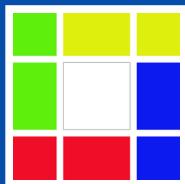


Getting Started



Pän:The Board
Version 1.0.32
Go game view, edit and play
Sweet Dreamer



Revision Table

No.	Date	Description
0	22-NOV-2024	Original issue

Tools and materials for document work

- This document is created by LibreOffice Writer
<https://documentation.libreoffice.org/en/english-documentation/>
- Cover page design is from <https://templatelab.com/cover-page-templates/>.
- Water color flower is from <https://www.vecteezy.com/free-png/watercolor-flowers/>.

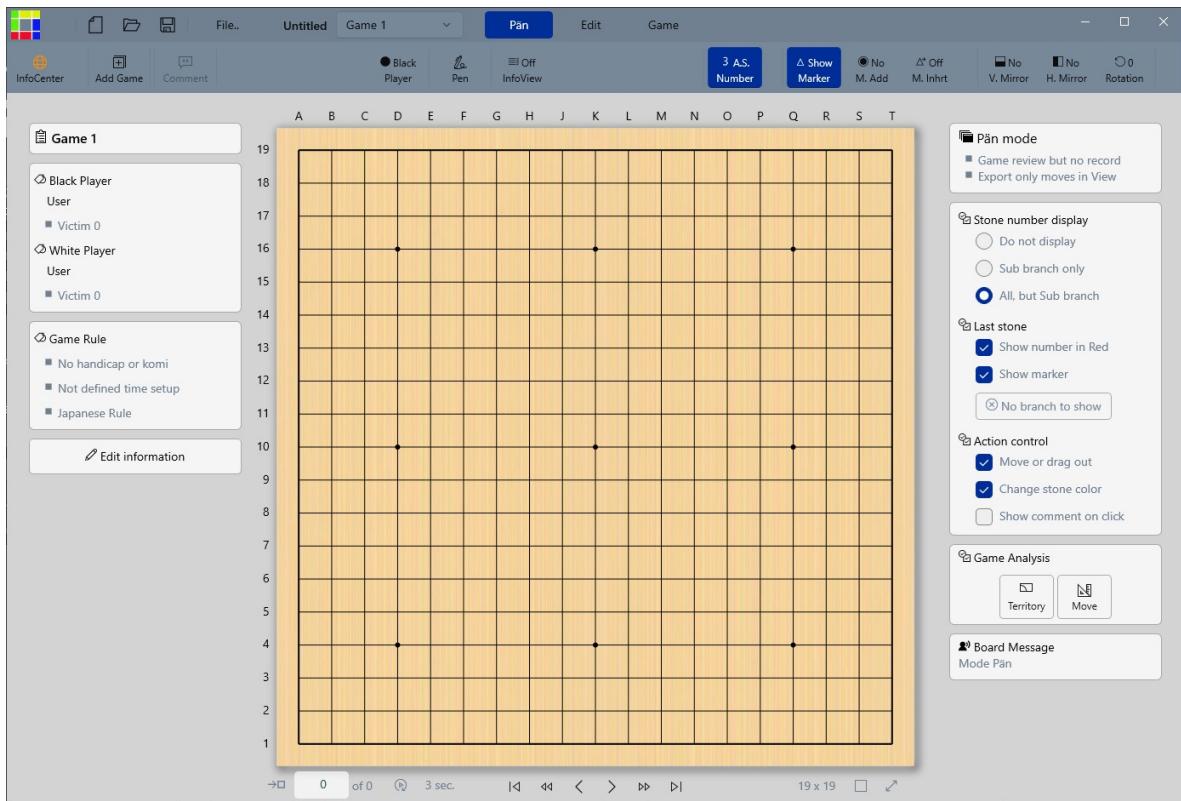
Table of Contents

1. Basic operation.....	4
1.1. Title bar: Filename, Game title and Mode.....	4
1.2. Mode and action control.....	5
1.3. Game and Mode property panel.....	6
1.4. Add new game.....	7
1.5. Stone, selection and edit.....	8
1.6. InfoViewer and Game tree.....	11
1.7. Preparation of Game play.....	12
1.8. Game start and end.....	13
1.9. Pass End and Resign End of Game.....	16
1.10. Traverse between moves.....	17
1.11. Move analysis from Leela Zero.....	18
1.12. Main and Sub branch of Game tree.....	21
1.13. Menu function on InfoViewer.....	22
1.14. Board display control.....	23
2. Scenario.....	25
3. Go puzzle simulator from Scenario.....	30

1. Basic operation

1.1. Filename, Game title and Mode on title bar

1. Open the app.



2. Look at the title bar at the top.



Untitled File name currently open. The working file is untitled for now.
 Game 1 Game title currently working on.

3. Click 'File..' and save the file as 'Getting Started' in a folder you wish.



See the change of title bar as shown above.

1.2. Mode and action control

3 modes are available and brief comparison table is below:

Table 1. Mode performance comparison

Action	Pän Mode	Edit/Game Mode
Stone move	Displayed, but not recorded	Displayed, and recorded
Branch/Game tree	Not created	Created
File saving	Current view is not saved	Current view and game is saved.
File export	Current view is only recorded.	Current game is recorded.

a. Pän mode is provided for free evaluation of stone move and game review. The stone moves created in Pän mode are not recorded, so the original information is maintained as it was.

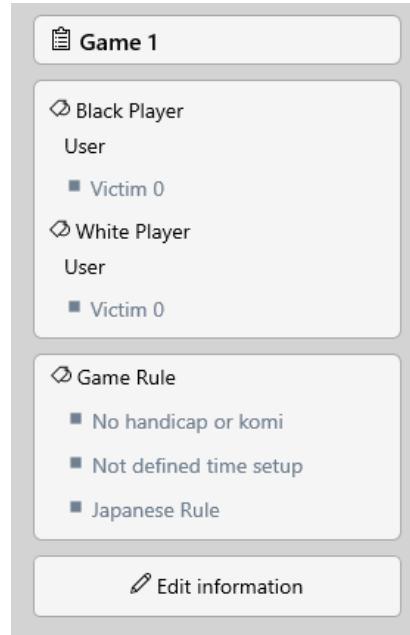
b. When required, user can change the mode to 'Edit' so the stone moves from Pän mode can be recorded.

The board will internally decide how to keep the information when mode changes, and show user if there is any change or update.

