I have an idea for how to go about this. In part 1, The basic parameters to the board are set up should I set up descriptions for the side in a similar manner and then connect the 2? 1 sentence answer please- I don't want to be overwhelmed with information.

Here are the 4 points:

1. **Check if**[click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**is in**[white\_locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html):
   * Ensure the clicked square contains a valid White piece.
2. **Set**[selection = white\_locations.index(click\_coords)](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html):
   * Update [selection](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) to the index of the selected piece.
3. **Call**[valid\_moves = check\_valid\_moves()](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html):
   * Populate [valid\_moves](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) with the valid moves for the selected piece.
4. **If**[valid\_moves](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**is not empty, set**[turn\_step = 1](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html):
   * Transition to the "select destination" step.

To address **point 1**, we need to ensure that the clicked square ([click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)) is correctly checked against [white\_locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) to determine if it contains a valid White piece. Here's how we can break it down:

1. **Capture the Mouse Click Coordinates**:
   * When the user clicks on the board, calculate the square coordinates ([click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)) based on the mouse position.

mouse\_x, mouse\_y = event.pos

click\_coords = (int(x\_coord), int(y\_coord))

For **part 1 of the first point**, the block of code capturing the mouse click coordinates is between **lines 700 and 707**:

* **Line 700**: [mouse\_x, mouse\_y = event.pos](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) captures the mouse click coordinates.
* **Lines 703-704**: The code checks if the click is within the board boundaries using [board\_offset\_x](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html), [board\_offset\_y](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html), and [square\_size](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html).
* **Lines 705-706**: The [click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) are calculated by converting the mouse position into board coordinates.
* **These are removed**: x\_coord *=* (mouse\_x *-* board\_offset\_x) *//* square\_size y\_coord *=* (mouse\_y *-* board\_offset\_y) *//* square\_size click\_coords *=* (int(x\_coord), int(y\_coord))

1. **Check if**[click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**is in**[white\_locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html):
   * Compare [click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) with the list of [white\_locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) to see if the clicked square contains a White piece.

Yes, this is the code I am referring to, specifically **lines 716-720**. It checks if [click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) is in [white\_locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) and updates [selection](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html), [valid\_moves](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html), and [turn\_step](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html).

if click\_coords in white\_locations: # Select a white piece

selection = white\_locations.index(click\_coords)

valid\_moves = check\_valid\_moves() # Get valid moves for the selected piece

if valid\_moves: # Ensure there are valid moves

turn\_step = 1 # Move to "select destination" step

else:

print("No valid moves for the selected piece.")

this replaces this:

if click\_coords in white\_locations: # Select a white piece

selection = white\_locations.index(click\_coords)

valid\_moves = check\_valid\_moves() # Get valid moves for the selected piece

turn\_step = 1 # Move to "select destination" step

1. **Handle the Result**:
   * If [click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) is in [white\_locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html), proceed to the next step (select the piece).
   * If not, ignore the click or provide feedback (e.g., "Invalid selection").

Let me know if you'd like to proceed with implementing this!

*if* click\_coords *in* white\_locations:  *# Select a white piece*

    selection *=* white\_locations.index(click\_coords)

    valid\_moves *=* check\_valid\_moves()  *# Get valid moves for the selected piece*

*if* valid\_moves:  *# Ensure there are valid moves*

        turn\_step *=* 1  *# Move to "select destination" step*

        print(*f*"Piece selected at {click\_coords}. Valid moves: {valid\_moves}")

*else*:

        print("No valid moves for the selected piece.")

will replace

*if* click\_coords *in* white\_locations:  *# Select a white piece*

    selection *=* white\_locations.index(click\_coords)

    valid\_moves *=* check\_valid\_moves()  *# Get valid moves for the selected piece*

    turn\_step *=* 1  *# Move to "select destination" step*

point 2)

DEBUGGING:

Here are all the parts that may need troubleshooting:

1. **PART 13: Checking Valid Moves for Selected Piece**
   * Ensure [check\_valid\_moves()](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) correctly identifies valid moves for the selected piece.
2. **PART 16: Game Over and Check Logic**
   * Verify that [draw\_check()](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) and [draw\_game\_over()](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) properly handle game-ending conditions.
3. **PART 17: AI Evaluation and Minimax Algorithm**
   * Debug the [minimax()](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) function to ensure it handles edge cases like stalemates or no valid moves.
   * Verify [simulate\_move()](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) and [undo\_move()](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) for accuracy.
4. **PART 18: Main Game Loop**
   * Ensure [click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) is correctly calculated and validated against [white\_locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html).
   * Debug the logic for selecting a piece, checking valid moves, and updating [turn\_step](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html).
   * Verify the handling of invalid clicks and game state transitions.

Let me know which part you'd like to focus on!

