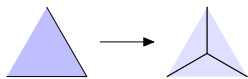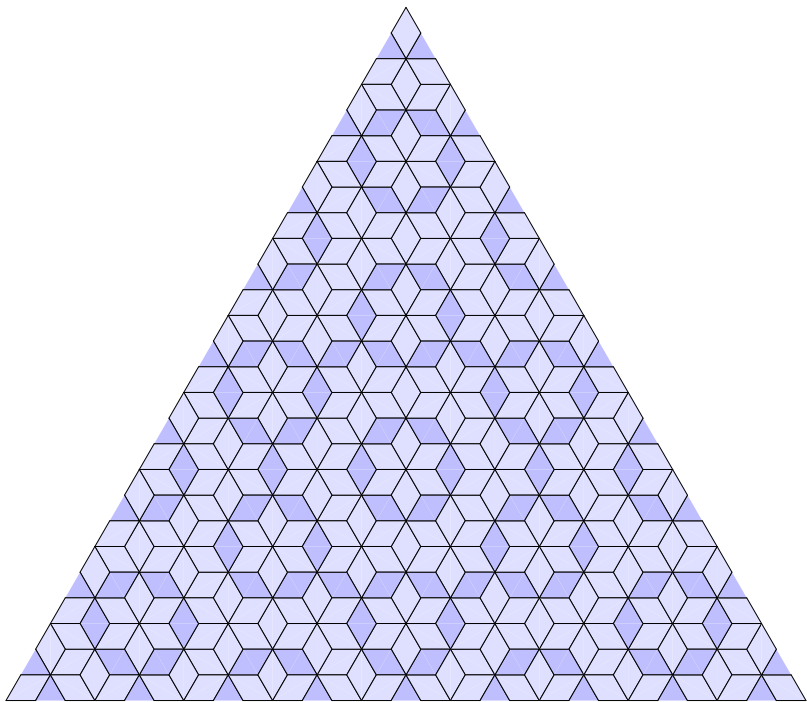The *tall* macro dissects a tall triangle into 3 wide ones

The *wide* macro dissects a wide triangle into 2 wides, and 1 tall.

Note that only part of the perimeter of each triangle is drawn, to give the illusion that the completed tiling is made up of identical rhombs.