

# 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

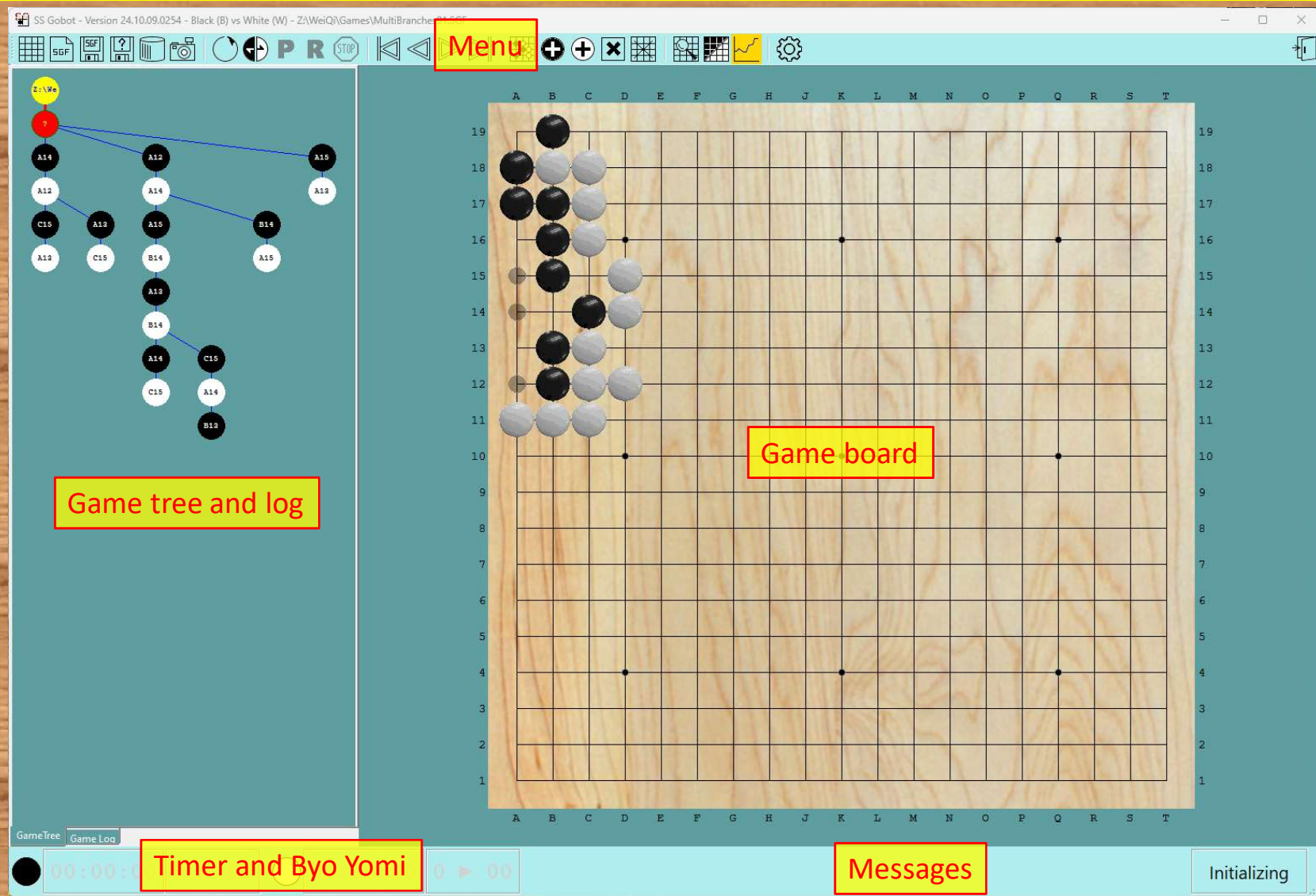
- ❖ Download the latest zipped file “SSGobot.xx.xx.xx.xx.zip”.
- ❖ Unzip the file into a folder of your choice.
- ❖ Double click on “SSGobot.exe”, or you may create a shortcut on the desktop for easy access.
- ❖ As I mentioned in the Prerequisites, if you do not have Microsoft Net 6 runtime installed, 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

