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

-wholeBodyDyn(out M: matrix, out c\_qv: vector)

-wholeBodyDynamicsCC(out M: matrix, out c\_qv: vector, out Jc: matrix, out djcdq: vector, obj)

wholeBodyDynamicsCC(out M: matrix, out c\_qv: vector, out Jc: matrix, out djcdq: vector, obj, idx\_list: vector)

-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»