Docking Windows

Blitz games

In blitz chess all the moves of the game must be played within a certain time, which is usually given in minutes.

In addition, you can give a bonus (in seconds) for each move. This is added to the time allocation as soon as the move is executed. It prevents one side from winning a game purely on the basis of the other side running out of time.

You can also give the human opponent a time advantage – for the entire game, or for each move. This can compensate for move entry time, or be a handicap which allows you to think longer than the computer.

**Note:** You can set the time controls by right-clicking the chess clocks and selecting either "Blitz" or "Long game".

Long (tournament) games

**Menu: Game – Levels – Long games**

In tournament chess you are required to execute a certain number of moves in a given time. Usually the game has a number of phases, e.g., two hours for the first 40 moves, one hour for the next 20, and 30 minutes for the rest of the game (a very common tournament control).

You can use “Long game” to adjust the time allocations or number of moves per phase. You can also select one of the common levels predefined in the dialog box (“Defaults”).

If you set the time of the second and third time controls to zero, they are ignored as the first time control is always used.

Overstepping each of these time controls means you lose the game. If you use less than the specified time in any phase, it is added to the next phase.

Rated games

**Menu: File – New – Rated game**

This switches the program into a special mode for serious tournament games which gives you an objective assessment of your playing strength.

In rated games, you will not be able to take back moves or receive any help from the program. You can only offer a draw or resign.

|  |  |
| --- | --- |
| The only buttons available during a rated game are: *Stop, draw offer, resign, Contra!, J'adoube* |  |

All rated games are automatically saved in the directory \Infichess\CompBase\AutoSave. After a certain number of games you will get an evaluation of your performance and, if the evaluation is good, a [title award from the computer](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Titles.htm).

In the rated game dialog box you can set the playing strength. If you set “unleashed” you will be playing against the program at its highest playing strength, and can gain Elo points fastest. But if you are not a very strong player, it is advisable to select a playing strength that is close to your own. You can also choose a [weaker engine](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engines.htm) and set the strength of that down if the normal engine is too strong for you.

**Doubling**

In rated games you can play for (virtual) money, starting with $100. If the “Doubling” option is on, you can double the stake at any stage of the game, just as one can in the game of backgammon. When you double, you offer your computer opponent the choice between resigning or continuing with the stake doubled. Of course, the program has the same right and will offer to double the stake at strategic moments.

In the beginning, any side may double. After the first double offer, the right goes to the other side. If your opponent doubles and you accept, only you may double again, now offering to play for the fourfold sum. Your “account” (the amount of money you have left) is displayed in the rated game dialog box.

 Friend mode

**Menu: Game – Levels – Friend mode**

In this mode the program automatically adjusts its level of play to match that of the opponent. When you start, it asks you for your “Handicap”. This is similar to golf and is measured in [100ths of a pawn](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Value_pieces.htm). If you give a high value (e.g., 200 = two pawns) the program will reduce its strength considerably. Afterwards the program will adjust your handicap to reflect your real playing strength. The smaller your handicap, the stronger you are. Top players will indeed achieve a negative handicap. If after about six games the program sets your handicap to below –400 (= minus four pawns), you are advised to practice elementary chess tactics and to concentrate on avoiding material loss. You should consider using the coach functions “[Threatened squares](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Threatened_squares.htm)” and “[Show threat](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Threat.htm)”.

The “Friend mode” can be used by beginners and strong players alike. The chess clock only records the time and has no further relevance, so you can think for as long as you like.

Position setup

**Menu: New – Position setup**

This opens a dialog box in which you can enter a completely new position.

The operation is quite simple:

* Choose a piece type in the columns on the right and put one or more of that piece on the board by clicking on squares. The right mouse key changes the colour of the piece deposited, a second click deletes the entry. You can also drag pieces off the board to delete them.
* You can drag a piece that is on the board from one square to another, holding down the mouse key in the process.
* You can **clear** the board completely or **reset** the starting position.
* The buttons “**Copy/Paste ASCII**”, “**Copy/Paste FEN**” are used to enter diagrams that exist in one of the common text description forms. Mark the position in a word processor or browser and press Ctrl-C to copy it into the Windows clipboard. After that you can switch to position entry and click the paste button. The position will appear on the board. The copy buttons will copy a text description of the diagram into the Windows clipboard. FEN stands for “Forsyth-Edwards Notation” and the similar EPD for “Extended Position Description”.

