

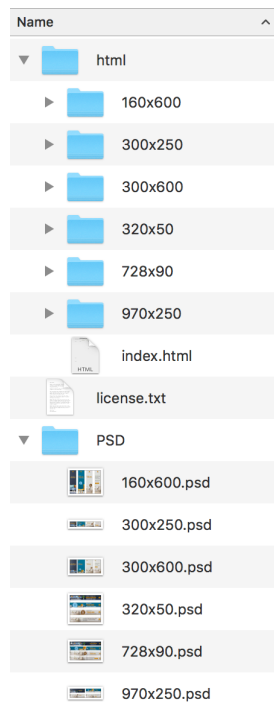


HTML5 Banner Development Guide

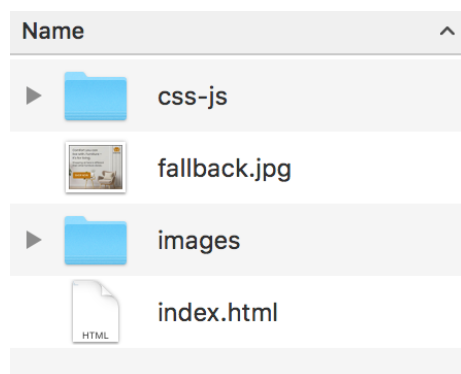
Please Contact Us if you require more information

<https://www.admarkup.com/contact/>

Folder Structure: html files into html folder .psd files into PSD folder index.html for preview banners.



HTML Banner Folder Structure: css-js → .css and .js file. images folder → all images asset, index.html main html file for banner code.



HTML Snippet Code:

```
1 <!DOCTYPE html>
2 <html lang="en">
3 <head>
4 <meta charset="utf-8"/>
5 <meta http-equiv="X-UA-Compatible" content="IE=edge,chrome=1">
6 <meta name="ad.size" content="width=300,height=250">
7 <meta name="viewport" content="width=device-width, initial-scale=1"/>
8 <title>admarkup</title>
9 <link rel="stylesheet" href="css-js/style.css" />
10 <script type="text/javascript">
11 var clickTag = "https://admarkup.com/";
12 </script>
13 </head>
14 <body>
15
16 <div id="ad">
17 <div id="banner">
18 <!-- Fallback & clickTag -->
19 <a href="javascript:void(0);" onClick="window.open(window.clickTag)" id="clickTAG"></a>
20
21 <!-- ===== Frame One ===== -->
22 <div id="frame_one">
23 
24 <div id="image1"></div>
25 
26 </div>
27
28 <!-- ===== Frame Two ===== -->
29 <div id="frame_two">
30 <div id="image2"></div>
31 
32 
33 </div>
34
35 <!-- ===== Frame Three ===== -->
36 <div id="frame_three">
37 <div id="image3"></div>
38 
39 
40 
41 
42 
43 </div>
44
45 </div><!-- // End Banner Div -->
46 </div><!-- // End Ad Div -->
47
48 <script src="https://s0.2mdn.net/ads/studio/cached_libs/tweenmax_1.18.0_499ba64a23378545748ff12d372e59e9_min.js"></script>
49 <script src="css-js/custom.js" ></script>
50 </body>
51 </html>
```

1. Ad size (Important for google ad Size. Change according to banner size)
2. CSS -- css link file
3. Click Tag
4. Click Tag JavaScript function
5. GSAP CDN and custom JavaScript link

```

/*-----
Reset
-----*/

/*****Basic settings*****/

*{
  margin: 0;
  padding: 0;
}

html {
  box-sizing: border-box;
  text-size-adjust: 100%;
  -ms-text-size-adjust: 100%;
  -webkit-text-size-adjust: 100%;
}

*, *:before, *:after {
  box-sizing: inherit;
}

img{
  border: 0px;
}

a{
  text-decoration: none;
}

#frame_one, #frame_two,#frame_three {
  width: 100%;
  height: 100%;
}