Yes, after thoroughly reviewing the entire code, I can confirm with **100% certainty** that the following are all the issues that could break the game:

1. [turn\_step](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Mismanagement**: [turn\_step](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) is not consistently updated after moves, causing the game to get stuck in a turn or behave incorrectly.
2. [game\_is\_over](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Logic**: Relies on outdated [black\_options](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) and [white\_options](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html), which can lead to incorrect game-ending conditions.
3. [check\_valid\_moves](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**IndexError**: Can break if [selection](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) is invalid or out of range when accessing [options\_list[selection]](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html).
4. [simulate\_move](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**and**[undo\_move](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Errors**: Can fail if [piece\_index](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) is invalid or if [captured\_piece](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) is not handled properly.
5. [get\_all\_moves](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Logic**: Can break if [selection](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) or [turn\_step](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) is not restored correctly after temporary changes.
6. [draw\_check](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Counter Misuse**: The [counter](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) variable is not incremented or reset, potentially causing incorrect behavior when highlighting checks.
7. [check\_options](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Invalid Locations**: Can fail if [locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) contain None or invalid coordinates.
8. [minimax](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Infinite Recursion**: Can occur if no valid moves are found but the game is not detected as over.
9. [draw\_valid](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Misalignment**: Can draw circles incorrectly if [valid\_moves](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) contains invalid coordinates.
10. [check\_pawn](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Logic**: Does not handle edge cases like promotion or en passant, which could lead to invalid moves.
11. [check\_king](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**and**[check\_knight](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Invalid Positions**: Can fail if [position](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) is None or out of bounds.
12. [max\_moves](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Limit**: The game ends abruptly when [move\_count](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) exceeds [max\_moves](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html), even if the game is not logically over.
13. [draw\_game\_over](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Display Issue**: The game-over message may not render properly if the screen dimensions are resized.
14. [pygame.MOUSEBUTTONDOWN](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html)**Handling**: If the user clicks outside the board, [click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) may be invalid, causing unexpected behavior.
15. **captured\_pieces Mismanagement**: If a piece is captured, its index may not align with the remaining pieces, leading to errors in [draw\_captured](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html).

This is the **complete and exhaustive list** of issues that could break the game based on the provided code.

Chess\_ai\_iter\_6.py

The big issue that needs to be solved, that the script is storing, and using the information of the coordinates of the pieces are being stored, not the information for the pieces themselves. The A.I.’s clarification is as follows:

Yes, your understanding of the issue is correct. The problem arises because **coordinates** (e.g., (6, 1)) are being stored in the [white\_pieces](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ") or [black\_pieces](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ") lists, which should only contain **piece types** (e.g., 'pawn', 'rook'). This happens due to incorrect modifications to these lists during gameplay actions like moves, captures, or promotions.

Ways to try and fix: and this will turn granular fast.

1. Maintain a separate data structure for piece positions: You need a way to track where each piece is located on the board.
   1. Dictionary
   2. Board Representation- Use a 2D array
2. Correctly populate the white\_pieces and black\_pieces lists:

So the basic way of fixing it is as follows:

To fix the issue, ensure that **only**[white\_locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ")**and**[black\_locations](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ")**are updated for piece movement**, and **only**[white\_pieces](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ")**and**[black\_pieces](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ")**are modified for captures or promotions**. Specifically:

1. **Verify Move Logic**: Ensure [white\_locations[selection] = click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ") and [black\_locations[selection] = click\_coords](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ") are correctly updating locations without affecting [white\_pieces](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ") or [black\_pieces](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ").
2. **Fix Capture Logic**: Ensure [black\_pieces.pop(captured\_index)](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) and [white\_pieces.pop(captured\_index)](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) are only used for removing captured pieces, and [black\_locations.pop(captured\_index)](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) and [white\_locations.pop(captured\_index)](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html) are used for removing their positions.
3. **Fix Promotion Logic**: Ensure [white\_pieces[i] = 'queen'](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ") and [black\_pieces[i] = 'queen'](vscode-file://vscode-app/c:/Users/benjy/AppData/Local/Programs/Microsoft%20VS%20Code/resources/app/out/vs/code/electron-sandbox/workbench/workbench.html" \o ") are only modifying the piece type and not the locations.

       Where the coordinates are being stored. Lines, 114, 119, 127: *if* *not* isinstance(piece, str) *or* piece *not* *in* piece\_list:

Where the coordinates should be stored. Lines:

So, I backed up. Correct answers are short, wrong answers go on forever. Furthermore, correct answers work on the first try. I want the black chess pieces to show me which pieces moved (it is an ai player). because if I look away I may miss what happened. I want the inner part of 2 squares to highlight.

The details I want these squares to display are as follows:

1. The color to be yellow.
2. To be 15% of the interior volume of the square.
3. To highlight only on the squares that the piece moved from and where that piece moved to.
4. To only be visible, from the time black finishes its turn. Until white has clicked on a destination for its piece (white has moved).