Example of a ASCII position description:   
wKd6,Rc8,g8,Pg2, bKh7,Qe1,Pd4,e3,h5,h6

Example of the FEN description of the same position:   
2R3R1/7k/3K3p/7p/3p4/4p3/6P1/4q3 w - - 0 1

*You can copy either of the above descriptions out of the Help file and paste it in the position setup.*

After you have set up the position you should, if relevant, give the castling status of each side. In a few cases it may be important to know that the side to move can take en passant. Type in the file on which the capture can be made. You can also tell the program which side has the move and whether it should start counting moves from 1 or a higher number. Click “OK” to end position setup.

**Mirroring the position**

These buttons below the pieces allow you to change the position in two ways:

* **White <-> Black** mirrors the position vertically, i.e. between white and black, and changes the side to move.
* **King <-> Queen** mirrors the position horizontally, so that the pieces on the left are moved to the right and those on the right to the left.

This is the position in our example above mirrored vertically (with Black to play) and horizontally.

The openings book

In the initial phase of a game, the program plays out of an “openings book”. This can consist of millions of openings positions, and for each of these, the program has full information on which moves were played, how often and with what results. The program stores its own experience with openings variations it has played. It learns from success and defeat.

The openings book is called the “tree” as the branching variations in the opening resemble the structure of a tree. The files that make up a tree are pretty large. The program requires about 80 bytes to store a position and all the information associated with it. You can leave the files on the program CD. However, in this case, the program will not be able to modify the book as it plays games (i.e., it cannot learn). Thus, it is advisable to [copy them to your hard disk](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Copy_opbook.htm).

**Some things to note:**

* The size of the openings tree is limited only by the amount of disk space available. It is important to note that access to the information is always extremely fast, even if the files are truly gigantic.
* Existing openings trees can be easily extended, simply by [importing games](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Import_games.htm). This means that whenever a series of high quality games are available, the program can read them and extend its openings knowledge.
* The tree recognizes all transpositions, even those that did not occur in the games from which the tree was generated. Sometimes you may be able to switch from one known position to another with a move that has never yet been played.
* The tree can handle reversed colours perfectly. For instance after 1.d3 d5 2.d4, the program is likely to reply 2...c5! And play the entire Queen’s Gambit as Black.
* The openings tree is not just an instrument to make the program strong, it is also a very powerful training tool for chess players. For this reason each move can be marked with chess symbols like “!” and “+=“.

**Note:** If you are using Windows XP it is very important to keep all your databases and openings books in the standard directory (My Documents\Infichess) suggested by the program. Otherwise the operating system will try to back up the giant files every time you close the program.

Tournament move

A tournament move appears as green in the openings tree window

Tournament moves are played by the program if directed in the [book options](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Book_settings.htm). It will not play a move that has been excluded from tournament play and which appears red in the tree.

If you **right-click** a move you can change its status (e.g., by selecting “Don't play in tournaments”).

Engine matches

**Menu: File – New – Engine match**

This allows you to stage automatic engine matches between two computer opponents. You can also play an engine against itself, that is, to test the quality of different openings books. In the engine dialog box you can specify which engines should play, which books they should use, time limits, number of games, etc.

**Match title:** This is the title that will appear in the tournament column of the games list.

**Define:** These two buttons allow you to select and configure the engines. You can set the [hash table size](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Hashtables.htm), the use of [endgame table bases](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Endgame_database.htm), the [openings book](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Openings_book.htm) and possibly the [engine parameters](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engine_params.htm). You can give an Elo rating for the engine. The left engine has white in the first game.

**Blitz/long/fixed:** You can stage engine blitz matches, or play the games at tournament time controls. It is also interesting to set a fixed depth which can be set to different values for each engine.

**Number of games:** You can specify how many games should be played.

**Move limit:** This limits the length of individual games. The number gives the number of ply (half-moves) after leaving the openings book. In the database, the games are stored without a result, but with an evaluation symbol.

