



**iLAYER  
{EXPANDABLE}**

TECHNICAL SPECIFICATION

A set of rules, the fulfilment of which is a basic condition for the approval and placement of banners via the advertising system.

- The banner must not be overly aggressive in the sense of vibrating and flashing – an aggressive banner refers to a design that changes colours, headings or other important graphic elements in a striking manner and very short time span (less than 1 second), which can disturb the user when working with the page.
- The banner must not contain vulgarisms or other unethical elements.
- The banner must not exceed the permitted data limits and must have the correct dimensions for the required position.
- The banner must not contain control components of operating systems and must not look like a system report.
- The banner must in no way interfere with the page or influence the behaviour of page elements which are not a part of the advertising surfaces (banner). It must not change the page title or its main content, or arbitrarily adjust the entered URL without clicking on the banner.
- In file names must not be used any diacritical mark, space or any special character.
- All versions of the banner and target URL addresses must be submitted at least two business days before the start of the campaign, if not stated otherwise.

## Image (JPG, GIF, PNG)

**JPG**  
**GIF**  
**PNG**

### General specification for image formats:

- We accept only **JPG, GIF, or PNG** (if not stated otherwise)
- It must have exact dimensions for given ad format
- Data limitations for given format must not be exceeded
- Export image in RGB colour space (not CMYK) and resolution 72 dpi
- Bare in mind - exporting image in appropriate format can save a lot of data load and still keep good image quality. JPG is not always the best. Usually PNG is better for logos and texts with flat colours. JPG is good for photos but doesn't like stripes or flat red colour. GIF is good for animated images and flat colours. You can control the number of colours like in PNG but for more complex images is usually worse than PNG or JPG considering quality and data load together.
- Try using compression tools like: [JPEGmini](#), [PNG Gauntlet](#), [TinyPNG](#), [OptiPNG](#)

**Attention:** Animation is for some banner formats forbidden.

## Vector (SVG)

**SVG**

### General specification for vector images (accepted only in HTML banners):

- **SVG** is the only accepted vector format
- It is very good for all vector graphics like icons, logos. Advantage of this format is lossless scalability and reasonable data size for objects with low number of control points (less than 20). For more complex objects it is better to use PNG.
- Try using compression tools like: [SVGOMG](#), [SVG Editor](#)

## General specification of HTML5 format:

- Banner is placed as independent page in `<iframe>` thereby risk of technical or visual collisions with other page elements is eliminated. If needed to be without `<iframe>`, then must be delivered more ahead for inspection by our specialist to prevent any collision.
- Banner must not cause any troubles in any browser, nor cause JS errors nor write anything to browser console.
- All data for banner (including external sources, e.g. font from Google Fonts) must not exceed 100 kB limit. Hereby is excluded use of tools as Adobe Edge or Swiffy etc. whose supporting JS libraries are bigger than data limit. The same apply to use of various JS frameworks (YUI, MooTools, Prototype.js, jQuery etc.) and CSS frameworks (Bootstrap, Foundation, etc.).
- Banner must not the specified limits use inefficiently. Data efficient CSS animations with minimised script will help the inspection be short and minimize the risk of rejection. Ineffectively created animation (e.g. by GWD) or too big image assets (e.g. a little compression of PNG etc.) are rejected.
- A banner must not overload the CPU; a computer with CPU Intel Core 2 (1,86 GHz) and tablet iPad 2 serves as reference.
- CSS and JS should be within HTML file.
- Whole area for click must be in `<a>` element with attribute `href` (not `onclick`). URL will be set by our ad serving system.
- Redirection or any other change of URL within `<iframe>` which causes browser button not to go to previous page is forbidden.
- Click-able parts of banner must have standard cursor of hand for links. Unclick-able parts must not have hand cursor.
- Banner must not steal focus or cause page exit without standard and explicit action of user (mouse click, finger tap, press of enter key).
- Any sound produced by banner without explicit user action is forbidden.
- Some of users are having different font size set. So bare this in mind when coding.

**Attention:** More information, tips and tricks related to production of HTML5 banners are found on <http://1gr.cz/reklama>.

### How iLayer works:

- iLayer is same as any HTML banner, the only difference is that when you roll-over the ad banner and stay there for certain time, banner changes its size. More precisely, it expands height or width of `<iframe>` in which the banner is placed.
- Timer indication of roll-out action is managed by our script. Also Close Button in right corner adds our script so you don't have to worry about this and you can't influence it.
- If you would like to influence banner content by the size of `<iframe>` you can use `@media` queries like this:

```
#rollout-layer { display: none }  
@media (min-width: 301px) {  
    #rollout-layer { display: block }  
}
```

- Or you can set size of elements in percent and they will resize according to available space.

### Data limit and other conditions:

- For iLayer apply same conditions as for standard HTML banners.
- iLayer data size must not exceed **120 kB** (including all assets, js, css, html files). Remind you of effective use of data space.
- None of the expanded banner could be 100% transparent. If the banner spreads over page content, then user must be certain where the banner ends (so he would be sure where he clicks).

### Usual dimensions of iLayer:

Name	Primary dimensions (px)	Expanded dimensions (px)
<b>iLayer MegaBoard</b>	998 × 200	998 × 600
<b>iLayer WideSquare</b>	480 × 300	800 × 600
<b>iLayer HalfPageAd</b>	300 × 600	600 × 600

**Other expanding dimensions are possible but must be first approved by Mafra.**