

SMR technical demo for L^AT_EX

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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

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 definiton. The Glossary Entries link to the original definitions. Except for TEAM that does not have such a definition.

3. How it works

There are several macros defined. For example there is a macro for a definition and a reference for a definition. If you change the formatting for the macro, it changes throughout the entire document.

All glossary entries are defined before the actual document starts (invisible). Later on they are just copied to where they are needed. So if you want to have the term MOVE in the ‘useful definitions’ part, the description will be automatically added via the macro `recap(move)`. If the original definition is changed, all related instances will be changed as well.

The hyperlinks are generated automatically based on which macro you use. You can use the definition of MOVE without the link, you can reference MOVE with a link to the definition or you can reference MOVE with a link to the glossary.

Definitions

CONTACT When the ball touches a figure on a rod, or any part of a rod that is internal to the playing field. 2, 3

MOVE A **CONTACT** that causes a **STATIONARY BALL** to move, or a moving ball to change speed or direction. 3, 4

STATIONARY BALL A ball which is not moving. 2, 3

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