

- insert(pffcf)

Este comando se utiliza para insertar una pieza capturada en p se debe poner la inicial del tipo de pieza que se quiere ingresar

Por ej: isert(p44) inserta un peón capturado en la posición ff = 4, cf = 4. Aunque en un juego de shogi no se podría insertar una pieza en esa posición ya que hay otro peón en esa columna, pero es solo para el ejemplo.

```

-----TOMAS-SHOGI-----
##  |  |  |  |  |  |  |  |  |  |
0   | Lv | Nv | Sv | Gv | Kv | Gv | Sv | Nv | Lv |
1   |  |  | Rv |  |  |  |  |  | Bv |  |
2   |  |  |  | Pv | Pv | Pv | Pv | Pv | Pv |
3   |  | Pv |  |  |  |  |  |  |  |
4   | P^ |  |  |  |  |  |  |  |  |
5   |  |  |  |  |  |  |  |  |  |
6   |  | P^ | P^ | P^ | P^ | P^ | P^ | P^ |
7   |  | B^ |  |  |  |  |  | R^ |  |
8   | L^ | N^ | S^ | G^ | K^ | G^ | S^ | N^ | L^ |
-----
PlayerT:      P: 8 | R: 1 | B: 1 | K: 2 | L: 2 | G_G: 2 | S_G: 2 | K: 1
PlayerT Captured: P: 0 | R: 0 | B: 0 | K: 0 | L: 0 | G_G: 0 | S_G: 0 | K: 0

PlayerB:      P: 10 | R: 1 | B: 1 | K: 2 | L: 2 | G_G: 2 | S_G: 2 | K: 1
PlayerB Captured: P: 1 | R: 0 | B: 0 | K: 0 | L: 0 | G_G: 0 | S_G: 0 | K: 0

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--PLAYER_BOTTOM--
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Command: insert(p44)

```

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-----TOMAS-SHOGI-----
##  |  |  |  |  |  |  |  |  |  |
0   | Lv | Nv | Sv | Gv | Kv | Gv | Sv | Nv | Lv |
1   |  | Rv |  |  |  |  |  |  | Bv |  |
2   |  |  | Pv | Pv | Pv | Pv | Pv | Pv | Pv |
3   |  | Pv |  |  |  |  |  |  |  |
4   | P^ |  |  | P^ |  |  |  |  |  |
5   |  |  |  |  |  |  |  |  |  |
6   |  | P^ | P^ | P^ | P^ | P^ | P^ | P^ |
7   |  | B^ |  |  |  |  |  | R^ |  |
8   | L^ | N^ | S^ | G^ | K^ | G^ | S^ | N^ | L^ |
-----
PlayerT:      P: 8 | R: 1 | B: 1 | K: 2 | L: 2 | G_G: 2 | S_G: 2 | K: 1
PlayerT Captured: P: 0 | R: 0 | B: 0 | K: 0 | L: 0 | G_G: 0 | S_G: 0 | K: 0

PlayerB:      P: 10 | R: 1 | B: 1 | K: 2 | L: 2 | G_G: 2 | S_G: 2 | K: 1
PlayerB Captured: P: 0 | R: 0 | B: 0 | K: 0 | L: 0 | G_G: 0 | S_G: 0 | K: 0

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--PLAYER_UP-----
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Command:

```