1.3. Game and Mode property panel

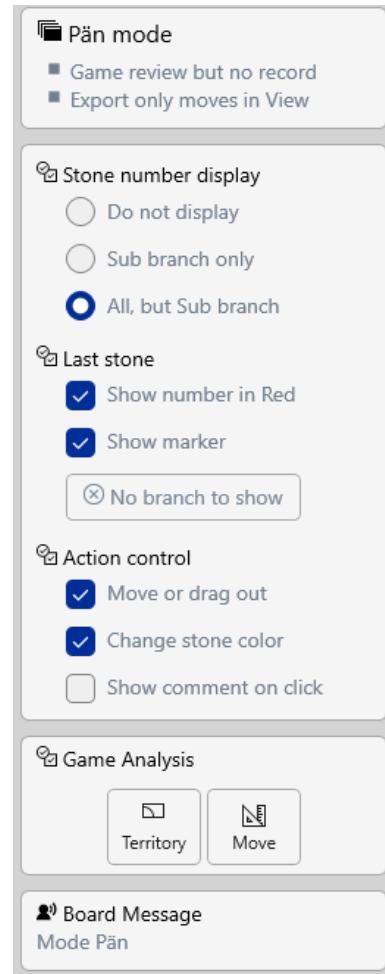
4. Game and mode property panel

Game property on LH



Game related information

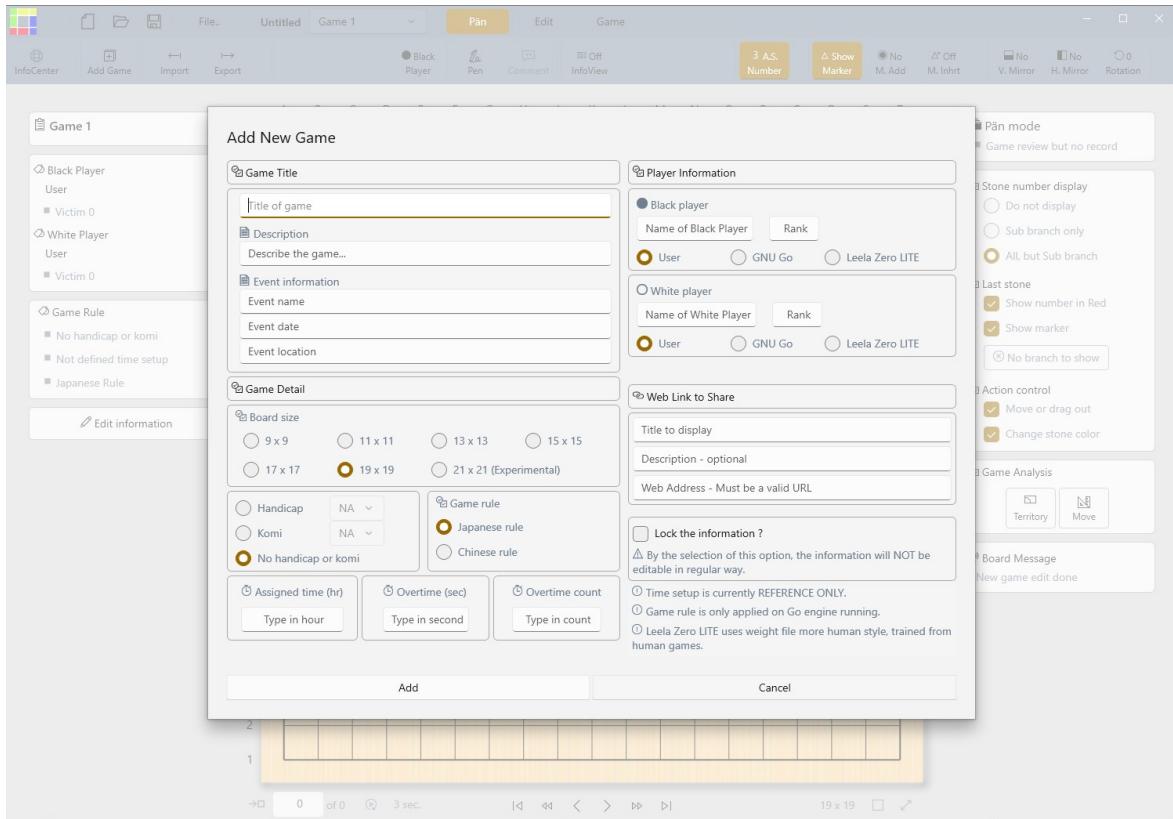
Mode property on RH



Available function control in the selected mode and Message output from the board

1.4. Add new game

5. Click 'Add Game' from the menu bar. It opens a dialog input panel as shown.



Note:

- a. 'Add Game' menu is to create a totally new game and the dialog shows all items to setup a game.
- b. At this stage, same dialog panel can be opened from 'Edit Information' button from the game property panel on left hand side because the board does not have any recorded information. However, when the board has some recorded information, the dialog panel by 'Edit Information' will control the display of items for purpose.

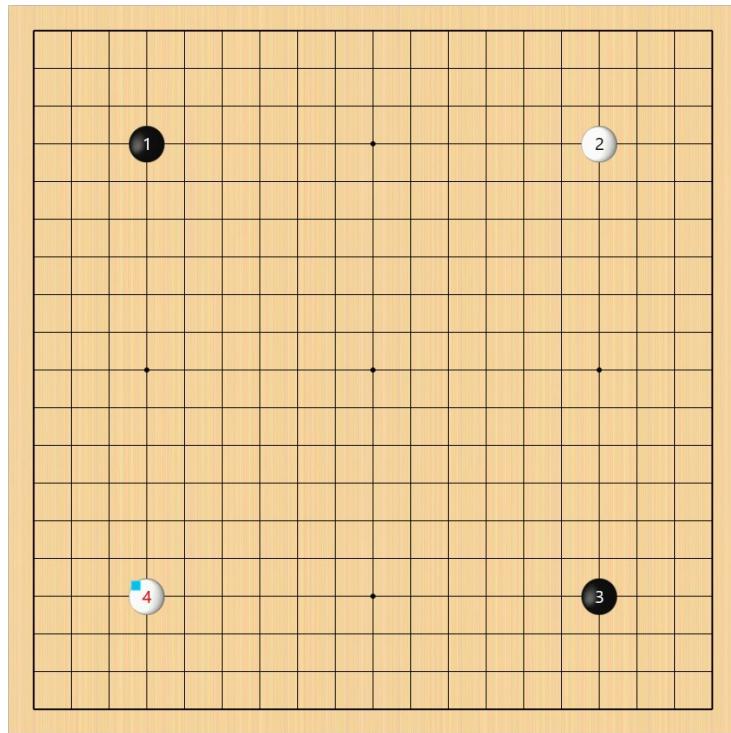
6. Make sure, for this exercise, the board size is selected 19x19.

And, you can put or select whatever in the dialog as you wish. The board will manage all the inputs and interacts when required.

7. Click 'Add'.

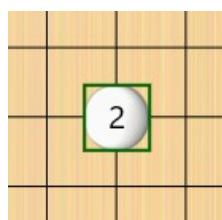
1.5. Stone, selection and edit

8. Put stones as shown.



Basic functions for stone selection, edit. marker, drag and color change

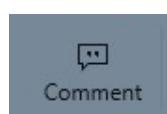
- 1) Selection of a stone.



Click a stone. When a stone is selected, a thick-dark green square is overlapped as shown. When selected, the property of the stone can be modified such as color change, marker add or dragged on another location.

- 2) When a stone is selected, its property can be modified as below.

- a.



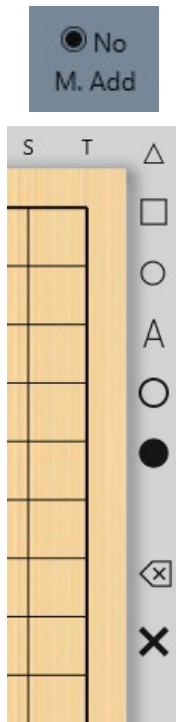
Add comment on the stone. Also, open comment display when exists. If a stone is not selected, the comment is added to the last stone in the view.

- b.



It shows the currently selected stone color. When click this button, stone color changes between black and white.

c.

**Marker addition**

Click and highlight the marker add symbol on the status bar.

It opens marker list at the top right of the board as shown.

Marker can be added anywhere on the board, and also removed one by one or all by function selection.

When a stone is selected, the selected function is applied on the stone.

d. Drag and move out

Click the selected stone, hold and move to another node.

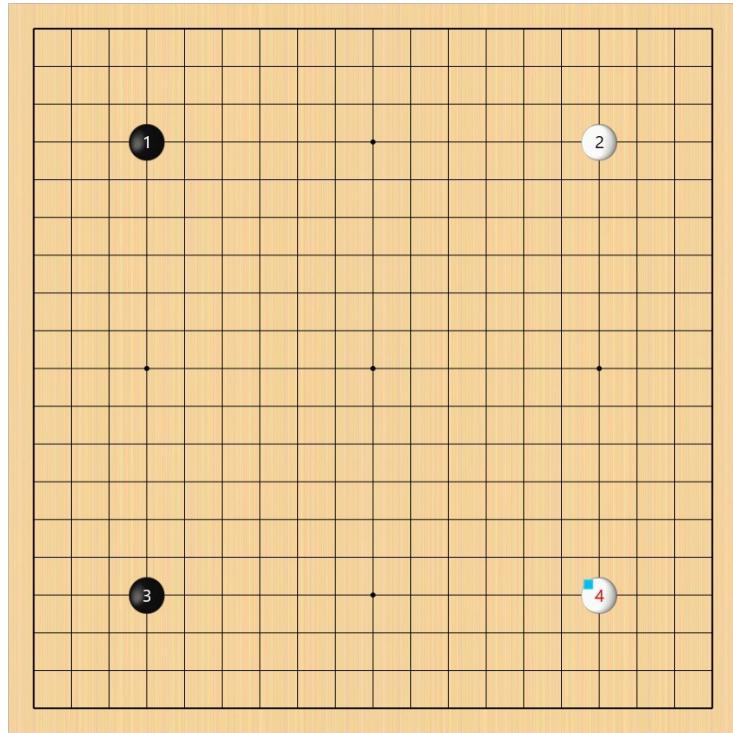
This moves the selected stone and can be removed when the cursor moves out of the board.

- Attention when you change the stone color or location

The board always investigates the state change whenever something happens on the board, and decides if the change is acceptable and satisfies the game rule. If not, it messages out as warning.

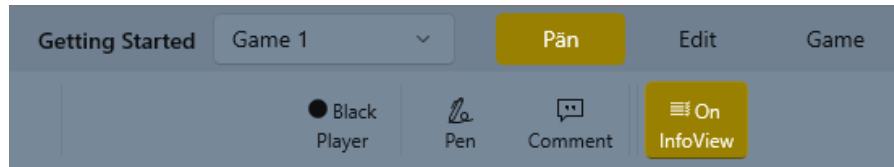
For example, the change of a color or location should not make collision with the stone that exist on the board. Even the existing stone is not displayed for now, it is considered as collision. In same way, suicide is not allowed, and Ko/ super Ko condition is examined.

9. Arrange the stone layout as shown by drag function.

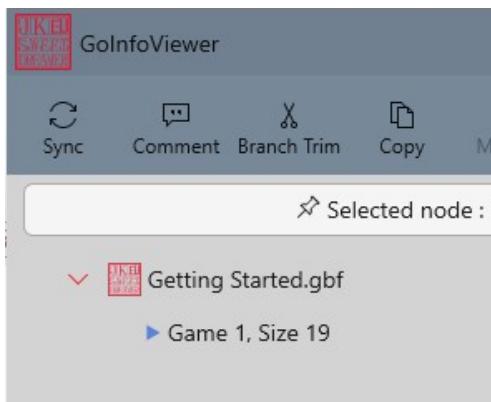


1.6. InfoViewer and Game tree

10. Turn on InfoView on status bar.



11. InfoViewer, as a separated window, is opened on the right hand side of the board.



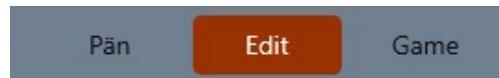
Remember the board is in Pän mode now.

