

NAME

chdb – chess database browser

SYNOPSIS

chdb [*file ...*]

DESCRIPTION

Chdb reads the given *files* of chess games (hist by default) and accepts commands to search, play through, and display the games in these files. If *x* is the name of the file, it is looked for under the names *x*, *x.m.out*, and */lib/chess/x.m.out*.

After reading the files, *chdb* displays a chess board, a text window with a command line, and vertical and horizontal scroll bars along the edges of the board. The text window holds 6 lines of information about the game and position and, at the bottom, a command line in which to type. The displayed text contains chess symbols—use a suitable font.

The vertical scroll bar scans through the games to select a game; the horizontal bar then scans through the moves of the selected game. Both scroll bars use button 1 to scan backwards, button 3 to scan forwards, and button 2 to jump to an absolute position. With buttons 1 and 3, the scroll bars are calibrated in units of 1 through 8 corresponding to the ranks and files of the board. The units measure games on the vertical scroll bar, ply (half-moves) on the horizontal scroll bar. For example, clicking button 3 on the horizontal scroll bar under the d file steps through the game two full moves.

Moves may be made on the chess board by pointing with button 1. There are two methods to point at moves. For the first method, point at the piece to be moved, press button 1, point to the place to move that piece, and release button 1. In the second method, point at the place where a piece is to move and press button 1. The smallest/least-central piece that can move there is highlighted. Releasing button 1 without moving the mouse will make the highlighted move. Moving the mouse to the desired piece and releasing the button will move the selected piece.

Typed lines of text are echoed in the command line and executed. The available commands are:

- f n n** Set the format for display of moves in the text window. The first number is the verbosity, with 0 minimal. The second number is 0 for algebraic, 1 for English, and 2 for figurine (default).
- g n** Go to the game with ordinal number *n* in the input files. If *n* is prefixed with a + or –, it is interpreted as a relative position in the current set of games (see below). *N* defaults to +1.
- p n** Go to whole move *n* in the current game. If *n* is prefixed with a + or –, it is interpreted as an offset in ply from the current position. *N* defaults to +1.
- k n** Mark the current set of games with tag *n* (see patterns, below).
- w type file**
Write the current set of games to *file*. *Type* is either a (write the games as text) or m (write the games in binary format suitable for *chdb*).

Patterns select subsets of the games. A pattern is one of the following, in decreasing precedence order. Parentheses can be used for grouping.

- .** The current game.
- *** All games originally read.
- ' n** The games previously marked with a k command with the same *n*.

[]

[*number*]

All games in *** that contain the positions that can be reached in the specified number of plies from the current position. A missing number is the same as zero, meaning just the current position. Positions are matched with black/white transpositions.

/ regular expression / fields

This pattern matches the regular expression against the various text windows. *Fields* is a list of characters from the set abdefoprw. A is for all, b for black, d for date, e for event, f for file, o for opening, p for person (white and black), r for result, and w for white. If multiple fields are given, the expression is matched on the union of the specified fields. If no field is given, p is assumed.

! pattern

The set subtraction of * and the given pattern.

pattern-pattern

The set subtraction of the given patterns.

pattern+pattern

pattern|pattern

The set union of the given patterns.

pattern pattern

pattern&pattern

The set intersection of the given patterns.

+pattern

-pattern

&pattern

|pattern

These patterns have the current set of games as an implied first operand.

EXAMPLE

Select games that Botvinnik lost:

(/Botv/w/0-1/r)|(/Botv/b/1-0/r)

FILES

/lib/chess directory of databases.

SOURCE

/sys/src/cmd/chdb

SEE ALSO

regex(6).

BUGS

The browser is only a prototype.

Most of the databases are protected by copyright and not distributed.