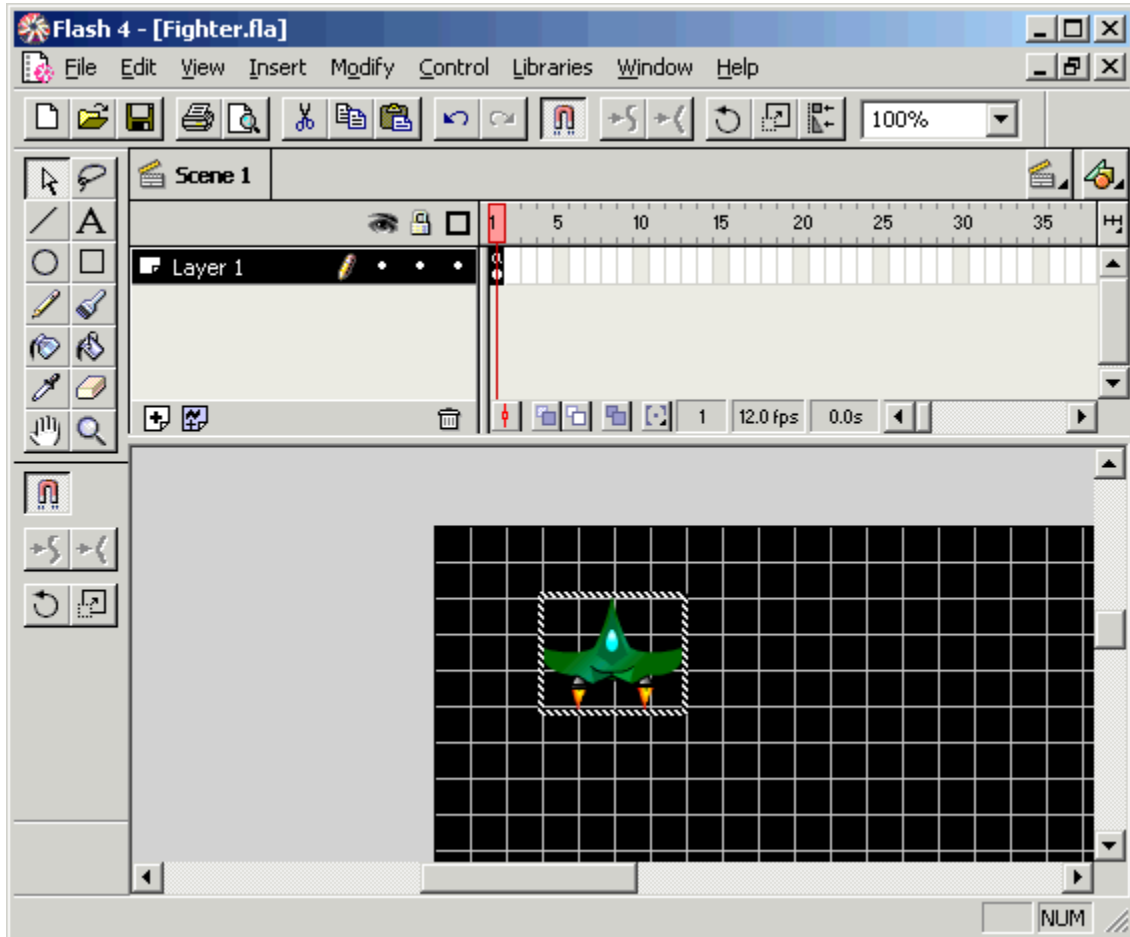
7. getURL has four components – URL, Expression, Window, and Variables.
  - o For URL enter the variable url.
  - o Check the Expression box next to the URL field.
  - o For Window select \_blank from the drop down box.
  - o For Variables, leave 'Don't send' selected.

```
+ [A] [B] [C] [D] [E] [F] [G]
on (release) {
    getURL(url,window="_blank");
}
```

Make sure url is not in quotes as shown above.