***Tip:*** *If you want to check an openings book, set the move limit to “1”. The program will go to the ends of different lines, calculate one move and save them with an evaluation symbol.*

**Permanent brain:** You can specify whether the engines should continue [working while the opponent is thinking](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Permanent_br.htm). This, however, means that each engine will be using 50% of the processing power.

**Openings DB:** This is a special feature which allows you to select a database of games. The engines load each game, jump to the end and play on from there. This function allows you to stage “theme tournaments” and also conduct interesting experiments, like the “[Nunn match](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Nunn_match.htm)”, in which each side must play ten representative openings positions with black and with white. These positions are included on your program CD (Nunn.cbf) and were selected by Grandmaster John Nunn. They have become the standard for testing chess engines without the influence of the openings book.

**First game:** If you use an openings database, you can specify which position the match should start from.

**Alternate colours:** After every game the sides are switched, so that each engine plays one game with white and one with black. If both programs are using the same openings book, or if you are using an openings database like the [Nunn match](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Nunn_match.htm), each engine will play the same opening with white, and then with black.

**Information during the match**

While an engine match is running there is a lot of information available to keep you briefed on its progress. These are to be found at the top of the screen.

    On the top left you see the names of the two engines.

    The "X" button allows you to stop the match.

    Click the middle button when you want to "adjudicate" a game. This is useful when one side is clearly winning but the game will drag on for many hours before it is decided.

    The third button will generate a tournament table, giving you an overview of the engine match so far.

On the top of the screen there is more information: You can see names of the programs, the current score, number of draws, and the result in percentage. You can also see the tournament performance in Elo, with the standard deviation in square brackets, and the certainty (in percent) that the performance lies within this margin of error.

**Where the games are stored**

A special engine-engine database is used to store all games from engine matches. It is by default, the database c:\My Documents\[User]\Infichess\CompBase (unless you have specified otherwise during the installation).

The engine-engine database is called "EngMatch" and is always present in the history list at the top of the [database window](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Database_win.htm).

Two Computer Match

Openings Book

The database window

This program has sophisticated database functions and can store any number of games in many different databases. These may be games you play against the program, but also historical and topical games which are available in very large numbers from the manufacturer, Infichess. The games are automatically classified according to all kinds of criteria. And you have powerful search tools that are able to locate any game in a very short time.

**Menu: Window – Database window**   
This opens the separate database window with a list of games. You can also get there from the main board by pressing F12 or Esc. These keys will get you back to the board window. There are also buttons in both menu bars that will do the same.

The database window always displays the contents of the currently opened database. You can switch to other databases, create new ones, copy games, have the program analyse them, create tournament tables, indexes, etc. Here are the main functions:

**Menu: File – Open – Database** (or Ctrl-0)   
Use this command to browse for the database you want. The databases can be in many different formats – CBH, CBF, PGN, etc. You can convert games from one format to another by copying them into a database with the format you require.

**Menu: View – Filter games** (or Ctrl-F)   
produces a “[search mask](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Partien_filtern.htm)” in which you can tell the program to look for particular games.

At the top of the list there are a number of tabs that lead to the different indexes.

**Games** give you the simple games list.

**Openings** produce a list of openings. Double-click an opening to go to the sub-lines or the games of that opening. If you are not familiar with the “ECO” openings index you can click “New” – “Openings index” and choose a descriptive (“coarse”) classification with well-known names like “Sicilian”, “Pirc”, “French Defence”, etc.

**Themes** gives you an index of middle game themes (“critical positions”, “pawn structures”, etc.).

**Tactics** is an index of tactical themes, like sacrifices, checkmates or brilliant moves.

**Strategy** contains indexes like outposts, winning ideas, pushing pawns, etc.

**Endgames** has different common endgame categories.

Please note: many Infichess data CDs have different, often more extensive and specialized games indexes.

**Recent databases**

Right-click the button bar at the top of the database window and select "Recent database" to get a dropdown list of the databases you last opened.

You can simply click an entry to jump to a recent database.

Engine tournaments (with humans)

**Menu: File – New – Tournament**

This program can stage entire tournaments with many participants, fully automatic. This is the best way to rank [chess engines](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engines.htm). It is in some ways better than [engine matches](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engine_match.htm), since some programs may have problems with one rival while doing much better against others. In engine tournaments, each program meets a variety of opponents, and the overall playing strength is determined.