See the details of game info by opening the chevron from the viewer. This is called game tree, and user can only see the game title without the stone information on the board.

This is the characteristic of Pän mode that does not record of added stone moves.

Pän mode is recommended when a review is required and user does not want to record the information yet.

12. Change the mode to 'Edit'.



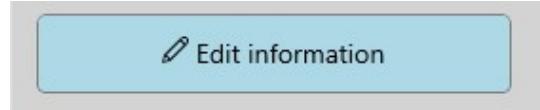
13. Check the InfoViewer again and see the change.



As shown, 'Edit' mode records all information of every stone moves. This could make the game tree more complicated, so recommended to use record right information.

1.7. Preparation of Game play

14. Click 'Edit information' from the game property panel as shown.



15. Select GNU Go as Black and White player as shown. Put some if you wish. And, click update.



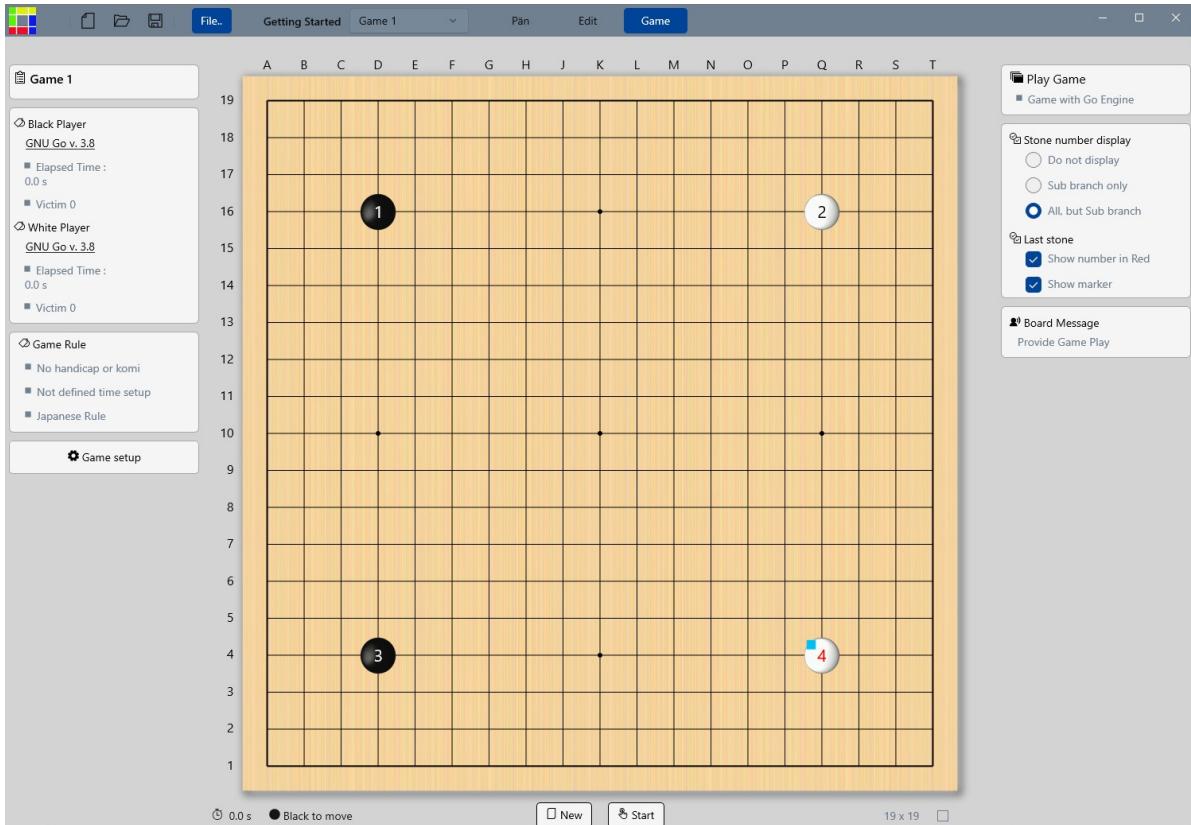
16. See the changes on the game information panel on LH side.



Make sure the black and white player is GNU Go v. 3.8 with underline.

Underlined title or item has hyperlink that connects to external reference. Click and check it out.

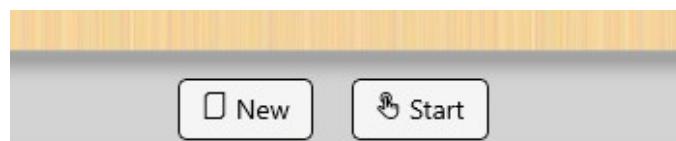
17. Change the mode to ‘Game’.



The layout of the app is changed as shown above.

1.8. Game start and end

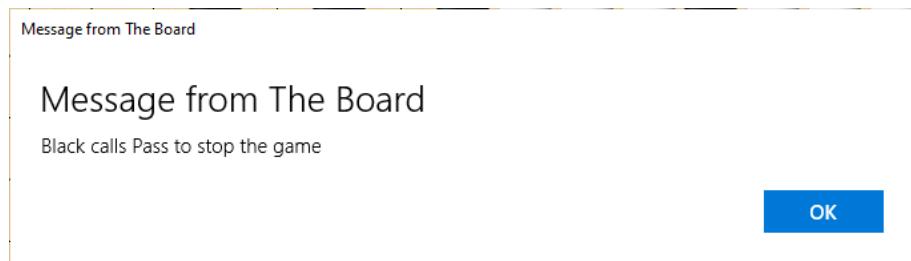
18. Click ‘Start’ button at the bottom that starts a game with existing stone layout



Note:

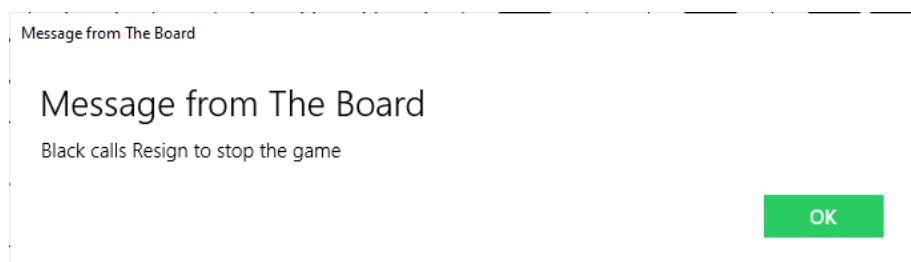
- Remember that the board has 4 stones. When starts the game, the app implements the existing stone layout. You might assign the handicap, but the assigned handicap is ignored when the game uses existing stone layout.
- When ‘New’ game is selected, the board is initialized. Existing stones are cleared out, and handicap stones are placed if assigned. And, ‘Start’ button is only available.

19. Enjoy the game play between GNU Go until a message box shows up.
20. When game is over, app shows up one of these 2 types of end game message.



“(Player) calls Pass to stop the game”

- a. Game is over when both players call pass.
- b. Above message box says black calls pass and stop the game. It means white has already called pass.

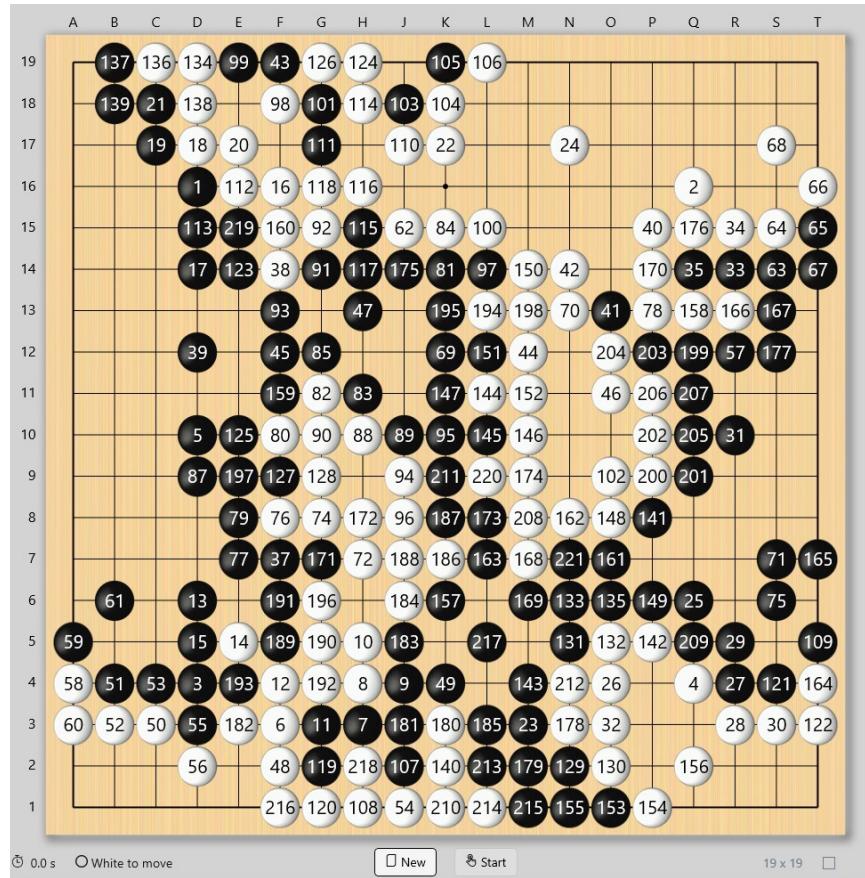


“(Player) calls Resign to stop the game”

- a. Game is over when a player calls resign.
- b. Above message box says black calls resign and stop the game.