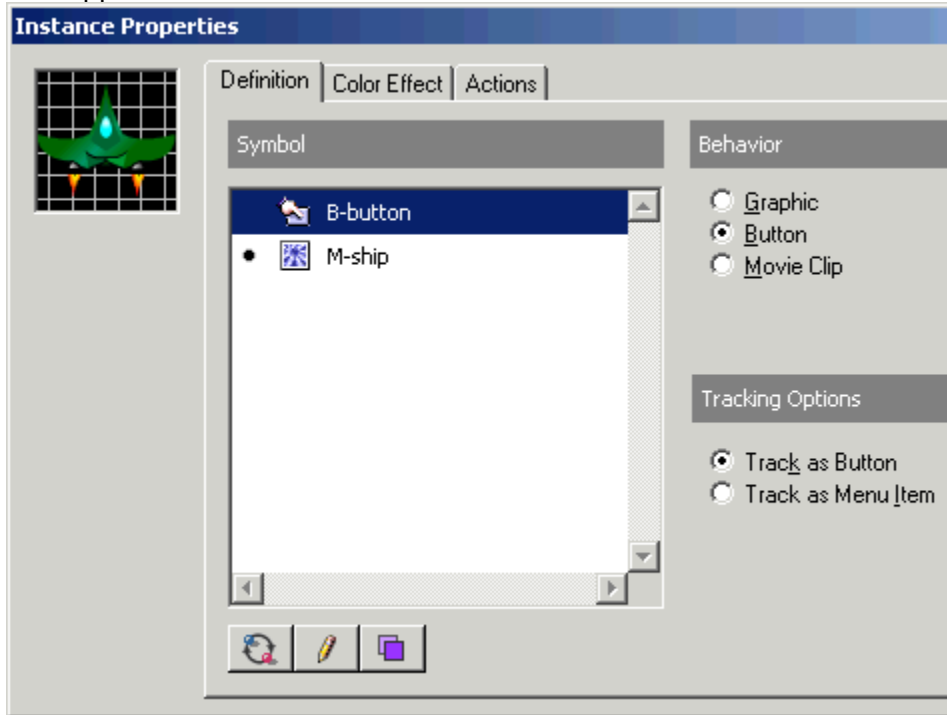
**Instructions for Older Versions of Flash** Follow these steps precisely to modify your flash file to support tracking clicks:

1. From with Macromedia's flash editor, open your .fla file.
2. With the mouse pointer, select the Frame or object that you would like to track the click on.

