

SMR technical demo for L^AT_EX

January 12, 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..