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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.

to compile:

The .prj file is for Borland C++3.1, so use Borland c++3.1 if you want to compile the code.

bugs:

Xpool currently has a some bugs. 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 length determines the hitting strength, so if you want to hit harder, change your cue stick length 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 appreciated.

Happy playing,  
Istakay! klrma 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 .