Setting up a match can be done quickly and easily. You invite engines to a tournament, set a time control, specify the number of rounds, start the tournament and leave the computer to do everything else by itself.

When you click "New" – "Tournament" you are asked for a file name (ending with: .TRN). After that, a dialog box appears in which you can set up the tournament (or continue an existing one).

**Title:** Enter a name for the tournament. This will appear in the tournament column of the games list.

**Publish:** This allows you to [publish the games](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Publish_tourn.htm) automatically and live on the Internet.

**Link Elo list:** If you link the tournament to an existing [Elo rating list,](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Elo_startlist.htm) then the [Elo ratings](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Elo_ratings.htm) of the programs are saved with the games and proper cross tables generated.

**Invite engine:** You can choose from the engines installed on your system. For each engine, you can select an openings book, set the book and engine options, hash table size, etc.

**Invite human:** Allows a human being to participate in the tournament. You can play your games whenever you like. Simply open the tournament and click “Next human game”.

**Edit:** This allows you to edit the settings you entered when inviting an engine.

**Delete:** Removes an invited participant.

**Unify book/hash:** All engines use the same [openings book](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Openings_book.htm) or the same size of [hash tables](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Hashtables.htm).

**Blitz/tournament game:** The tournament is played at blitz/tournament time controls.

**Cycles:** Gives the number of rounds in a Swiss tournament, or the number of times each player must play against all other players in a round robin.

**Permanent brain:** The engines are allowed to [think on the opponent's time](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Permanent_br.htm). This means each participant will use 50% of the processing power during the entire game.

**Book learning:** The openings books that are being used are modified and improved in light of the games that are played. This means that the engines will start avoiding lines that went badly for them, and try to force ones in which they scored well.

**Round robin:** In this tournament type, each player must play against all other participants (“cycles” determines how many times).

**Run the gauntlet:** This allows engines to be included into a running tournament. They will play against all other engines (which have already played against each other), and will do so as often as specified in “cycles”.

**Knockout:** Players are eliminated in matches against each other; the winner goes on to the next round.

**Swiss:** The engines play n rounds (determined by "cycles") against each other, where n is less than the number of opponents in the tournament. In the Swiss system the opponents are chosen according to their running scores, that is, those with approximately equal scores are paired against each other.

**Run/Continue:** If you need to use your computer during a tournament you can interrupt it and resume later. Click “File” – “Open” – “Tournament”, select the tournament in the file selector and click the “Run/Continue” button in the tournament dialog box.

**Next human game:** If you are participating in the tournament, click this when you are ready to play your games. You can also do so in the menu “Game” – “Tournament” – “Next human game”.

Tournament database

The program saves all [engine tournaments](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engine_tourn.htm) automatically in a tournament database. You will find this in the directory c:\My documents\Infichess\CompBase\EngTourn, unless specified otherwise during the installation of the program.

The tournament database is always shown in the history list of the [database window](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Database_win.htm).

Load Next Game

Load Previous Game

Save game

**Menu: File – Save game** (or Ctrl-S)

This will save a game in the currently open [database](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Database_win.htm).

You can also call up the Save dialog and enter all the game data in advance, i.e., before you actually save the game. Click *Edit – Edit game data*. You can also edit the game data in the games list, without actually loading the game. Right-click it and select *Edit – Edit game data* (or press F2).

**Players’ names (White/Black)**   
Type in the last name and first name(s) of the white and black players. You should try to use the standardized spellings, especially when entering the games of internationally known players. To facilitate the standardization of names you can use the [player’s database](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Players_database.htm) which contains the names of over 100,000 players – practically everyone who has an international rating. Type in a name or part of it and then click the question mark button on the right. A list of names appears from which you can choose the correct one.

**Tournament**   
In the tournament line you normally enter the name and place of the tournament. If you want to do it properly you should click *Details*. A special dialog appears where you can add a number of other important details.

**Title, Place:** Type in the official name and place of the tournament. If the tournament has no name, (e.g., New York 1924) then enter the place in both lines. Only one will appear in the games list.

