

# **Tri\_Q**

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**COLLABORATORS**

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|               | <i>TITLE :</i><br>Tri_Q |                 |                  |
| <i>ACTION</i> | <i>NAME</i>             | <i>DATE</i>     | <i>SIGNATURE</i> |
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# Chapter 1

## Tri\_Q

### 1.1 Tri\_Q - Documentation

'Tri\_Q'

Created by Charles-N. Jacob

Legal Issues

What is legal?

Description

What is this game?

Features

What are its features?

Installation

Where does it go?

How to Play

What to do with it?

M-R-Ware

...or how to Register...

Credits

I want to thank...

Facts

Just the facts, Ma'am...

S Scale

Yup! The 'S'tandard 'S' 'S'cale 'S'ection!...

### 1.2 Legal Issues

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This software can be freely copied, as long as it remains in its original form, and the archive must include the following files:

```
Tri_Q
Tri_Q.info
Tri_Q.guide
Tri_Q.guide.info
Tri_Q.readme
Tri_Q.readme.info
```

'Tri\_Q' is provided "AS-IS" without any warranties, I am not responsible for any damages caused by this software.

## 1.3 Description

### Description

Tri\_Q is a Workbench game based on a popular board game. It has a triangular shape like this:

```
      o
     oo
    ooo
   oooo
  ooo.o
```

Note: the "o" represents a peg and the "." is a free space.

There are two ways to play Tri\_Q, the Normal or the Inverted way.

The goal of the game is to remove the pegs (or fill up the board, if the game is 'Inverted'), until only one peg is left (or only one space is empty, in the 'Inverted' game), preferably where the hole (or peg) was at the start.

## 1.4 Features

### Features

-The game window can be resized (up to a maximum of 640 x 400 pixels), and the game is redisplayed according to the new window size.

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- You can move its window where you want it on the Workbench screen, and of course behind or in front of other windows (this also applies to the 'About' window).
- The game uses as little of the computer's resources as possible, so you can run other applications, games, etc. at the same time.
- Tri\_Q works on all Amigas with KickStart 2.0 or higher (Although it MAY run with an earlier KickStart).
- It can be started from CLI or Workbench.

## 1.5 Installation

### Tri\_Q Installation

The installation is very simple, just place "Tri\_Q" where you want on your hard drive, floppy disk, Ram Disk, etc.

## 1.6 How to play

### How to play?

To move a peg (shape with a white circle), you just click on it with the mouse pointer and you click on the empty space (shape with a black circle) where you want to move the peg. You can only move a peg 2 spaces horizontally or diagonally. If the move is possible, the chosen peg will go there.

In 'Tri\_Q' there are two ways to play:

- The Normal game: You must jump over a peg and that peg will be removed.
- The Inverted game: You must jump over an empty space and a peg will appear there, just as if you would play the 'Normal' game backward.

When there are no possible moves, the game ends and Tri\_Q will display how many pegs (or free spaces for the 'Inverted' game) are remaining.

In the game window, there are 3 buttons:

- New Game: This button will restart the game.
- About...: This button will display the informations about the game.

-Normal/Inverted: This is a toggle button between the 'Normal' and the 'Inverted' game.

There is also a pull-down menu containing the following items:

-New Game: Restarts the game.

-About: Displays the informations about the game.

-Quit: Quits the game.

## 1.7 Credits

I want to thank the following people for their contributions, or ↔ moral support (or both):

Charles-E., Rita, Martin, Elaine, Patrick, Odette, Denis, Clotilde (why not adding every person in the Montreal Area Phonebook ;) The members of the 'Club Amiga du Quebec' ([WWW.ClubAmiga.qc.ca](http://WWW.ClubAmiga.qc.ca)), and many others... AND of course, You, for using and Registering for this software!

## 1.8 S scale

What is 'S' scale?

'S' scale (or 'S gauge') is a model railroad scale, that is about halfway between "HO" and "O" scale. It has a proportion of 1:64 (one 'S'ixty fourth, hence it's name), The track gauge (the distance between the rails) is approximately 7/8 of an inch (0.875'' or 22.2 millimeters). It is more easier to scale if you use a rule that has inches (preferably subdivided in 1/64th of an inch) or even better, a model railroad rule that has S scale measurements.

