

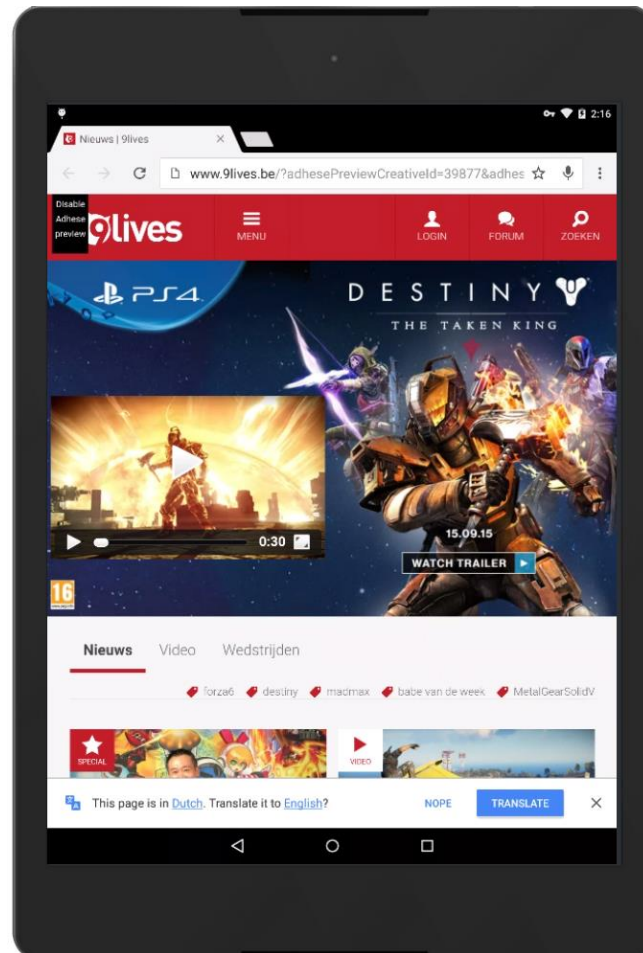
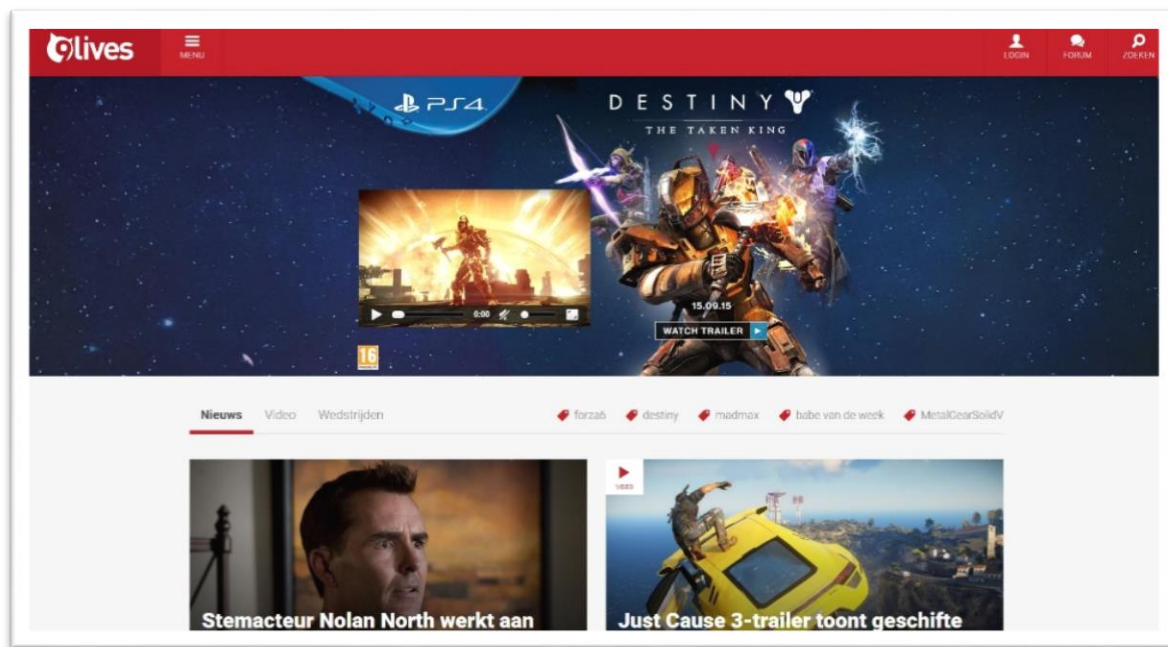


