SS GOBOT

User Manual (Draft)

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Introduction

- SS Gobot is a GO game client running under 64-bit Windows 10 and above.
- SS Gobot supports AI GO engines that output GTP messaging. For example, KataGO, Leela Zero (LZ), Sai (inherited from LZ), PheonixGO, GnuGO. These AI GO engines are freely available online for downloading.
- SS Gobot 2G allows games to be played between AI and AI, AI and human and human and human. It also support free hand stone setup.
- SS Gobot can carry out instant win-rate curve, game analysis that outputs win-rate and suggested move lines, territory estimate, etc.
- SS Gobot can save a game to or load a game from SGF files or databases. It provide database management, such as export and import.
- SS Gobot offers many more. You will see some details later in this manual.

Prerequisites

- Windows 10 and above, 64-bit.
- A good graphic card (GPU), such as NVIDIA 3000+ or AMD 6000+. Though it is not a must, most AI GO engines employ GPU intensively. It is recommended that the GPU supports CUDA and Tensor RT.
- Microsoft Net 6 runtime is installed. If not, when you first time run the application, you will be prompted to download and install.

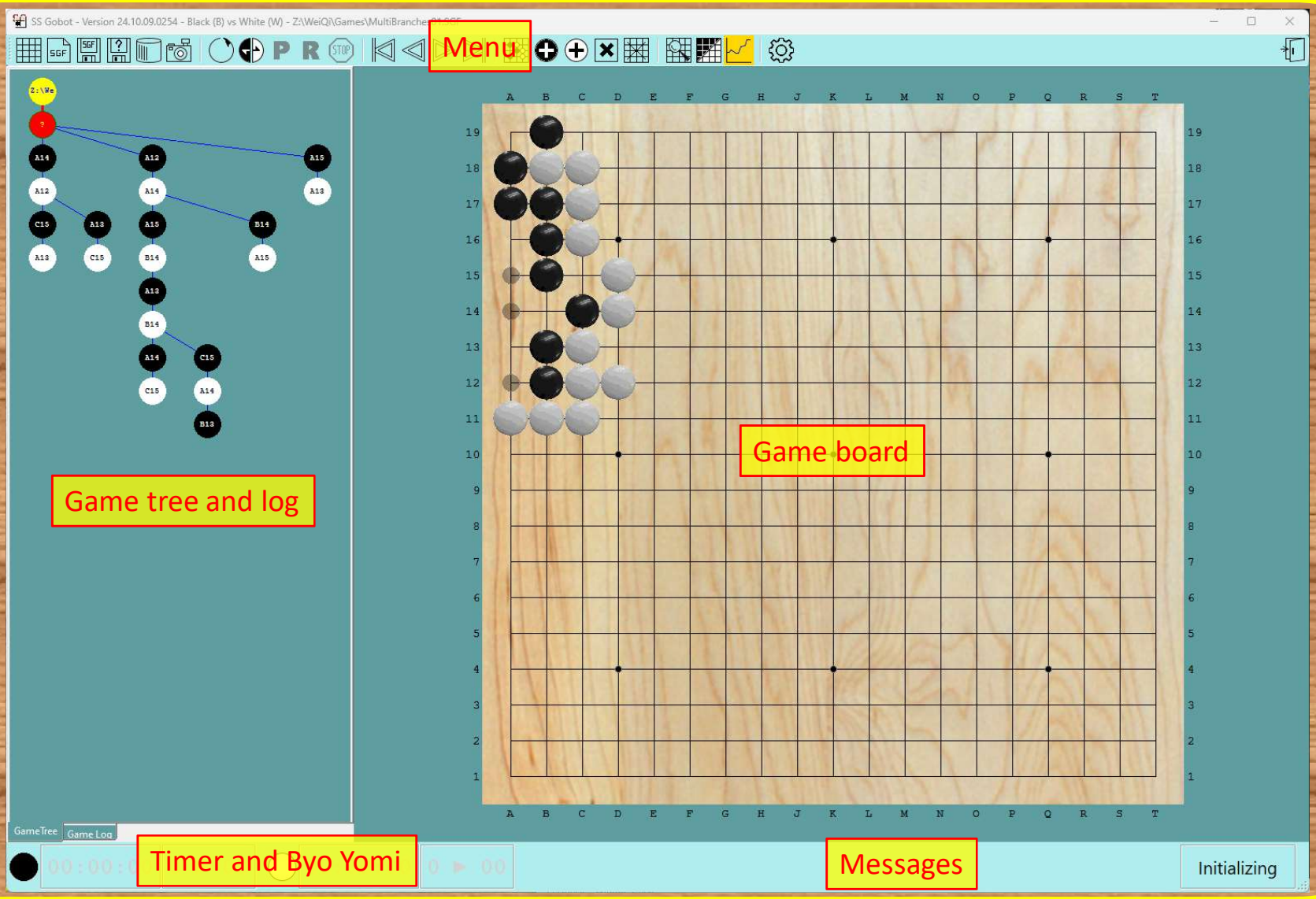
Installation

- Download the latest zipped file “SSGobot.xx.xx.xx.xxxx.zip”.
- Unzip the file into a folder of your choice.
- Double click on “SSGobot.exe”, or you may create a shortcut on the desktop for easy access.
- As I mentioned in the Prerequisites, if you do not have Microsoft Net 6 runtime installed, you will be prompted to download and install from the official Microsoft site.
- At the first time run, you may want to configure the application for many things. This will be covered later in this manual.
- You have to download and install the AI GO Engines. Configure an engine itself is beyond the scope of this manual. One thing for sure is that the engine must output GTP messages by an argument. (Please refer to the the official site)

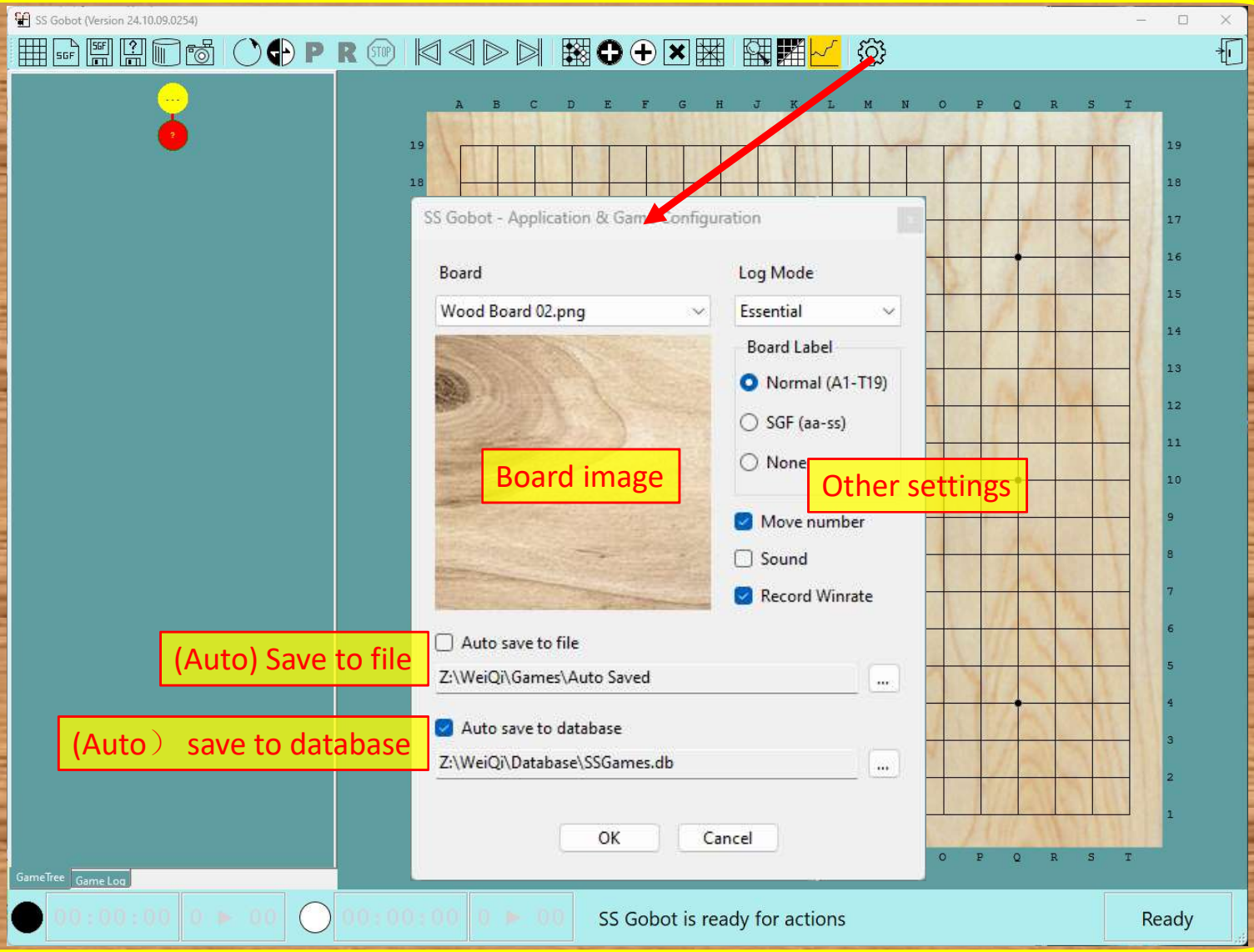
KataGO Configuration

- Open “default_gtp.cfg” or your customized configuration file in a text editor.
- Locate and set: ***logAllGTPCommunication = true***
- Locate and set : ***logSearchInfo = true***
- Locate and set : ***logToStderr = true***
- Locate and set : ***ogsChatToStderr = true***
- Save the configuration file and restart the application.

