

Max Media Manager 0.1 User Guide



Introduction	1
History of Max Media Manager	1
Audience (User Types).....	2
Websites (Publishers)	2
Advertisers	2
Agencies	2
Affiliate Networks	2
Feature Overview	3
Administrator Console.....	3
Delivery Engine	3
Maintenance Module	3
Max Media Manager and phpAdsNew	4
Differences summarised	4
Development Roadmap.....	5
Using Max Media Manager.....	1
Understanding The Interface	1
Logging-in	1
The Main display	2
Forms and Fields.....	7
Tables	7
Agency Management.....	9
Overview	9
Managing Media Campaigns	10
Overview	10
Advertisers	10
Creating an Advertiser	10
Campaigns	14
Creating a campaign.....	14
Editing a Campaign.....	16
Deleting a Campaign.....	17
Copying Campaigns.....	18
Moving Campaigns	19

Introduction : Table of Contents

Prioritising Campaigns	20
High Priority	20
Banners	22
Banner administration	22
Adding a banner	22
Moving Banners	35
Delivery Options	37
GeoTargeting	48
More about Banner Types	52
Third-party banners	52
Flash banners	52
HTML banners	52
Capping	55
Appending Code to Banners	55
Post-Click Tracking	56
Managing your website	57
Overview	57
Publisher setup	57
Adding a new Publisher	57
Zone setup	60
Generating Ad Tags	61
Overview	61
Zone Invocation	61
Direct Selection	61
Local Invocation	61
XMLRPC	61
Javascript	62
Iframe	62
Simple	62
Troubleshooting	63
Frequently Asked Questions	64
Support Options	65

Other links	66
phpAdsNew	66
M3.....	66
Open Source Licence.....	67

Max Media Manager



Introduction

History of Max Media Manager

Max Media Manager is an ad server, originally version 2.1 of the open source ad server **phpAdsNew**. Since the team at phpAdsNew ceased further development, one of the phpAdsNew developers – **Scott Switzer** – decided to fork the code in December 2003, with the aim of providing a more regular release schedule.

Moreover, the focus of Max Media Manager is different to phpAdsNew, in that it is geared for large-scale ad-serving environments – over 1 million impressions per day. Additionally, Max Media Manager concentrates on the requirements of sophisticated users, namely agencies, affiliate networks and large advertisers and publishers.

Audience (User Types)

Max Media Manager serves a number of user types, defined below.

Websites (Publishers)

Websites, or Publishers, are the most numerous of Max Media Manager users. Publishers use Max Media Manager by inserting permanent ad tags on the website and loading ad campaigns into Max Media Manager so that they run on the website. Reporting of all campaigns on the website can be done.

Advertisers

Advertisers typically use Max Media Manager to manage all of their online creatives (banners) and to generate ad tags for all of the publishers on which they advertise. Reporting on how campaigns run across all publishers can be done.

Agencies

Agencies use Max Media Manager in a similar way to Advertisers, except that they manage *multiple* advertisers in a single installation. Cross-advertiser reporting can be done in this way.

Affiliate Networks

Affiliate networks are companies who agree with publishers on a standard fee in return for putting ad tags into their own websites. With this arrangement there are usually a large number of sites that fall into specific categories, such as sport, leisure, finance, the arts etc. The networks then sell the *categories* to Advertisers. Affiliate networks are a larger use of Max Media Manager, afforded by the built-in keyword and channel functionality it offers. Affiliate networks also rely on optimising a campaign, that is, moving campaigns to websites or channels which perform better.

Feature Overview

Functionally and technically, Max Media Manager can be broken down into three elements :

- Administrator console;
- Delivery engine;
- Maintenance.

Administrator Console

The administrator console is where banners and zones are managed and trafficked. This is also where reports can be generated.

Delivery Engine

The delivery engine is the component that delivers the banners to a website. It produces raw data that is later compiled to provide usable data to the administrator console.

Maintenance Module

The maintenance module has three tasks :

1. Compile statistics from raw data supplied by the delivery engine;
2. Automate tasks which may be handled by a trafficker in the administration console; some of these tasks include :
 - a. Activating/deactivating campaigns;
 - b. Sending pertinent information (such as reports) to advertisers and publishers by email.
3. Compiling the priority set to banners – i.e. the number of times they should be shown per hour.

Max Media Manager and phpAdsNew

Considerable new development has distinguished Max Media Manager from phpAdsNew in a number of important areas.

Differences summarised

1. Agency support;
2. Conversion tracking support;
3. 3rd party ad server support;
4. Better support for SSL ads;
5. Additional functionality for reporting statistics;
6. Improving caching techniques for statistics screens.

[author's note : this section to be expanded, perhaps and cross-references to these features added]

Development Roadmap

To be added

Max Media Manager



Using Max Media Manager

Understanding The Interface

Max Media Manager is a web-based application that displays in a variety of commonly-used web browsers. Throughout this document, illustrations and references to some aspects of browser functionality are based on Internet Explorer.

Logging-in

All users of Max Media Manager must have a valid log-in username and password. Users with the appropriate rights can log in to the Administrator console. This guide assumes that you have those rights.

You log in by first pointing your browser to the defined address of the ad server. The **Authentication** page is displayed :



Figure 1 The **Log in** page.

Enter your designated Username and Password, then click the **Login** button.

Other users, such as Advertisers and Publishers, will have different sets of rights that will permit them to view and control information pertinent to them only. You can grant a range of rights to Advertisers and Publishers in the Administrator console.

Max Media Manager User Guide

Using Max Media Manager : Understanding The Interface

The Main display

On successful log-in, Max Media Manager's default page displays :

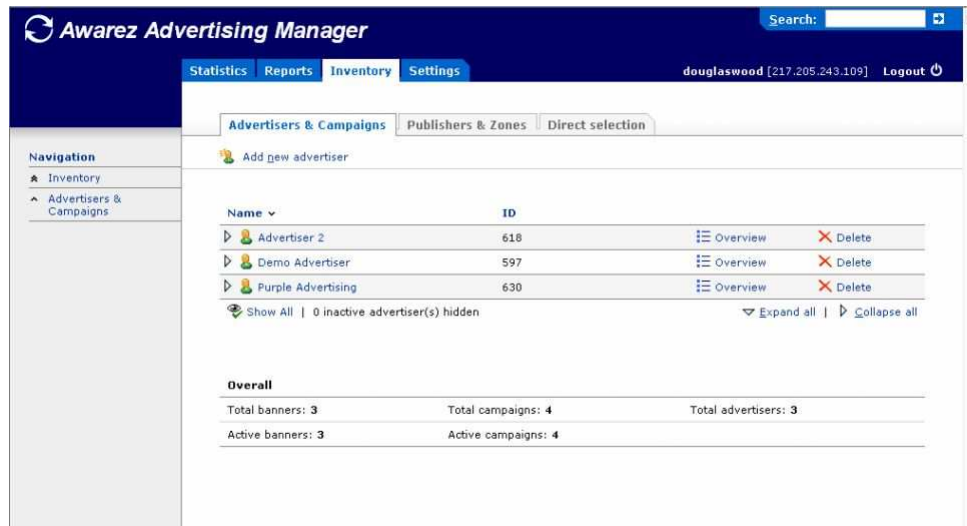


Figure 2 Max Media Manager's default display

Note the page structure that is consistent throughout the application. Main 'category' tabs allow you to select **Statistics**, **Reports**, **Inventory** and **Settings**.



Figure 3 The Max Media Manager 'tab' structure close up.

When you click a category tab, a page displays containing information related to that category. That information is grouped under a further set of tabs. Click any of these tabs to view and manage its content. This arrangement helps you 'drill down' to the page you need quickly and easily.

The navigation panel to the left of the page is available throughout the application. The upper part of this panel reveals a bread crumb

The main category tabs. Select a tab to view category-specific information.

Click these tabs to view classified information related to the chosen category.

navigation hierarchy that permits you to retrace your steps up the list to previously-viewed pages.

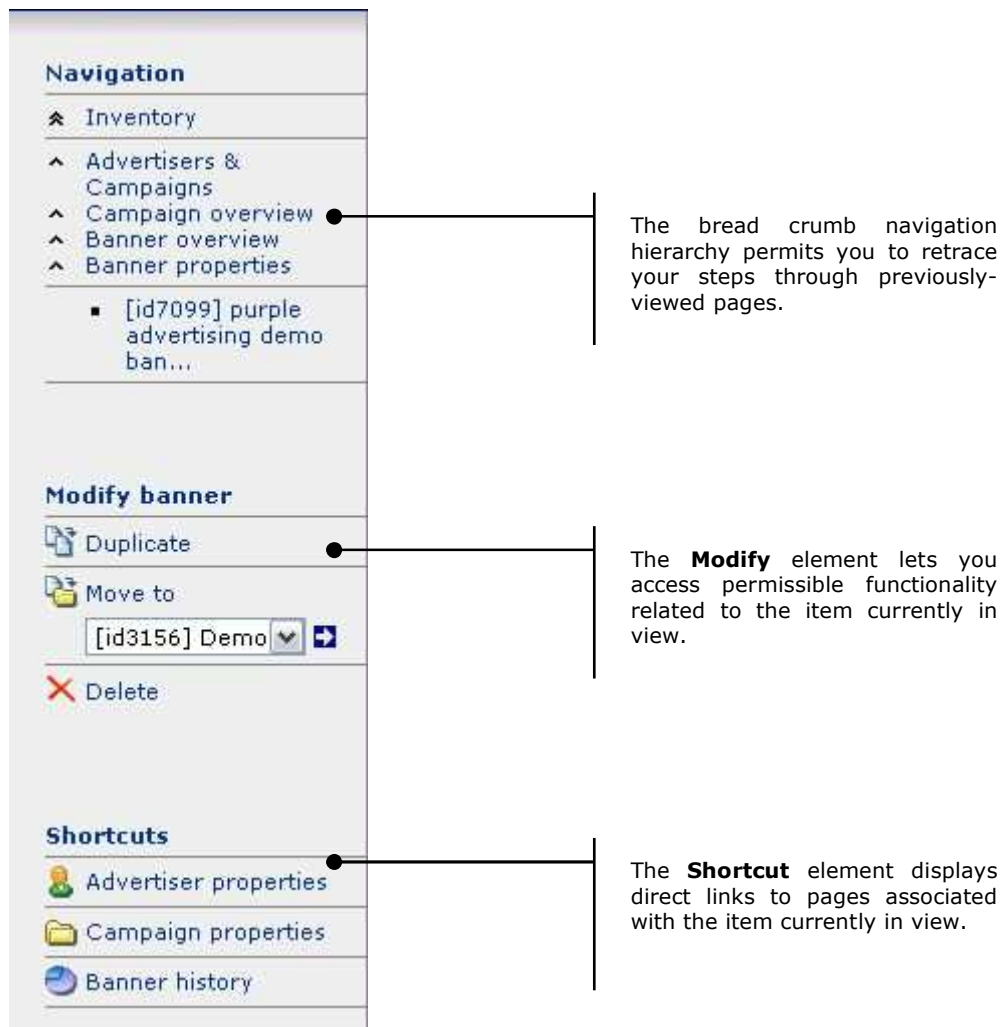


Figure 4 The left-hand panel of the main display.