21. Click ‘OK’ in any case.

22. Below is an example when game is over. The layout is different every case by case.



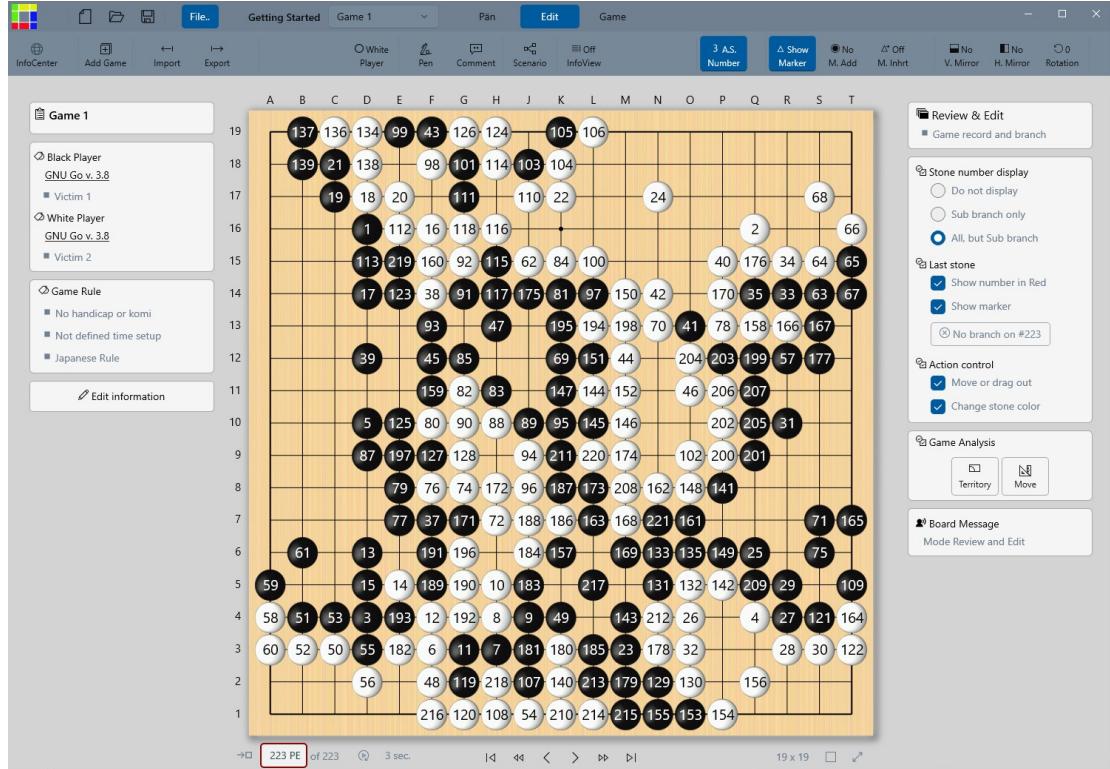
The above game file is supplied. You can download 'Getting Started – Example 1.gbf' from 'User's Manual' page from the InfoCenter.

At this point, you can play another game with current setting values by clicking the button 'New' at the bottom.

Or, you can change the game condition and play another game.

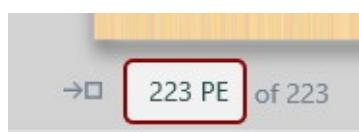
1.9. Pass End and Resign End of Game

23. Change the mode back to ‘Edit’.

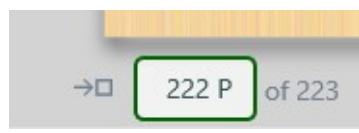


24. Look at the left-bottom of the board. Understand the currently displayed last stone in the view.

- a. When a game is over by calling ‘Pass’



The number means that currently displayed last stone is 223th move of 223. The letter ‘PE’ stands for ‘Pass Endgame’. The text box is outlined by red color that means a stone cannot not be added any more from the view.



As mentioned, the game above was over by calling ‘Pass’ from both players. So, the 222th move is also a ‘Pass’ move as shown. The text box is outlined by green color that is a warning but yet able to add a stone on the view.

- b. When a game is over by calling ‘Resign’



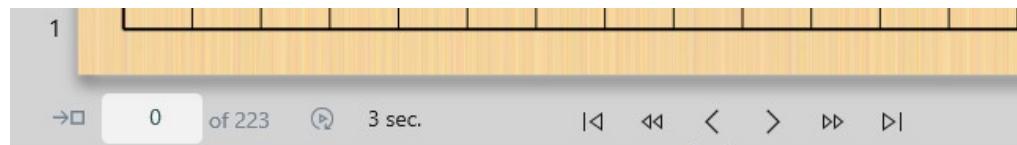
This is another example when a game is over by calling ‘Resign’ at 169th move. In same way, ‘RE’ stands for ‘Resign Endgame’ and a stone cannot be added.

25. A message box is displayed when trying to add a stone on the ended game view by 'PE' or 'RE'.



1.10. Traverse between moves

26. Move back to the beginning.

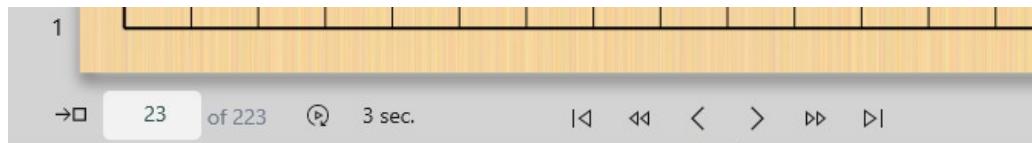


Traverse between stones can be done as below:

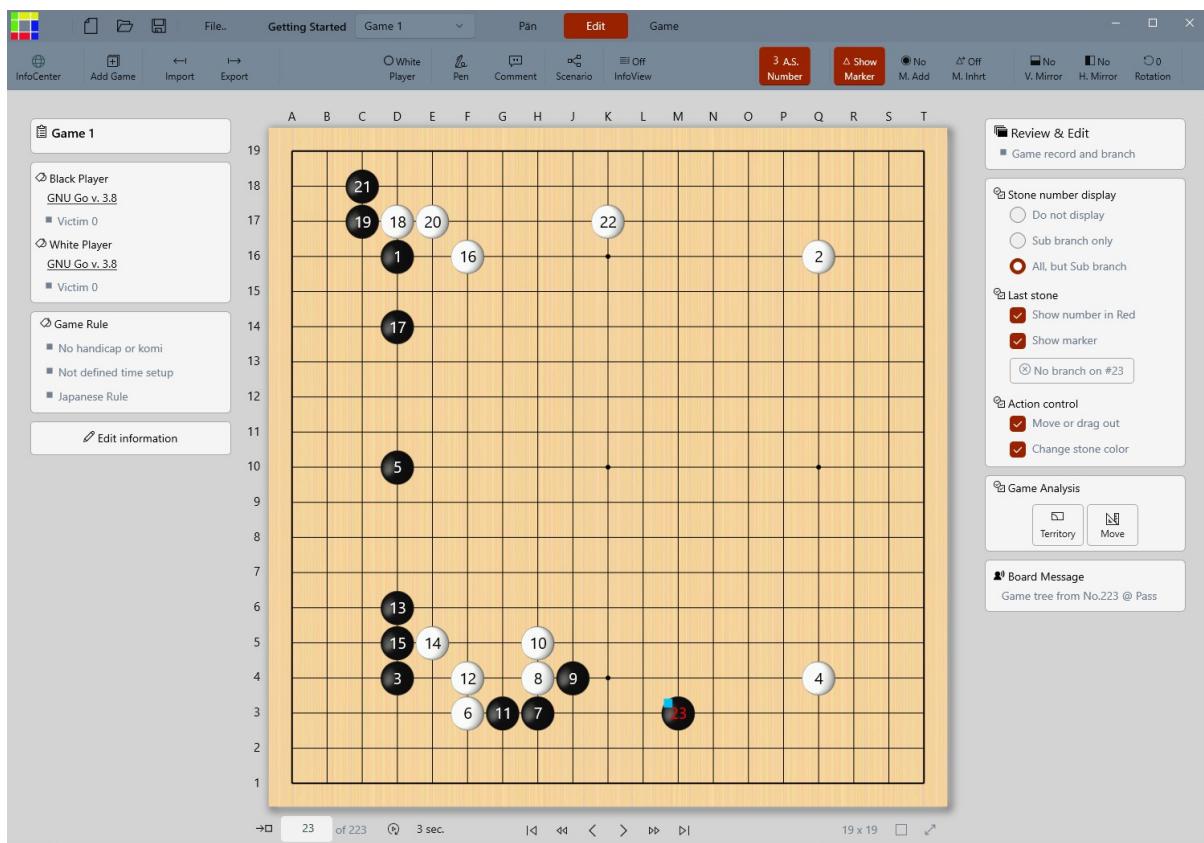
- Type in the number you want, and press enter key or click 'Jump to' button to move.
 - Use the traverse button.
 - Use arrow key on the keyboard.
 - Or, You can click and select a stone that displays the stone number in the text box above. Then, move the cursor into the text box and enter.
27. Click AutoReplay. You can change the speed by the selection of the interval. Any time you can stop the replay when you want.