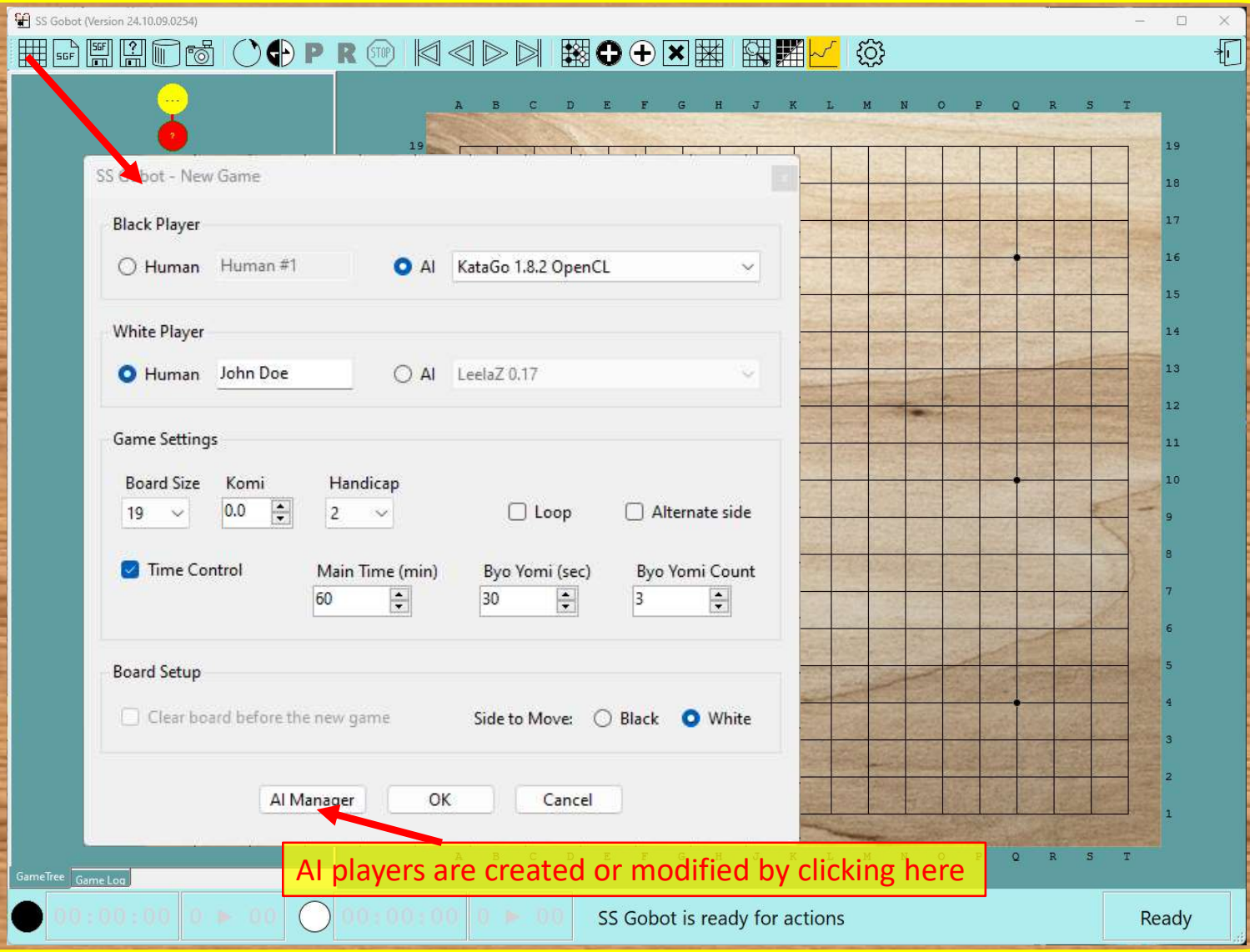
Application UI Areas



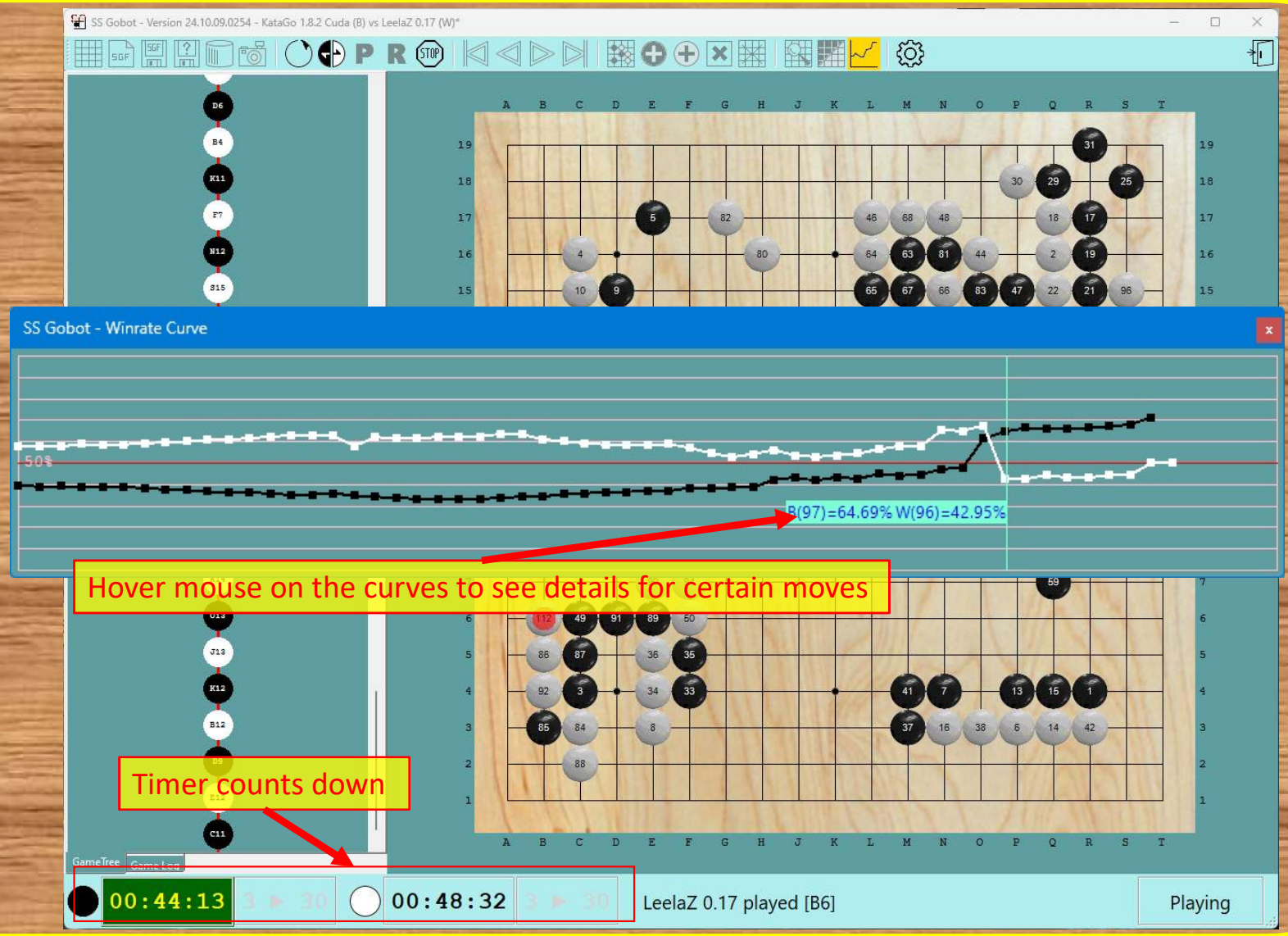
Application Settings



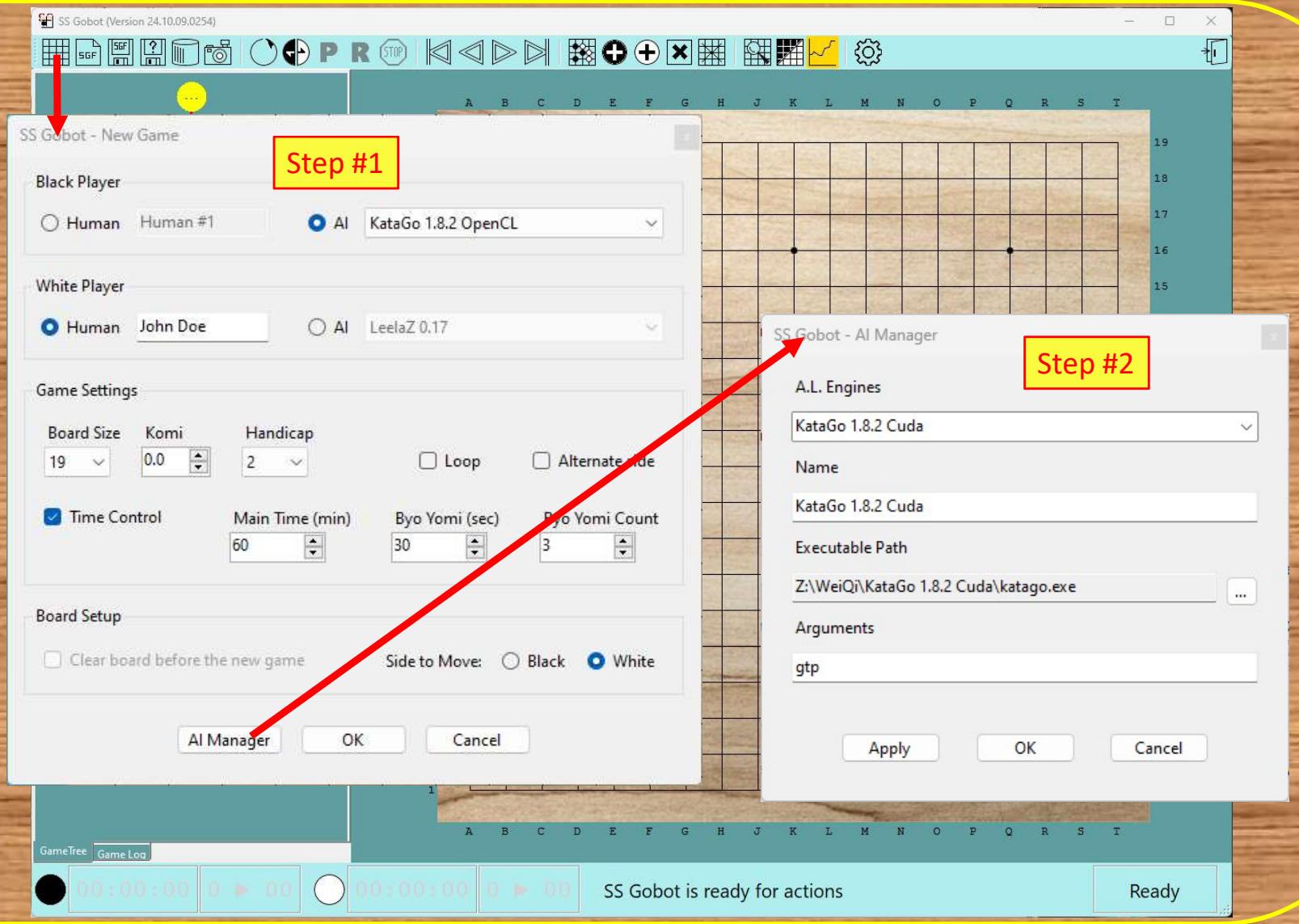
New Game


SS Gobot (Version 24.10.09.0254)
SS Gobot - New Game
Black Player
Human
Human #1
AI
KataGo 1.8.2 OpenCL
White Player
Human
John Doe
AI
LeelaZ 0.17
Game Settings
Board Size
19
Komi
0.0
Handicap
2
Loop
Alternate side
Time Control
Main Time (min)
60
Byo Yomi (sec)
30
Byo Yomi Count
3
Board Setup
Clear board before the new game
Side to Move:
Black
White
AI Manager
OK
Cancel
AI players are created or modified by clicking here
GameTree
Game Log
SS Gobot is ready for actions
Ready