The lower section of the navigation panel usually contains two elements. The **Modify** element can be used for amending the item currently in view on the main page, where permissible. The **Shortcut** element contains links to pages that are related to the page currently in view. For instance, with a banner item in view on the main page, links to the banner's parent Advertiser and Campaign are available.

At the top right-hand corner of the each page is the **Search** field. Here, you can enter text as a search term for inventory items. This search

Max Media Manager User Guide

Using Max Media Manager : Understanding The Interface

facility is simple but powerful, helping you locate information rapidly where you may have thousands of items to search through.



Figure 5 The **Search** field in the main display.

On entering your search term, click the arrow button to launch the search. A separate browser window opens over the current page, containing found items :

Narrow your search by deselecting checkbox items.

This area reports the Advertiser found containing the search term, including *all* child items – in this case, campaigns and banners.

This area reports the Campaigns found containing the search term, including *all* child banners.

This area reports the Banners found containing the search term.

Figure 6 The Search results screen. Note the hierarchical structure.

The results of your search are arranged hierarchically within the new browser window. Each of the items on display are links to a specific

Using Max Media Manager : Understanding The Interface

page. Click the desired link to display the page in the *original* browser window. Note the options you have for narrowing your search results – deselect any of the checkboxes provided to simplify the display. By default, all checkboxes are selected. For example, if you want to view only campaigns containing the search term, deselect all of the checkboxes but Campaign. Your results screen will refresh showing only those found items that are campaigns *including* its child items (see Figure 7).

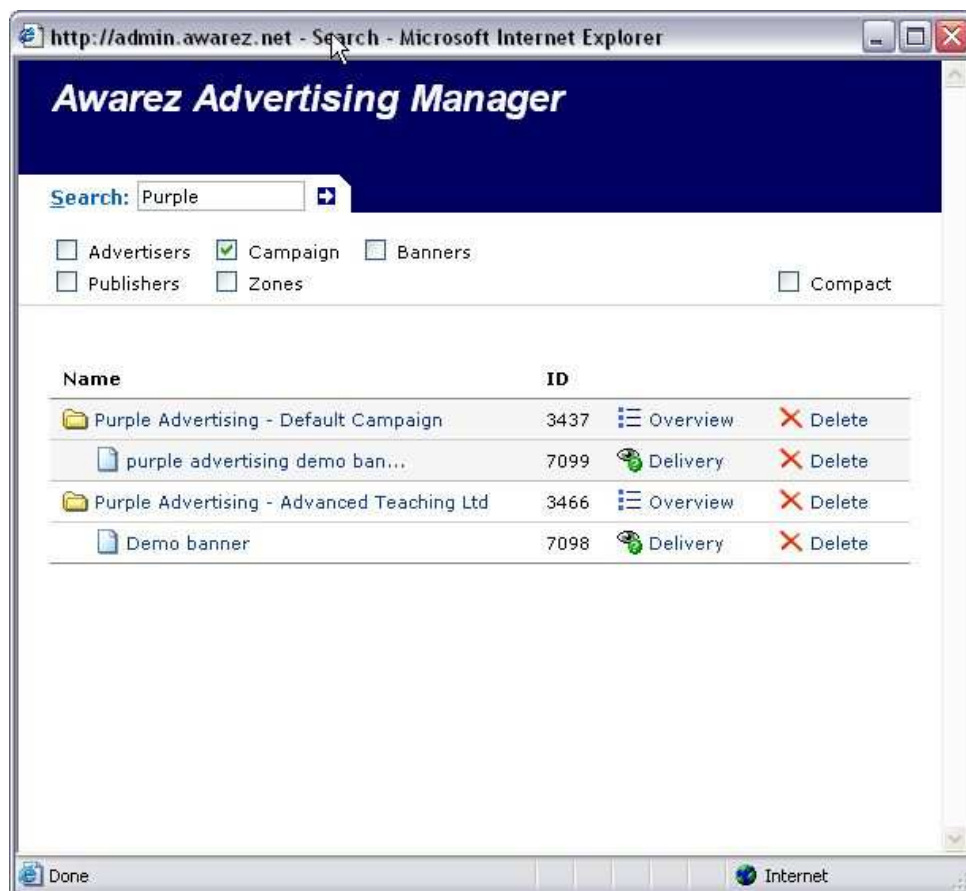


Figure 7 Your search narrowed by selecting only the Campaign checkbox.

Select the Compact checkbox to display only the top level of each of the hierarchies shown in the results window. For instance, in our example, selecting the Compact checkbox would reduce the display of results to the campaigns only, excluding the child items.

Using Max Media Manager : Understanding The Interface

When you are finished with the results window, click its Close button to dismiss it.

Using Max Media Manager : Understanding The Interface

Specific navigation guidance associated with the item currently in view is listed horizontally in the main page, just below the category tabs.

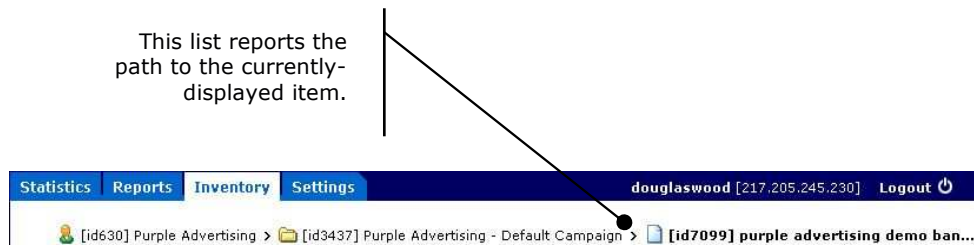


Figure 8 The path to your current location is reported on screen.

Forms and Fields

Much of your interaction with Max Media Manager comprises the entry of information, whether in the course of creating or amending items, or when specifying properties or attributes. Typically, you will complete *forms* appropriate to the task in hand. All forms in Max Media Manager have 'Save...' buttons associated with them. Until you click that button, the information you enter will not be saved and the operation you are carrying out will not be complete. Max Media Manager is designed so that forms for a specific operation usually occupy no more than a single page. Forms are a collection of related *fields* that typically require text input. Some fields require numeric values, while others are in the form of drop-down lists from which you choose a single option or item.

Max Media Manager validates the information you enter in fields. You cannot complete an operation if you do not fill in some fields with valid information. Error messages will alert you to invalid entry.

Tables

Throughout the application, a great deal of information is displayed in tabular form. All tables in Max Media Manager share common characteristics.

Column headings in blue indicate that you can sort by that header. For instance, clicking on the **ID** column heading (as shown in Figure 9) will sort the items by ID number.

Using Max Media Manager : Understanding The Interface

Name ▾	ID		
▶ Advertiser 2	618	Overview	Delete
▶ Demo Advertiser	597	Overview	Delete
▶ Purple Advertising	630	Overview	Delete
Show All 0 inactive advertiser(s) hidden			
Expand all Collapse all			

Figure 9 A typical Max Media Manager table, sorted by Name in alphabetical order.

The 'arrow' symbol (resembling a small chevron) alongside a column heading indicates that the table is sorted by that heading, while its direction shows whether it is sorted in ascending or descending order. You can click the 'arrow' symbol to toggle the sort order.

Tables in Max Media Manager also use the 'Expand' and 'Collapse' principle of displaying information. A small blue triangle adjacent to a table row shows that it can be expanded or collapsed. A rightward-facing triangle indicates that the entry can be expanded. Click the triangle to expand the entry. A downward-facing triangle shows that the entry has been expanded. Click the triangle to collapse the entry.

Name	ID ▾	
▶ Demo Advertiser	597	
▼ Advertiser 2	618	
▶ Advertiser 2 - Default Campaign	3351	
▶ Purple Advertising	630	
Show All 0 inactive advertiser(s) hidden		

This entry has been expanded.

This entry has been collapsed.

Figure 10 Expanding and collapsing table entries.

[author's note : more to be added]

Agency Management

Agencies use Max Media Manager to administer multiple advertisers in a single installation.

Overview

This method of working is used when a single installation of Max Media Manager supports more than one organisation which manages advertisers and publishers. Agencies cannot share information between each other. All reports, campaigns, zones, etc., are unique to the agency that set them up.

Agency Management can also be used if you have an Advertiser or Publisher who wants to traffic all of their own campaigns and zones. You can set up these entities as an Agency, and they can run Max Media Manager as if it is their own setup.

Note that from the outset, a decision should be made whether or not to use agencies. If agencies are used, then all users should log in to the agency while trafficking campaigns. If you log in as administrator, there is the potential to link campaigns to zones *across* agencies, in which case Max Media Manager will not function properly.

Also note that at the moment, prioritisation is done across agencies. This means that a huge campaign on one agency could affect the delivery priority on another campaign.

Note that if you want to link a banner from one agency to a zone in another agency, you should treat this transaction as if the agencies are on two separate servers – create a tag from the Advertiser, and load it as an HTML banner in the publisher. In order to click track, make sure that you select 'Alter HTML to enable tracking of AdClicks', and select Max Media Manager from the Ad Server dropdown. For more information, see the **Banner administration** section. Also, refer to **More about Banner Types** for details about HTML banners and supported ad servers.

Managing Media Campaigns

Overview

Within Max Media Manager, an inventory contains advertisers, campaigns and banners. Banners cannot be active unless they are part of a campaign. Similarly, campaigns must be part of – owned - by an advertiser. Advertisers can own more than one campaign. A campaign can contain more than one banner. By default, after you log-in to Max Media Manager, the **Advertisers & Campaigns** page within the **Inventory** tab is displayed.

Advertisers

An advertiser is the administrative entity for managing campaigns and the banners contained with them. Before you can add banners and campaigns, you must create an advertiser to administer them. In that sense, an advertiser is the most important element at the top of the management hierarchy of an ad server.

Advertisers have a number of properties and attributes that you define when you add a new advertiser to the system.

Creating an Advertiser

New advertisers can be added by clicking the **Add new advertiser** link on the **Advertiser & Campaigns** page. The **Add new advertiser** page is displayed. This contains a number of fields grouped in related sections.

Basic information

The first section is entitled Basic information :



The screenshot shows the 'Add new advertiser' page. At the top, there is a button labeled 'Add new advertiser'. Below it, the 'Basic information' section is highlighted. This section contains four input fields: 'Name' with the value 'Purple Advertising', 'Contact' with the value 'John Smith', 'E-mail' with the value 'jsmith@purple.com', and 'Language' with a dropdown menu set to 'Default'.

Basic information	
Name	Purple Advertising
Contact	John Smith
E-mail	jsmith@purple.com
Language	Default

Figure 11 The **Add new advertiser** page, **Basic information** form.

In the *Name* field, enter the name of the proposed new Advertiser. This does not have to be a unique name, although it makes sense to do so, since Max Media Manager assigns the new Advertiser with a unique ID number. In the *Contact* field, enter the name of the contact for this new advertiser. In the *E-Mail* field, enter the full email address of the advertiser's contact. The *Language* field is a drop-down list from which the language of the contact can be specified.

Advertiser report

In the next section, Advertiser report, you can specify whether certain information can be sent to the advertiser via email.

