

# PL\_PIG\_CHESS\_ENGINE\_EVAL Package

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## Method Signatures and Code Behavior

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### pdN Function

```
FUNCTION pdN(  
    brik_n SIMPLE_INTEGER,  
    felt SIMPLE_INTEGER  
) RETURN SIMPLE_INTEGER;
```

#### Behavior:

- Returns the index of a piece in the pd array based on its numeric representation and the felt (board position).

### pdX Function

```
FUNCTION pdX(  
    brik CHAR,  
    felt SIMPLE_INTEGER  
) RETURN SIMPLE_INTEGER;
```

#### Behavior:

- Returns the index of a piece in the pd array based on its character representation and the felt.

### Initialize Procedure

```
PROCEDURE Initialize;
```

#### Behavior:

- Performs allocation and initializations, called on startup.

### PreProcess Procedure

```
PROCEDURE PreProcess;
```

**Behavior:**

- Sets the pd array to default positional values, called once for each engine call.

**PreProcessor Procedure**

```
PROCEDURE PreProcessor(  
    stilling STILLINGTYPE  
);
```

**Behavior:**

- Adjusts the pd array and game states according to the actual position, called once for each engine call.

**Eval Function**

```
FUNCTION Eval(  
    stilling STILLINGTYPE,  
    Activity SIMPLE_INTEGER,  
    Black BOOLEAN,  
    alpha SIMPLE_INTEGER,  
    beta SIMPLE_INTEGER  
) RETURN SIMPLE_INTEGER;
```

**Behavior:**

- Evaluates the actual position using the pd array and position data.
- Called thousands of times for each engine call.