Struct principal: XMLVars

1. ACSpelvis\_r\_PelAvg\_ACSpelvis – Matriz 3x1
2. Lengths – Struct
   1. Fem – Float
   2. Tib – Float
   3. Pie – Float
3. Lig – Struct
   1. TibColLig – Struct
      1. SCS\_Tib – Matrix 3x1
   2. FibColLig – Struct
      1. SCS\_Tib – Matrix 3x1
4. Mass – Int
5. MusIntPts – Struct
6. O6\_R\_SCS\_Tib – Matriz 3x3
7. O6\_r\_O6 – Struct
   1. LMavg – Matrix 3x1
   2. MMavg – Matrix 3x1
   3. FHavg – Matrix 3x1
   4. LM2 – Matrix 3x1
   5. MM2 – Matrix 3x1
   6. FH2 – Matrix 3x1
   7. AJC2 – Matrix 3x1
   8. O5 – Matrix 3x1
   9. SCS\_Tib – Matrix 3x1
   10. CAL2 – Matrix 3x1
   11. MH1\_2 – Matrix 3x1
   12. MH5\_2 – Matrix 3x1
8. P1\_r\_P1 – Struct
   1. LMavg – Matrix 3x1
   2. MMavg – Matrix 3x1
   3. FHavg – Matrix 3x1
9. PatMovRad – Float
10. Plane4Bar – Struct
    1. LMO4\_W\_Fem\_Tib – Matrix 3xn\*
    2. LMO\_W\_Fem\_Tib\_u – Matrix 3xn\*
    3. LMO4\_u – Matrix 3x1
    4. Index – Matrix 1xn2\*
    5. Indexlogical – Matrix 1xn\*
    6. L – Matrix 1x6
    7. A – Matrix 1x2
    8. B – Matrix 1x2
    9. Theta0 – Float
    10. Theta2 – Matrix 1xn\*
    11. Theta3 – Matrix 1xn\*
    12. DELTA -Float
    13. u\_R\_LMO4 – Matriz 3x3

n\* - Numero de puntos variables

1. SCS\_Fem\_rg – Matriz 3x1
2. SCS\_Tib\_CPL\_Tib – Matriz 3x1
3. SCS\_Tib\_CPM\_Tib – Matriz 3x1
4. SCS\_Tib\_FibColLigTib – Matriz 3x1
5. SCS\_Tib\_TibColLigTib – Matriz 3x1
6. SCS\_Tib\_rg – Matriz 3x1
7. SCSpie\_Ig – Matriz 3x3
8. SCSpie\_r\_SCSpie\_Gpie – Matriz 3x1
9. ViaPtsViaContours – Structs
   1. Gra – Struct
      1. SCS\_Tib – Matrix 3x121
   2. Sat – Struct
      1. LMO4 – Matrix 3x121
      2. ACSpelvis – Matrix 3x1
   3. SemTend – Struct
      1. SCS\_Tib – Matrix 3x121
   4. Cyl – Struct
      1. CylCentLMO4 – Matrix 3x1
      2. CylDirLMO4 – Matrix 3x1
      3. CylRad - Float
10. Widths – Structs
    1. Fem – Float
    2. Tib – Float
11. a – Matriz 6x1
12. a4 – Float
13. alpha – Matriz 5x1
14. ang\_cad\_AbdAduc\_i – Float
15. ang\_cad\_FlxExt\_i – Float
16. ang\_pie\_FlxExt\_i – Float
17. ang\_rod\_FlxExt\_i – Float
18. d – Matriz 6x1
19. m – Matriz 1x6
20. m\_pie – Float
21. rg – Matriz 3x6
22. G\_g - Matrix 3x1