Advertiser report

☒ Send a warning when a campaign is deactivated
☒ Send an advertising report via e-mail

Number of days between reports

Figure 12 The **Advertiser report** section.

When a campaign is deactivated, a warning can be sent to the advertiser to alert of that event. The warning is sent by email, to the address specified in the Basic information section of the new advertiser page. Select the *Send a warning when a campaign is deactivated* checkbox to enable it.

An advertising report contains statistics about the banners owned by this advertiser. You can specify that it is sent by email to the address specified in the Basic information section of the new advertiser page. Select the *Send an advertising report via e-mail* checkbox to enable it. When you enable this facility, you must specify the interval (in days) at which the advertising report is sent. You must enter a whole value greater than 0 (zero) in the *Number of days between reports* to set the interval.

Login information

Advertisers can log in to the Max Media Manager application to view statistics and properties associated with their campaigns and banners. Consequently, a unique *username* and *password* must be specified in order to permit the advertiser access to the application. The Login information section also allows you to set particular permissions for the specified user. These permissions grant logged-in users considerable control over advertiser properties, banners and targeting statistics.

Login information

Username

Password

☒ Allow this user to modify his own settings
☐ Allow this user to modify his own banners
☐ Allow this user to deactivate his own banners
☐ Allow this user to activate his own banners
☐ Allow this user to view targeting statistics

Figure 13 The **Login information** section.

Username must be unique (among advertisers) and may contain any alphanumeric characters, including spaces. Passwords may contain any alphanumeric characters, including spaces. Passwords should be a minimum of 1 character, with no maximum limit. Both usernames and passwords are case-sensitive.

You can control permissions for this advertiser by selecting the appropriate checkboxes (see Figure 13). Select *Allow this user to modify his own settings* to permit the logged-in advertiser to change their preferences, including :

- Advertiser contact name;
- Contact email address;
- Language setting;
- Advertiser report settings;
- Login password.

You can allow the user to activate and deactivate his own banners by selection of the appropriate checkboxes. Note the likely consequences of making these settings.

<i>Allow this user to deactivate his own banners</i>	<i>Allow this user to activate his own banners</i>	<i>Effect</i>
Yes	Yes	The user can deactivate <i>and</i> activate banners.
Yes	No	The user can deactivate banners but cannot activate banners that he or another user or administrator has deactivated.

Using Max Media Manager : Managing Media Campaigns

No	Yes	The user can activate banners, even those deactivated by another user or the administrator.
----	-----	---

This completes the Add new advertiser process. Click **Next** to display the Add new campaign page. When you create an advertiser, the new campaign page follows it by default. See **Campaigns** to learn how to add a new campaign.

Campaigns

A campaign is an organised programme of banner placements owned by an advertiser. Banners owned by a campaign share the same delivery properties, but can vary in size. A campaign's properties include the frequency of banner delivery and the probability that a given banner will be displayed in a web page.

Creating a campaign

When you create a new advertiser, the page for adding a new campaign is immediately available after completing the new advertiser page and clicking the **Next** button. You can also add a new campaign to an existing advertiser by expanding its entry and clicking the **Create** button.

Basic information



The screenshot shows a web form titled 'Add new campaign'. Below the title bar, there is a section labeled 'Basic information'. Inside this section, there is a label 'Name' followed by a text input field containing the text 'Purple Advertising - Default Campaign'.

Figure 14 The **Basic information** section of the **Add new campaign** page.

A default name is already created for you, based on the advertiser name. You can elect to leave this default unchanged or enter a new name in the *Name* field.

Contract details

This section of the page is dedicated to specifying the start and end dates of the campaign. A campaign can be activated at once (on correct completion of the Add new campaign process) or on a date specified by you, by selecting the desired option button.



The screenshot shows the 'Contract details' section of the form. It contains two radio button options. The first option, 'Activate this campaign immediately', is selected (indicated by a green dot). Below it is a date picker with three dropdown menus for day, month, and year. The second option, 'Don't expire this campaign on a specific date', is also selected (indicated by a green dot). Below it is another date picker with three dropdown menus for day, month, and year.

Figure 15 The **Contract details** section of the **Add new campaign** page.

If you choose to specify a date, use the drop-down lists to define the day, month and year of activation. Similarly, you can specify a date for the expiry of the campaign, or you can effectively create a campaign without an expiry date by selecting the option button against *Don't expire this campaign on a specific date*.

Inventory details

You can specify conditions that determine the duration of this campaign.

Inventory details	
AdViews remaining	<input type="text" value="-"/> <input checked="" type="checkbox"/> Unlimited
AdClicks remaining	<input type="text" value="-"/> <input checked="" type="checkbox"/> Unlimited
AdConversions remaining	<input type="text" value="-"/> <input checked="" type="checkbox"/> Unlimited

Figure 16 The **Inventory details** section of the **Add campaign** form.

In the *AdViews remaining* field, enter the quantity of AdViews desired before this campaign expires. Each time a banner owned by this campaign is delivered to the site, this is counted as a single AdView. Typically, the value you enter in this field corresponds with the number of AdViews purchased by an advertiser. Every time an AdView is counted, the application decrements the specified quantity by one. If you wish to use other criteria for determining the expiration of a campaign, then you can select the *Unlimited* checkbox.

In the *AdClicks remaining* field, enter the quantity of AdClicks desired before this campaign expires. Each time a banner owned by this campaign is clicked, this is counted as an AdClick. Like AdViews, the value you enter in this field is usually based on a purchase decision by the advertiser. Every time an AdClick is counted, the application decrements the specified quantity by one. If you don't want to specify the number of AdClicks, select the *Unlimited* checkbox associated with this field.

In the *AdConversions remaining* field, enter the quantity of AdConversions desired before the campaign expires. AdConversions are determined by configuration settings, the general criterion being that the product or service offered on the website has been converted from a query to a sale. The criteria used to specify an AdConversion can be set in XXX.

Priority information

Priority level allows you to choose an option that influences the probability of delivery in terms of the number of times the banners

Max Media Manager User Guide

Using Max Media Manager : Managing Media Campaigns

owned by this campaign appear in their allotted zones. Read the **Prioritising Campaigns** chapter for more information.

Distribution deals with the way AdViews are handled. To learn about AdViews, see Chapter XXX.

The form contains three sections: Priority level, Distribution, and Miscellaneous. Priority level has three radio buttons: High - Paid campaigns, Medium - Wholesale and remnant campaigns, and Low - House and unpaid campaigns (selected). Distribution has three radio buttons: Automatic - Distribute the remaining AdViews evenly over the remaining number of days, Manual - Limit the number of AdViews to [] per day, and None - Set the campaign weight to: [1] (selected). Miscellaneous has two checkboxes: Optimise and Hide the advertiser and publisher of this campaign.

Priority level	<input type="radio"/> High - Paid campaigns
	<input type="radio"/> Medium - Wholesale and remnant campaigns
	<input checked="" type="radio"/> Low - House and unpaid campaigns
<hr/>	
Distribution	<input type="radio"/> Automatic - Distribute the remaining AdViews evenly over the remaining number of days.
	<input type="radio"/> Manual - Limit the number of AdViews to [] per day.
	<input checked="" type="radio"/> None - Set the campaign weight to: [1]
<hr/>	
Miscellaneous	<input type="checkbox"/> Optimise
	<input type="checkbox"/> Hide the advertiser and publisher of this campaign.
<hr/>	
<input type="button" value="Save Changes"/>	

Figure 17 Selecting campaign delivery options.

On completion of the **Add new campaign** form, click **Save Changes** to commit the information to the database.

Editing a Campaign

To edit a campaign, first locate it from your **Advertisers & Campaigns** inventory.

Name ▾	ID			
▼ Advertiser 2	618	Create	Overview	Delete
▶ Advertiser 2 - Default Campaign	3351		Overview	Delete
▼ Demo Advertiser	597	Create	Overview	Delete
▶ Demo Campaign	3156		Overview	Delete
▼ Purple Advertising	630	Create	Overview	Delete
▶ Purple Advertising - Advanced Teaching Ltd	3466		Overview	Delete
▶ Purple Advertising - Default Campaign 3437			Overview	Delete
Show All 0 inactive advertiser(s) hidden				
Expand all Collapse all				

Figure 18 Selecting the campaign to edit.

Click the campaign you wish to amend. The **Campaign properties** page within the **Inventory** tab is displayed. You can see that this form resembles the **Add campaign** page, populated with previously-

specified data. You can alter the current information in each available field.

Remember that changes you make can affect the way the campaign behaves and the statistics that are gathered for it. For example, let us suppose you change the activation date of an existing campaign to some date in the future. This will effectively deactivate the running campaign until the new activation date you entered is reached. However, statistics that were gathered when the campaign was active are not lost and can be viewed in the normal way. Read about Gathering Statistics. [link].

Deleting a Campaign

Deleting a campaign is a simple operation. Locate the campaign you wish to delete in the **Advertisers & Campaigns** page.

Name ▾	ID			
▼ Advertiser 2	618	Create	Overview	Delete
▶ Advertiser 2 - Default Campaign	3351		Overview	Delete
▼ Demo Advertiser	597	Create	Overview	Delete
▶ Demo Campaign	3156		Overview	Delete
▼ Purple Advertising Teaching Ltd	630	Create	Overview	Delete
▶ Purple Advertising - Advanced	3466		Overview	Delete
▶ Purple Advertising - Default Campaign	3437		Overview	Delete
Show All 0 inactive advertiser(s) hidden				
Expand all Collapse all				

Figure 19 Deleting a campaign.

Click the **Delete** button associated with the campaign you want to remove. A confirmation dialogue is displayed :



Figure 20 The standard **delete** campaign dialogue.

Using Max Media Manager : Managing Media Campaigns

This gives you the opportunity of changing your mind and retaining the campaign. Clicking **Cancel** stops the delete process. Click **OK** to confirm your deletion choice. The campaign details are removed on a refresh of the page.

You can also delete a campaign from within the **Campaign Properties** page. Click the **Delete** button in the **Modify** menu section of the left-hand panel. The confirmation dialogue is displayed (see Figure 20) is displayed, from which you can make the appropriate choice.

When you delete a campaign, it is removed from the system and cannot be restored. All banners and statistics belonging to that campaign are also removed.

Copying Campaigns

Max Media Manager allows you to copy existing campaigns easily. Select (click) the campaign you wish to duplicate in the **Inventory : Advertisers & Campaigns** page.



▼ Purple Advertising	630	Create	Overview	Delete
▶ In The Black Finance	3586		Overview	Delete
▶ Purple Advertising - Default Campaign	3437		Overview	Delete

Figure 21 Selecting the campaign to copy.

The **Inventory : Campaign Properties** page is displayed. Click the **Duplicate** link in the left-hand panel's **Modify** menu. This copies the currently-displayed campaign.



Figure 22 The Duplicate operation.

After a brief pause, the new campaign is displayed. By default, the original campaign's name has a number in parentheses appended to it; if it is the first duplication, that number will be **(2)**. Subsequent duplications will increment that number by one to **(3),(4)**...etc.

Using Max Media Manager : Managing Media Campaigns

Otherwise, all the properties of the new campaigns remain the same as the original campaign from which it was copied.

