A screenshot of a paper

Description automatically generated

A screenshot of a video game

Description automatically generated

XGID When you Copy a position using CTRL+C it generates both the board and a game identifier: XGID. XGID=-a-B--E-B-a-dDB--b-bcb----:1:1:-1:63:0:0:0:3:8 Score is X:0 O:0 3 pt(s) match. +13-14-15-16-17-18------19-20-21-22-23-24-+ | X X O | | O O O | | X X O | | O O O | | X | | O | | X | | | | | | | | |BAR| | | | | X | | O | | X | | O | | X | +---+ | O X | | X X | | 2 | | O O X | | X X O | +---+ +12-11-10--9--8--7-------6--5--4--3--2--1-+ Pipcount X: 132 O: 142 X-O: 0-0/3 Cube : 2, X own cube O to play 63 When importing a position using CTRL+V you can only import the line with the ID (note that you need to copy also the part "XGID=..." Each field is separated by colons. Here is the description of the different parts of the ID: Part # Name Example Description 1 Position -a-B--E-B-a-dDB--b-bcb---- There are 26 characters. the 1st one represents the checkers on the bar of the top player. The next 24 represents each point from 1 to 24 (using the bottom player's perspective). The last character is the checker on the bar of the bottom player Each character shows how many checkers are on the point and of what color. a dash shows an empty point 'A' to 'P': denotes checkers of the bottom player. A means 1, B means 2 etc.. 'a' to 'p': denotes checkers of the top player. a means 1, b means 2 etc.. 2 Cube 1 the cube value is 2^cube. So 0 => Cube=1 1 => Cube=2 2 => Cube=4 3 => Cube=8 etc.. 3 Cube Position 1 1 Cube is owned by the bottom player 0 Cube is centered -1 Cube is own by the top player 4 Turn -1 1 if it is the bottom player's turn -1 if it is the top player's turn 5 Dice 63 00 player is to roll or double D player has double, opponent must take or drop B player has doubled, the opponent beavered, eXtreme Gammon 2 Help XGID 146 / 160 R player has doubled, the opponent beavered and the player racconed. xx player has roll the field contain both dice (11,35, etc..) 6 Score 1 0 Score of the bottom player 7 Score 2 0 Score of the top player 8 Crawford, Jacoby 0 Match play: 1 means the current game is Crawford, 0 means the current game is not played with the Crawford rule. Unlimited games: the value is a Jacoby+2xBeaver: 0 : No Jacoby, no Beaver 1: Jacoby, no Beaver 2: No Jacoby, Beaver 3: Jacoby and Beaver 9 Match length 3 Length of the match, 0 for unlimited games 10 Max Cube 8 Maximum value of the cube (2^value so here 2^8=256)