A Game Being Played



AI Manager


SS Gobot (Version 24.10.09.0254)
SS Gobot - New Game
Step #1
Black Player
Human
Human #1
AI
KataGo 1.8.2 OpenCL
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Board Setup
Clear board before the new game
Side to Move:
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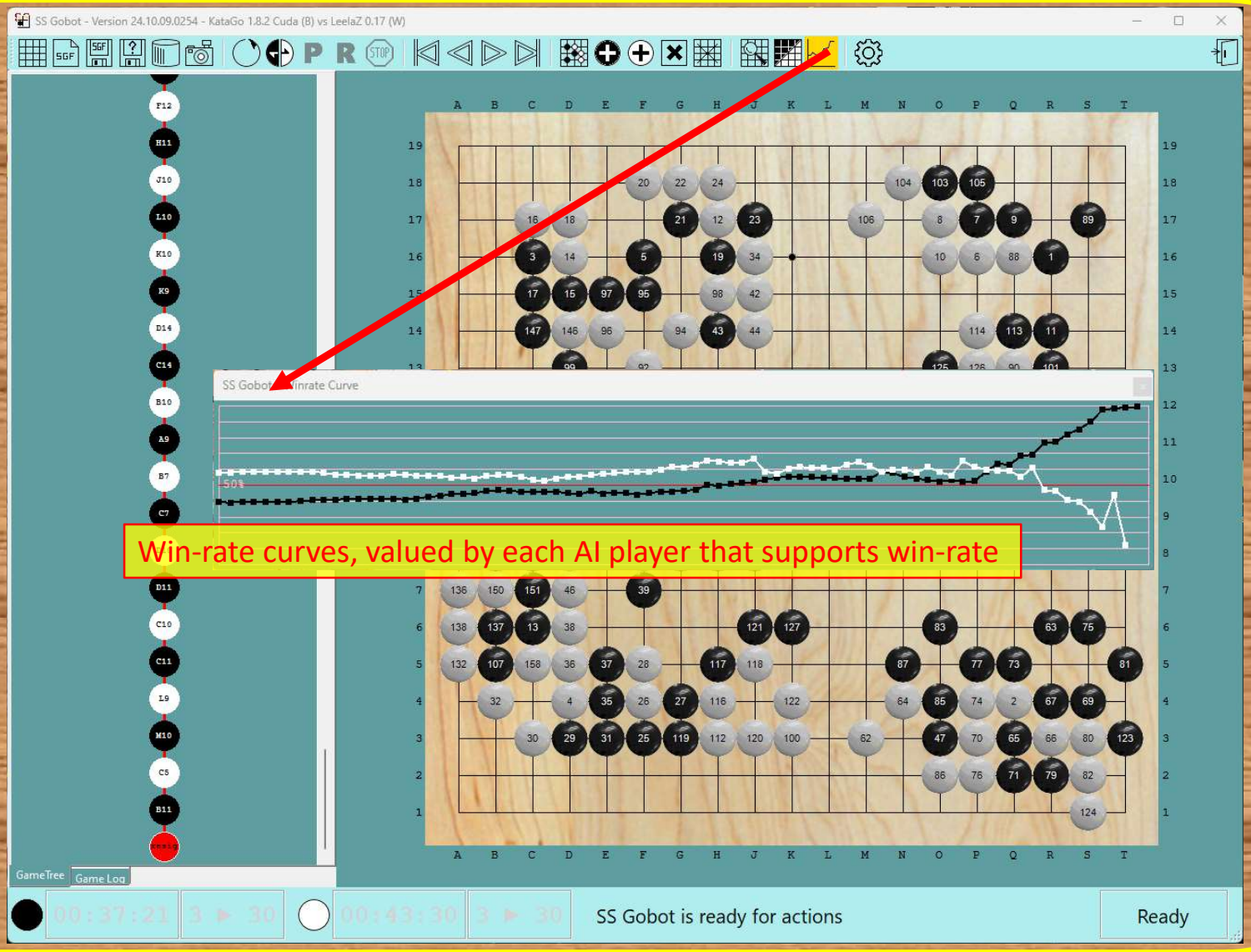