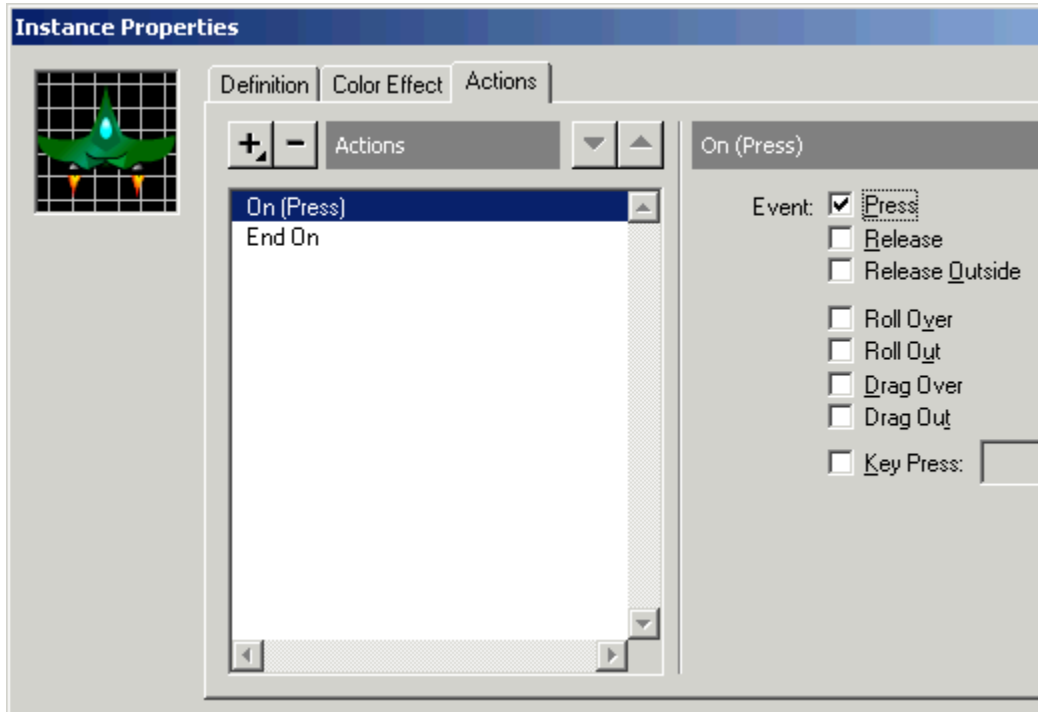



3. From the **Modify** Menu, select **Instance**. The Instance Properties screen will appear.

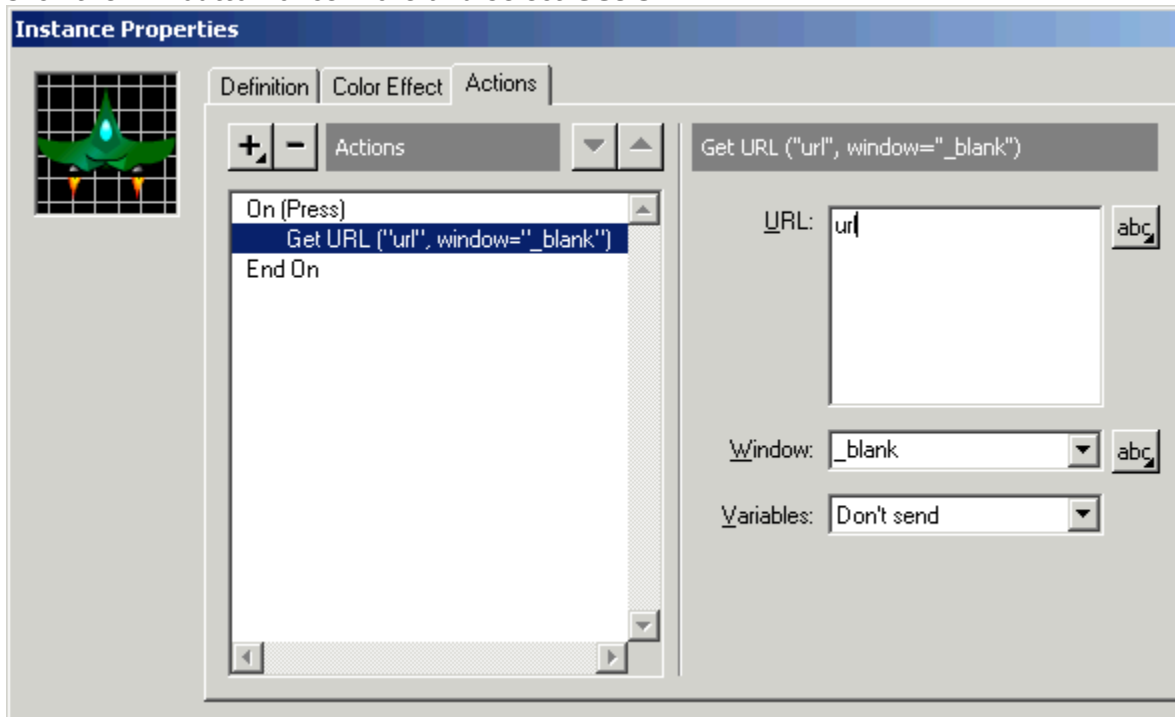
4. Select the Button symbol and select Button under behavior. The Actions tab should now appear.




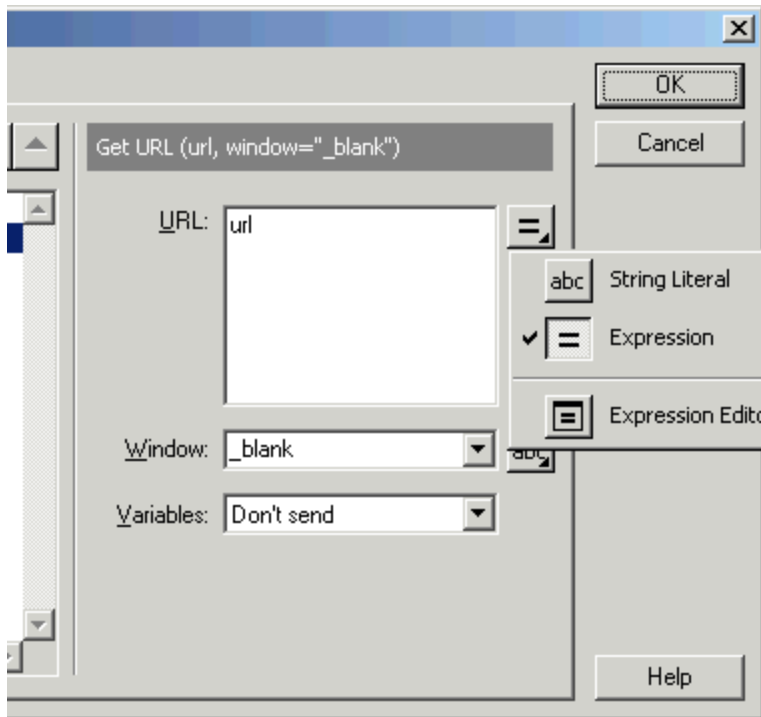
5. Click the Actions tab.
6. Click the  button then select **On MouseEvent**. On the right side next to Event" check the box Press.



7. Click the  button once more and select **Get URL**.



8. In the **URL:** box, enter "url" in lower case letters. **Do NOT enter your company URL but rather the word "url"**.
9. Next to **Window:** select "\_blank". This is necessary to ensure the Click event jumps outside the IFRAME if the banner is being served in an IFRAME.
10. Make sure Variables: is set to Don't Send.
11. Click the  button on the right side of the URL: field and select Expression. Do not do the same for the box next to the Window field.



12. Click the OK box to accept the changes.

13. Proceed to publish or export your .SWF movie and upload the file to your ad server.