Technical Specifications

Responsive Takeover: Gaming

Technical Specifications

Responsive Takeover: Gaming



Technical Specifications

Responsive Takeover: Gaming

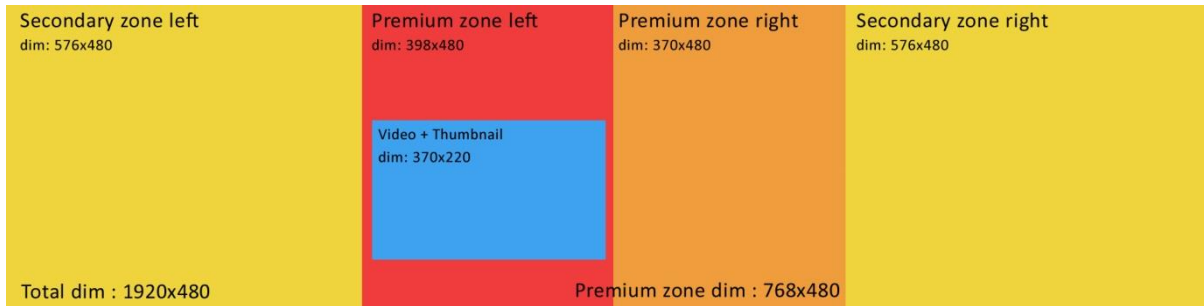
Format	Device	Width*Height	Extensions	Max. weight	Animation	Clicktag
Large Background	Desktop / Tablet	1920*480	GIF/ JPG/PNG	200 kb	-	-
Mobile Background	Mobile	300*250	GIF/ JPG/PNG	150 kb	-	-
Video*	Desktop / Tablet	640*380	MP4/OGG/WEBM	2,5MB	-	-
Thumbnail*	Desktop / Tablet	370*220	GIF/ JPG/PNG	70kb	-	-

- Video is optional, all video formats/extensions are mandatory when using video in your takeover.
- ** Medium Rectangle is a companion ad

3rd party tags not accepted for this format (except for the Medium Rectangle companion)

Technical Specifications

Responsive Takeover: Gaming



For example:



Visible zones

Desktop: Premium zone and secondary zone.

Tablet landscape : Premium zone and part of secondary zone.

Tablet landscape : Premium zone.

Smartphone : Mobile background.

Content

Premium zone holds the video and most important content. This will always be visible.

Secondary zone is used to fill up additional space when available.

Position video : 380px from center.

182px from top.

Download a template [here](#).



Technical Specifications

Responsive Takeover: Gaming

Delivery Address:

All materials should be sent to adops@pebblemedia.be

Delivery Delays:

3 business days for standard banners

5 business days for rich media

Delivery should include:

all necessary creatives

active destination URLs

if applicable, detailed instructions on how material should run

Feedback:

Will be given within 24 hours after reception.

If material does not meet requirements, procedure will restart.

3rd Party:

All active HTTPS 3rd party tags are accepted.

All assets loaded by the 3rd party tag must be HTTPS as well.

HTML5

We strongly recommend the use of HTML5 but under the following conditions:

- CSS selector must contain banner specific prefix's.
- Must contain an IAB ClickTag and open the landing page in a new tab. (see following pages for extra information)

Video specifications:

Max 2.5mb, Up to 30 seconds, Longer than 30 seconds during user interaction. play, pause, stop, sound on/off button must be present.

Audio Specifications:

Standard audio off, only on with user interaction, on mouse off the creative, audio should stop. Sound on/off button must be present.

Delivering HTML5 As Hard material

Inside the <head> of the .html file a global JavaScript variable called “clickTag” must be declared. Additionally we also declare a function that will process the click.

Example:

```
<script type="text/javascript">
    var clickTag = "";
</script>
<script>
    function openInNewTab() {
        var win = window.open(clickTag, '_blank');
        win.focus();
    }
</script>
```

This function must be used to processing the click.

A possible example:

```
<body onclick="openInNewTab();">
    <INSERT YOUR BANNER HERE>
</body>
```

Please deliver us the landings page by mail, our adserver will make sure the click command and landing page will be placed inside the clickTag variable.

Delivering HTML5 self hosted by a web service.

Inside the .html file the click command from our adserver must be picked up and placed in front of the landings page. We will pass the click command in the URL via a query string called "click".

f.e

```
<iframe SRC="<YOUR BANNER URL>?click=<CLICK COMMAND>"></iframe>
```

Picking up the click command can be done with the following code.

```
var clickthrough = location.search.split('click=')[1];
```

Adding the variable clickthrough in front of you landing page will allow us to measure clicks in our adserver.

When using clickTag as variable to process the click, the entire code would become the following:

```
var clickthrough = location.search.split('click=')[1];  
var clickTag = clickthrough+"<YOUR LANDINGPAGE>";
```



Technical Specifications

Responsive Takeover: Gaming

Delivering HTML5 hosted in an ad serving system. (DCM – Adform – Sizmek - ...)

Please inform yourself how your ad serving system will process the click command.
Implement the clickTag as demanded by your system.

We will make sure our click command will be passed to the creative using the implementation guidelines of your ad serving system.



Technical Specifications

Responsive Takeover: Gaming

Ad Operations

Campaign follow up

Email: adops@pebblemedia.be

Technical follow up

Email: technical@pebblemedia.be

Sales

Agency Sales

Email: salesteam@pebblemedia.be

Direct Sales

Email: salesteam@pebblemedia.be