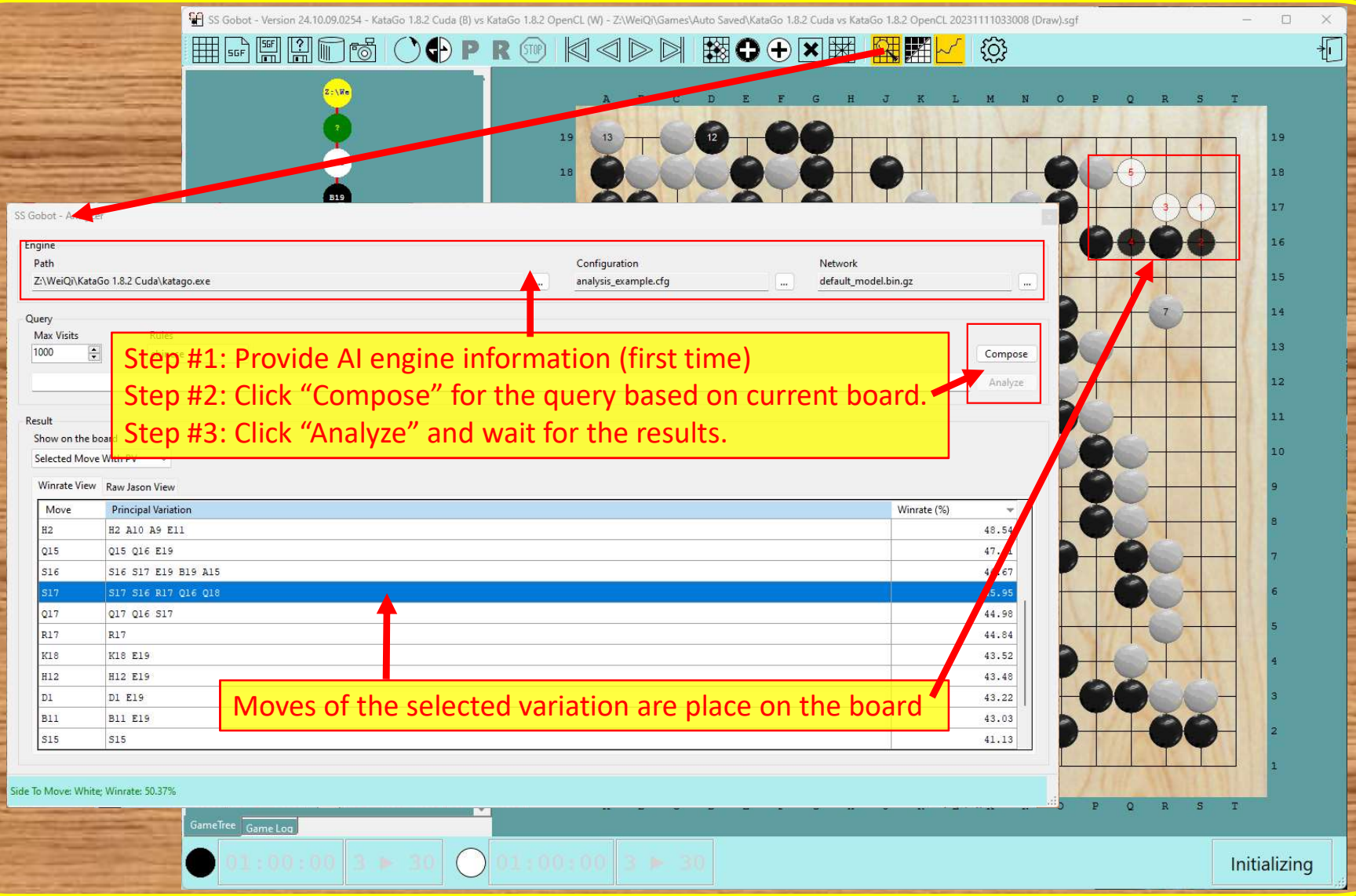
White
AI Manager
OK
Cancel
SS Gobot - AI Manager
Step #2
A.L. Engines
KataGo 1.8.2 Cuda
Name
KataGo 1.8.2 Cuda
Executable Path
Z:\WeiQi\KataGo 1.8.2 Cuda\katago.exe
Arguments
gtp
Apply
OK
Cancel
GameTree
Game Log
SS Gobot is ready for actions
Ready

