

Chess Engine

.NET Standard 2.0 powered chess engine

V 1.0.0

- Incomplete documentation parts will be improved over time.
- Get the most up to date documentation by [clicking here](#).
- If you have any questions or need assistance email support at intuitivegamingsolutions@gmail.com.

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NOTE: See 'API Reference.pdf' ([online](#)) if you are looking for source code documentation.

FAQ

(Frequently Asked Questions)

Q: Why are the 'PreChessPieceMoved' and 'ChessPieceMoved' events not invoked on a Rook when involved in a 'castle' move?

A: This is because for the purposes of these events (and most chess rules) castling is a king's move and therefore only the king is considered to have performed a 'move'. You may use the 'Castled' events found in the [Rook](#), [King](#), [ChessTable](#), and [Instance](#) classes in the Chess Engine to detect when a rook is involved in castling.