**Date:** The year, month and day are for the tournament, not the individual game (this is entered in the Save dialog). Usually the day of the opening ceremony or the first round defines the tournament date. If the exact date is not available, you can leave the month and day empty and the program will only store the year.

**Complete:** Select this item if you have all the games of a tournament. A tournament marked as complete will have the (green) check mark shown at the right in the tournament list.

**Nation:** Click the pull-down button on the right to produce a list of national abbreviations and select the one you want.

**Rounds:** Enter the number of rounds. In special tournaments, (like knockouts and Grand Prix) you can specify “subrounds” in the Save dialog. This allows the program to sort games properly according to rounds. It can also generate clean progress tables in open tournaments if the rounds are properly entered.

**Category:** Enter a category between 1 and 25. This is displayed in the tournament list.

**Type:** Specify match, tournament, Swiss, team, knockout, simul, etc. This too is displayed in the tournament list.

**Time controls:** Specify the speed of play (blitz, rapid, normal or correspondence chess).

**ECO code**   
The [ECO code](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/ECO_codes.htm) is automatically inserted by the program. You can correct it if you disagree with the program.

**Elo ratings**   
Enter the ratings for White and Black, if available.

**Round, subround**   
Specify the round and, in case of knockouts or Grand Prix, the subround.

**Date (year, month, day)**   
Here you specify the year, month and day on which the game was played. This is not to be confused with the tournament date. If the exact date is not available leave the day or month empty.

**Result**   
Enter 1-0 (White won), ½-½ (draw) or 0-1 (Black won). If you haven't entered a complete game, i.e., if the moves merely represents analysis, then you may want to use an evaluation symbol instead of the result. By clicking the arrow in the result box, you get the menu shown on the right of evaluation symbols from which you can choose.

**Reset**   
This clears all data from the Save dialog.

**Annotator and Teams**

Click the *Annotator and Teams* tab at the top of the Save dialog to enter data in this form.

**Annotator**   
If you have entered variations and text annotations you should type in your name here. The program will automatically offer you the user name that is entered in the menu *Tools – Unser info*.

**White/Black teams**If a game is part of a team championship, you should enter the names of the teams here.

**Source**You can give a source for the game. If you want to do so properly, you should click *Details* for a more extensive dialog box.

**Note**

    Games cannot be stored in a database which is on a CD. Remember to create a new database for your games, which you will probably not want to store at the end of a database of historic games.

    All games you play against the program are automatically stored in a file called [autosave](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Autosave.htm).cbh. You can always access this database and check games you may not have manually saved.

Replace

Save Position

Copy Game

Copy Position

Paste Game

Paste Position

Edit Game Data

Find position

**Menu: Edit – Find position**

This is a very powerful function that retrieves all games from the currently open database in which the board position occurred.

If you double-click one of the games, it will be loaded on the main board for replay. Make sure you have saved your original game, because it would otherwise be lost. You can use F10 to load one game after another and study the continuation.

The speed of the search can be increased considerably by creating a [search booster](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Search_booster.htm). The database you get on your program DVD already has a search booster, so you don't need to do anything there.

Importing games to the openings book

**Menu: Edit – Openings book – Import games**This is a very powerful function. It allows you to build giant opening trees with a minimum of effort. You can, for instance, import all the games of your main database, or all from a specific variation (to create a highly specialised book).

The games of the database will be merged to a tree of positions. Crucial for the size of the resulting tree is the length of the variations which are put into the tree. It is not very meaningful to put entire games into it, so you should truncate them at a specific point.

The program allows you to limit the length of the variations in two different ways.

1. You can specify that every variation should be “n” moves long.
2. It is more sensible to limit the variations relative to the ECO classification. This results in long variations for theoretical main lines (ECO classification position found late in the game) and short variations for side lines (i.e., early deviations).

Obviously, if you choose a shorter length – absolute or ECO-relative – the tree will be compact. But then you are liable to lose some valuable information. If you choose a very large value then the tree will be gigantic, and it will contain a lot of superfluous information. *A good practical value for importing games is ECO-relative 20.*

You can also include variations (i.e., analysis that might be included in the games), but these are not included in the statistical analysis.