This scale was introduced in 1937 and was to be the 'ideal' scale, a good balance between the massive 'O' scale (1:48 proportion) and the much smaller 'HO' scale (1:87 proportion). For many people, 'O' scale was too big as it required too much space to build a model train layout and was also very expensive. It was in the years of the Great Depression, when the average salary, if one was fortunate to have a job, was less than 50\$ per week. A good quality model steam locomotive (in 'O' scale) cost more than 75\$ (note that these were 1930's dollars!).

HO scale on the other hand, which used about half the space used by

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O scale, was becoming more popular, but it was a bit too small to operate reliably. Remember that the technology used in that era was not as advanced as what we see in today's models. Many standards that we take for granted now didn't exist then.

So 'S' scale became very popular, and many companies (A.C. Gilbert (the makers of 'American Flyer' trains), REX (not AREXX! ;), Mid Gauge, Midlin, Enhorning, and many others) produced models in that scale.

Since these years, The popularity of the scale decreased a bit, but now there are still companies which offer many S scale products (many of them sell or advertise their products on the Internet).

If you want more information about 'S' scale model railroading, visit the following Web sites:

- www.Trainweb.com/crocon - S Scale Model Railroading Home Page
- www.Trainweb.com/nasg - NASG (National Association of S Gaugers) official web page.
- www.AmericanModels.com - Manufacturer of fine S scale products (Diesel, Steam locomotives, freight or passenger cars, and many other accessories including track).
- www.Showcaseline.com - S Helper Service, another manufacturer of fine S scale products (Diesel locomotives, freight cars, etc.).
- www.Walthers.com - They sell many model railroad products all listed in their catalogs (their "Big Trains" catalog contains many S scale products).

Some sites related to model railroading in general:

- www.nmra.org - National Model Railroad Association
- www.trains.com - The site of Model Railroader, Trains, etc.
- www.rrmodelcraftsman.com - The site of Railroad Model Craftsman
- www.dpmkits.com - Design Preservation Models, a manufacturer of modular walls in N, HO and O scales (their HO and O walls can be used in S scale).

If we make some comparisons about the popularity of 'S' scale now and the popularity of the Amiga, I would say that it is about the same: more than 80% of all the model railroaders are in 'HO' or 'N', 10% are in 'O' scale, and somewhere around 1% model in 'S' scale. If we look at the percentage who use computers, more than 80% use PCs, 10% use Macs and more or less than 1% use Amigas, so it's no wonder that I sometimes think about 'S' scale as 'Amiga Scale' :)

## 1.9 Registration

Tri-Q is 'Model-Railroad-Ware', so if you like and/or use it:

Please send me some model railroad items (pieces of track, turnouts, freight or passenger cars, kits, Brass locomotives ;) etc. If possible, send me

S Scale



items,

OR

10\$ (Canadian) to:

Charles-N. Jacob

P.O. BOX 144

LaSalle, Quebec, Canada

H8R 3T7

And don't forget to give me your name and address (and email address, if possible), so I can inform you of possible updates of this software. Thank you!

Also, if you have any ideas, suggestions, bug reports, please send them to me at the address above, or send me an email at:

cjacob@vif.com

## 1.10 Amusing facts

Please Note: Some of my AmigaGuide files will include a different "Facts" section. Collect them all...! ;)

Some fictional or not-so-well-known facts about well-known Computer languages :)

AMOS: A computer language located near Val D'Or, in Northern Quebec (I'm not kidding! Look at a Quebec map...).

C: A computer language in which you have to know your "ABC..."

Blitz: A Canadian (or American) Football computer language.

Pascal: A computer language invented by Blaise Pascal.

Logo: A computer language that someone mistook for "Lego".

Basic: A computer language that too many people find to be too... Basic.

Forth: A computer language invented in the "Forth" of July, at the "Forth" anniversary of the creation of the FIRST computer.

Java: A computer language invented by the natives of the Java Island.

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