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Ismail ARIT 1992-1993 Kusadasi,AYDIN,TURKIYE. 09400

winpool v1.3

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Winpool is a windows game which simulates a billiard game by using an approach called Discrete Element Method(DEM). For interested people, the source code is in XpoolTable1.[0,1,2,3].tar.Z which is the X window version of the same game. Now, both X and Windows versions use the same source code(of course, with some differences in appearance and operating system dependent sections). If you have internet connection, you can get it from many ftp sites(or usearchie/gopher to find the nearest ftp site which has XpoolTable source code).

First of all, I would like to thank to those of you who were really kind to send very nice comments about the game. Looks like many people really enjoyed the game. I finally got some spare time and fixed some stupid bugs in the program, now it runs better and handles a lot of stuff more properly. It also has a *help* menu.

This version still uses floating values, so you still need a fast CPU like 486, but I am planning to switch to integer values, and do some other optimizations so that the game will run on slower CPUs too. I am working (almost done) on the network version of Xpool that lets two people play against each other(plus, eight other people can also watch the game from different locations). I would like to do the same with winpool by using modem communication. We'll be able to play winpool over the phone line.

Here are some 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' radio 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 cue ball (white ball). 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.

One last thing before we go on; I am going to have to start asking for a small amount of registration fee (\$15). But, I don't like to offend people by forcing them or by putting some sort of code in the game that will keep prompting for registration every time you run the game. Even if you can't pay, give this game to a friend who can pay. If you register, you will get a nice postcard (nature, ancient civilizations, egean sea, mediterranean, you name it..) from Turkiye (Turkey) informing you the new version of winpool, when we release the next version. Also, by registering, you will be supporting the further development of this game. If you get both X (unix) and Windows (dos) versions, you don't have to register twice, one registration is enough. Thank you in advance for your registration.

If you would like to register by sending US\$15 ;
In USA ;

please send your checks to;
(payable to Kadir Tepecik)
Kadir Tepecik
4240-A Connecticut st.
St. Louis, MO, 83116, USA

In Canada ;

please send your money order (for US\$15) to;
(payable to Kadir Tepecik)
Kadir Tepecik
4240-A Connecticut st.
St. Louis, MO, 83116, USA

In Europe and others;

please send your money order (for US\$ 15) to

(payable to Kadir Tepecik)
Ismail Arit
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Kusadasi, AYDIN, 09400 TURKIYE

If you have any question/comments, you can still send email to
iarit@tara.mines.colorado.edu

but, I will be done with the school this summer and start worrying about some other problems (like how to find a job, and pay \$40,000 education loan :-), so I will be real busy. If I can't reply to your email, I apologize for that. I will post my new email

address(hopefully, from Turkiye) with the next release of winpool. For now, send your questions/comments to iarit@tara.mines.colorado.edu.

Happy playing,
Istakay! klrma Haaa..!!!(Don't break the cue stick OKKKKKKKK!!)

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