1.11. Move analysis from Leela Zero

28. Move to #23.



The board shows the stones up to #23 as below. The last stone is displayed by red number and cyan color marker at top-left. Remember the pass move or resign move does not show the last stone marker because it does not exist on the board.

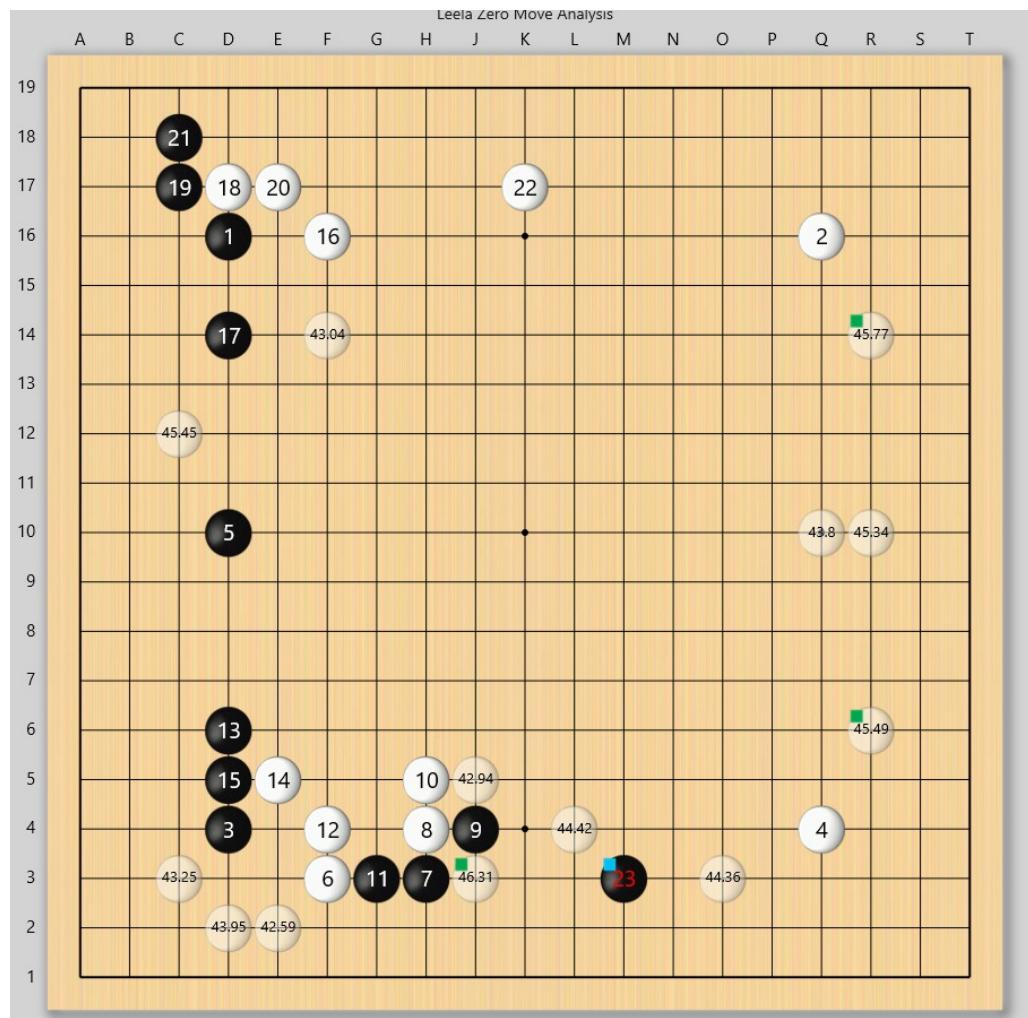


White is assumed next move and let's find how Leela Zero consider a move when black 23 is placed.

29. Click 'Move' button under 'Game Analysis' on RH. And, wait until Leela Zero finishes the analysis.



30. The board shows some white stones half-transparent with numbers as below.

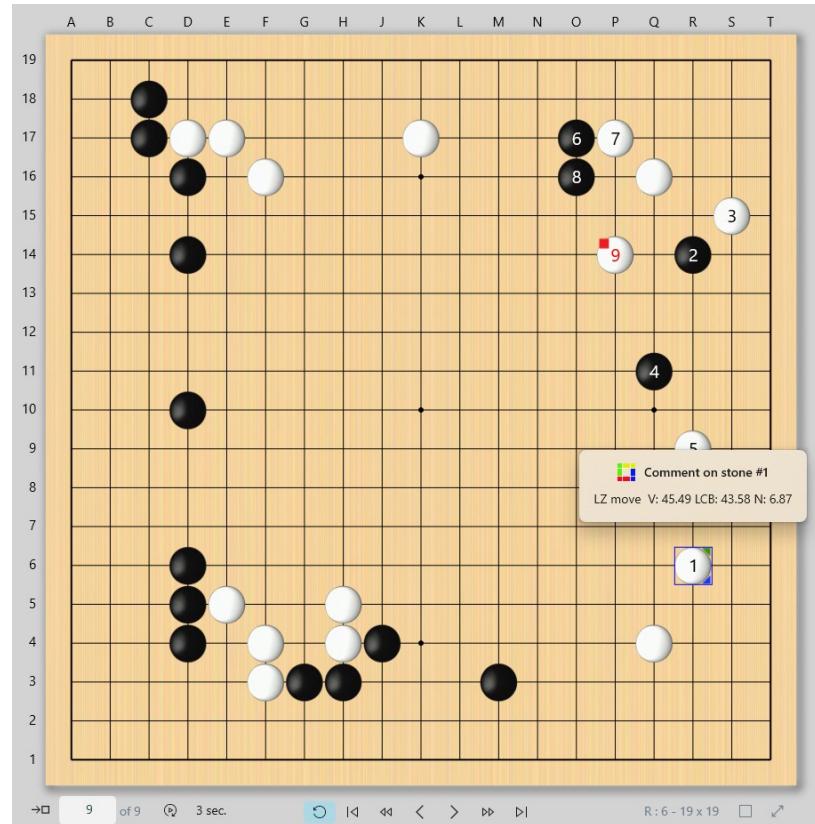


Note:

- The analysis result may not be same as shown.
- Green marker denotes top 3 moves from the analysis.
- These are the considered response to the black move 23.

31. Move cursor on the displayed result and see how it shows the assumed move sequence.

32. Click a suggested move at R6. It adds some move sequence on the existing stone layout.



Note:

- This could be also different from your result.
- See the last stone marker is red. This means the added stones are the sub branch, not the main branch.
- Only the numbered, that is newly added, stones are selectable. This is to protect the definition of man branch.
- Analysis result of the move sequence is added with comment on the first stone and displayed when selected.

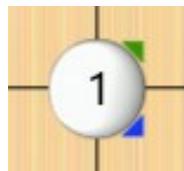
33. See the stone traverse button at the bottom. Blue-colored button is added and used to go back to main branch.



1.12. Main and Sub branch of Game tree

34. Comment marker and branch marker on a stone

The added first stone has the markers as shown below.



Comment marker

Green-Right-Top

The stone has comment and able to display when clicked.

Branch marker

Blue-Right-Bottom

The stone has branch and able to find it when it becomes the last stone in the view.

35. Understanding main and sub branch

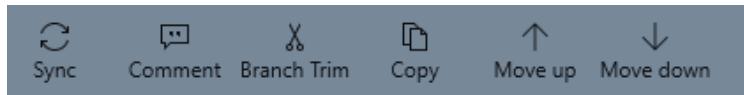
● C : 18
○ K : 17
● M : 3
▼ ○ 24, N : 17
○ 1, R : 6, LZ move V: 45.49 LCB: 43.58 N: 6.87
● 2, R : 14
○ 3, S : 15
● 4, Q : 11
○ 5, R : 9
● 6, O : 17
○ 7, P : 17
● 8, O : 16
○ 9, P : 14
● 25, Q : 6
○ 26, O : 4

Open InfoViewer and find stone #24. Click the chevron to open a newly added branch. The game tree has an additional stone list in order from R6 which are created from Leela Zero.

