```
R ned2b = eulerToRotationMatrix(phi,theta,psi);
% compute wind vector in body frame (wind ned is an input)
wind b = R \text{ ned2b*wind ned};
% compute airspeed Va, angle-of-attack alpha, side-slip beta
[Va, alpha, beta] = makeVaAlphaBeta(vg b - wind b);
% Longitudinal Aero Coefficients
C L = P.C L 0 + (P.C L alpha * alpha) + (P.C L q*P.c/2/Va*q) + (P.C L delta e*delta e);
CD = P.CDO + abs(P.CDD alpha*alpha) + abs(P.CDD q*P.c/2/Va*q) + abs(P.CDD delta e*delta e);
C m = P.C m 0 + (P.C m alpha*alpha) + (P.C m q*P.c/2/Va*q) + (P.C m delta e*delta e);
% Lateral Aero Coefficients
C Y = P.C Y 0 + (P.C_Y_beta*beta) + (P.C_Y_p*P.b/2/Va*p) + (P.C_Y_r*P.b/2/Va*r) +
(P.C Y delta a*delta a) + (P.C Y delta r*delta r);
C = II = P.C = II + (P.C = II) + (P.C = III) + (P.C = II) + (P.C = I
(P.C ell delta a*delta a) + (P.C ell delta r*delta r);
C n = P.C n 0 + (P.C n beta*beta) + (P.C n p*P.b/2/Va*p) + (P.C n r*P.b/2/Va*r) +
(P.C n delta a*delta a) + (P.C n delta r*delta r);
% Create and combine Forces
f grav ned = P.mass * [0; 0; P.gravity]; % Newtons
f grav b = R ned2b*f grav ned;
f aero b = 0.5*P.rho*Va*Va*P.S wing*[-C D*cos(alpha) + C L*sin(alpha);C Y;-C D*sin(alpha)-
C L*cos(alpha)];
f prop b = zeros(3,1);
f b = f grav b + f aero b + f prop b;
% Create and combine Moments
m aero b = 0.5 * P.rho * Va * Va * P.S_wing * [P.b*C_ell;P.c*C_m; P.b*C_n];
m prop b = zeros(3,1);
m b = m aero b + m prop b;
```