-getJointValues(out jnt_q: vector, out jnt_dq: vector, obj, q_j: vector, dq_j: vector, joint_idx: integer[1..*], len: integer)

-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)

wholeBodyDynamicsCC(out M: matrix, out c_qv: vector, out Jc: matrix, out djcdq: vector, obj, wf_R_b_arr: vector, wf_p_b: vector, q_j: vector, dq_j: 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_j: vector, v_b: vector, idx_list: vector)

«use»

wholeBodyDynamicsCC(out M: matrix, out c_qv: vector, out Jc: matrix, out djcdq: vector, obj, idx_list: vector)

-checkInitStateDimensions(out result: logical, obj, stp_init: wbmStateParams)

-wholeBodyDyn(out M: matrix, out c_qv: vector)

-wholeBodyDynamicsCC(out M: matrix, out c_qv: vector, out Jc: matrix, out djcdq: vector, obj)