

Catalogue

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1) Main Frame:

Main frame has 7 parts: Information panel, Status panel, Comment panel, Winrate graph, Variation panel, Candidates list panel, Sub board.

You can close some parts in 【View-Panel】 menu and enlarge Winrate graph or Sub board in 【View-Main panel settings】 menu. Besides, there is some modes in 【View】 menu can be used to modify layout fastly.

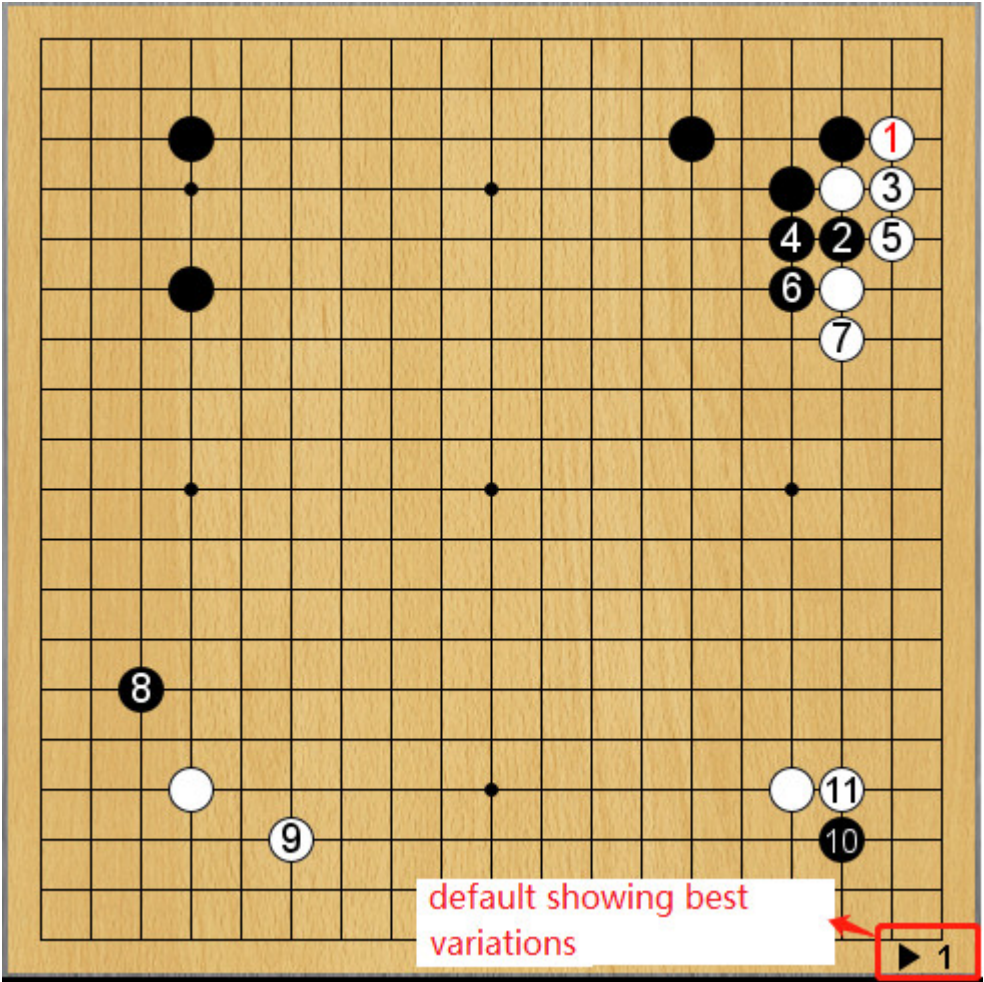
The screenshot shows the main interface of the KataGo Go engine. The central area is a Go board with black and white stones. Various panels are visible around the board, each with specific annotations:

- Top Panel:** Shows engine information like "[20.4 261 -3.4] (OpenCL)Kata1-40B 32 visits/s". A red arrow points to the engine name with the text "Current engine, switch engine here".
- Left Panel:** Displays accuracy and winrate data. Annotations include "Accuracy, means how accurate you have played compare with AI, value between 0 and 100" pointing to the accuracy values, and "Winrate, black font is winrate yellow is score lead" pointing to the winrate graph.
- Top Right Panel:** Shows a variation tree. An annotation says "Variation tree, deeper color means bigger blunder" pointing to the tree structure.
- Bottom Right Panel:** Contains a candidates list table. An annotation says "Candidates list" pointing to the table.
- Bottom Left Panel:** Shows engine status like "(OpenCL)Kata1-40B" and "Pondering on". An annotation says "Current AI engine and pondering status" pointing to this panel.
- Annotations on the Board:**
 - "KataGo's special param see details in Params" points to a specific move on the board.
 - "Dots on moves, deeper means bigger blunder" points to a move with a dot.
 - "Candidates, blue is best followed by green and yellow" points to a move with a blue dot.
 - "Comments, mouse hover will show a menu to switch to blunder list" points to a move on the board.

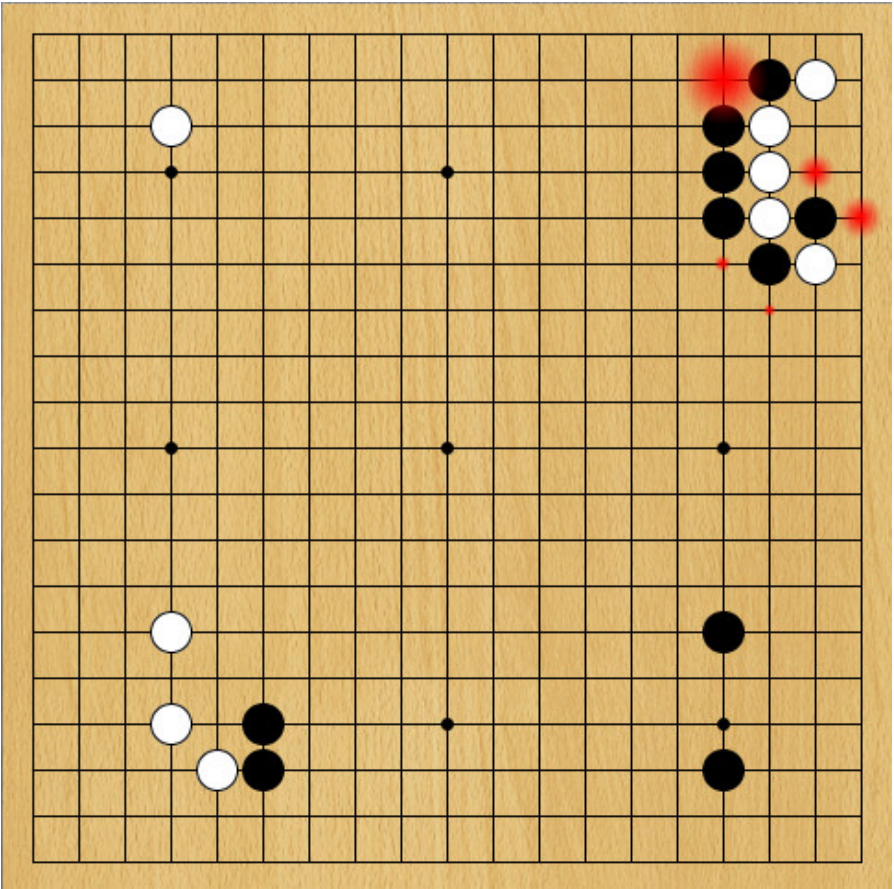
Sort	WinRate	Visits	Percents	ScoreLead
1	79.6	191	74.0	3.4
2	77.8	31	12.0	3.0
3	76.6	20	7.8	2.8
4	74.8	6	2.3	2.5
5	75.9	10	3.9	2.8

4.Right click to set allow/avoid a position:

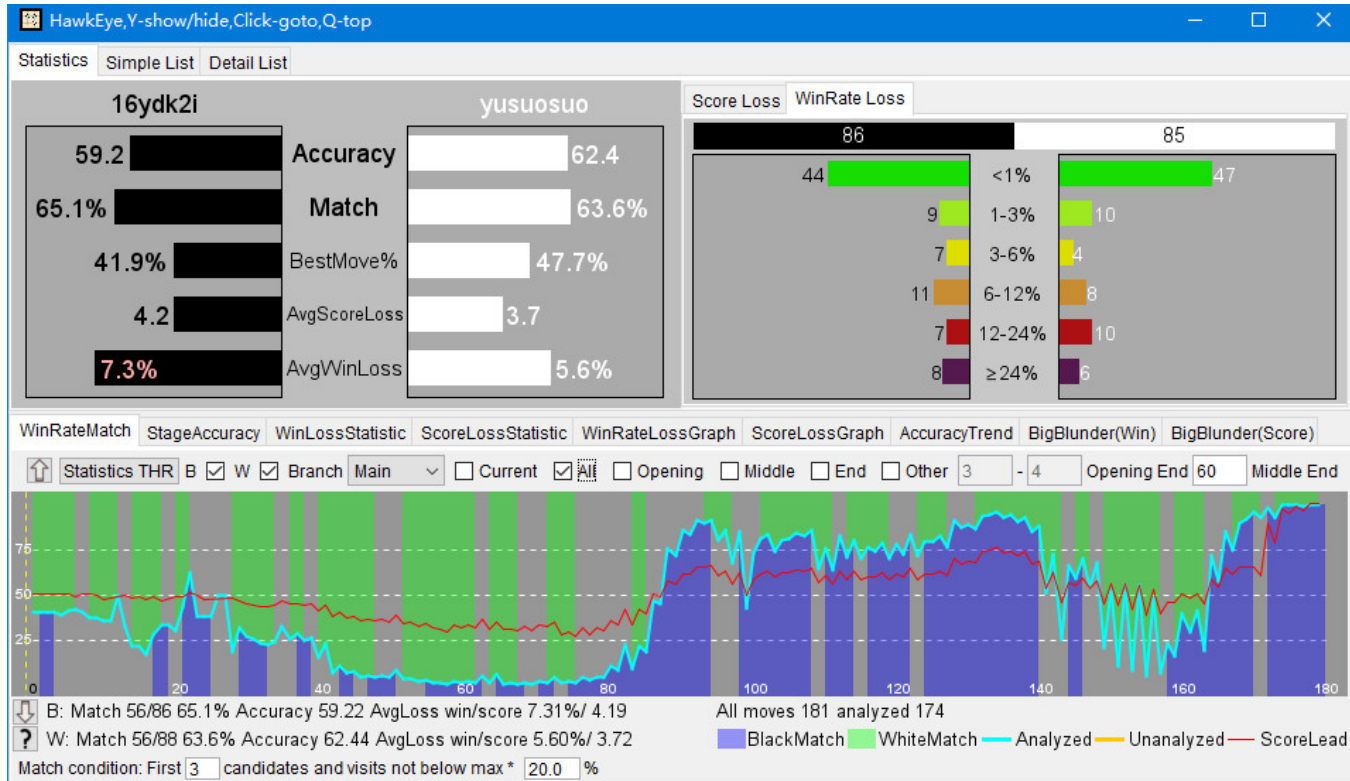
3)Sub Board:



- 1.Sub board default showing best candidate's variation,mouse right/left click to switch to another variation,mouse wheel to control variation length.
- 2.You can changed to show heatmap in 【View】 - 【Sub board settings】:



4)Hawk Eye and Candidates List:



Hawk Eye: Opened from 【Analyze-Hawk eye(Y)】 or a hawk icon in toolbar.Haw Eye shows information and graph about accuracy,match percents,average winrate/score loss per move etc. (Accuracy based on actually played move's visits and best move's visits,max 100 min 0.Match percents based on the condition on the bottom)

