

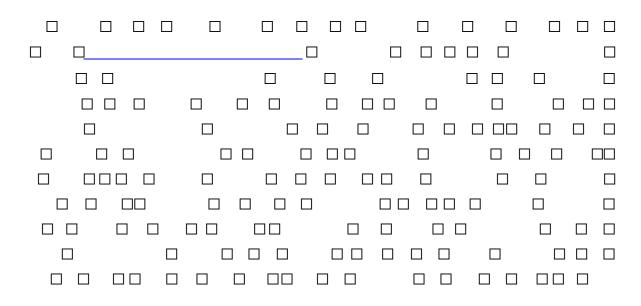
Acknowledgments



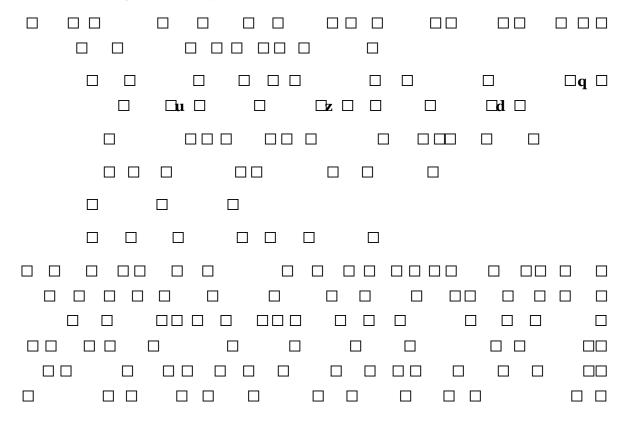
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1 Introduction



1.1 Extending Simbody

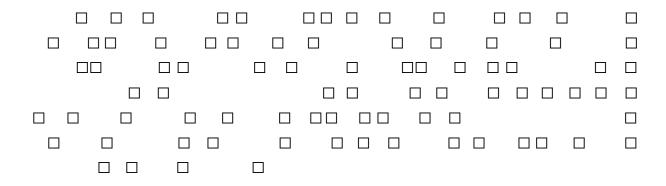


1.2 Realization Revisi	ited	
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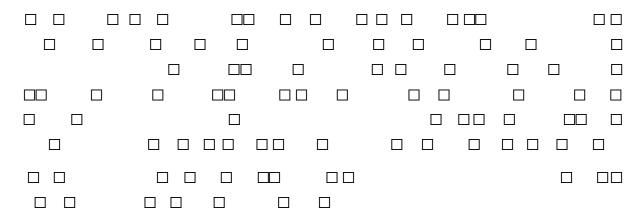
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Custom Forces,Constraints, andMobilizers (joints)

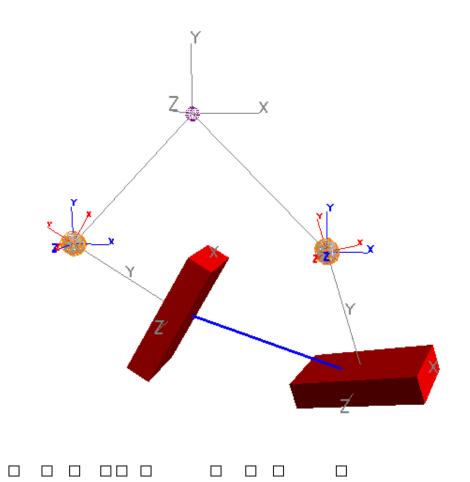


2.1 A Custom Force



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2.3 Simple Constraints

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2.4 A Custom Mobilize	er (The Easy C	ase)		
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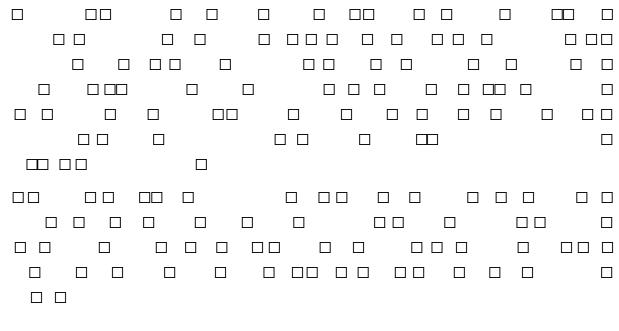
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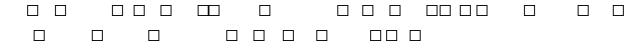
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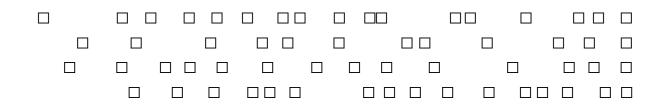
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3 A Custom Subsystem



3.1 A First Subsystem





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3.3 Adding	g Param	eters t	to the	Subs	ystem		

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3.5 Other Subsystem Features	

3.5.1 Allocating continuous state variables q,u, and z
3.5.2 Allocating your own cache entries

3.5.3 Allocating cache entries with "lazy" evaluation
3.5.4 Creating event handlers

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