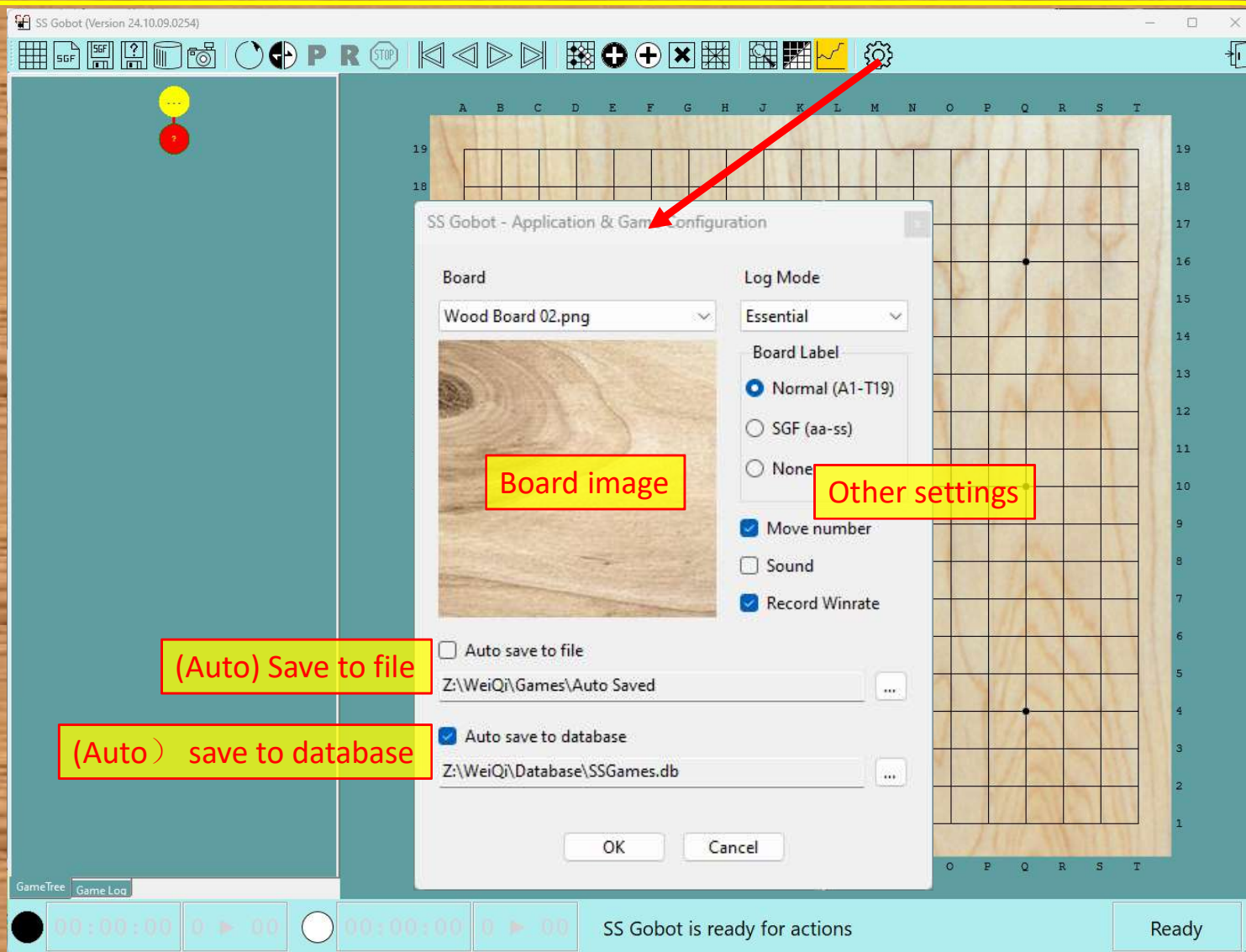
- ❖ Open “default\_gtp.cfg” or your customized configuration file in a text editor.
- ❖ Locate and set: ***logAllGTPCommunication = true***
- ❖ Locate and set : ***logSearchInfo = true***
- ❖ Locate and set : ***logToStderr = true***
- ❖ Locate and set : ***ogsChatToStderr = true***
- ❖ Save the configuration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

