= DTC =
2 .

 This difference is typical of many endgames . Usually DTC is smaller than DTM , but the DTM metric leads to the quickest checkmate . Exceptions occur where the weaker side has only a king , and in the unusual endgame of two knights versus one pawn ; then DTC = DTM because either there is no defending material to capture or capturing the material does no good . (Indeed , capturing the defending pawn in the latter endgame results in a draw .)

= = = Step 1 : Generating all possible positions = = =

 Once a metric is chosen , the first step is to generate all the positions with a given material . For example , to generate a DTM tablebase for the endgame of king and queen versus king (KQK) , the computer must describe approximately 40 @,@ 000 unique legal positions .