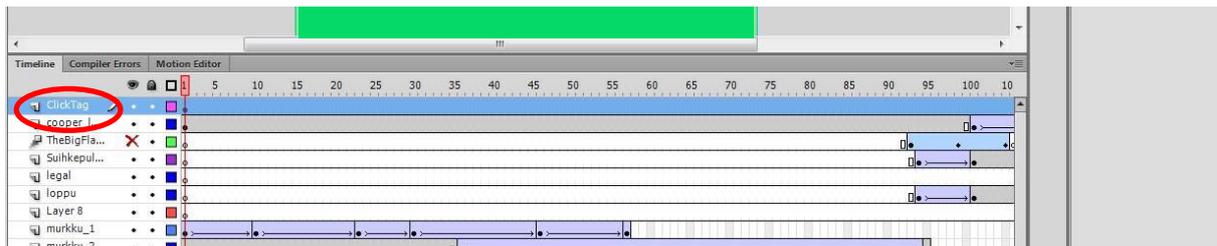


How to add click events to HTML5 banners created using Adobe Flash Professional?

1. In your Flash project file (*.fla), get the name of the button or clickTag layer from the properties panel e.g. In the panel below - Name of the clickTag layer's property is "klikki".
(Note: it is recommended to use some proper name for the clickTag layers like clickArea, clickArea1, clickArea2,etc).



2. Convert the Flash file as usual into HTML5/javascript. E.g if your flash project file name was test1.fla, it will generate test1.html, test1.js and some other asset related files/directories.
3. Open the main *.html file generated above e.g. "test1.html" file using some HTML editor (like Notepad++,CofeeCup, Sublime, Notepad, etc.). Add the following code snippet in the <head> element of your HTML file as shown in the picture below.

```
<script>
document.write('<script src="' + 'https://sn.sanoma.fi/js/ClicksApi.js?vr=' +
Math.random() + '"></script>');
</script>
```



NOTE! If the campaign is run also in native apps in mobile/tablet: Please add the following code snippet also to the head section of your html in case the ad will be run also in native apps:

```
<script>
document.write('<script src="' + 'https://sn.sanoma.fi/mobile/js/mraid/mraid-
bridge.js?vr=' + Math.random() + '"></script>');
</script>
```

4. Open the main Javascript (*.js) file generated by Flash using a HTML editor of your choice.

E.g. if your project file name was test1 fla, look for the file "test1.js".

Look for same clickTag layer's property name as checked in "Step 1" in this file. E.g. In Step 1, the name of the property was "klikki" and then according to the name of the property add the following code snippet at that particular location. (Please note the name of the click tag layer defined in example flash file was "klikki" and that is why we are adding the addEventListener to this.klikki, in your case it may be a different name depending on whatever name you have used for your click tag layer.)

```
this.klikki.addEventListener('click',function(){
    SanomaClicksApi.openClickTag('clickTAG');
});
```

Please note the name of the click tag layer defined in flash was *klikki* and that is why we are adding the addEventListener to *this.klikki*, in your case it may be a different name depending on whatever name you have used for your click tag layer.

NOTE: The code mentioned in the picture below might be different, always use the one that is mentioned in instructions rather than what is displayed in a picture

```
902 // stage content:
903 (lib.test1 = function(mode,startPosition,loop) {
904     this.initialize(mode,startPosition,loop,{});
905
906     // timeline functions:
907     this.frame_0 = function() {
908         /* klikki.onRelease = function () {
909             getURL(_root.clickTAG,"_blank");
910         }*/
911     }
912
913     // actions tween:
914     this.timeline.addTween(cjs.Tween.get(this).call(this.frame_0).wait(245));
915
916     // ClickTag
917     this.klikki = new lib.klikki();
918
919     this.klikki.addEventListener('click',function(){
920         var clickTAGValue = window.SanomaClicksApi.getClickTagUrl('clicktag');
921         window.open(clickTAGValue, '_blank');
922     });
923
924     this.klikki.setTransform(234,300);
925
```

NOTE: In case you have more than one click tags defined in Flash project, simply look for the corresponding names in your JavaScript file and add the corresponding event listeners on each layer. (You'll need to use corresponding click tag URLs - In the example below we are requesting clickTAG2)

Example:

```
this.klikki2.addEventListener('click',function(){
    SanomaClicksApi.openClickTag('clickTAG2');
});
```

Please note the name of the click tag layer defined in this example was *klikki2* and that is why we are adding the addEventListener to *this.klikki2*, in your case it may be a different name depending on whatever name you have used for your click tag layer.

5. Save the files, zip them and all the other assets and your are ready to send your ad to the publisher.