Gemius Creatives Troubleshooting

How to change "Gemius" creatives click_url macro

If the client sends Gemius creatives, we need to modify them, deviating from Gemius' instructions.

N/B: The {CLICK_URL} Macro in Gemius creative JS tags should be automatically added/updated after uploading/saving, but it's good to always re-check and confirm.

Original Gemius creative example:

```
<script language="javascript1.2" type="text/javascript">
//<![CDATA[
document.write('<scr'+'ipt src="https://hrgde.adocean.pl/_'+(new
Date()).getTime()+'/ad.js?id=6O.qlp3G489VMXJZaa4nI1Lk7kAq6ZtA16tbRx8dxt3.m7/nc=0/gdpr=0/gdpr_consent
=/redir=" language="javascript"></scr'+'ipt>');
//]]>
</script>
```

How to change it:

1. Include **{click_url}** as a new variable in a separate script tag:

   ```
   <script>
   var click = '{CLICK_URL}';
   </script>
   ```

2. Then add **click** variable in the end of Gemius tag as shown:

   ```
   <script language="javascript1.2" type="text/javascript">
   //<![CDATA[
   ```

```
document.write('<scr'+'ipt src="https://hrgde.adocean.pl/_'+(new
Date()).getTime()+'/ad.js?id=6O.qlp3G489VMXJZaa4nI1Lk7kAq6ZtA16tbRx8dxt3.m7/nc=0/gdpr=0/gd
pr_consent=/redir=' + click + '" language="javascript"></scr'+'ipt>');
//]]>
</script>
```

The full JS tag should appear in the following manner:

```
<script>
var click = '{CLICK_URL}';
</script><script language="javascript1.2" type="text/javascript">
//<![CDATA[
document.write('<scr'+'ipt src="https://hrgde.adocean.pl/_'+(new
Date()).getTime()+'/ad.js?id=6O.qlp3G489VMXJZaa4nI1Lk7kAq6ZtA16tbRx8dxt3.m7/nc=0/gdpr=0/gdpr_consent
=/redir=' + click + '" language="javascript"></scr'+'ipt>');
//]]>
</script>
```

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