

Engine  
0.0.0

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# Chapter 1

## Data Structure Index

### 1.1 Data Structures

Here are the data structures with brief descriptions:

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## Chapter 2

# Data Structure Documentation

### 2.1 Board Struct Reference

#### Data Fields

- [Position](#) **position**
- [BoardInfo](#) **info**

#### 2.1.1 Detailed Description

Definition at line 40 of file board.h.

The documentation for this struct was generated from the following file:

- board.h

### 2.2 BoardInfo Struct Reference

#### Data Fields

- int **material**
- int **whiteMaterial**
- int **blackMaterial**
- unsigned char **nextMove**
- unsigned char **castleWhite**
- unsigned char **castleBlack**
- int **enPassantSquare**
- int **staleMoves**
- bool **displayRotated**

#### 2.2.1 Detailed Description

Definition at line 25 of file board.h.

The documentation for this struct was generated from the following file:

- board.h

## 2.3 KILLER Struct Reference

### Data Fields

- MOVE **move1**
- MOVE **move2**

#### 2.3.1 Detailed Description

Definition at line 27 of file chess.h.

The documentation for this struct was generated from the following file:

- chess.h

## 2.4 MoveSet Struct Reference

### Data Fields

- Move **moveList** [MAX\_MOVES\_PER\_PLY]
- Move **killers** [MAX\_KILLERS]
- int **timidIndex**
- int **totalMoves**
- int **totalKillers**
- int **currentIndex**

#### 2.4.1 Detailed Description

Definition at line 6 of file movegen.h.

The documentation for this struct was generated from the following file:

- movegen.h

## 2.5 PlayerPieces Struct Reference

### Data Fields

- BitBoard **king**
- BitBoard **queen**
- BitBoard **rook**
- BitBoard **bishop**
- BitBoard **knight**
- BitBoard **pawn**
- BitBoard **pieces**

#### 2.5.1 Detailed Description

Definition at line 8 of file board.h.

The documentation for this struct was generated from the following file:

- board.h



## 2.6 Position Struct Reference

### Data Fields

- [PlayerPieces](#) **white**
- [PlayerPieces](#) **black**
- BitBoard **occupied**
- int **square** [64]
- int **kings** [2]
- signed char **pieces** [2][7]
- signed char **totalPieces**

### 2.6.1 Detailed Description

Definition at line 13 of file board.h.

The documentation for this struct was generated from the following file:

- board.h

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