# Application UI Areas

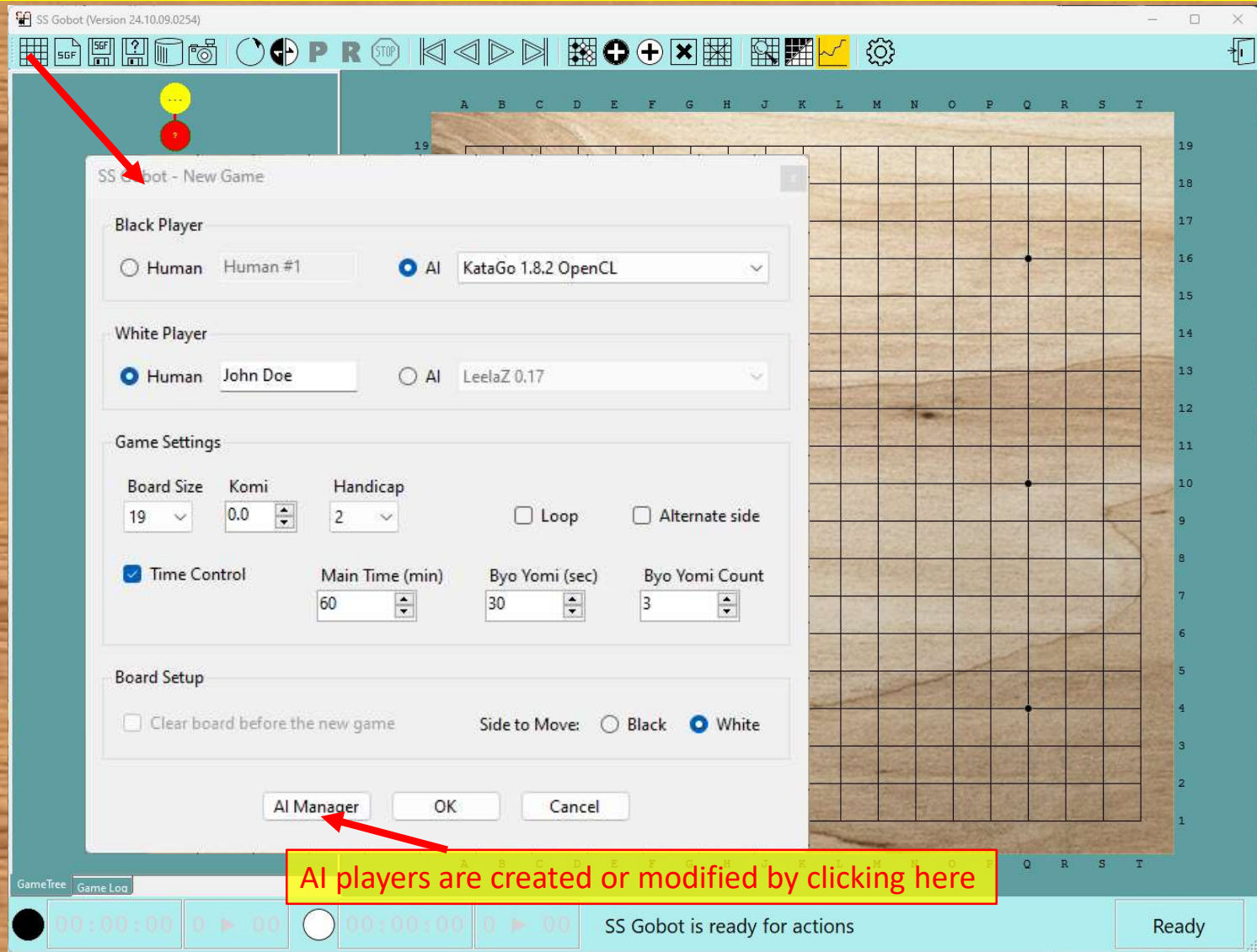




# Application Settings

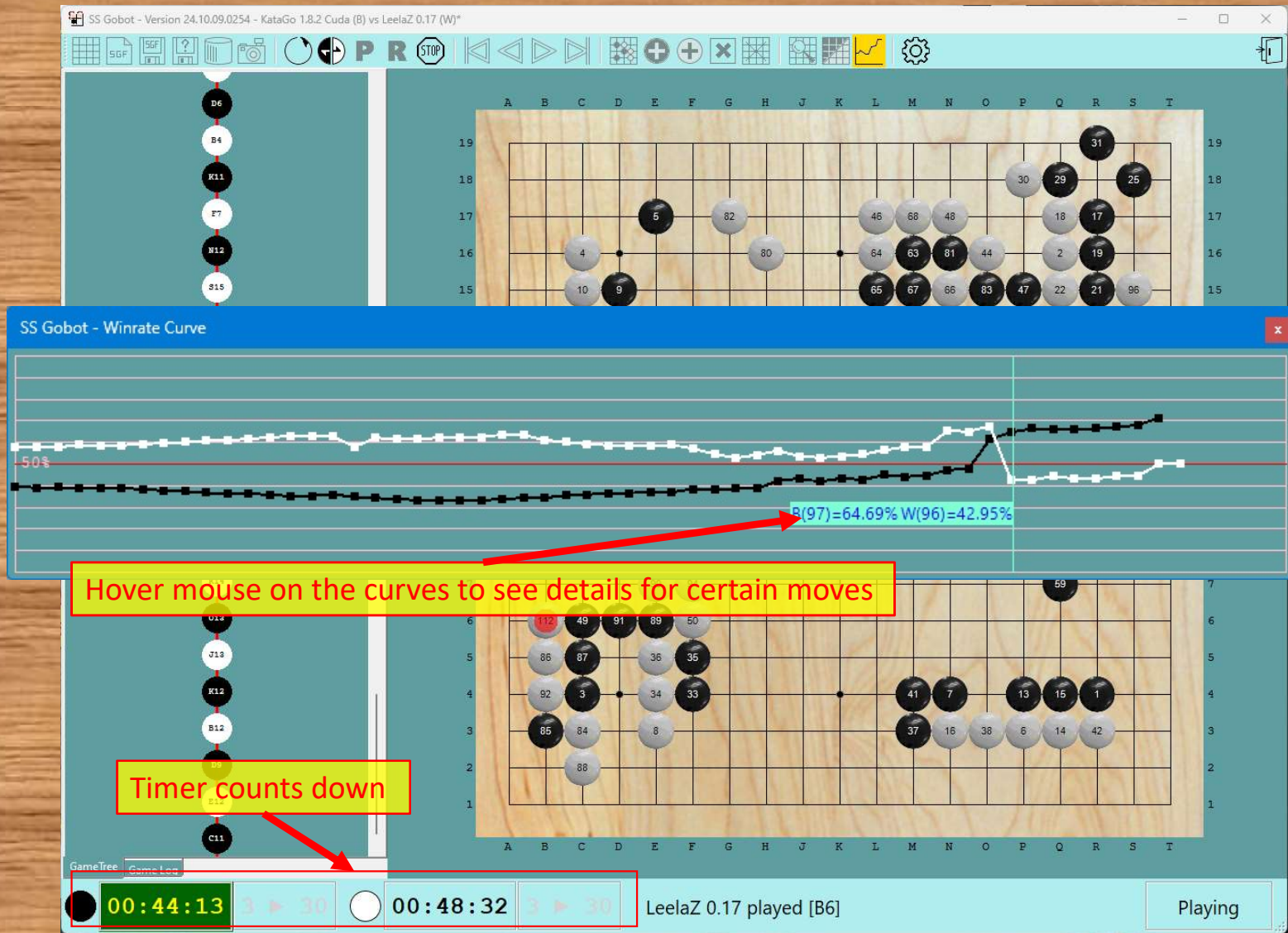


# New Game

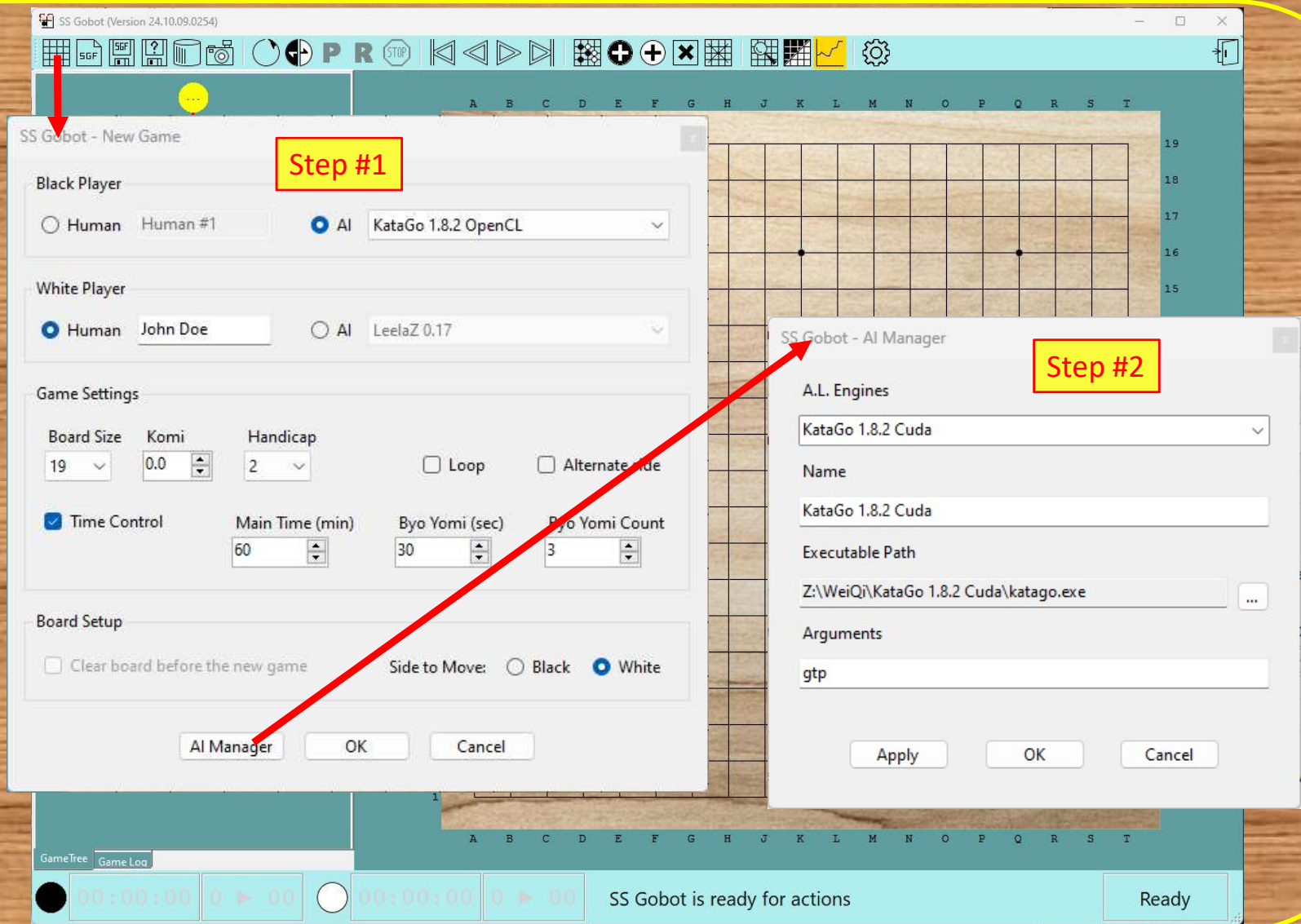




# A Game Being Played

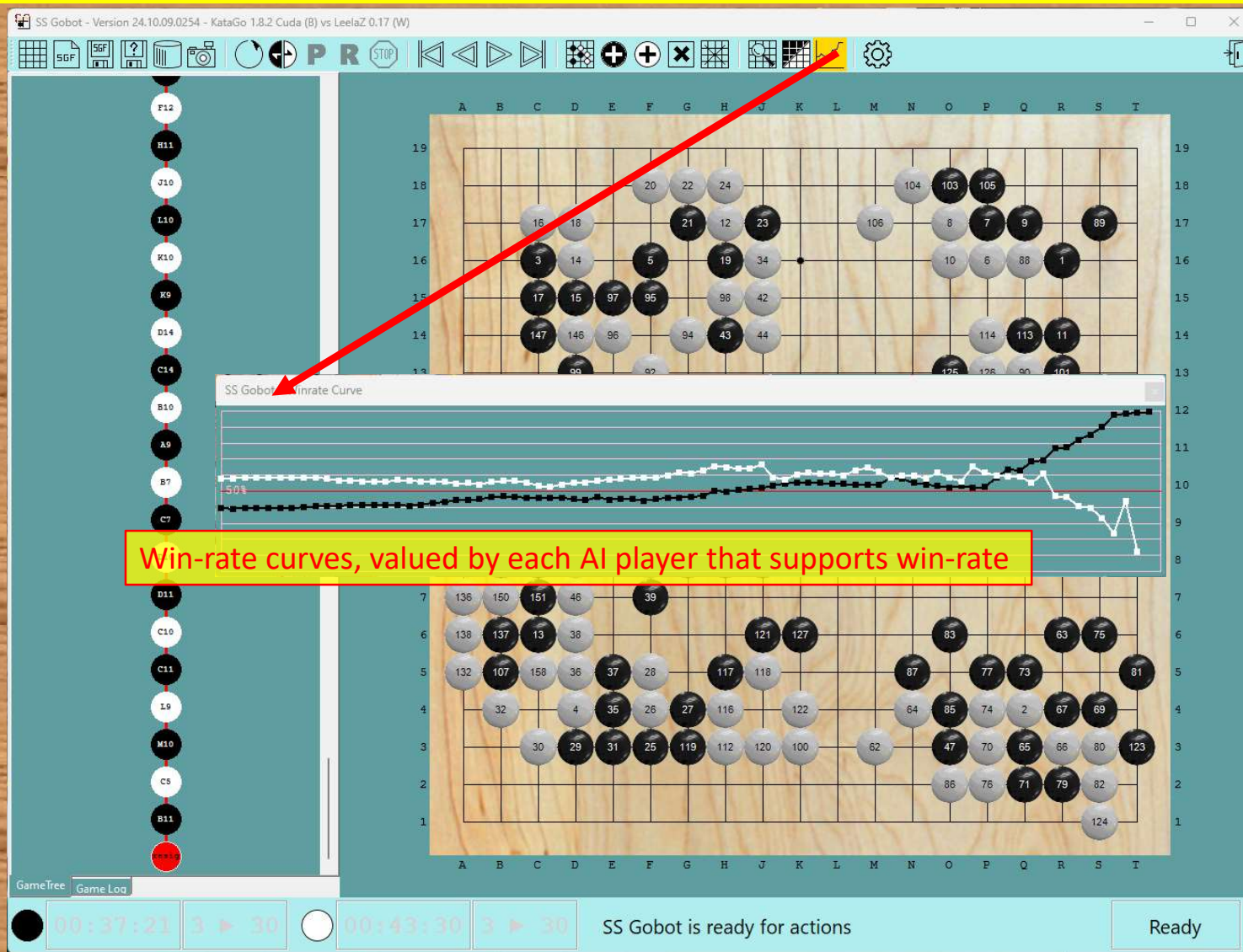


# AI Manager





# Win-Rate Curve



# Game Analyzer

The screenshot displays the SS Gobot Game Analyzer interface. The main window shows a Go board with a game in progress. A red box highlights a specific area on the board, and a red arrow points from a text box to it. The text box contains the following steps:

- Step #1: Provide AI engine information (first time)
- Step #2: Click "Compose" for the query based on current board.
- Step #3: Click "Analyze" and wait for the results.