Here, the stones #24, 25 and so on are on the main branch and the stones created from Leela Zero are supplementary information as a sub branch under #24 on main branch.

1.13. Menu function on InfoViewer

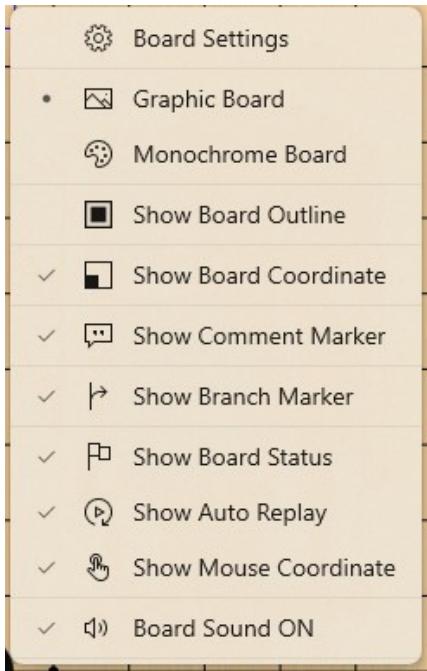
36. InfoViewer also provides some functions thru menu bar as shown.



Sync	Displays selected game tree on the board.
Comment	Add comment on the selected item.
Branch Trim	Cut and remove the game tree from selected item.
Copy	Copy a selected game tree and attach at the end of the game tree.
Move up/down	Move up/down the order of the selected game tree.

1.14. Board display control

37. Move the cursor on the board and click right button. It displays a screen menu list as below.



Menu list shows the current setting values and user can change the board display by check/uncheck the items from the menu list.

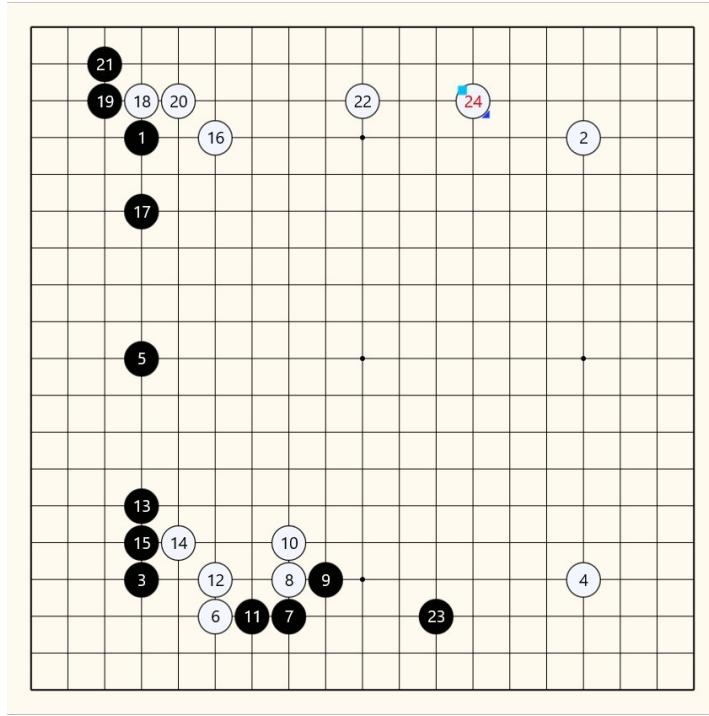
38. Select 'Monochrome Board' to change the board display.



Basically the monochrome color is set to 'smoke white' as default, but user is able to change the color and its transparency.

39. When selected, click OK.

40. The monochrome board is below:



2. Scenario

"Scenario" is a special game tree structure that has protected part as 'Definition' and user added part as 'Resolution'.

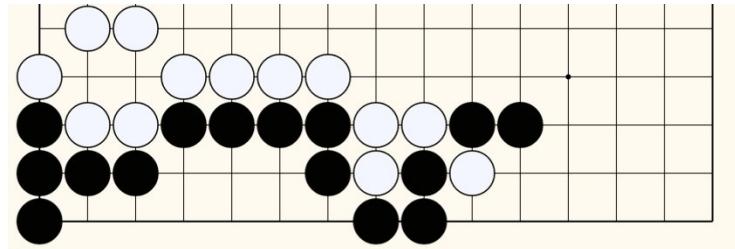
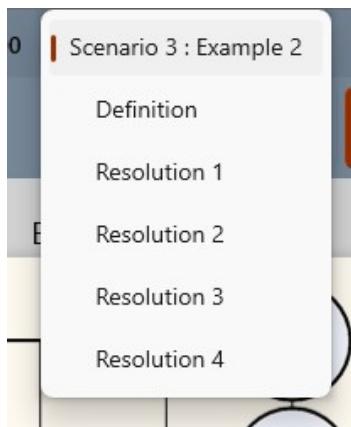


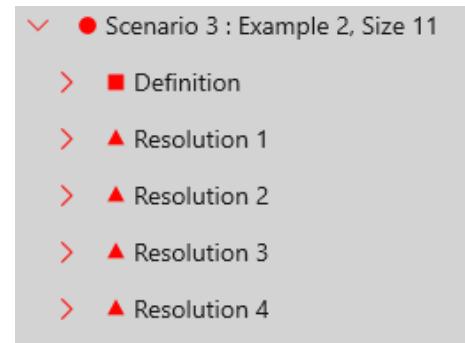
Figure shows an example of 'Life and Death' puzzle. White moves first, as initial condition, and is requested to capture the black stones.

User may try some moves over the given stone layout and consider the effective move sequence to achieve the request. When doing so, the given stone layout above has to keep its original form, and user only needs to add or remove stones on the board for evaluation. The user added move sequence could be more than one and they all have to be recorded and reviewed.

Here, the original form that cannot be modified is 'Definition', and the user added moves are 'Resolution' that can be modified.



Scenario list in Combo box



Scenario list in InfoViewer

Combo box on the board and tree view in InfoViewer also specifies with the name of 'Definition' and 'Resolution' as shown above. The example shows 4 different resolutions for a definition, and user may try more for another resolution. User can select any game tree item, but 'Resolution' is only editable.

1. Information source on YouTube

https://www.youtube.com/watch?v=sQ_Mh52GU0I&ab_channel=Kimura%40sansan

2. Set mode to 'Edit' to record all moves.

3. Click Add Game. The board opens a dialog for game setup.

Add New Game

Game Title: Example 2

Description: 071生き生き詰碁 (Tsumego 500) Black to play

Additional information: Additional title or description, Date, season or round, Place or locational info., Game result etc.

Player Information

Black player: User

White player: User

Game Detail

Board size: 11 x 11 (selected), 9 x 9, 13 x 13, 15 x 15, 17 x 17, 19 x 19, 21 x 21 (Experimental)

Handicap: NA

Komi: NA

Game rule: Japanese rule (selected), Chinese rule

Assigned time (hr): Type in hour

Overtime (sec): Type in second

Overtime count: Type in count

Lock the information?

By the selection of this option, the information will NOT be editable in regular way.

Time setup is currently REFERENCE ONLY.

Game rule is only applied on Go engine running.

Leela Zero LITE uses weight file more human style, trained from human games.

Add Cancel

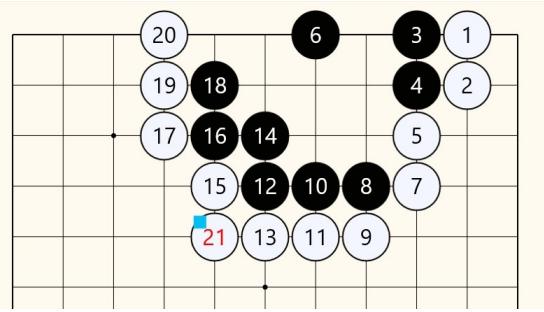
Put the title and its description, YouTube link is for reference as a record. User can set the rest items but it will not affect on the game setup in this example.

Note:

Board size is set to 11x11 to accept 10x10 board of information source that the author uses.

4. Click 'Add' at the bottom, that creates a game with the title user specified.

5. Put the stones as shown below. This is the original stone layout of the source.



To make this layout, user might need to drag stones or change color by selection as explained in previous section.

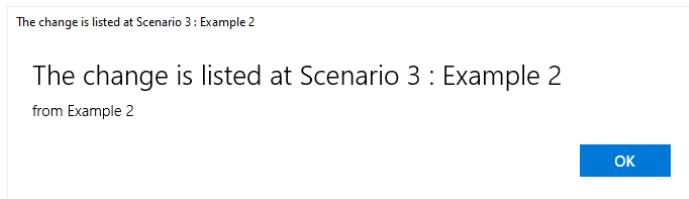
6. Click ‘Scenario’ button on status bar.