Basic information

Name

Figure 23 The duplicate campaign's default name.

You can change the name of the new campaign by amending the *Name* field in the **Basic information** section of the page. Indeed, you can amend any of the properties of the duplicated campaign if required. Remember to click the **Save Changes** button to commit your new information to the database.

Copying an existing campaign is a rapid way of creating new campaigns that have common properties. You may have similar campaigns across separate advertisers. You can copy a campaign in one advertiser and move it to another advertiser if desired.

Moving Campaigns

Moving a campaign is a simple operation. Select (click) the campaign you wish to move in the **Inventory : Advertisers & Campaigns** page.

▼ Purple Advertising	630	Create	Overview	Delete
▶ In The Black Finance	3586		Overview	Delete
▶ Purple Advertising - Default Campaign 3437			Overview	Delete

Figure 24 Selecting the campaign to copy.

The **Inventory : Campaign Properties** page is displayed. In the left-hand panel, you will notice the **Move to** section of the **Modify** menu.



Max Media Manager User Guide

Using Max Media Manager : Managing Media Campaigns

Figure 25 The **Move to** control in the **Modify** menu.

The drop-down list contains all of the available Advertisers to which you can move the currently-displayed campaign. Choose the destination Advertiser from the list and click the arrow button to start the move.

After a brief pause, the page refreshes, showing the new campaign and the banners it owns is now part of its destination advertiser.



Figure 26 The campaign is moved to the destination Advertiser

Note that the **Inventory : Banner overview** page is displayed - default behaviour after creating or moving a campaign. Max Media Manager is designed to progress logically through the customary phases of campaign creation, adding banners, linking zones etc. and thus assumes that your next step will be to add banners to the campaign.

Prioritising Campaigns

In the course of creating a campaign, you can set its priority level. (see Figure 17). Priority levels available are High, Medium or Low.

High Priority

Banners

A Banner is the creative entity that is placed in a designated area or zone on a website. A banner can only be created as part of a campaign.

Banner administration

Operations on banners, such as adding, editing or deleting them may not be visible immediately if you are using file caching. *For more information, read about caching in the Delivery Configuration section of the Max Media Administration Guide.*

Adding a banner

There are two ways that you can add a banner to a campaign. :

- Via the **Inventory>Advertisers & Campaigns** page;
- Via the **Inventory>Banner Overview** page of a specific campaign.

Via the Advertisers & Campaigns page

Expand the campaign to which you wish to add a banner and click the **Create** button :

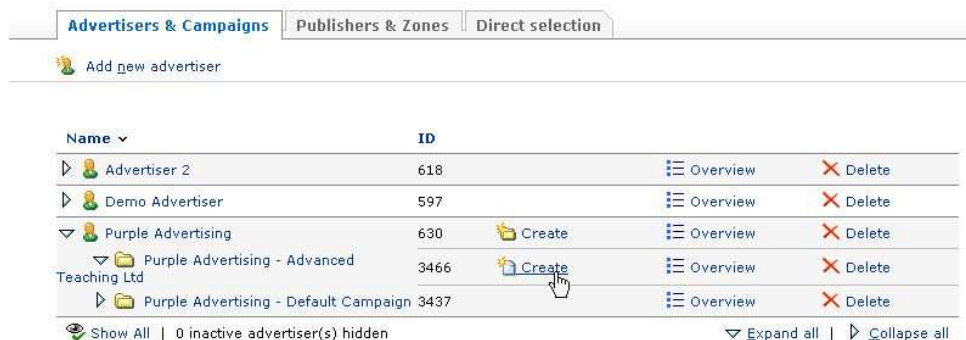


Figure 27 Adding a banner from the **Advertisers & Campaigns** page.

The **Add new banner** page displays. The top section of the page contains a drop-down list from which you can choose a banner type.

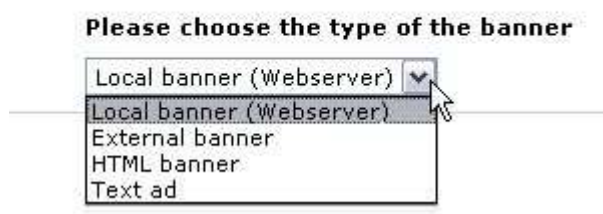






Figure 28 The **Add banner** drop-down list.

Banner types

There are four types of banners :

Banner type	Icon	Description
Local banner (Webserver)		These are stored locally by Max Media Manager.
External banner		These are stored <i>remotely</i> , typically on the Advertiser's server.
HTML banner		These are banners defined by HTML code and may comprise plain text, forms, multiple images and external banner networks.
Text banner		A text banner consists of plain text, best exemplified by Google's 'Sponsored Links'.

When you make a choice from the drop-down list, the page refreshes to show a form appropriate to the type of banner you have elected to add. Each form has a common section that specifies delivery conditions and banner weighting. See Figure 29. Read the **More about Banner Types** for additional information about banners.

Adding a local banner

A local banner is stored on your computer or local network. The local banner form is divided into four sections :

Using Max Media Manager : Managing Media Campaigns

Local banner (Webserver)

Select the image you want to use for this banner

Destination URL (incl. http://)

Target

Alt text

Status text

Text below image

Keywords

Description

Weight

This section is common for all banner types. Read more about Keywords, Description and Weight

Figure 29 The **local banner** form.

The first section deals with selecting the desired image as a banner for your campaign. Click the **Browse...** button to open your local Operating System 'Choose File' dialogue. [author's note : can this location be configured?]. Navigate to the image you want to add and double-click it. The full path to your banner is reported in the 'Select the image...' field.

Max Media Manager supports a large number of image formats for local banners, as summarised below :

Format	Name
.jpeg, .jpg	JPEG
.gif	GIF
.png	PNG
.mov	QuickTime movie
.rpm	Real Media movie
.swf	Flash movie

The next section of the form lets you decide the destination address for the banner you are adding. The destination is the URL to which a user is directed when they click the banner. Enter the URL in the *Destination URL* field. Note that the full URL must be added, including *http://*.

Destination URL (incl. http://)	<input type="text" value="http://www.awarez.net"/>
Target	<input type="text" value="_top"/>

Figure 30 Local banner - destination URL and target.

When a user clicks your banner, you can specify the frame in which your destination URL will open, if desired. Enter this location in the *Target* field. You can leave this field blank, in which case the target will be specified according to default settings or a value specified during invocation. See Invocation, Section XXX.



TIP

Frame targets include `_top`, which opens a destination page in the window occupied by the current frameset. i.e. replaces the frameset completely; `_blank`, which opens a destination page in a new window; `_parent`, which opens the destination page in the frame that contains the current frameset. This only differs from `_top` when 'nested frames' are used; `_self`, which opens the page in the same frame as the link.

The next section of the form deals with text options related to the banner :

Alt text	<input type="text" value="Max Media Manager Ad Server"/>
Status text	<input type="text" value="See www.awarez.net"/>
Text below image	<input type="text" value="Awarez.net"/>

Figure 31 Local banner - text option fields.

The copy you type in the *Alt text* field will be displayed in the user's browser in the form of a 'tooltip' when the mouse is passed over the banner. It also displays if the image file has not yet downloaded to the browser. If you do not want any text to be displayed then leave this field blank.

You can change the status message in a browser by entering your alternative in the *Status text* field. The status message appears in the status bar at the bottom left of the browser window. When you pass the mouse cursor over a banner, the destination URL is shown in the status bar by default. In javascript-enabled browsers, your alternative text will replace the default. If you do not want to replace the default status message, leave the field blank.

You can add text to appear below your banner in the *Text below image* field. When this text is clicked in the browser, the user is directed to the web address you specified in the *Destination URL* field. You can format this text using basic HTML tags. Leave the field blank if you do not wish to add any text below the banner.

Note that Max Media Manager detects the size of the banner automatically.

Adding an external banner

An external banner is stored remotely on an external server. If the image file you wish to use is stored in this way, then you should select the External banner option from the banner type drop-down list. The appropriate form for this type of banner is displayed after a brief refresh of the page.

In the *External URL* field, enter the location of the image you want, in the form of a complete URL, including the image filename.



The screenshot shows a form titled "External banner" with a small icon of a document with a red 'X'. Below the title is a text input field labeled "Image URL (incl. http://)" containing the text "http://www.awarez.net/bannerX.gif".

Figure 32 External banner - specifying the image URL.

Max Media Manager supports a large number of image formats for external banners, as summarised below :

Format	Name
.jpeg, .jpg	JPEG
.gif	GIF
.png	PNG
.swf	Flash movie

The next section of the form lets you decide the destination address for the banner you are adding. The destination is the URL to which a user is directed when they click the banner. Enter the URL in the *Destination URL* field. Note that the full URL must be added, including *http://*.

Using Max Media Manager : Managing Media Campaigns



A screenshot of a web form with two input fields. The first field is labeled 'Destination URL (incl. http://)' and contains the text 'http://www.awarez.net'. The second field is labeled 'Target' and contains the text '_self'.

Figure 33 External banner - destination URL and target.

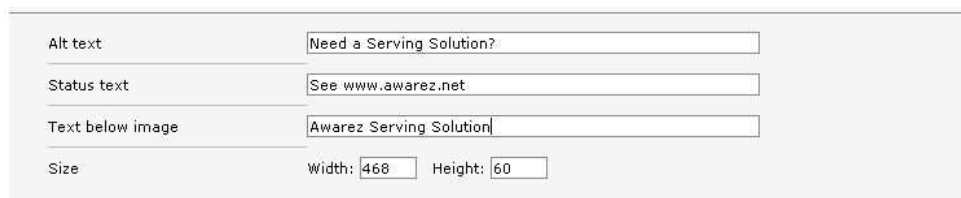
When a user clicks your banner, you can specify the frame in which your destination URL will open, if desired. Enter this location in the *Target* field. You can leave this field blank, in which case the target will be specified according to default settings or a value specified during invocation. See Invocation, Section XXX.



TIP

Frame targets include `_top`, which opens a destination page in the window occupied by the current frameset. i.e. replaces the frameset completely; `_blank`, which opens a destination page in a new window; `_parent`, which opens the destination page in the frame that contains the current frameset. This only differs from `_top` when 'nested frames' are used; `_self`, which opens the page in the same frame as the link.

The next section of the form deals with text options related to the banner :



A screenshot of a web form with four input fields. The first field is labeled 'Alt text' and contains the text 'Need a Serving Solution?'. The second field is labeled 'Status text' and contains the text 'See www.awarez.net'. The third field is labeled 'Text below image' and contains the text 'Awarez Serving Solution'. The fourth field is labeled 'Size' and contains two sub-fields: 'Width' with the value '468' and 'Height' with the value '60'.

Figure 34 External banner - text option fields.

The copy you type in the *Alt text* field will be displayed in the user's browser in the form of a 'tooltip' when the mouse is passed over the banner. It also displays if the image file has not yet downloaded to the browser. If you do not want any text to be displayed then leave this field blank.

You can change the status message in a browser by entering your alternative in the *Status text* field. The status message appears in the status bar at the bottom left of the browser window. When you pass the mouse cursor over a banner, the destination URL is shown in the status bar by default. In javascript-enabled browsers, your alternative

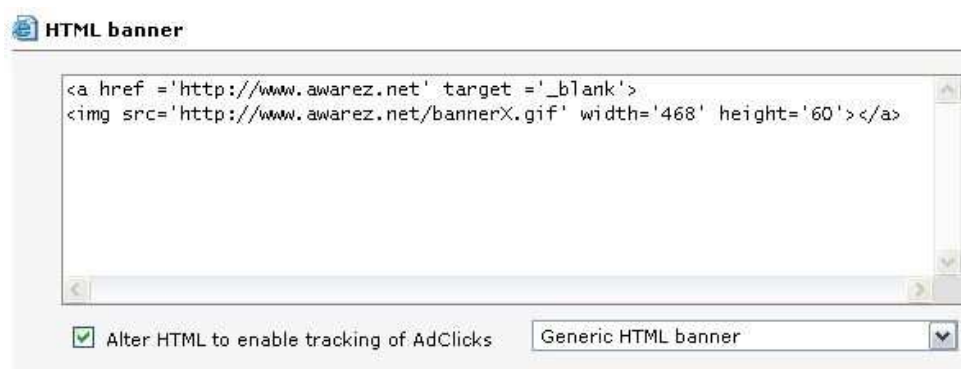
text will replace the default. If you do not want to replace the default status message, leave the field blank.

You can add text to appear below your banner in the *Text below image* field. When this text is clicked in the browser, the user is directed to the web address you specified in the *Destination URL* field. You can format this text using basic HTML tags. Leave the field blank if you do not wish to add any text below the banner.

You must specify the image size when adding an external banner; Max Media Manager cannot detect the size of an image held remotely.

Adding an HTML banner

You can add a banner using raw HTML code. If you wish to add a banner using HTML, then select the HTML banner option from the banner type drop-down list. The appropriate form for this type of banner is displayed after a brief refresh of the page.



The screenshot shows a web form titled "HTML banner". It contains a text area with the following HTML code: `` on the first line and ` ` on the second line. Below the text area, there is a checkbox labeled "Alter HTML to enable tracking of AdClicks" which is checked. To the right of the checkbox is a drop-down menu currently showing "Generic HTML banner".

Figure 35 The **HTML** field.

Enter the desired HTML code in the *HTML banner* field. Use the Return or Enter key to start a new line of code if required. Since this code will be inserted within the 'target' page, there is no need to enter `<html>` or `<body>` tags.

The checkbox *Alter HTML to enable tracking of AdClicks* permits you to specify that Max Media Manager can alter the HTML code you add so that click tracking can be logged automatically.

You can paste HTML from a supported third-party ad server into the text box. You must select the corresponding third-party ad server from the drop-down list box just beneath the HTML banner text box. Learn more about HTML banners in the **More about Banner Types** section.

If you've added your own HTML, then you can choose *Generic HTML banner* from the list.

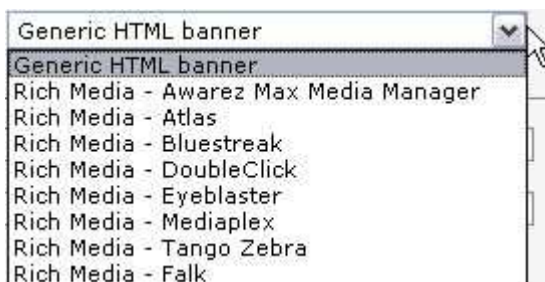


Figure 36 The HTML Banner option list.

The next section of the form lets you decide the destination address for the banner you are adding. The destination is the URL to which a user is directed when they click the banner. Enter the URL in the *Destination URL* field. Note that the full URL must be added, including *http://*. Since, in our illustration (Figure 35), the destination URL is included within the HTML code, the data you enter in the *Destination URL* field (Figure 37) is discarded by Max Media Manager. If the HTML code does not specify a destination URL, then the URL you enter in the *Destination URL* field is used.

Destination URL (incl. http://)	<input type="text" value="http://www.awarez.net"/>	
Target	<input type="text" value="_blank"/>	
Size	Width: <input type="text" value="468"/>	Height: <input type="text" value="60"/>

Figure 37 HTML banner - Specifying the destination URL, target and image size.

When a user clicks your banner, you can specify the frame in which your destination URL will open, if desired. Enter this location in the *Target* field. You can leave this field blank, in which case the target will be specified according to default settings or a value specified during invocation. See Invocation, Section XXX. Note that Max Media Manager will ignore your entry in this field if the target is specified within the HTML code.



TIP

Frame targets include `_top`, which opens a destination page in the window occupied by the current frameset. i.e. replaces the frameset completely; `_blank`, which opens a destination page in a new window; `_parent`, which opens the destination page in

Using Max Media Manager : Managing Media Campaigns

the frame that contains the current frameset. This only differs from `_top` when 'nested frames' are used; `_self`, which opens the page in the same frame as the link.

You must specify the image size when adding an external banner; Max Media Manager cannot detect the size of an image held remotely.

Adding a text banner

Text ads, as the name implies, consist of plain text with the option of including basic HTML to format it. [**note : add brief example**] Naturally, no image needs to be created or specified for this kind of ad. If you wish to add a text banner, then select the Text banner option from the banner type drop-down list. The appropriate form for this type of banner is displayed after a brief refresh of the page.

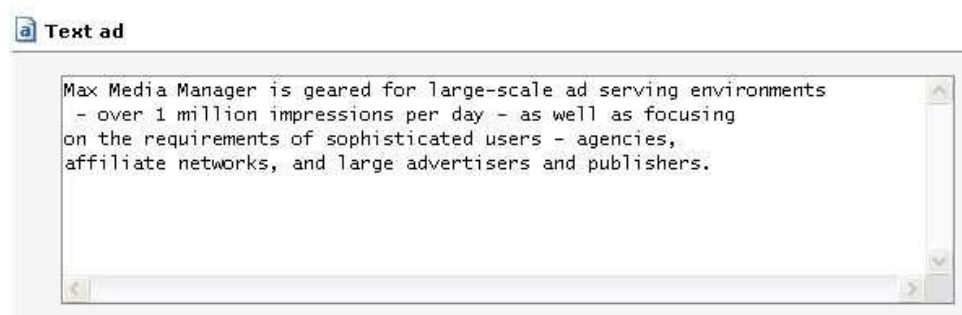


Figure 38 The **Text ad** field.

Enter the desired copy into the *Text ad* field. Use the Return or Enter key to start a new line of text if required.

The next section of the form lets you decide the destination address for the banner you are adding. The destination is the URL to which a user is directed when they click the banner. Enter the URL in the *Destination URL* field. Note that the full URL must be added, including *http://*.

Destination URL (incl. http://)	<input type="text" value="http://www.aware3.net"/>
Target	<input type="text" value="_blank"/>

Figure 39 Text banner - specifying the destination URL and target.

When a user clicks your banner, you can specify the frame in which your destination URL will open, if desired. Enter this location in the

Target field. You can leave this field blank, in which case the target will be specified according to default settings or a value specified during invocation. See **Zone Invocation**.



TIP

Frame targets include `_top`, which opens a destination page in the window occupied by the current frameset. i.e. replaces the frameset completely; `_blank`, which opens a destination page in a new window; `_parent`, which opens the destination page in the frame that contains the current frameset. This only differs from `_top` when 'nested frames' are used; `_self`, which opens the page in the same frame as the link.

Keywords, Description and Weight

All Add banner forms share a common set of fields in which you can specify Keyword and Description properties and a Weight value.

The *Keywords* field allow you to specify one or more keywords associated with the banner you are adding. The delivery engine uses keywords as one of a number of criteria to determine which banners should be delivered to a web site. See also Chapter XX, Section X for more information about ad selection and delivery to a web site. You can use more than one keyword, separating each one by a space. There are *reserved keywords* which the application recognises in a special way. If you specify the keyword **global**, the banner associated with that keyword will *always* be considered for delivery. If you specify the keyword **default**, the banner associated with that keyword is automatically linked to zones without any linked banners. See **Zone setup** to learn more about zones.

The *Description* field allows you to enter some meaningful text for your own use to identify the banner. This content is optional and is not used by the application in any operations.

The *Weight* field is reserved for entering a value that will determine the banner weighting and influences the likelihood that a particular banner may be displayed within a campaign. Thus, a banner specified with the weight of **3** is likely to be displayed three times as often as a banner with the weight of **1** within the *same campaign*. [author's note : more to be added, possibly here or in a separate section]

Completing the Add banner process

Once you are satisfied with the information you have entered, click the **Save Changes** button to complete the process. The information is committed to the database.

By default, the **Delivery Options** page is displayed, since this is the next logical step in the process.

Max Media Manager User Guide

Using Max Media Manager : Managing Media Campaigns

The image you chose for this banner is displayed at the top of the page and is fully-functioning, in that the links, alt text and status text you specified are all active.



Figure 40 Your banner displayed at the top of the Inventory pages.

You can check whether your specifications are as required. Passing the mouse cursor over the banner, for example, displays the defined *Alt text* :



Figure 41 Checking the *Alt text* for the banner.

Check the browser's status bar to see if your defined status message text is displayed properly :

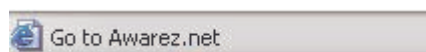


Figure 42 The browser's status bar.

Editing a banner

You can edit most of the properties of an existing banner in the **Inventory : Banner properties** page. To display this page, locate the banner you wish to amend in either the **Inventory : Advertisers & Campaigns** page (you may need to expand the Advertiser and Campaign entries that own the banner in order to see it) or from the **Inventory : Banner Overview** page of the campaign that owns the banner. Click the banner name to view the **Banner properties** page.

Using Max Media Manager : Managing Media Campaigns

Here, you can change the fields as required, but note that the *type* of the banner cannot be changed.

Remember to click the **Save Changes** button to commit your alterations to the database.

Deleting banners

Deleting a banner is a simple operation. Locate the banner you wish to delete in the **Advertisers & Campaigns** page or the **Campaign overview** page.



Click **Delete**
to remove
this banner

Figure 43 Deleting a banner in the Advertisers & Campaigns page.

Click the **Delete** button associated with the banner you want to remove. A confirmation dialogue is displayed :



Figure 44 the standard **delete** banner dialogue.

This gives you the opportunity of changing your mind and retaining the banner. Clicking **Cancel** stops the delete process. Click **OK** to confirm your deletion choice. The banner details are removed on a refresh of the page.

There are other ways to delete a banner :

In the **Inventory : Banner properties** page you can access the **Modify** menu in the left-hand panel. Click the **Delete** button to remove the currently-displayed banner.

Using Max Media Manager : Managing Media Campaigns



Figure 45 Deleting a banner from the **Modify** menu.

In the **Inventory : Banner overview** page. Note that you have the option of deleting a specific banner in the list, or *all banners* listed.



Click **Delete** to remove this banner.

Click here to remove all banners in this campaign.

Figure 46 Deleting a banner in the **Banner overview** page.

Whichever method you use to delete a banner, the confirmation dialogue is displayed (see Figure 44) before the removal operation can be completed.

When you delete a banner, it is removed from the system and cannot be restored. All statistics associated with that banner *within its owning campaign* are also removed.

Copying banners

Max Media Manager allows you to copy existing banners easily. Locate the banner you wish to copy in the **Advertisers & Campaigns** page or the **Campaign overview** page.

Click the banner name to open the **Inventory : Banner properties** page. Click the **Duplicate** button in the left-hand panel's **Modify** menu. This copies the currently-displayed banner.



Figure 47 The Duplicate banner operation.

After a brief pause, the page refreshes, showing the newly-copied banner. Note that unlike duplicated campaigns, the copied banner's name is unchanged, although the new banner is assigned a unique ID.

One way you can establish that the banner duplication has taken place is to observe the path at the top of the page. For example, before copying, the path is as follows :

[id630] Purple Advertising > [id3466] Purple Advertising - Advanced Teaching Ltd > [id7098] Demo banner

After copying, the path is as follows :

[id630] Purple Advertising > [id3466] Purple Advertising - Advanced Teaching Ltd > [id7237] Demo banner

The copied banner is assigned a new unique ID.

This confirms that the banner has been copied.

You can change the name of the new banner by amending the *Description* field of the banner's properties. Indeed, you can amend any of the properties of the duplicated banner if desired, however you cannot change its type. Remember to click the **Save Changes** button to commit your new information to the database.

Copying an existing banner is a rapid way of creating new banners that have common properties. You can copy a banner owned by one campaign and copy it to another campaign if desired.

Moving Banners

Moving a banner is a simple operation. Locate the banner you wish to move in the **Advertisers & Campaigns** page or the **Campaign overview** page.

Click the banner name to open the **Inventory : Banner properties** page. In the left-hand panel, you will notice the **Move to** section of the **Modify** menu.



Figure 48 the **Move to** control in the **Modify** menu, showing the list of target campaigns.

The drop-down list contains all of the available Campaigns to which you can move the currently-displayed banner. Choose the destination Campaign from the list and click the arrow button to start the move.

After a brief pause, the page refreshes, showing the new banner properties as part of the destination campaign. Again, you can confirm this by viewing the path at the top of the page. Thus, before moving the path is as follows :

[id630] Purple Advertising > [id3466] Purple Advertising - Advanced Teaching Ltd > [id7237] Demo banner

After the move operation is completed, the path is changed :

[id630] Purple Advertising > [id3586] In The Black Finance > [id7237] Demo banner

Banners can be moved between campaigns from the *same* advertiser. When moving a banner, all related statistics move with it.

Remember this when moving a banner that has already been live in a high priority campaign. In this scenario, the statistics for the banner are moved to the new campaign, but the old campaign has logged the views already (and conversely, the new campaign has NOT logged the views). This can give the impression that the new campaign will over-deliver, and the old campaign will under-deliver.

Delivery Options

The **Delivery Options** tab displays a page in which you can set conditions that must be met before a banner is displayed. These conditions set limits on the delivery of banners and as such are referred to as Delivery Limitations.

It is possible to specify multiple limitations per banner and to use logical operators to build a conditional framework for the display of banners.

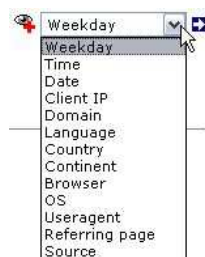


Figure 49 Accessing the **Delivery Options** page for a chosen banner.

Creating a delivery limitation

Each banner in the **Inventory : Advertisers & Campaign** page has a **Delivery** button associated with it. Click this button to view the **Delivery Options** page. **Delivery** buttons are also available in the **Banner Overview** page.

In the **Delivery options** page you can choose one of a number of options for limiting the delivery of a banner.



The options available are described in the **Delivery limitation options** section.

Delivery options overview

The **Delivery options** page, then, is the place where you can set limitations on the delivery of a banner to its assigned web sites. In addition, you can specify certain parameters, called **Delivery Cappings**, where you define an overall limit or 'cap' to the banner delivery.

The screenshot shows the 'Delivery options' page in Max Media Manager. It features a tabbed interface with 'Banner properties', 'Delivery options' (selected), 'Append others', and 'Linked zones'. The 'Delivery limitations' section contains two rows of date-based conditions. The first row is 'Date is later than 14 December 2004' and the second is 'Date is earlier than 15 March 2005'. They are combined using an 'AND' operator. To the right of each row are buttons for deleting (X), promoting (up arrow), and demoting (down arrow). A red box highlights these buttons. Below the limitations is a 'Remove all limitations' link and a 'Weekday' checkbox. The 'Delivery capping' section includes three input fields for time (hours, minutes, seconds), and two checkboxes for limiting banner frequency per user and per session. A 'Save Changes' button is at the bottom. Annotations with arrows point to various elements: 'Combine multiple delivery limitations with this logical operator drop-down list.' points to the 'AND' dropdown; 'Set overall cappings for the delivery of this banner that override set delivery limitations.' points to the 'Delivery capping' section; 'Click here to delete this delivery limitation.' points to the 'X' button; 'Use these buttons to promote or demote limitations.' points to the up/down arrow buttons; and 'Make a choice from this list to add another limitation for this banner' points to the '+' button.

Banner properties **Delivery options** Append others Linked zones

Delivery limitations

Only display this banner when:

Date is later than 14 December 2004

AND Date is earlier than 15 March 2005

Remove all limitations

Weekday

Delivery capping

Once this banner has been delivered once, don't show this banner again to the same user for: - hours - minutes - seconds

Do not show this banner to the same user more than: - times

Do not show this banner during the same session more than: - times

Save Changes

Combine multiple delivery limitations with this logical operator drop-down list.

Click here to delete this delivery limitation.

Use these buttons to promote or demote limitations.

Make a choice from this list to add another limitation for this banner

Figure 50 A typical **Delivery options** page.

As Figure 50 illustrates, you can add more than one delivery limitation for a banner. You can combine limitations so that they are mutually inclusive (AND) or mutually exclusive (OR).

Using Max Media Manager : Managing Media Campaigns

Using AND is the equivalent of saying *"If limitation A is true and limitation B is true, then apply the limitation"*

Using OR is the equivalent of saying *"If one of limitations A and B is true, then apply the limitation"*.

In the example shown, two **Date** delivery limitations are combined (with AND) to specify a period in which the banner can be displayed in the target web site(s). You might add a Weekday limitation with another AND to specify particular days within the defined period when the banner can be displayed.

When you have a number of limitations added for a banner, you can promote or demote each one to change their order. This may be necessary to obtain the desired limitation framework or to prevent possible conflicts.

You can define **Delivery cappings** that set overall conditions for display. These override any set limitations. For instance, adding a value of 20 in the *Do not show this banner to the same user more than:* field would override a Time delivery limitation, if a user exceeded the value during the hours when the Time delivery limitation permitted the banner's display. Learn more in the Cappings section.

When you are satisfied with the settings you make in the page, remember to click the **Save Changes** button to commit the information to the database. Note that on saving your settings, the next tab is selected automatically to display the **Append others** page, as this is the next logical step in the process.

Delivery limitation options

There are a wide range of limitations that you can set for the delivery of a banner.

The following table outlines each of the limitations available to you :

Delivery limitation	Sets this condition
Weekday	Limits display of banners to a specific day.
Time	Limits display of banners to certain periods of time during the day.
Date	Limits display of banners to a specific date or period bounded by a starting date and expiration date.
Client IP	Limits display of banners to a range of IP addresses.
Domain	Limits display of banners to a specific domain name, such as .de, .nl etc.

Language	Limits the display of banners to a client that has a specific browser default language.
Country	Limits the display of banners to a specific country. See GeoTargeting .
Continent	Limits the display of banners to a particular continent. See GeoTargeting .
Browser	Limits the display of banners to a specific type of browser, i.e. Netscape, etc.
OS	Limits the display of banners to a specific type of operating system, such as MacOS.
Useragent	? WAI?
Referring page	Limits the display of banners according to the content of a URL of a referring page.
Source	Limits the display of banners to a specific page or part of a web page, according to the source parameter of the banner invocation code.

Weekday Delivery Option

You can limit the display of a banner to a day or number of days of the week. A drop-down list in the **Delivery options** page allows you to set an option to qualify checkbox selections.

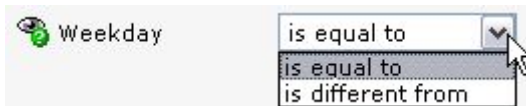


Figure 51 The available options in the **Weekday** drop-down list.

For instance, you can select *is equal to* in conjunction with the choices in the form, to limit display to just Monday and Tuesday.

Delivery limitations

Only display this banner when:

Weekday

☐ Su ☒ Mo ☒ Tu ☐ We

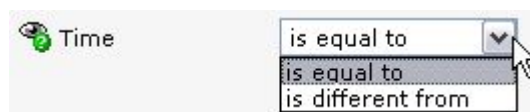
☐ Th ☐ Fr ☐ Sa

Figure 52 Setting the weekday Delivery limitation.

Each delivery limitation form includes options for **Delivery capping**. Read more in the **Delivery capping** section.

Time Delivery Options

You can limit the display of a banner to a particular time or periods of time. A drop-down list in the **Delivery options** page allows you to choose an option to qualify your checkbox selections.



Thus, in the example below, a banner's display is limited to the selected times, namely 07:00 to 18:00 hours.

Delivery limitations

Only display this banner when:

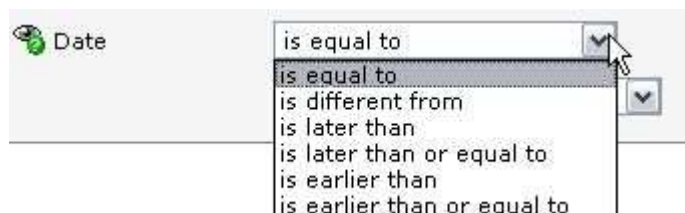
Time is equal to ⌵

<input type="checkbox"/> 0:00	<input type="checkbox"/> 1:00	<input type="checkbox"/> 2:00	<input type="checkbox"/> 3:00
<input type="checkbox"/> 4:00	<input type="checkbox"/> 5:00	<input type="checkbox"/> 6:00	<input checked="" type="checkbox"/> 7:00
<input checked="" type="checkbox"/> 8:00	<input checked="" type="checkbox"/> 9:00	<input checked="" type="checkbox"/> 10:00	<input checked="" type="checkbox"/> 11:00
<input checked="" type="checkbox"/> 12:00	<input checked="" type="checkbox"/> 13:00	<input checked="" type="checkbox"/> 14:00	<input checked="" type="checkbox"/> 15:00
<input checked="" type="checkbox"/> 16:00	<input checked="" type="checkbox"/> 17:00	<input checked="" type="checkbox"/> 18:00	<input type="checkbox"/> 19:00
<input type="checkbox"/> 20:00	<input type="checkbox"/> 21:00	<input type="checkbox"/> 22:00	<input type="checkbox"/> 23:00

Figure 53 Setting the time (hour) Delivery limitation.

Date Delivery Options

You can limit the display of a banner to a particular date or period bounded by a starting date and expiration date. A drop-down list in the **Delivery options** page allows you to qualify checkbox selections.



Thus, you can create a limit that ensures a banner is displayed later than 14 December 2004 :

The screenshot shows a window titled "Delivery limitations". Inside, there is a label "Only display this banner when:". Below this, there is a row with a "Date" icon, a dropdown menu set to "is later than", and three input fields containing "14", "December", and "2004". To the right of these fields are a red "X" button and two small triangle buttons for moving the rule up or down.

Figure 54 Setting the date Delivery limitation.

If you want to create a delivery limitation that is bounded by a start and finish date, then you can combine *two* date delivery options for the same banner. The second date delivery option would represent the end or expiration date :

The screenshot shows the "Delivery limitations" window with two rows of rules. The first row is identical to Figure 54, with the condition "is later than" and the date "14 December 2004". The second row starts with a dropdown menu set to "AND", followed by a "Date" icon, a dropdown menu set to "is earlier than", and three input fields containing "14", "March", and "2005". The same red "X" and triangle buttons are present on the right of each row.

Figure 55 A combined set of date delivery options.

Note the logical operator drop-down list. You can choose from **AND** and **OR**. In the case of the example cited above, **AND** is the proper choice to combine the two dates. Now, a banner will be limited to displaying between a date later than 14 December 2004 and one earlier than 14 March 2005, (i.e. 15 Dec 2004 – 13 Mar 2005).

Client IP Delivery Options

You can limit the display of a banner to users that have a particular IP address. A unique IP address is assigned to every user who connects to the internet. You can qualify your entry with one of two available options :

The screenshot shows a "Client IP" icon followed by a dropdown menu. The menu is open, showing three options: "is equal to", "is equal to", and "is different from". A mouse cursor is pointing at the top of the menu.

You enter the desired IP address in the available field. Typically, you would wish to specify a range of IP addresses to target. You can do this in one of two ways :

1. Using wild (*) cards;
2. Using the base IP and the net mask.

Using wild cards is straightforward. For example, specify 217.205.*.* to target all IP addresses from 217.205.0.0 to 217.205.255.255.



Figure 56 Setting the **Client IP** delivery limitation.

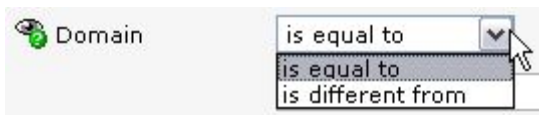
Alternatively, you can enter the base IP and net mask in the following format :

217.205.0.0/255.255.0.0 – this will target all IP addresses from 217.205.0.0 to 217.205.255.255.

A valuable advantage in specifying a client IP address is in targeting users of a specific ISP (Internet Service Provider). ISPs are allocated *blocks* of contiguous IP addresses. You can target those blocks using either of the above-mentioned methods.

Domain Delivery Options

Domains are expressed in human-readable form and typically include a country-specific suffix (such as .de, .fr etc.). Users who connect to the internet have a domain name in addition to their unique IP address. It is possible, therefore, to limit banner delivery by targeting the user's domain. You can qualify your entry with one of two options from the drop-down list :



For example, you can target users whose domain name includes the suffix that represents Germany :

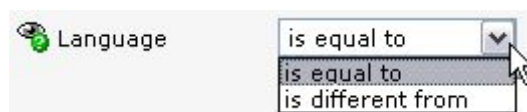


Figure 57 Setting the **Domain** delivery limitation.

Note that this does not guarantee that the above illustration would target only German users or people who reside in Germany. A user in Denmark, for instance, could connect to the internet using a German ISP and would have a domain name that includes '.de'. You can use the Language Delivery limitations to help you focus on a specific audience.

Language Delivery Options

You can limit the delivery of a banner according to the default language of the user's browser. A browser running on a machine with a Spanish OS installed will have Spanish as the default language. Max Media Manager can detect this default language setting. You can qualify your language selection with an option from the drop-down list :



Targeting a Spanish audience can be achieved as follows :



Figure 58 Setting the **Language** delivery limitation.

This setting does not guarantee that your target audience will always be reached. Spanish-speaking users whose browser default language is

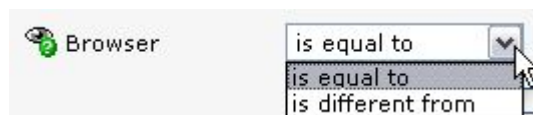
not Spanish (because they reside outside of Spain or have a foreign OS installed) will not be targeted, even where Spanish is specified in their browser language settings (see Figure 59), since Max Media Manager cannot detect other than the default language setting. You can use GeoTargeting to help you refine your audience targeting.



Figure 59 Internet Explorer's language preference setting.

Browser Delivery Options

You can limit display of a banner to a particular type and version of a browser. Max Media Manager can detect the user's browser name and version as the banner is loaded to it. You can qualify your browser selection with one of the following choices :



This is particularly useful where banners have properties that are incompatible with or are designed specifically for a certain type of browser.

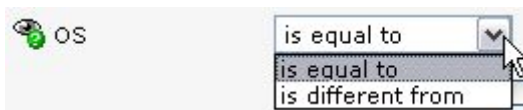


Figure 60 Setting the **Browser** delivery limitation.

In the example shown above, the banner will be displayed only if the user's browser is Internet Explorer 5 or Internet Explorer 6.

OS Delivery Options

Max Media Manager can detect the operating system on which the client browser is running and thus use this information as a basis for limiting delivery of banners. You can qualify your OS choice with the following :



Being able to restrict banner display to particular operating systems has particular value in promoting products that are OS-related. For instance, software for Linux users or perhaps peripherals aimed at the Apple (MacOS) market.

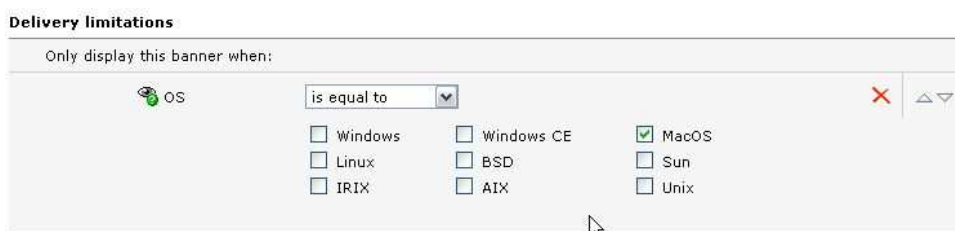


Figure 61 Setting the **OS** delivery limitation.

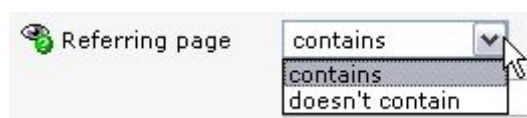
The above illustration, then, restricts delivery to MacOS users only.

Useragent Delivery Options

To be added

Referring page Delivery Options

You can target a particular audience by using this delivery limitation. Users who visit your site via a link from an external website can be delivered a particular banner. The drop-down list has two options :



You can restrict the display of a banner to those occasions when an external website's page (the referring page) has certain text within its URL :



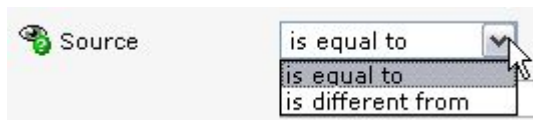
Figure 62 Specify the **Referring page** delivery limitation.

Figure 62 specifies that if the referring page contains *www.awarez.net* in its URL, then this banner will be displayed.

NB : This limitation will only work if you are using *Local mode*, *Remote invocation for JavaScript* to show your banner. This limitation will not work if you are using any of the other invocation types.

Source Delivery Options

"Source" in this case refers to the source parameter of the banner invocation code. Read about Zone Invocation. This limitation is designed to display a banner on a specific page or section of a website. You can a keyword during invocation which, when matched by the limitation, will show the banner. You have two options to qualify your keyword entry :



If your keyword, for instance *headlinesection* (Figure 63), agrees with that defined in the banner invocation source parameter, then the banner will be displayed.



Figure 63 Specifying the **Source** delivery limitation.

If you want to match multiple source parameters with a single limitation, you must adhere to the following format rules :

Limitation keyword		Source parameter
header	matches	header
header-news	matches	header-news
header-*	matches	header-news, header-technology, header-sport
header*	matches	header, header-news, header-technology, header-sport
*technology	matches	header-technology
*-technology	matches	header-technology, toppage-technology

GeoTargeting

GeoTargeting is an extension to delivery limitations. It provides the functionality to specify delivery of a banner to a specific country or a specific continent.

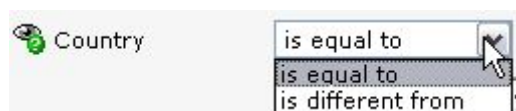
Max Media Manager 1.0 has this functionality built-in, which you can use provided that the required database that holds the necessary entries to determine a country or continent is installed. For this reason, GeoTargeting is not enabled by default.

GeoTargeting is more accurate than specifying delivery limitation by IP Address, Domain or Language to target users in a particular country. The GeoTargeting database contains sufficient information to establish the geographical location of a user, based on IP information extracted by Max Media Manager.

Where Geotargeting is enabled, you will be able to set delivery limitations by Country and Continent.

Country Delivery Options

You can limit the display of a banner according to the country from which a visitor accesses the website. You have two options for qualifying the selections you make :



You can make any number of selections from the country list provided. If the location (country) of the user matches the specified selections, then the limitation will apply.

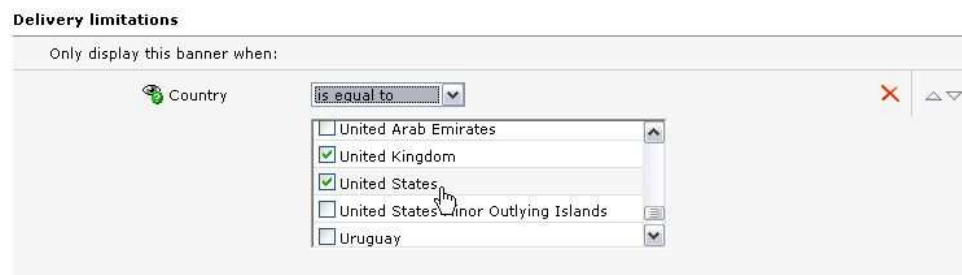
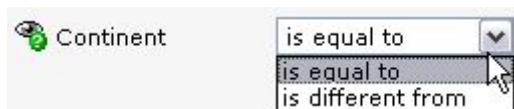


Figure 64 Selecting the **Country** delivery limitations.

Where the country of the user cannot be properly established, the default behaviour is to display the banner.

Continent Delivery Options

In similar fashion to the Country delivery limitation, you can restrict display of a banner to users who access the website from a particular continent. Since Max Media Manager can establish the country of origin, the continent in which that country is defined to be part can be deduced. You have two options to qualify your selections :



You can make any number of selections from the continent list provided. If the location (continent) of the user matches the specified selections, then the limitation will apply.

