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winpool
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Winpool is a windows game that was created from the code that was written
for Xpool (which is an X windows version of this game) which simulates a billiard
game by using an approach called Discrete Element Methods(DEM).
For interested people, the source code is in XpoolTable1.1.tar.Z. If you have an
internet connection, you can get it from various sides by ftp.

bugs:
  Most important 'bug' is the speed rpoblem. This is a very cpu demanding
  game, so if you really enjoy this game run it on a 486 or something, it is
  REALLY COOL on 486!!!!
  some other things that come to my mind;
 If you want to move the cue ball, and you move your mouse
 too quickly, the program thinks that you want to
 use the cue stick so it shows the stick. Move the cue ball slowly.
 I am really concerned about the balls chopping each other on
 VGA screen (you can't see it on SVGA, because the balls are small).
 In some cases, you will see some balls passing by and hitting
 another ball but the other ball doesn't move. That is because of the fact that
 they don't create enough force to move the stopped ball. Since we don't
 want to wait 'till all of the balls actually stop, I wrote code that assumes that the ball is
 stopped when its speed drops below 1.0. You can change these limits in
 definition.h (for X Windows version, and recompile) ....

 When I have the time, I'll fix these problems and others coming from you.

 As I said there are some other options that I want to add to this program
 but for now, they have to wait. You will see that there is some
 code in the program that is commented out for this 'version'. I am going to
 use most of it later.

rules:

If you know how to play pool, excellent!, if you don't,
here is all I can say (and know) about this game:
With the current setup, we have two sets of balls, first
set is ball # 1-7, second set is ball # 9-15. whoever
gets his/her balls in first and then gets the black ball
in last wins. We don't have automatic scoring right now,
so whoever wins is supposed to increase his/her score by
clicking on his/her '+' button (under Scores).
If you want to see where your ball will go, click on
'trajectory ' button to get a trajectory of your shot.
The cue stick lenght determines the hitting strenght, so
if you want to hit harder, change your cue stick lenght
by moving your mouse away from the white stick.You don't
have to click on the white ball to start stick handling
you can click anywhere on the table and start stick
handler. The white ball goes to the opposite direction
relative to the cue stick.

Any idea for speeding up the graphics will be
cheerfully accepted and any recommendations which could
benefit overall performance will be appriciated.

Happy playing,
Istakayl kIrma Haaa..!!!!(Don't break the stick OKKKKKKKK.!!)

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note:
when you run the program, you are going to see a layout on the main
window "SALOON HIDIR". in case if you wonder what the hell that thing is,
it is the place that we used to play pool when I was in High School .