

remove_piece(from) - XOR out moving



add_piece(to, color, piece) - XOR in at dest



[Move type: Castle]

Move king (remove + add)



Move rook (remove + add)



Each piece movement updates hash

[Move type: EnPassant]

Calculate captured pawn square



remove_piece(captured_sq)



remove_piece(from)



add_piece(to, color, Pawn)



[Move type: Promotion]

remove_piece(from) - XOR out pawn



add_piece(to, color, promoted_piece)



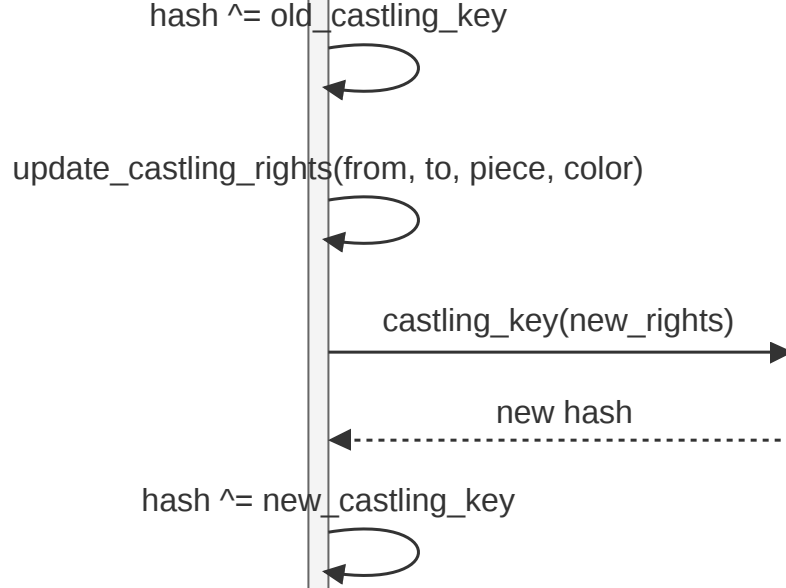
Update castling rights in hash

castling_key(old_rights)

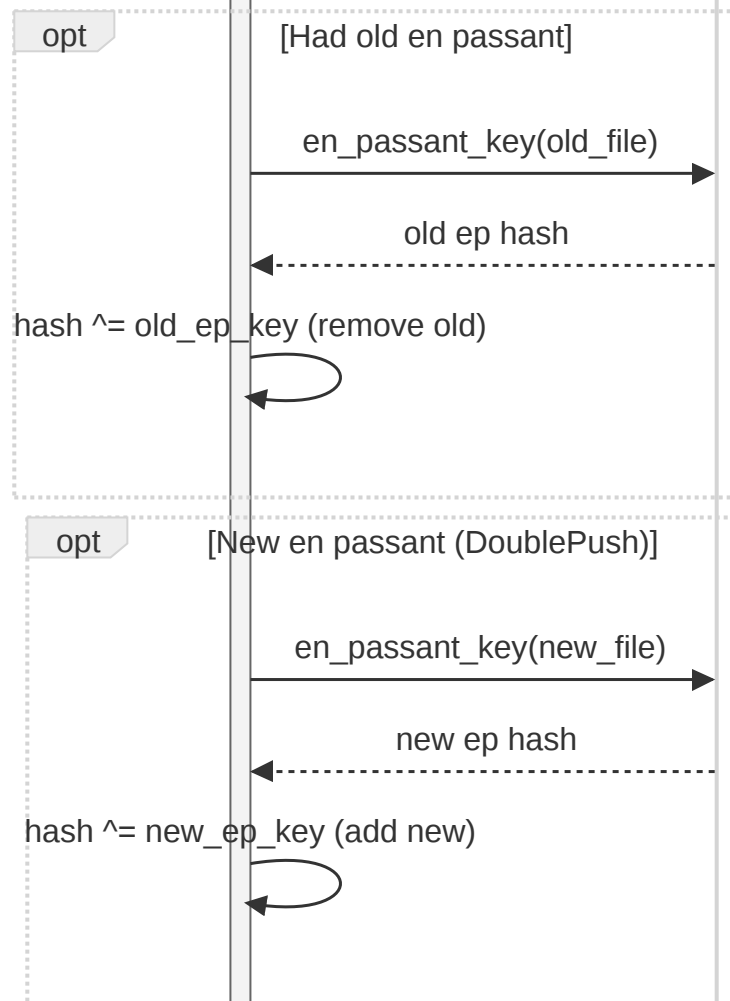


old hash





Update en passant in hash



Update side to move