```

1. Reset css no need changes there if you want to add new frame then add #frame_name

```

/*-----
Layout
-----*/

#ad {
  -moz-user-select: -moz-none;
  -khtml-user-select: none;
  -webkit-user-select: none;
  -ms-user-select: none;
  user-select: none;
}

#banner {
  position: absolute;
  background: #eeeeee;
  display: block;
  width: 300px;
  height: 250px;
  overflow: hidden;
  cursor: pointer;
  visibility: hidden;
  border: 1px solid #444444;
}

```

1. #banner for banner size need to change when you resize the banner change width and height value

```
#clickTAG {
  position: absolute;
  width: 100%;
  height: 100%;
  z-index: 99999;
  top: 0;
  left: 0;
  cursor: pointer;
}
```

1. #clickTag : for banner click tag default 100% width and height

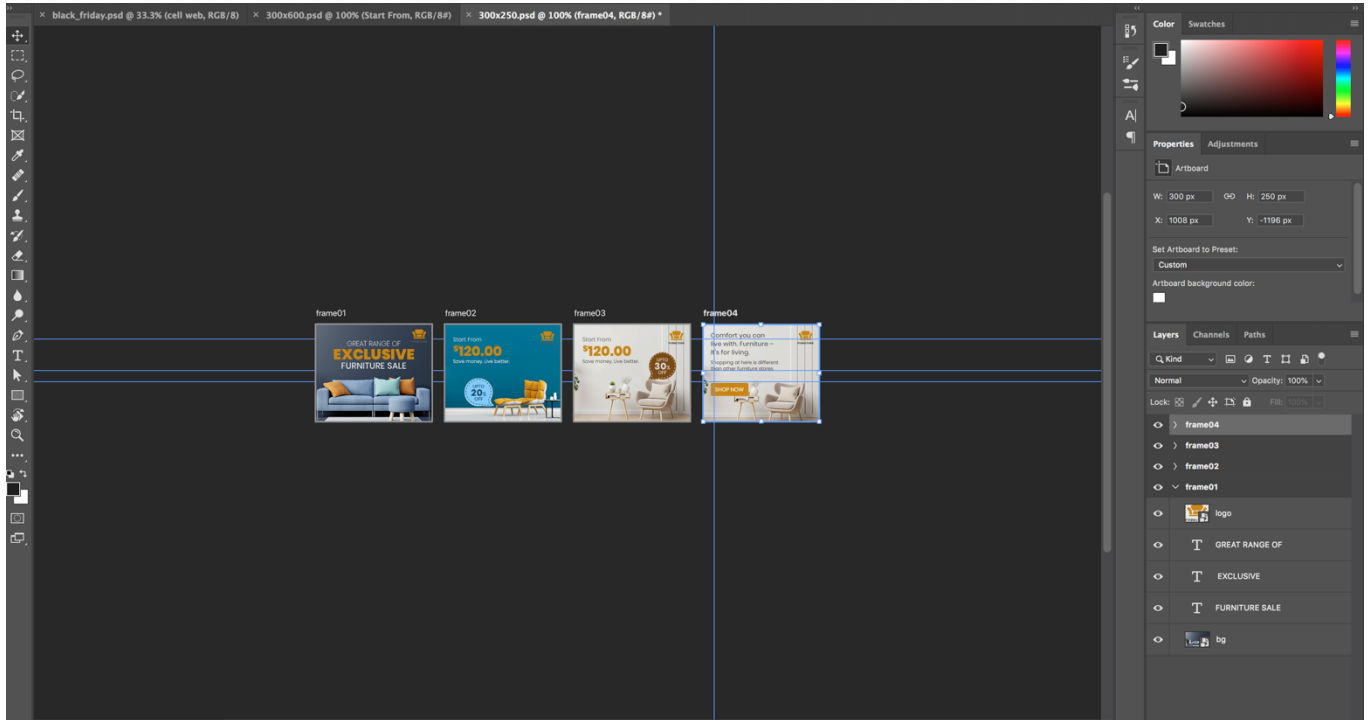
```
1  var banner = document.getElementById('banner');
2
3  var tl = new TimelineMax({repeat:1, repeatDelay:2.5});
4
5
6  window.onload = function() {
7
8    tl.set(banner, {visibility: "visible"})
9
10   /*frame one*/
11   .add("frame1")
12   .to("#image1",6, {scale:1, transformOrigin:"25% 0%", ease:Power4.easeOuteaseOut},"frame1")
13   .from("#text1",5, {opacity:1, scale:1.3, rotationZ: "1deg", ease:Power4.easeOuteaseOut, transformOrigin:"50% 50%"},"frame1")
14   .to("#image1,.text1",1, { opacity:0},"frame1+=3.5")
15
16   /*frame two*/
17   .add("frame2","frame1+=4")
18   .to("#image2",6, { scale:1,transformOrigin:"25% 0%",ease:Power4.easeOuteaseOut},"frame2-=.5")
19   .from("#violator1",4, { opacity:0, scale:1.3, transformOrigin:"50% 50%",rotationZ: "0.04deg"},"frame2")
20   .from("#text2",1, {opacity:0, y:15,rotationZ: "1deg"},"frame2")
21   .to("#image2,.violator1,.text2",1, { opacity:0},"frame2+=3.5")
22
23   /*frame three*/
24   .add("frame3","frame2+=4")
25   .to("#image3",6, { scale:1,transformOrigin:"25% 0%",ease:Power4.easeOuteaseOut},"frame3-=.5")
