Animating your ggb file

1. In GeoGebra, open your ggb file.
   a. Add variable: **t0=0** (both are zeroes!)
   b. Redefine your animator variable (in this case d) …
      First find *sv* = start value of this variable and
      calculate the difference *diff*= end value – startvalue.
      Redefine d= *sv*+*diff**t0 (where *sv* and *diff* are actual numbers)
      Save your ggb file (rename it if you want).
2. Export your ggb file to a dynamic worksheet (html).
   Add this line of text in the "Text above the worksheet" dialog box:
   Click on the Start/Stop button to animate.
3. Open the folder where the ggb and html file are located.
4. Copy the file animator_once.js to this folder.
5. Open the html file for editing.

   a. After tag:
      <body>
      Hit enter and **add** (copy&paste) this line of code:

```
<script type="text/javascript" src="animator_once.js"> </script>
```

   b. After tag:
      Then click on the Start/Stop button to animate.
      Hit enter and **add** (copy&paste) these lines of code:

```
<form>
       
    <input type="button" value="Start/Stop"  onclick="toggle();">
       
    <input type="button" value="Reset"  onclick="Startover();">
</form>
```

   c. Find and **replace** this piece of code:

```
<applet name="ggbApplet"
```

      with

```
<applet name="Animated"
```

JavaScript Users: Remember (or Zen will rightfully strangle me):

If your html code contains javascript that interacts with the GeoGebra file, then it contains "document.ggbApplet" commands. They MUST be changed to "document.Animated" commands. (**Replace "ggbApplet" with "Animated".**)