When scenario is created, all the stone layout in current view is defined as ‘Definition’ and the rest, if exists, becomes ‘Resolution’.

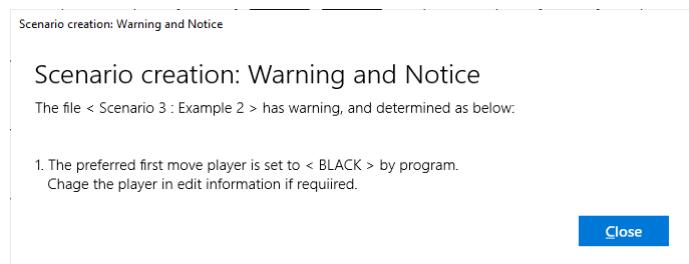
7. When a stone layout is transformed to scenario, it shows 2 message boxes as below:

- a. Created game tree message



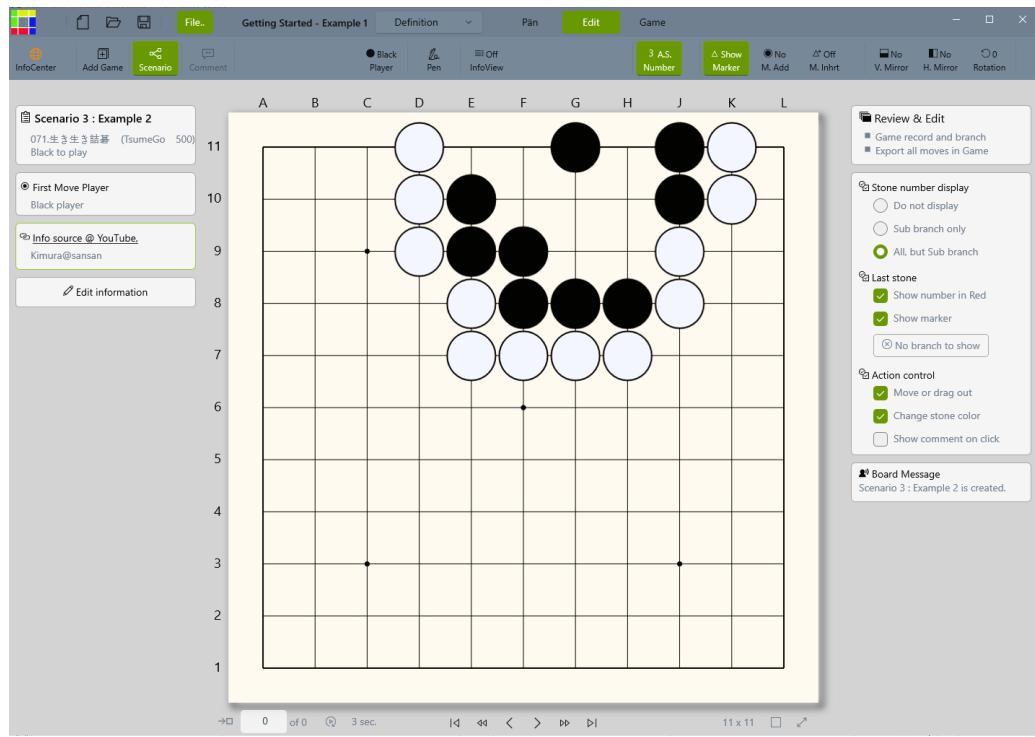
This is the revised game title that means 3rd game in the game tree created as Scenario from ‘Example 2’.

- b. First move player

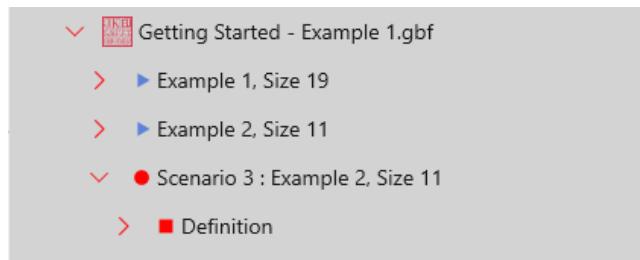


This messages the first move player is set to ‘Black’ stone. The first move player is determined internally when created, and user can change it later if necessary.

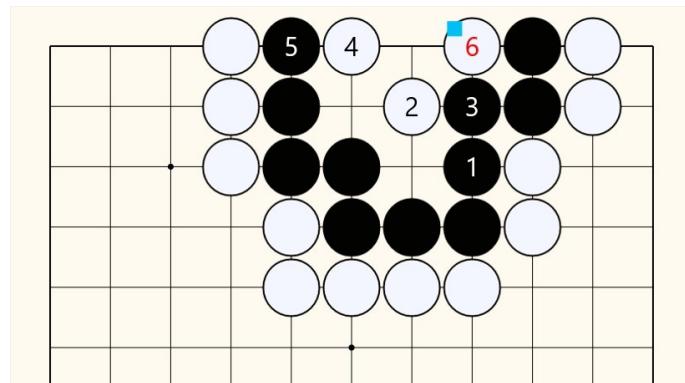
8. See the changes when scenario is created.
- The stones do not display the number. This is because the stones are defined as 'Definition' and can not be modified.
 - Game property panel at LH side is updated for Scenario mode.



9. Open the InfoViewer and see the 3rd game tree. This is the scenario game tree just created that has only 'Definition' for now.

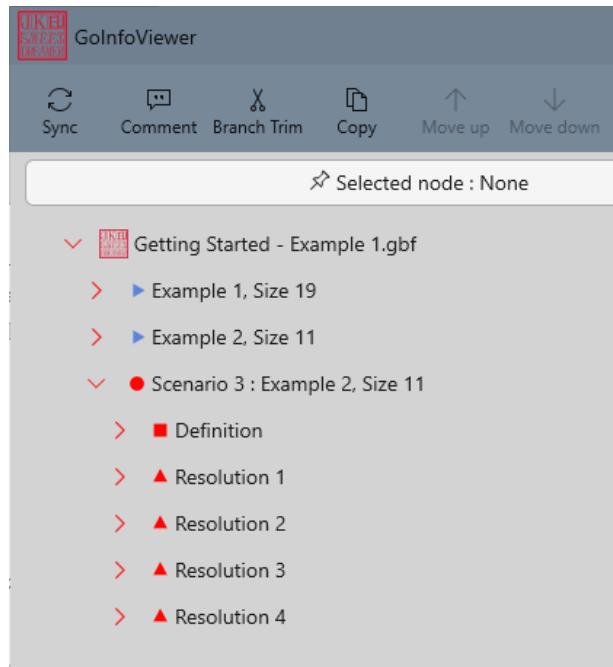


10. Add stones as in the information source in the scenario mode. They are ‘Resolution’ added after the ‘Definition’.



Above stone layout is one of the sequence that the source has. Below is the game tree that was created from the source with 4 resolutions as shown.

Here, ‘Resolution’ does not mean ‘Good’ or ‘Right’ move, but ‘Answer’ provided for the given situation of ‘Definition’.



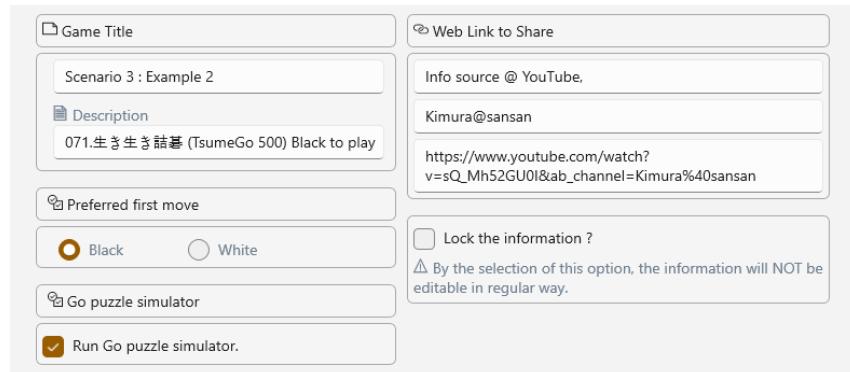
User can add another stone moves and/or comment if required.

