-wholeBodyDynamicsCC(out M: matrix, out c_qv: vector, out Jc: matrix, out djcdq: vector, obj, wf_R_b_arr: vector, wf_p_b: vector, dq_: vector, v_b: vector)
-wholeBodyDynamicsCC(out M: matrix, out c_qv: vector, out Jc: matrix, out djcdq: vector, obj, wf_R_b_arr: vector, wf_p_b: vector, dq_: vector, v_b: vector, idx_list: vector)

«use»

-wholeBodyDyn(out M: matrix, out c_qv: vector, wf_R_b_arr: vector, wf_p_b: vector, q_j: vector, dq_j: vector, v_b: vector)

-fdynNewMixedVelocities(out nu: vector, qt_b: vector, dx_b: vector, wf_omega_b: vector, dq_j: vector)

-wholeBodyDyn(out M: matrix, out c qv: vector)