COMPUTER BOARD MATRIX

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0800  FF FF FF FF FF FF FF FF FF FF
  0A  FF 00 00 00 00 00 00 00 00 FF
  14  FF 00 00 00 00 00 00 00 00 FF
  1E  FF 00 00 00 00 00 00 00 00 FF
0828  FF 00 00 00 01 80 00 00 00 FF
  32  FF 00 00 00 80 01 00 00 00 FF
  3C  FF 00 00 00 00 00 00 00 00 FF
  46  FF 00 00 00 00 00 00 00 00 FF
  50  FF 00 00 00 00 00 00 00 00 FF
  5A  FF FF FF FF FF FF FF FF FF FF
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Even though the computer board shown here is stored in a continuous manner in memory (as all things), writing it down this way helps to visualize its construction. It looks like an 8 x 8 checkerboard this way, and is easier to think about.

The FF bytes around the board form a border that makes move generation fast and easy by preventing a possible situation where the computer overreaches the edge of the board. The border bytes mark, clearly, the edges of the matrix.

The trick in dealing with a matrix such as this is to find the address of any particular "square" on the board given only the X and Y coordinates to locate that square. In other words, what is the address of the byte that represents the square 3,4? The 3 is the X or horizontal coordinate while the 4 is the Y or vertical. On the sample computer board above,