

SMR technical demo for L^AT_EX

January 13, 2023

Chapter 1

First Chapter

Just as an example, this can be the first chapter. This Chapter contains the original two big definitions for the following terms

Definition STATIONARY BALL: A ball which is not moving

Definition CONTACT: When the ball touches a figure on a rod, or any part of a rod that is internal to the playing field

Chapter 2

Second Chapter

Useful definitions

1. **STATIONARY BALL:** A ball which is not moving
2. **CONTACT:** When the ball touches a figure on a rod, or any part of a rod that is internal to the playing field

Now there is a second chapter that may reference some of these definitions. It also defines a new one...

Definition MOVE: A **CONTACT** that causes a **STATIONARY BALL** to move, or a moving ball to change speed or direction

And later there is some plain text, that just references **LINKMOVE** and **STATIONARY BALL**.

Definitions

CONTACT When the ball touches a figure on a rod, or any part of a rod that is internal to the playing field. 1, 2

MOVE A **CONTACT** that causes a **STATIONARY BALL** to move, or a moving ball to change speed or direction. 2

STATIONARY BALL A ball which is not moving. 1, 2