11. All done. User may select game tree from the combo box or InfoViewer.

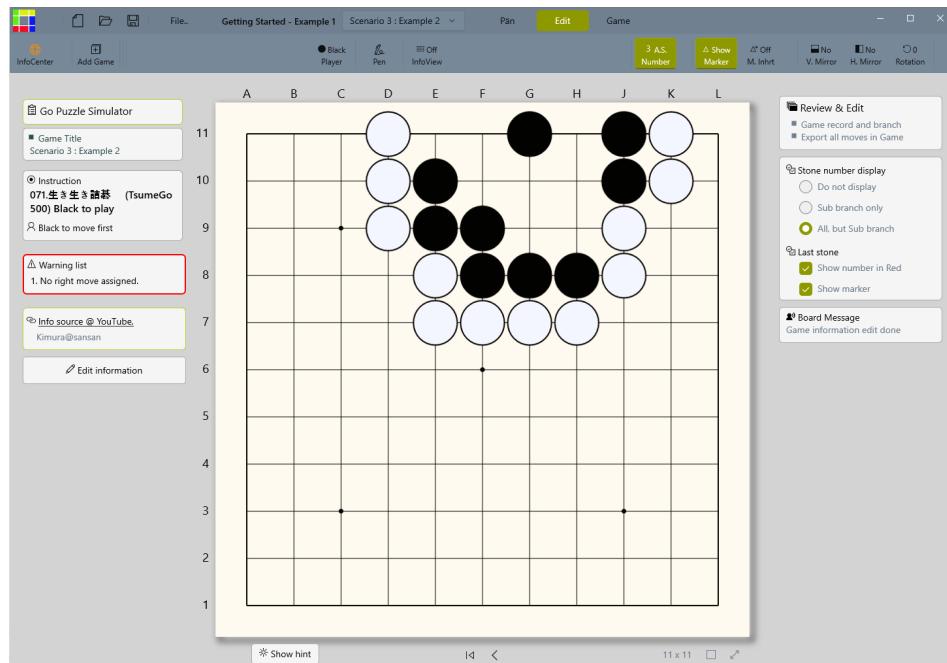
3. Go puzzle simulator from Scenario

Go puzzle is a simplified game play that indicates or leads a right move sequence on a given stone layout. Mostly ‘Life and Death’ is well known puzzle as ‘Tsumego’, but any situation expressed as ‘Scenario’ can be considered and transformed to Go puzzle.

1. Stay with the game tree ‘Scenario 3: Example 2’ of previous section, and click ‘Edit information’. The edit dialog opens as shown below.

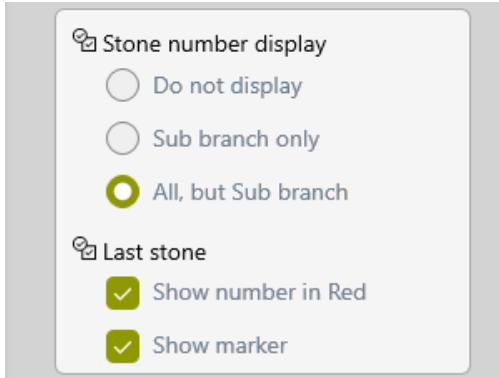


2. Check ‘Run Go puzzle simulator’ at the left bottom and click ‘Update’.



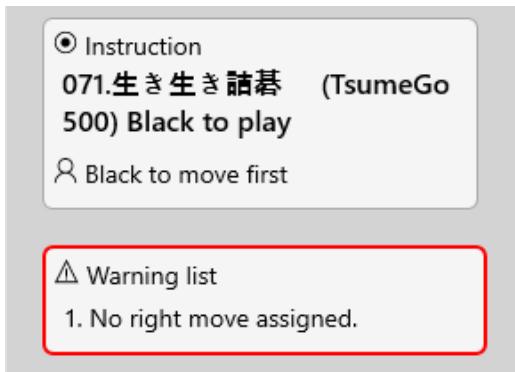
Board layout has changed as shown above for Go puzzle specific mode.

3. Mode property panel on RH side also changes the display.



Unnecessary items are hidden as shown. Only the stone number and marker display is available.

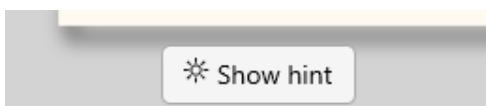
4. On LH side, it displays the instruction and the warning list.



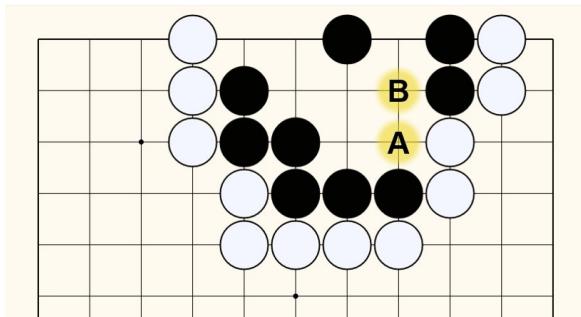
'Instruction' is a request what user has to do. It is transferred from the description of the game and, if necessary, user has to update/clarify this.

'Warning list' shows the current status of the scenario to be Go puzzle. The created scenario has stone moves but it does not currently clarify which move is right.

5. Click 'Show hint' at the left-bottom of the board.



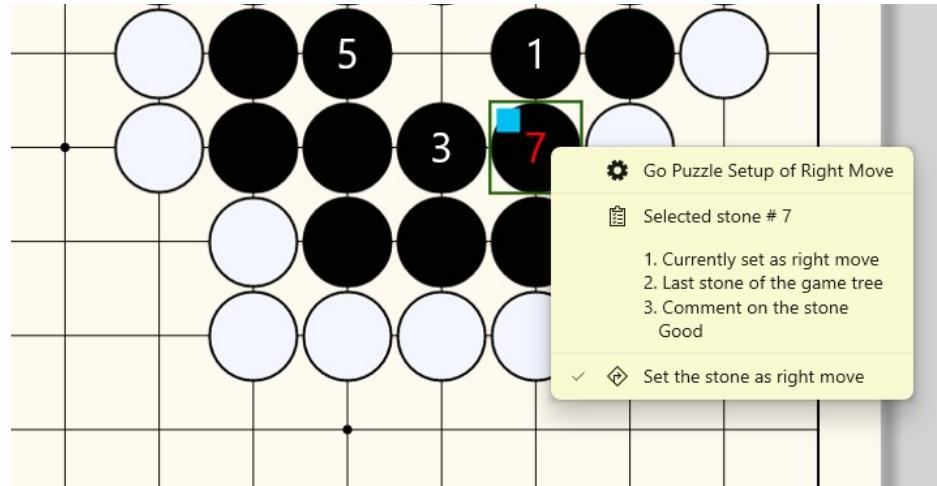
6. The board displays some alphabet marker with yellow background as shown below.



As mentioned, the scenario does not have assigned right move, so all the available moves are considered bad and/or unclear move with yellow background.

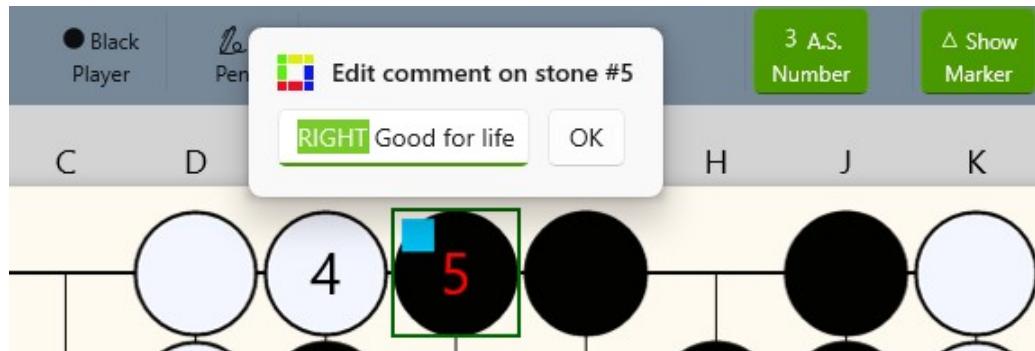
7. Assign right move.

- Click 'Edit information' and un-check 'Run Go puzzle simulator'.
- Open the stone move list of right answer from 'Resolution'.
- Select 'Last' stone of the list, and click right button.



It displays the flyout with current status as shown above. Check the item at the bottom, 'Set the stone as right move'.

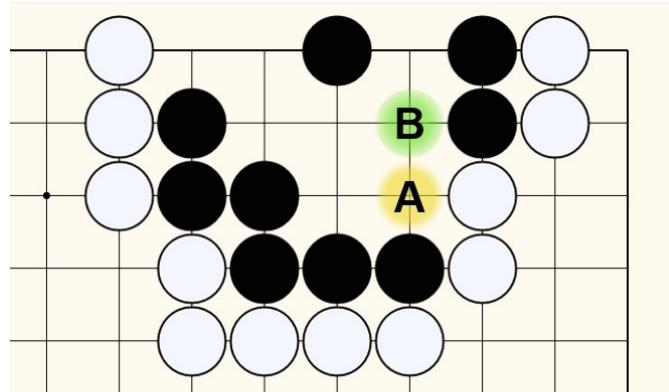
- Another method to assign right move, goproblems.com style



Select the last stone and add comment with the word 'RIGHT' as prefix as shown.

- This is goproblems.com style and acceptable, and the board will convert it to right move in Go puzzle.
- When exports the game tree to SGF format, it will also add 'RIGHT' prefix as a comment when the right move is assign as the board style.

8. Go back to Go puzzle simulator, and click 'Show hint' again.



9. All done. User may 'Lock' the information for publishing.
10. Consideration of better Go puzzle
 - a. More moves of game tree makes more interactive for users. In the figure above, it has only 2 starting moves, but may add another move at the center or left top corner.
 - b. More detailed comment will help user for more information. Explains why good or bad, so user can learn more of stone move in the given situation.

Thank you!



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