



Simple pageview counter in ActionScript 2 without using JavaScript

```
var sitestat:Function = function (logUrl:String):Void {  
    var depth:Number = _root.getNextHighestDepth();  
    var clipName:String = "sitestat_" + new Date().getTime();  
    var loader:MovieClipLoader = new MovieClipLoader();  
    var listeners:Object = {  
        onLoadComplete : function  
(tgt:MovieClip,hts:Number):Void{clip.removeMovieClip();}  
        ,onLoadError : function  
(tgt:MovieClip,err:String,slt:Number):Void{clip.removeMovieClip();}  
    };  
    loader.addListener(listeners);  
  
    var clip:MovieClip = _root.createEmptyMovieClip(clipName, depth);  
    loader.loadClip(logUrl + "&ns__t=" + new Date().getTime(), clip);  
}  
sitestat("http://countrycode.sitestat.com/client/site/s?countername");
```

Simple pageview counter in ActionScript 3 without using JavaScript

```
import flash.net.URLLoader;  
import flash.net.URLRequest;  
import flash.events.IOErrorEvent;  
import flash.events.Event;  
  
var sitestat:Function = function(logUrl):void {  
    var request:URLRequest = new URLRequest(logUrl + "&ns__t=" + new Date().getTime());  
    var loader:URLLoader = new URLLoader();  
    try {  
        loader.load(request);  
    } catch (e) {  
        trace("Sitestat log Error," + e);  
    }  
    loader.addEventListener(IOErrorEvent.IO_ERROR, function (e:IOErrorEvent) {  
        trace("Error sitestat request");  
    });  
    loader.addEventListener(Event.COMPLETE, function (event:Event) {  
        trace("Completed sitestat request");  
    });  
}  
sitestat("http://countrycode.sitestat.com/client/site/s?countername");
```

***Only for usage as one single-page view,
they do not take care of streamlining multiple events***

