To add javascript animations to step stone,

1. Create a javascript app and name the start file as index.html
2. Place all the files related to the javascript app in a folder.
3. In the stepstone ftp server, place the above folder inside the 'app' folder of path folder.
4. Every step of the path is associated with a json file which is placed in the 'json' folder of path.
5. To link the step with the mini-app, modify the json file associated with that step. The modification includes adding the miniApps element inside the content element.

   ```
   "miniApps" : [
                {
                        "role" :        "MainSandbox1",
                        "type" :            "Custom",
                        "variant" :     "Basic",
                        "launched" : "step4",
                        "apiSet" :          "Basic",
                        "maxW" :            "Auto",
                        "minH" :            "Auto",
                        "maxH" :            "Auto",
                        "caption" :     ""
                }
                ]
   ```

6. Replace the value of "launched" by the name of your javascript app placed under the 'apps' folder
7. Chaging the value of target node in this json file allows you to jump to the required step.

   By doing this we can access our path from the URL. ppj refers to the step number/json file that is called. ppj=1_1_40 calls the 40th step/json file
   Sample url
   http://www.futuredogter.com/stepstone/playerShell.php?org=CET&sys=public.Latest&pool=TAMU-CET-1&resourceloc=www.futuredogter.com&resourceavatar=NIH-SEPA-1&resource=name_of _your pathFor every path there must be a same-named folder in
   "ftp://futuredogter.com/futuredogter.com/stepstone/workArea/NIH-SEPA-1/**courseLib**/"
   The folder must have a json file inside json folder. (The json file is named 'courseParams.json' in our work).
   In this json file, the 'id' of 'activities/modules' key must be assigned to the name of the javascript app.
   &ppj=1_1_40

8. For resizing the javascript app, place the iframeResizer.contentWindow.min.js inside /activityLib/your_path_name/apps/your_app_name/js/
   You can find this file from other apps that are already running.