

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

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# List of Definitions

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# First Chapter

Just as an example, this can be the first chapter. Thist Chapter contains the original two 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 area.*

## Second Chapter

Now there is a second chapter that may reference some of these definitions

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

Please note, that the references from the definition link to the original definition.

# Third Chapter

Some Plain text, that just references to **MOVE** and **STATIONARY BALL**.