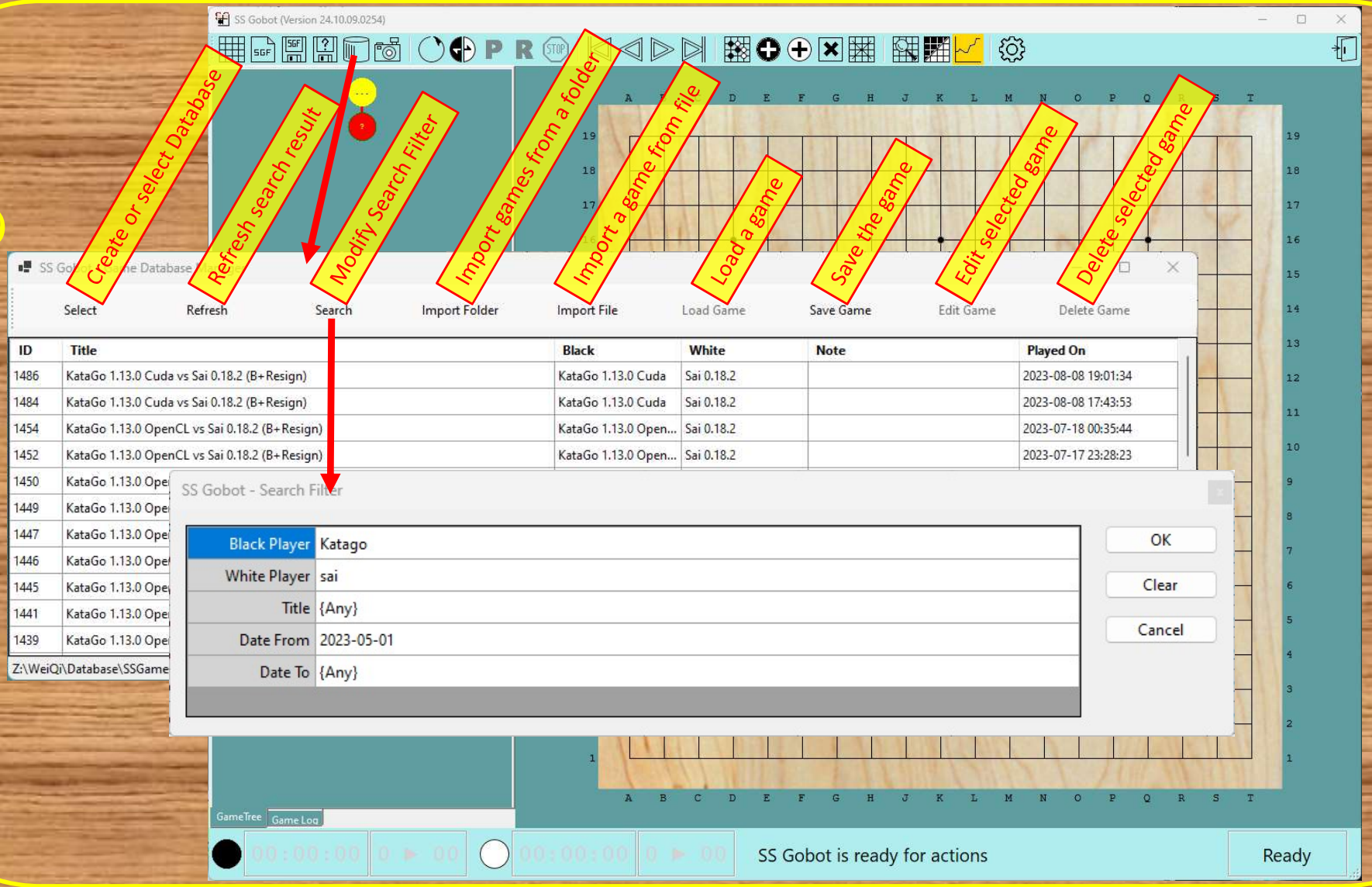
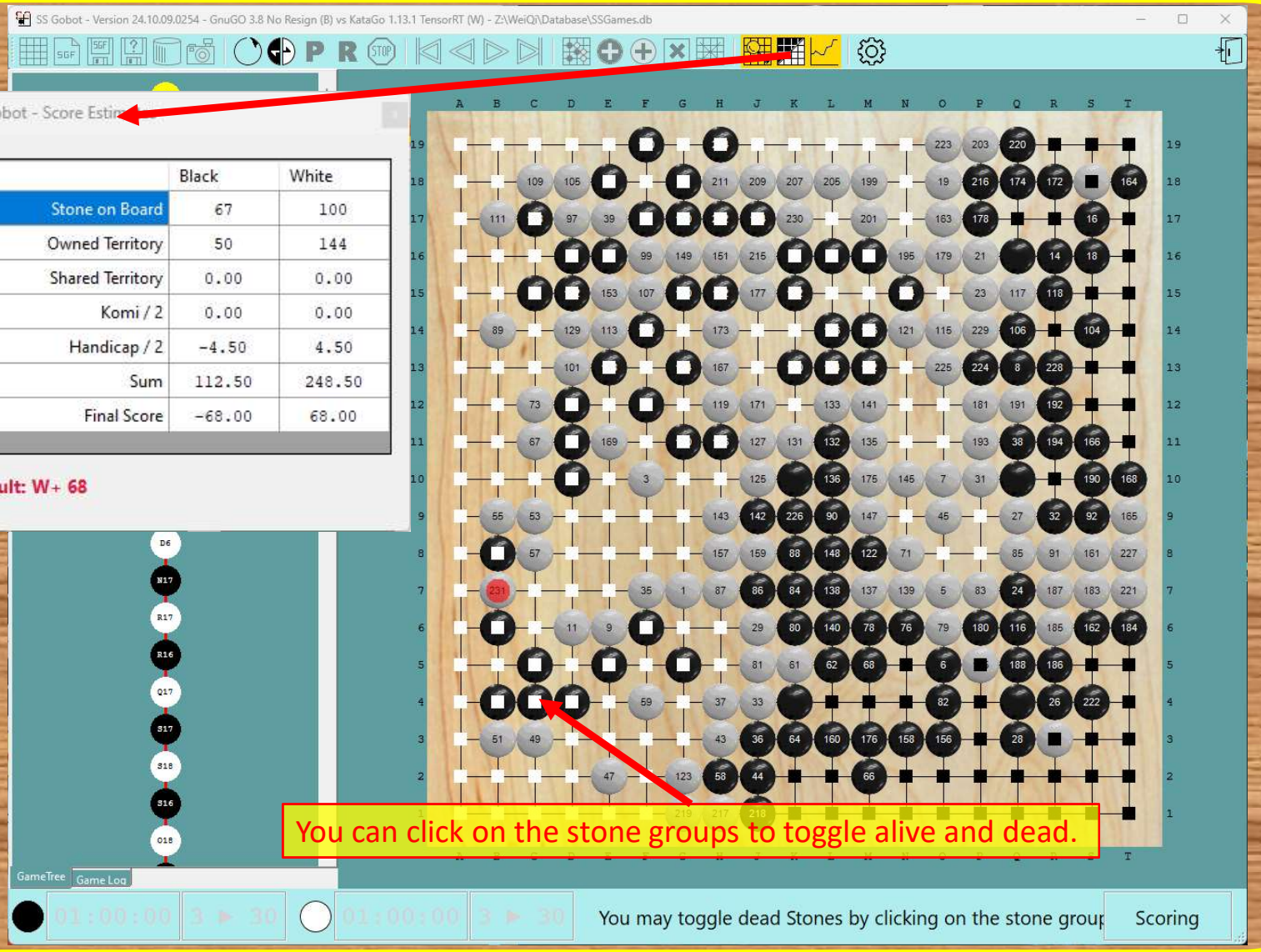
Win-Rate Curve



Game Analyzer



Database Manager



Territory Estimator