

appVersion(4) = "1.0.8348.30405"

$x1(t)$ $y1(t)$
 $x2(t)$ $y2(t)$ $G := 1$ $m_1 := 30$ $m_2 := 2$ $m_3 := 0.5$ $t_{end} := 1$
 $x3(t)$ $y3(t)$
funvec

$x1(0) = 0$ $x1'(0) = -1$ $x2(0) = -3$ $x2'(0) = 1$ $x3(0) = -3.1$ $x3'(0) = 2$
 $y1(0) = 0$ $y1'(0) = -1$ $y2(0) = -0.2$ $y2'(0) = 0$ $y3(0) = -0.1$ $y3'(0) = 0$
 $x1''(t) = \frac{G \cdot m_2 \cdot (x2(t) - x1(t))}{\sqrt{(x2(t) - x1(t))^2 + (y2(t) - y1(t))^2}^3} + \frac{G \cdot m_3 \cdot (x3(t) - x1(t))}{\sqrt{(x3(t) - x1(t))^2 + (y3(t) - y1(t))^2}^3}$
 $y1''(t) = \frac{G \cdot m_2 \cdot (y2(t) - y1(t))}{\sqrt{(x2(t) - x1(t))^2 + (y2(t) - y1(t))^2}^3} + \frac{G \cdot m_3 \cdot (y3(t) - y1(t))}{\sqrt{(x3(t) - x1(t))^2 + (y3(t) - y1(t))^2}^3}$
 $x2''(t) = \frac{G \cdot m_1 \cdot (x1(t) - x2(t))}{\sqrt{(x2(t) - x1(t))^2 + (y2(t) - y1(t))^2}^3} + \frac{G \cdot m_3 \cdot (x3(t) - x2(t))}{\sqrt{(x3(t) - x2(t))^2 + (y3(t) - y2(t))^2}^3}$
 $y2''(t) = \frac{G \cdot m_1 \cdot (y1(t) - y2(t))}{\sqrt{(x2(t) - x1(t))^2 + (y2(t) - y1(t))^2}^3} + \frac{G \cdot m_3 \cdot (y3(t) - y2(t))}{\sqrt{(x3(t) - x2(t))^2 + (y3(t) - y2(t))^2}^3}$
 $x3''(t) = \frac{G \cdot m_1 \cdot (x1(t) - x3(t))}{\sqrt{(x3(t) - x1(t))^2 + (y3(t) - y1(t))^2}^3} + \frac{G \cdot m_2 \cdot (x2(t) - x3(t))}{\sqrt{(x3(t) - x2(t))^2 + (y3(t) - y2(t))^2}^3}$
 $y3''(t) = \frac{G \cdot m_1 \cdot (y1(t) - y3(t))}{\sqrt{(x3(t) - x1(t))^2 + (y3(t) - y1(t))^2}^3} + \frac{G \cdot m_2 \cdot (y2(t) - y3(t))}{\sqrt{(x3(t) - x2(t))^2 + (y3(t) - y2(t))^2}^3}$

$M := \text{Rkadapt}(funvec, t_{end}, 1100)$