Reset Weights

Import old book

**Menu: Edit – Openings book**

* **“Import book”** merges the contents of a different book into the current one.
* **“Import old book”** converts a book in the older (FBK) format and imports the contents.

The program will also convert and import books from the programs Genius, Rebel and Chessmaster. If a move is already in the openings book it will be marked as a preferred *tournament move.*

Book settings

**Menu: Edit Openings Book - Book options** (or press F4)

**Use book** determines whether the openings book will be used.

**Tournament book** instructs the program not to play moves that have been excluded from tournament play. If the option is off, the moves might sometimes be played.

**Minimum games** tells the program how many games must be available for a move for it to be played.

**Up to move number** determines how long it should be in book.

**Variety of play** determines which moves will be chosen: only the ones with the highest statistical values, or the seldom moves as well (slider right = varied).

**Influence of learn value** determines how the learning weights in the tree influence the probability of a move being played (right = maximum).

**Learning strength** determines how strong the weights are adjusted on the basis of individual games (right = maximum).

**Optimize** sets the last three parameters to their original values, for optimal playing strength.

**Normal** is for informal games.

**Handicap** for games on the handicap levels.

**Extended book options**

|  |  |
| --- | --- |
| **Right-click the tree window** (on a free space) for extended openings book options: |  |

**Search games** displays a list of all games in which the current board position occurred.

**Sort** allows you to resort the list according to different criteria (number of games, percentage, Elo average and performance).

**Delete whole tree** removes the tree from your hard disk.

**Weed tree** removes moves which were played in very few games.

**Remove book marks** takes out all the evaluation symbols that encourage or discourage the program in its choice of lines.

**Allow move adding** makes it possible to add moves to the tree by executing them on the board.

**Properties** allows you to set certain display options, like “unplayed transpositions” (moves that have not been actually played, but which lead to another known position) and “retro moves” (moves leading to this position from other positions in the trees).

**Choose font** allows you to set a different font and size for the tree.

**Close** closes the tree window (the book remains active). Click “Window” – “Panes” – “Openings book” or Ctrl-Alt-B to reactivate the window.

New Game

Move Now

Infinite analysis

**Menu: Game – Infinite analysis** (or Alt-F2)

|  |
| --- |
| This puts the program into a special mode where it does not reply when you enter a move but instead simply analyses the position on the board. You can now enter all the moves of a game.  Clicking the same menu or pressing Alt-F2 again switches back to normal game mode.  There is also a button in the toolbar at the top to start and stop infinite analysis. |

Continue Clock

Offer Draw

Resign

Load Engine

**Menu: Engine – Change main engine**

This brings up a dialog box in which your can load [engines](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engines.htm) and set different engine parameters.

**Clear hash tables:** This removes all information from the [hash tables](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Hashtables.htm) (which might have been filled in an earlier search).

**Engine parameters:** click to set the [engine parameter](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engine_params.htm) available for the selected engine.

**Hash table size:** This is important if you are looking for optimum strength, especially in longer time control.

**Permanent brain** is the term for thinking on the opponent's time. This is an advantage because the engine often guesses what the opponent is going to play and then has already calculated its reply.

**Tablebases** are special endgame databases which allow the program to play five-piece endings perfectly (even find them in the search).

Switch off engine

**Menu: Engine – Switch off engine**

Normally when you enter a move the program will start playing against you. You can also switch to [infinite analysis](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Infinite_analysis.htm), in which case the engine will calculate in the background while you enter moves for both sides.

If you want to turn the engine off altogether you can do so with "Switch off engine". After this the engine will not run in the background, which is useful if you are running a number of program at the same time.

Add Kibitzer

The Kibitzer

**Menu: Engine – Add Kibitzer (Ctrl-K)**

A "Kibitzer" is a person who watches a game in progress without making any moves himself. A kibitzer is also notorious for giving advice and knowing everything better.

You can add a kibitzer by selecting an [engine](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engines.htm) in the select box that appears. A new engine window appears in which it can work parallel to the one already loaded. You can use one or more kibitzers (up to six) to help you in your game against the primary engine, or you can use them for a second opinion on a position you are analysing. Remember that they will be sharing the processor power, so the quality of analysis sinks with every added kibitzer.

