

The BannerRotation 1.0 action.

The BannerRotation action manages the rotation of up to 10 banners and offers you a number of options.

- You can set the rotation interval (when using “constant rotation”).
- Random start banner.
- Banner links opens in popup window.
- Position of popup window can be set to “centre” or X and Y coordinates.
- The X and Y dimensions of the popup window can be set.
- Banners without links can be used.

Limitations:

- All banners handled by one action must be the same size.
- Banners without a link will still display as links (cursor changes)
- The maximum number of banners handled by one instance of the action is 10.

Manual:

1. Start by putting a body action object where you want the banner to display. If the body object mess up your layout (in layout mode) you can click window > view and then set invisible items to be invisible. The user interface is slightly different in GL4-5 and GL6 but the option is found under view menu in all versions.
2. In the action inspector click the action button and select the BannerRotation action from the popup list.
3. The action inspector will now display the action options. Start by giving the action instance a name. This name is used to separate the actions if you are using more than one, it's also used to give the banner image a name in the html code.
4. Set the rotation interval in seconds. This value is used if you decide to check the “constant rotation” option that will be discussed later in this manual. The default value is 30 seconds.
5. The next two fields are the X and Y dimensions of the popup window. All banner links will open in this popup window. The default dimension is 600x400px.
6. In the popup position field you enter the coordinates for your popup window. The X and Y value tells the action where the upper left corner of the popup window will be located.
7. Enter the height and width of your banners. All banners handled by the same instance of the action must be the same size.
8. Check “centre popup window” if you want the popup window centred on the user's screen. The X and Y position will not be ignored if you check this option.
9. Check “constant rotation” if you want the banners to change/rotate while the page displays. If this option isn't checked the action will just display a random banner from the banner group (maximum number of banners that can be handled by one instance of the action is 10).

10. Use the URL box for "banner 1" to point and shoot or brows for the link to your banner.
11. Use the Image Link box to enter the link to a site/page that you want to attach to the banner. You don't have to enter a link, if you leave the default # sign in the box the banner will still display and the cursor will change on mouseover, but nothing will happen if you click the banner.
12. Repeat steps 10 and 11 for each banner you want to add, leave the default # sign in all unused fields.
13. Done.

The action inspector:

