🕼 kleinanzeigen

## ADVERTISING-SPECIFICATION

mobile.de Fireplace Ad (Billboard Ad + Halfpage Ad)

Contact: mobile.de Advertising, Ad & Account Management, E-Mail: werbemittel@advertising.mobile.de

Status: 11th September 2024 mobile.de Advertising - mobile.de GmbH, Albert-Einstein-Ring 26, 14532 Kleinmachnow



## mobile.de

Ad:	Fireplace Ad (Billboard Ad + Halfpage Ad)
Format:	AdServer Redirect, Image physical (JPEG, GIF, PNG, recommended in 2x pixel density)
Size:	300x600 + 1014x250 + 300x600
Weight:	<ul> <li>Redirects: max. 200 KB initial load / max. 2.5 MB subload</li> <li>Image physical: max. 200 KB</li> </ul>
Requirements:	Redirect tags: have to contain an placeholder for our click tracking macro.
	<ul> <li>- 3x redirect tags and/or images (JPG, GIF, PNG):</li> <li>The half page ads are sticky and do NOT dock to the sides of the billboard or there is a gap between the billboard and both half page ads.</li> <li>Important: 1 booked/delivered fireplace impression on our side can cause 3 separate impressions on your side.</li> </ul>
	- <b>One-tag or one-image ad</b> : 1614x600 px, 300 KB max, incl. an 1014x350 px transparent und not clickable gap in the middle at the bottom. <b>Important</b> : The half page ads are NOT sticky, but can dock to the sides of the billboard.
Optional:	3rd party tracking such as tracking pixels or viewability pixels or scripts
Motive:	Standard is <b>one</b> motif per booked placement. In the case of motif splits, a <b>maximum limit of three motifs</b> per placement must be taken into account and <b>one motif change per week</b> is permitted for physical delivery. Behind an AdServer Redirect there can be any number of motifs and can be changed as often as desired.
Streaming:	<ul> <li>Only as a 3rd party, as video has to be followed</li> <li>Different video versions should be stored behind the video, which are played depending on the available bandwidth of the user</li> <li>Max 2.5 MB may be reloaded</li> <li>Hosting of the Videso is taken over by the advertiser</li> </ul>
Sound:	Yes / Sound may only start on user interaction (click). An on/off button must be present.
HTML5 Note:	When delivering physical HTML5 advertising material, please pay attention to our information under the link: "HTML5".
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