Below the board, a table lists moves and their win rates. A red arrow points from a text box to the table. The text box contains the following text:

Moves of the selected variation are place on the board

Move	Principal Variation	Winrate (%)
H2	H2 A10 A9 E11	48.54
Q15	Q15 Q16 E19	47.2
S16	S16 S17 E19 B19 A15	46.67
S17	S17 S16 R17 Q16 Q18	45.98
Q17	Q17 Q16 S17	44.98
R17	R17	44.84
K18	K18 E19	43.52
H12	H12 E19	43.48
D1	D1 E19	43.22
B11	B11 E19	43.03
S15	S15	41.13

At the bottom of the interface, there is a status bar showing "Side To Move: White; Winrate: 50.37%".



# Database Manager

SS Gobot (Version 24.10.09.0254)

Annotations:

- Create or select Database
- Refresh search result
- Modify Search Filter
- Import games from a folder
- Import a game from file
- Load a game
- Save the game
- Edit selected game
- Delete selected game

ID	Title	Black	White	Note	Played On
1486	KataGo 1.13.0 Cuda vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Cuda	Sai 0.18.2		2023-08-08 19:01:34
1484	KataGo 1.13.0 Cuda vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Cuda	Sai 0.18.2		2023-08-08 17:43:53
1454	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-18 00:35:44
1452	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		2023-07-17 23:28:23
1450	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		
1449	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		
1447	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		
1446	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		
1445	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		
1441	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		
1439	KataGo 1.13.0 OpenCL vs Sai 0.18.2 (B+ Resign)	KataGo 1.13.0 Open...	Sai 0.18.2		

SS Gobot - Search Filter

Black Player	Katago
White Player	sai
Title	{Any}
Date From	2023-05-01
Date To	{Any}

GameTree Game Log

SS Gobot is ready for actions

Ready

# Territory Estimator

SS Gobot - Version 24.10.09.0254 - GnuGO 3.8 No Resign (B) vs KataGo 1.13.1 TensorRT (W) - Z:\WeiQi\Database\SSGames.db

SS Gobot - Score Estimator

	Black	White
Stone on Board	67	100
Owned Territory	50	144
Shared Territory	0.00	0.00
Komi / 2	0.00	0.00
Handicap / 2	-4.50	4.50
Sum	112.50	248.50
Final Score	-68.00	68.00

Result: W+ 68

You can click on the stone groups to toggle alive and dead.

GameTree Game Log

01:00:00 3 ▶ 30 01:00:00 3 ▶ 30 You may toggle dead Stones by clicking on the stone group Scoring