

# Slides

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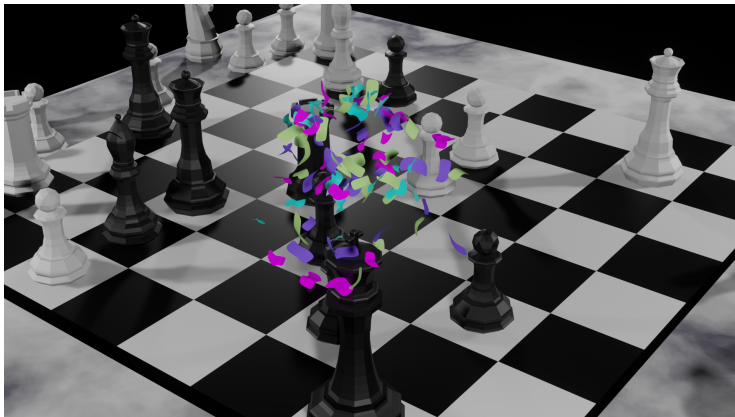
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# Processing games

```
import chess
with open(filename) as pgn:
    game = chess.pgn.read_game(pgn) # Parses pgn file
    board = game.board()

    for move in game.mainline_moves():
        board.push(move) # Pushes the move to the move stack, this "makes" the move
```

# Incompatibility



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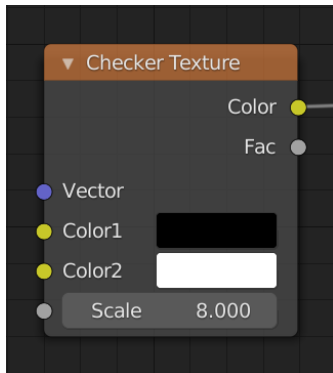


# Incompatibility

- ▶ Confetti texture
- ▶ Check board texture
- ▶ Marble texture

# Checker texture fix

## Eevee



## Luxcore