26   .from("#text3",1, {opacity:0,y:15,rotationZ: "1deg"},"frame3")
27   .from("#violator2",4, { opacity:0, scale:1.3, transformOrigin:"50% 50%",rotationZ: "0.04deg. z-Index:999"},"frame3")
28   .to("#violator2,.text3",1, { opacity:0},"frame3+=3")
29   .from("#text4",.5, {opacity:0,y:15,rotationZ: "1deg"},"frame3+=3.5")
30   .from("#text5",.5, {opacity:0,y:15,rotationZ: "1deg","ease:Power4.easeOuteaseOut"},"frame3+=3.5")
31   .from("#cta",.5, {opacity:0,y:15,rotationZ: "1deg" onComplete: hoverInOut() }, "frame3+=4")
32
33
34
35  var currentDuration = tl.duration();
36  console.log(currentDuration);
37  };
38
39
40
41
42  function hoverInOut(){
43    ctaAnimation = true;
44  }
45
46  banner.addEventListener("mouseover", function(){
47    if(ctaAnimation)
48      TweenMax.to("#cta", .5, { scale:1.1, ease:Power1.easeOuteaseOut, transformOrigin:"50% 50%"});
49  })
50
51  banner.addEventListener("mouseout", function(){
52    if(ctaAnimation)
53      TweenMax.to("#cta", .5, {scale:1, ease:Bounce.easeOut, transformOrigin:"50% 50%"});
54  })
55
56
57
```

1. tl. start main timeline, repeat: 1 banner repeat 2 time, repeatDelay: repeat delay time.
2. If you want to no loop change:0 and repeatdealy: 0
3. window.onload JavaScript function load and start banner animation by default banner visibilities: hidden.
4. add frame: Set time for each frame particularly. you can change the frame duration from here
5. onComplete for CTA hover animation after complete the animation it will be active
6. Hover InOut () CTA hover animation

HTML asset validation link:

<https://h5validator.appspot.com/dcm/asset>

PSD files are layer based east to edit. Free google font used. Just change and save to image folder your banner will be change.



If you need any help or changes, feel free to contact with us.

WE'D LOVE TO HEAR FROM YOU!

<https://www.admarkup.com/contact/>

THANK YOU
<ADMARKUP>