Click “Remove kibitzer” or “Remove all kibitzers” to close the additional engine. You can also right-click a kibitzer and “Close” it.

Kibitzer cannot be combined with the "[Explain all moves](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Explain_moves.htm)" window.

Engine management

**Menu: Engine – Engine management**

One of the great strengths of the Infichess programs is that there is a strict separation between the interface, which provides the graphics and functionality, and the chess engines, which calculate the moves. This makes it possible to provide many interesting [chess engines](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engines.htm) by talented programmers all over the world. The authors themselves do not have to bother about the interface, they can concentrate fully on improving the intelligence of their engines.

If you have collected a large number of engines, the list from which to choose becomes long and unwieldy. The function Engine management helps you "archive" engines and activate them only when they are needed.

**Active engines:** these are the ones that will be visible when you [load an engine](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Load_engine.htm).

**Inactive engines:** are those that are parked away for later use.

    The buttons **>>** and **<<** are used to move engines from one window to the other.

UCI Engines

**What is UCI?**

This program was designed as a multi-engine system. This means that the graphical user interface and the actual chess engine (the module that calculates moves) are strictly separated. They use a pre-defined interface to communicate with each other.

*UCI* stands for *Universal Chess Interface.* It is a new communications standard defined by Stefan Meyer-Kahlen. The UCI interface is closely related to the "Winboard" protocol. This means that existing Winboard engines can be very easily adapted by the authors to run under our interface. For these programmers the new UCI interface has the following advantages:

    The engine can be run under an interface which has numerous advanced testing facilities that allow them to improve the strength of the engine.

    The engine runs at full performance and strength without the need of additional adapters.

    The engine will become available to a large number of users, who are able to install it without the need for complicated configuration, as is often the case with Winboard.

    The UCI protocol may be used without any license fees, for private and for commercial purposes.

**Please note**

A UCI Engine is installed using the menu *Engines – UCI Engine*. The dialog has two purposes:

1. A new UCI engine can be selected and made available to the program.
2. The parameters of an engine that has already been installed can be modified. The modified engine can then be saved under a different name.

With regard to renaming engines there are certain restrictions. The original engine name must be contained in the new name. If the engine is saved with the standard settings the name must be left in its original form, i.e. you will not be able to edit the engine name at all. On the other hand if you change the default parameters then the name must also be changed (retaining the original name as part of the new one). The name of the engine author cannot be removed. However you do not need to modify it when you change the parameters.

**Example:** Let us assume that you are using the UCI version of Shredder 6.0 under the Infinity Chess interface. You change certain parameters of the engine. You will want this engine to appear with a different name in the list of engines. The standard name is "Shredder 6". You can for instance change it to "Shredder 6 tactics monster" because that contains the original name. But you cannot change it to "Fred's chess engine" because that does not.

**Installing a UCI engine**

Before a UCI engine is displayed in the engine dialog (F3) it has to be installed. This is done in a few simple steps:

1. Select the option *Create UCI engine* in the *Engine* menu.
2. Next you must tell the program where the UCI engine is located. This is done by point and click in the file selector that appears. Use "Browse" and locate the UCI engine on your hard disk.
3. The name of the engine and its author are automatically given. Simply click "OK" to install the engine, which will then be displayed in the engine list.

Note that the UCI engine can be stored in any directory on any partition of your hard disk.

**Modifying engines**

Many UCI engines allow you to modify a number of search and evaluation parameters which influence the playing style of the engine. To change the parameters proceed as described above. In the *Create UCI engine* dialog click on the button *Parameters*.

Each UCI engine will display the parameters which can be changed, and which vary for different engines. If you change any of the parameters the input fields for "Name" and "Author" become active and can be modified, within the constraints described above.

After clicking "OK" the new engine is registered and will appear in the engine list, together with the other UCI and native chess engines.

Please note: modifying and storing an engine with a different name does not create a new copy of the engine on your hard disk. Only the modified parameters are stored under the new name and applied to the engine when this is started.

See also [Engine Interface ....](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/engineinterface.htm)

See also [UCI Priority ...](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/ucipriori.htm)

**Load logo**

You can install different logos for different UCI engines, which are then displayed in engine matches. For this it is necessary that

    the logo is in BMP format

    the size is not larger than 100 x 50 pixels

    the file name of the logo is the same as that of the engine

    it is in the same directory as the engine

Options – Design

**Menu: Tools – Options – Design**

You can set a number of options that affect the appearance of the program.

