

SMR technical demo for L<sup>A</sup>T<sub>E</sub>X

January 11, 2023

# 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.

# 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 `ifundefined@contactasdfcontact` that causes a `ifundefined@stationary ballasdfstationary ball` to move, or a moving ball to change speed or direction.

And later there is some plain text, that just references `ifundefined@moveasdfmove` and `ifundefined@stationary ballasdfstationary 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..

**MOVE** A `contact` that causes a `stationary ball` to move, or a moving ball to change speed or direction..

**STATIONARY BALL** A ball which is not moving..