

Potential changes to the VM

- Adding logic operations and math functions

Justin and I talked about how to store the track

- Possibly stored in a text file that would be read in by a parser

- Using an array list to store simbody built with the information read from the txt file

- Possibly store a builder method and information in a .java file that can be loaded and

- Executed in the initialize world part of tracks.

Look into joints to fix dyn4j randomly breaking