# user’s guide

This documentation comes in addition to the videos of demonstrations provided on the website.

It lets summarize or to deepen some points that may not be very clear.

## demos and training

The software is organized in different tabs which themselves are organized in different sub-tabs.

In particular, with regard to the tabs “Movement of parts”, “Special moves”, “Mat patterns” and “Tactics”**.**

They have indeed 2 SubTabs “Démos” and “Exercises”.

A choice of configuration file is offered. By default, it will be a file preinstalled with the software but it is possible to use a different configuration file that can be created (see [create new configurations](#_create_new_configurations)).

We first present the point of view of the user then the point of view of the configurator who can add new demos and new trainings.

### the user perspective

The user for each theme can see demonstrations or/and train.

#### demos

The sub-tab “Demos”allows you to view different animated moves.

Buttons “Reload”, “Next” and“Previous”allow respectively to re-launch the last demonstration, go to the next one and to come back to the previous one.

In addition, the button "Explanations"allows having comments on the moves shown.

#### training

The sub-tab «Training» allows to train and thus to check that one has understood the demonstrations of the same topic (ie the same tab). Moves are presented (animated moves), and the user must find the good move to play just after the animation is complete. If the move played is not the one expected, a message appears asking to restart.

The same as for the previous tab buttons exist. The button **"Explanations"** can give elements to assist in resolving, or provide a comment on the why of the played move.

### create new configurations

Software has the feature to add new demos and new trainings. It is done by clicking on the button 'Create your own configurations'**.**

**The latter is accessible when the menu** ‘Options/Make Configurations’ **is checked and that an element of the list on the left has been selected.**

The following figure shows the dialogue obtained following button's click to create new configurations. Depending on whether the button was clicked in the sub-tab **'Demos'** or **'Training'**, the user will be able to create demonstrations or trainings.

#### demos

To create demonstrations, the way forward is as follows:

1. Add pieces on the Board to the desired cases. This is the basic configuration. Once this basic configuration is final, you must click the button **'Validate the configuration'** to validate it and start to register pieces moves. If, later, you wish to change this configuration, you will need to click again this button.
2. Do pieces moves that will need to be animated during the demonstration.
3. Button "Define another configuration file" allows you to either change the name of the file, or create a new one. The demonstrations will be added to the existing ones
4. To see a comment in the use of the demonstrations, simply click on the button "Add an explanation".

Format to be understood in the proper language must be formatted as follows :  
en: -- explanation --

1. Finally, the button “Save the demo” allows to save the demo file chosen.

#### training

To create trainings, the steps are the same except that there are in addition 2 more steps.

After the validation of the configuration, the user can enter moves for "demo" or "player". By clicking on the button "Auto Mode move", the moves registered will be the animated ones. Click on this button to exit this mode.

The button **"Player move mode"** allows to register moves that the player should do.

## options on chessboard

Options are available for each chessboard. The figure below visualize the chessboard.

### rotation option

If the user checks this option, the chessboard will be turned 180 degrees, allowing to stand from the point of view of the black pieces.

### option view authorized moves

**This is a very important option for beginners for understanding the authorized moves of pieces.**

By checking the box **"Authorized movements",** the user can, by clicking on a piece, see the cases on which the latter can move. Authorized cases are indeed surrounded by a colored square.

### option see/add comments

By checking the box “Comments” a small window is displayed next to the chessboard to see the comments of the last played move (if existing) and/or modify (or add one if non-existent).

### save the game

On the chessboard, by doing a right click, it pops up a context menu offering to save the game. The selection of this menu allows you to choose the file where to save the game (if the file exists, the game will be added, otherwise the file will be created). The file extension must be .PGN (or .pgn).

## viewing games

In the tab "Games", the sub-tab "Viewing Games" allows to summarize in a table all games recorded in the files .PGN in the dedicated directory. By default, it is a preinstalled directory where there are already game files (it is possible to change this directory where to search for files.PGN, cf [change the default pgn directory](#_change_the_default) ).

In this table, each row represents a game. The columns give information about the players (etc…) having played the game.

To the right of this table, there is a chessboard. The user may choose to select one of the rows of the table and drag it (keeping the left button clicked) on the Board. The game can then be viewed.

***The wheel mouse allows to come back/forward played moves.***

It is possible to simultaneously display up to 6 games by selecting the number of chessboards made visible with the small combo box at the top of the Board.

It is possible to crop the size of the main window with the mouse but also the relative size between the table and the chessboards by moving the dividing line between the two with the mouse.

## play against the computer

In the tab **"games"** the sub-tab **"Play"** allows the usercompete with the algorithm of the software. The level of the latter is designed for beginners.

The player can choose if he wishes to play with white or black pieces. The computer calculates just after the player's move.

It is possible to play immediately without waiting for the end of the calculation using the button "**Stop computation"**. However, this is not recommended because the quality of the move will decrease.

The button **"New game"** allows you to start a new game.

## menus

The existing menus allow essentially to modify configuration settings.

### file menu

#### exit

This submenu allows you to exit the application.

#### change the default pgn directory

This submenu will open a dialog window offering a directory to select. It will serve to know where to look for the files of games .PGN that will be viewable (see [viewing games](#_viewing_games)).

### the preferences menu

#### choice of pieces

This submenu offers different graphics for the pieces. 4 sets of graphics pieces are available, including one specially for younger (fun pieces).

#### choice of colors

This submenu provides 2 sets of colors for all the software (a classic one and a more colorful one).

#### choix of langage

This submenu allows you to change the language of the software. 2 choices are available: French and English.

### THE OPTIONS MENU

#### Make configurations

This option allows you to bring up the button “**Create your own configurations”** for tabs **Demos** and **Trainings** (see [create new configurations](#_Creer_de_nouvelles)).

### the infos menu

#### version

This sub-menu allows you to display the current software version.