

```

function two_body!(du, u,  $\mu$ , t)
    # u = [ x, y, z, vx, vy, vz ]
    # du[1:3] = v
    # du[4:6] = acceleration
    @views du[1:3] .= u[4:6]
    r = @view u[1:3]
    r_norm = norm(r)
    @views du[4:6] .= - $\mu$  .* r ./ (r_norm^3)
end

function two_body_thrust!(du, u, params, t)
     $\mu$ , T_spec_kN_per_kg = params

    # unpack position & velocity views
    @views du[1:3] .= u[4:6]
    r = @view u[1:3]
    v = @view u[4:6]

    # gravity
    r_norm = norm(r)
    grav_acc = - $\mu$  .* r ./ (r_norm^3)

    a_thrust_mag = T_spec_kN_per_kg
    v_norm = norm(v)
    thrust_acc = v_norm > 0 ? a_thrust_mag .* (v ./ v_norm) : zero(v)

    @views du[4:6] .= grav_acc .+ thrust_acc
end

function solve_2BP(initial::StateVectors,
    tspan::Tuple{Float64, Float64};
     $\mu$ ::Float64 =  $\mu$ _Earth,
    reltol::Float64 = 1e-9,
    abstol::Float64 = 1e-9,
    int_pts::Int64 = 2)

    # pack initial state
    u0 = vcat(initial.r, initial.v)

    # setup and solve ODE problem
    prob = ODEProblem(two_body!, u0, tspan,  $\mu$ )
    sol = solve(prob, Tsit5(), reltol=reltol, abstol=abstol,
    saveat=range(start=tspan[1], stop=tspan[2], length=int_pts))

    # unpack back into StateVectors
    return [StateVectors(u[1:3], u[4:6]) for u in sol.u]
end

function solve_2BP_thrust(initial::StateVectors,
    tspan::Tuple{Float64, Float64};
     $\mu$ ::Float64 =  $\mu$ _Earth,
    T_spec::Float64 = 1e-4,
    reltol::Float64 = 1e-9,
    abstol::Float64 = 1e-9,
    int_pts::Int64 = 2)

    # pack initial state
    u0 = vcat(initial.r, initial.v)

```

```

# setup and solve ODE problem
prob = ODEProblem(two_body_thrust!, u0, tspan, ( $\mu$ , T_spec))
sol = solve(prob, Tsit5();
    reltol = reltol,
    abstol = abstol,
    saveat = range(tspan[1], tspan[2], length=int_pts))

# unpack back into StateVectors
return [ StateVectors(u[1:3], u[4:6]) for u in sol.u ]
end

export solve_2BP, solve_2BP_thrust

Error: UndefVarError: `StateVectors` not defined in `Main.var"##WeaveSandBo
x#233"`
Suggestion: check for spelling errors or missing imports.

```