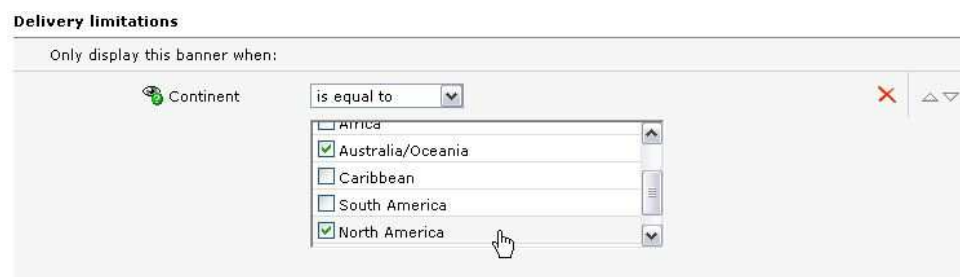


Figure 65 Selecting the **Continent** delivery limitations.

Where the country of the user cannot be properly established, the continent cannot be deduced, in which case the default behaviour is to display the banner.

GeoTargeting database

The necessary country information, related to user IP addresses, is held in the **IP2 Country** database. This database contains a number of fields that enables the identification of the country associated with an IP address.

Max Media Manager interrogates this database to calculate the country based on the user's IP address.

The table below lists the database fields :

Field	Field Description
Start IP Address	First IP address in netblock
End IP Address	Last IP address in netblock
Start IP Number	First IP address as number*.
End IP Number	Last IP address as number*.

Using Max Media Manager : Managing Media Campaigns

Country Code	ISO 3166 country code*.
Country Name	The name of the country.
<p>*An IP Address is divided into 4 sub-blocks (such as 217.205.240.86) – this is converted via a fixed formula to a single number, which is used during the search of the database for a country that matches the IP address of the user.</p> <p>*This is the International Standards Organisation code for Country codes associated with top-level internet domains.</p>	

More about Banner Types

This section

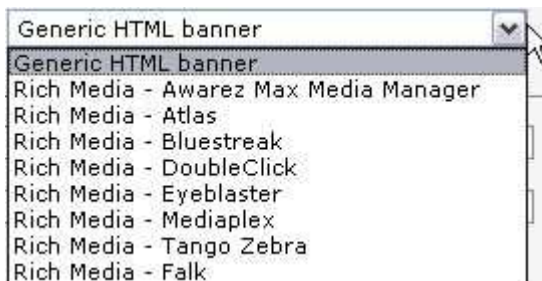
Third-party banners

Flash banners

HTML banners

HTML banners are banners which deliver HTML code supplied by another ad server, or some other source. Max Media Manager blindly displays the HTML without error checking, so make sure that the HTML that is put into the text area will not break a browser. Note that many errors occur when a tag is not properly closed (e.g. '`</a`' rather than '``').

The drop-down list box also allows you to instruct Max what kind of alterations it should make to the HTML, according to your choice.



When you choose *Generic HTML banner*, Max Media Manager will make alterations that vary according to the type of object you create.

Forms

Forms will be altered such that if a user submits a form, the post is sent to Max Media Manager before proceeding to the final destination. Any form fields that Max finds in the HTML will be converted in the following manner:

Using Max Media Manager : Managing Media Campaigns

- The form 'action' parameter will be changed to go to Max Media Manager to log a click. The existing 'action' parameter will be what Max Media Manager redirects to *after* the click is logged.
- All form 'target' parameters will be removed, and the target parameter from the banner field will be used instead. If the 'target' parameter from the banner field is not defined, then the 'target' parameter that is set when generating tags will be used instead.

Note that form fields will slightly change their behaviour. If there are fields which are POST fields in forms, Max Media Manager will change them to GET fields before redirecting to the final destination. The reason for this is that redirect field cannot contain form POST variables. If the final destination web page cannot handle receiving form variables in a GET fashion instead of a POST fashion, then 'Alter HTML' will not work.

Links

All links (anchor tags) will be altered in a similar fashion to forms – the request will be sent to Max Media Manager before proceeding to the final destination. All links that Max Media Manager finds in the HTML will be converted in the following manner:

- The 'href' parameter will be changed to go to Max Media Manager to log a click. The existing 'href' parameter will be what Max Media Manager redirects to *after* the click is logged.
- All link targets will be removed, and the target parameter from the banner field will be used instead. If the 'target' parameter from the banner field is not defined, then the 'target' parameter that is set when generating tags will be used instead.

Third-party Ad servers

Max Media Manager knows the format of most popular ad server HTML. If the HTML that is pasted into the text box comes from a supported ad server, then you must select the corresponding ad server from the drop-down list, and Max Media Manager will alter the HTML so that clicks to the other ad server get redirected to Max Media Manager to log a click, before arriving at the final destination.

Max currently supports the following ad servers: Max Media Manager (of course!), Atlas, Bluestreak, Doubleclick, Eyeblander, Falk, Google Adsense, Mediaplex, and Tango Zebra.

Variables

Max Media Manager has a number of variables which are derived at the time a banner is used. These variables can be used to alter the source

of an HTML banner by hand. For example, if there is a third-party ad server which is not yet supported by Max Media Manager, you can alter the HTML manually to support click tracking yourself.

The following variables are available:

- `{clickurl}`
This will contain the click URL for Max Media Manager. Max assumes that any text to the right of the URL is the destination. This will override the destination in the banner. For example, to add click tracking to a simple anchor tag:
BEFORE: `Click here`
AFTER: `Click here`
This will instruct Max Media Manager to log a click, then continue on to 'http://mysite.com/mypage.html' when the text is clicked.
- `{random}`
Max will generate a 10 character random string and insert it in its place. If there are multiple `{random}` tags in the same HTML script, the same string will be used in every place. For example the string:
`Click here`
could be changed to:
`Click here`
- `{timestamp}`
This is an alias for `{random}`. Note that this will contain a random number, not the timestamp from the server. This tag is supported for legacy reasons.
- `{target}`
This will insert the 'target' parameter of the generated tag into this field. If there is no target parameter, then the target from the banner will be used.
- `{url_prefix}`
This will insert the URL prefix into the tag. This will also dynamically determine whether to use the HTTP prefix or the SSL prefix.

Using Max Media Manager : Managing Media Campaigns

- {bannerid}
This will insert the ID of the banner into the tag. Note that this is especially handy when appending banners to other banners.
- {zoneid}
This will insert the ID of the zone into the tag. Note that this is especially handy when appending banners to other banners.
- {source}
This will insert the value of 'source' from the generated tag into this field. Note that this is especially handy when appending banners to other banners.

Capping

Appending Code to Banners

Post-Click Tracking

Trackers

Managing your website

Overview

As defined in the introduction to this guide, a Publisher is effectively your website where banners are displayed. Zones are defined areas on your website pages where banners can be placed. Max Media Manager is so designed that when you set up a publisher, using a simple form, you must set up your first zone immediately since this is the default way of displaying banners.

On setting up your zones, you can link banners from your inventory to a zone. The next step is to create a banner invocation code. This chunk of HTML is placed on your website to instruct your zone to display the banner that are linked to it.

There is an alternative way of displaying banners on your website. This is called *Direct selection*. By creating a bespoke chunk of code you can directly select and display a banner from your inventory, by-passing zones. This can be a powerful way of selecting a banner as you can refer to practically any of its properties (such as id, keywords) to do so. This method has its overheads in administration time, however, since bespoke banner code needs manual intervention when you want to change the selection of banners in a certain location on your website. Zones make the administration of banner invocation a simple process.

Publisher setup

Publishers use Max Media Manager by inserting permanent ad tags on the website and loading ad campaigns into Max Media Manager so that they run on the website.

Adding a new Publisher

You can create a new publisher by clicking the **Add new publisher** button in the **Inventory:Publishers & Zones** page.

The **Add new publisher** page is displayed. This is a two-stage form. The first stage comprises two sections, Basic information and Login information.

Basic Information

Enter a unique name for your new publisher in the *Name* field. Strictly speaking the name does not have to be unique, since a unique **id** number is assigned to the publisher, but it makes sense to do so. (Figure 66).



The screenshot shows a web form titled "Add new publisher". Below the title is a section labeled "Basic information". This section contains several input fields: "Name" with the value "InfoDot", "Mnemonic" with the value "ID", "Website" with the value "http://www.infodot.co.uk", "Contact" with the value "James Hill", and "E-mail" with the value "jhill@infodot.co.uk". There is also a "Language" dropdown menu set to "Default". At the bottom of this section is a checkbox labeled "Make the zones owned by this publisher publicly available", which is checked.

Figure 66 Adding Basic information in the **Add new publisher** form.

In the *Mnemonic* field, enter a short code to represent the publisher. This should be no more than X characters in length.

The *Website* field should contain the full URL of the website. If you wish to use local mode invocation, then you must enter the same domain as that of Max Media Manager.

Enter a name in the *Contact* field as the designated contact for the new publisher. Enter the email address of your contact in the *E-mail* field. This address is used for mailing publisher reports from Max Media Manager.

Specify the native language of the publisher from the drop-down *Language* list. This defines the language to be used in the publisher interface and any reports sent by email.

Select the checkbox "*Make the zones owned by this publisher publicly available*" if you wish to make the zones you own available to other publishers. This setting has significance when you create a *chain* of zones. Read more about Chaining Zones [[link](#)].

Login information

The second part of this form deals with setting-up a login identity. Here you set up the identity for a publisher to enable them to log in to view and manage the publisher interface.

Using Max Media Manager : Managing your website

Login information

Username

Password

☒ Allow this user to modify his own settings

☒ Allow this user to modify his own zones

☒ Allow this user to link banners to his own zones

☒ Allow this user to define new zones

☐ Allow this user to delete existing zones

Figure 67 Adding Login information to the **Add new publisher** form.

Enter a suitable name in the *Username* field and a memorable password in the *Password* field. Usernames must be unique (among publishers) and may contain any alphanumeric characters, including spaces. Passwords may contain any alphanumeric characters, including spaces. Passwords should be a minimum of 1 character, with no maximum limit. Both usernames and passwords are case-sensitive.

The checkboxes associated with the login information grant the logged-in user various degrees of control over what can be done in the publisher interface.

Select *Allow this user to modify his own settings* to permit the logged-in publisher to change their preferences, including :

- Publisher contact name;
- Contact email address;
- Language setting;
- Login password.

Select *Allow this user to modify his own zones* if you wish to grant the publisher the right to change their zones without the right to choose which banners are linked to their zones.

Select *Allow this user to link banners to his own zones* if you wish to grant the publisher the right to decide which banners are to be displayed in their own zones, remove banners from their zones and link new banners to their own zones.

Select *Allow this user to define new zones* if you wish to grant the publisher the right to create new zones and specify which banners are displayed in the new zones.

Select *Allow this user to delete existing zones* if you wish to grant the publisher the right to delete existing zones, which includes any newly-created (and thus *existing*) zones.

Note that it is only possible for a publisher to make changes to their *own* zones.

This completes the necessary information to set up a publisher. Note that at the foot of the page is a **Next** button, since the next logical step is to set up your first zone.

On clicking **Next**, the **Add new zone** page is displayed.

Zone setup

Generating Ad Tags

Overview

Zone Invocation

Direct Selection

Local Invocation

XMLRPC

Javascript

Iframe

Simple

Max Media Manager



Troubleshooting

Frequently Asked Questions

Support Options

Other links

phpAdsNew

M3

Max Media Manager



Open Source Licence

