

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

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
3. **TEAM:** One or more players on the same side of the table

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 where MOVE links to the glossary and STATIONARY BALL links to the original definition.

The Glossary Entries link to the original definitions. Except for TEAM that is just defined in the useful definitions part.

# 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

**TEAM** One or more players on the same side of the table. 2