

## Updating the board

### **\newgame**

Initialises the board to the opening position.

### **\mainline**{*SAN moves*}

Updates the board with the *SAN moves* and typesets *SAN moves* according to the current **\mainlinestyle**.

### **\hidemoves**{*SAN moves*}

Updates the board with the *SAN moves* but does *not* typeset the moves — this is useful for commenting a game where you want to focus on a certain position after some moves have already been made.

### **\fenboard**{*FEN position*}

Initialises the board to the position described with *FEN position*.

The format of a FEN position is:

*<board rows>* *w|b* *<castling options>* *<en passant square>*

*<50 moves counter>* *<move number>*

The FEN for the opening position is

*rnbqkbnr/pppppppp/8/8/8/PPPPPPPP/RNBQKBNR*

*w KQkq - 0 1*

Note: the 50 moves counter is not used by the **skak** game engine, but it is updated to stay in sync with external programs.

## Describing moves

### **\variation**{*SAN moves*}

This will typeset *SAN moves* using the current **\variationstyle**. This command undoes the last move so you have to start one ply back.

### **\variationcurrentt**{*SAN moves*}

Like **\variation**, but does not undo the last move.

### **\continuevariation**{*SAN moves*}

Continues the variation but undoes the last move first.

### **\continuevariationcurrent**{*SAN moves*}

Continues the variation without undoing the last move first.

### **\wmove**{*SAN move*}

Typesets *SAN move* using the current **\variationstyle**. Example:

**\wmove**{Nf3} gives ♠f3.

### **\bmove**{*SAN move*}

Typesets *SAN move* using the current **\variationstyle** but with ... (or something similar according to the style) in front of the move — can be used to describe a single black move. Example:

**\bmove**{Nxd4} gives ... ♜xd4

### **\movecomment**{*Chess moves*}

Typesets the *Chess moves* using the current **\variationstyle**, but doesn't check for move numbers like **\variation** does.

## Showing the board

### **\showboard**

Shows the current position from whites perspective.

### **\showinverseboard**

Shows the current position from blacks perspective.

## Style selection

### **\styleA**

Chooses the *styleA* for typesetting of moves.

### **\styleB**

Chooses the *styleB* for typesetting of moves. This is the default style.

### **\styleC**

Chooses the *styleC* for typesetting of moves.

## Size of the board

### **\normalboard**

The default size of the board typeset by the **\showboard** commands.

### **\tinyboard**

The **\showboard** commands will be typeset in a tiny font.

### **\smallboard**

The **\showboard** commands will be typeset in a small font.

### **\largeboard**

The **\showboard** commands will be typeset in a large font.

## **Notation and mover**

### **\notationOn**

The **\showboard** commands show rank and file names. This is the default.

### **\notationOff**

The **\showboard** commands show only the board.

### **\showmoverOn**

The **\showboard** commands indicate — with a small box — which player has to move. Note: this only works when the `ps` option is used.

### **\showmoverOff**

The dual of **\showmoverOn**.

## **Selective showing of pieces**

### **\showall**

Makes the **\showboard** commands show all pieces.

### **\showonlywhite**

The **\showboard** commands will only show the white pieces.

### **\showonlyblack**

The **\showboard** commands will only show the black pieces.

### **\showonlypawns**

The **\showboard** commands will only show the pawns.

### **\showonly{piece names}**

The argument *piece names* is a comma separated list of names of pieces to be shown using the **\showboard** commands. White pieces are named *K,Q,R,B,N,P* and black's *k,q,r,b,n,p*. Note: called with no arguments all pieces are showed!

### **\showallbut{piece names}**

The argument *piece names* is a comma separated list of names of pieces which will *not* be shown when using the **\showboard** commands. Note: called with an empty list no pieces are shown!

## **Move arrows**

### **\printarrow{from}{to}**

Draws an arrow on the last typeset board from the square *from* to the square *to*.

### **\highlight[ms]{square list}**

The comma separated *square list* will by default be highlighted using a thick frame on the last typeset board. The optional marker symbol *ms* can be one of X, x, O and o in which case a cross or a circle is used to highlight the square.

### **\printknightmove{from}{to}**

Draws a bent arrow from the square *from* to the square *to*.

## **Customizations**

### **\newskaklanguage{language}{piecenames}**

Defines a new *language* for the input of SAN moves. *piecenames* are the uppercase letters used for the pieces in the order King, Queen, Rook, Bishop, Knight, Pawn. Example: **\newskaklanguage{danish}{KDTLSB}** defines *danish* as a new input language.

### **\skaklanguage[language]**

Chooses *language* as new input language — defaults to *english*.

### **\mainlinestyle**

Activates the typesetting style for the mainline — this command can be redefined if special requirements for the typesetting exists.

### **\variationstyle**

Similar to **\mainlinestyle** just for the typesetting of variations.

## Game storage

**\savegame**{*file name*}

Writes the FEN string for the current position on the board to the file <file name>.fen

**\loadgame**{*file name*}

Load the position stored in the file <file name>.fen

**\storegame**{*name*}

Stores the current game position using *name* as reference.

**\restoregame**{*name*}

Restores the game previously saved using **\storegame**.

## Package options

**ps** Includes the **ps-tricks** package in order to make ornaments on the board. Required to make the following commands work:

**\showmoverOn**, **\printarrow**, **\highlight**, **\printknightmove**.

**psoff** Does *not* include the **ps-tricks** package.

**mover** Issues the **\showmoveOn** command.

**moveroff** Issues the **\showmoveOn** command.

**notation** Issues the **\notationOn** command.

**english** Makes english the preferred input language — the only defined language at the moment.

**styleA** Chooses **\styleA** style for the typesetting of moves.

**styleB** Chooses **\styleB** style for the typesetting of moves.

**styleC** Chooses **\styleC** style for the typesetting of moves.

**tiny** The board is shown using the tiny size font.

**small** The board is shown using the small size font.

**normal** The board is shown using the normal size font.

**large** The board is shown using the large size font.

The default options are **notation**, **normal**, **psoff**, **english**, **moveroff**, **styleB**.