**Background – Windows:** Choose different materials and colours for the background of the windows. "**User BMP**" allows you to use any picture for the windows.

**Background – Board:** Select a material, colour or picture ("User BMP") for the area around the board.

**Windows colours:** Apply the windows background, colours, and character styles set in the Windows control panel. Users with sight impairment can use a setting with high contrast and large buttons. All settings will become fully active the next time you start the computer.

**Board design:** Set the [board colours](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Board_design.htm). You can get directly to that screen by right-clicking the board and selecting "Board design".

**3D board settings:** Change the settings of the [3D board](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Board_3d.htm).

**Large buttons:** Display large buttons in the toolbars at the top of the screen.

**Window titles:** This turns the window titles on or off (e.g. for low-resolution monitors).

**Gradients:** If you have plain colour for the windows or board, "gradients" will texture them from light to dark.

**Splitter thickness:** Set the width of the [separation bar between the windows](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Layout.htm).

User Info

**Menu: Tools – User info**

When you start the program for the first time it will ask you for your full name, your town, and the name of your computer (e.g. “Pentium 400/128”). It also asks you whether you are a beginner, a hobby player, or a club player. If you choose the first it will start in “[Friend mode](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Friend.htm)”, set [long algebraic notation](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Chess_notation.htm), and put [co-ordinates around the chessboard](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Board_design.htm).

The user information is used when saving games and for the [chatter](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Chatter_win.htm) messages on the screen. It can easily be changed by clicking “User info” in the “Tools” menu.

Factory Setting

The standard "factory setting" with all the most important windows.

Options – Clocks and Notation

**Menu: Tools – Options – Clocks and Notation**

**Digital / Analog / Double digital:** Choose the type of [chess clock](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Clocks.htm) you want.

**Logo in clock:** Displays the logo of the active [chess engine](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Engines.htm) to the right of the chess clock.

**Figurine / KQNBRP:** Choose between letters and figurines for piece names. This applies to the screen and printed notation.

**1.d4 / 1.d2-d4:** Choose either [short or long algebraic notation](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Chess_notation.htm). The latter always gives the start and destination squares of the move. It is more easily understood by beginners, and it is automatically set if you specify that you are an beginner when you install the program. In short algebraic the start square is not given if the move is unambiguous.

**Store thinking time:** The time each side uses is recorded after each move in the notation.

**Store evaluations:** This causes the program to record after every move its [evaluation](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Evaluation_pos.htm) and the search depth. The form is value/depth.

**Store expected move:** The program records the move it expected whenever the opponent plays something different.

Load and replay games

**Menu: Window – Database window**   
Opens the [database window](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Database_win.htm) with a list of games. You can also open this from the main board by pressing F12 or Esc.

**Menu: File – Open – Database** (or Ctrl-0)   
Select the large database. This is on your Program DVD, but it can be [installed on your hard disk](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/Install_database.htm).

**Double-click a game in the list**In the list of games that appears, you can double-click a game, or single-click on it and press Enter. This takes you back to the main chessboard screen, with the game loaded in the notation window.

**Replay the game with replay buttons**   
You can use the replay buttons at the top of the screen or below the chess board.

|  |  |
| --- | --- |
|  |  |
| If the replay buttons are not visible, right-click the menu bar and select them. | If there are no replay buttons beneath the board, right-click the board or area around it and select "Replay arrows below board". |

The takeback button in the middle has a special purpose: The program will not query what to do with a new move you enter but simply overwrite the old ones.

**Menu: Game – Replay game**This will automatically play through the moves of the current game. You can adjust the speed in the control window that appears.

**Menu: Game – Replay database**

This is a special demo mode that allows you to browse for a database and have the program replay games from there, one after the other.

You can set the speed of play, have music in the background, and even have the camera angle change automatically. This is a great demo, especially if you are using the [character boards](mk:@MSITStore:C:\Program%20Files\ChessBase\ChessProgram10\eng.chm::/3d_settings.htm) (Mia, The Turk).