Candidates list,click show variation,up pre/down next,Q toggle top

Sort	Coord	Lcb(%)	WinRate(%)	Visits	Percents...	Policy(...)	ScoreLead	Score...
1(actual)	Q11	62.4	62.4	268	64.0	83.30	1.1	0.0
2	R3	60.5	60.5	26	6.2	5.21	0.8	0.0
3	C3	59.8	59.8	22	5.3	2.45	0.8	0.0
4	R13	61.1	61.1	17	4.1	1.85	1.0	0.0
5	R11	58.3	58.3	16	3.8	3.11	0.6	0.0

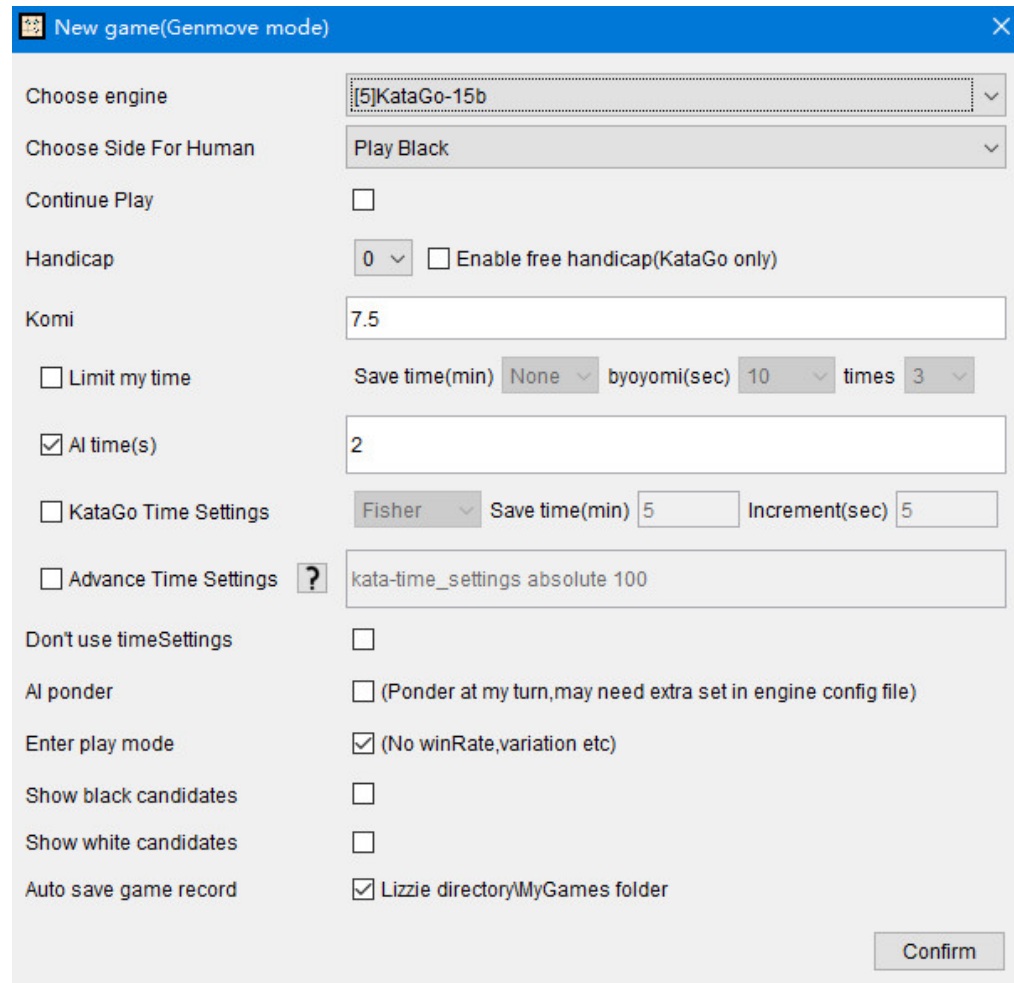
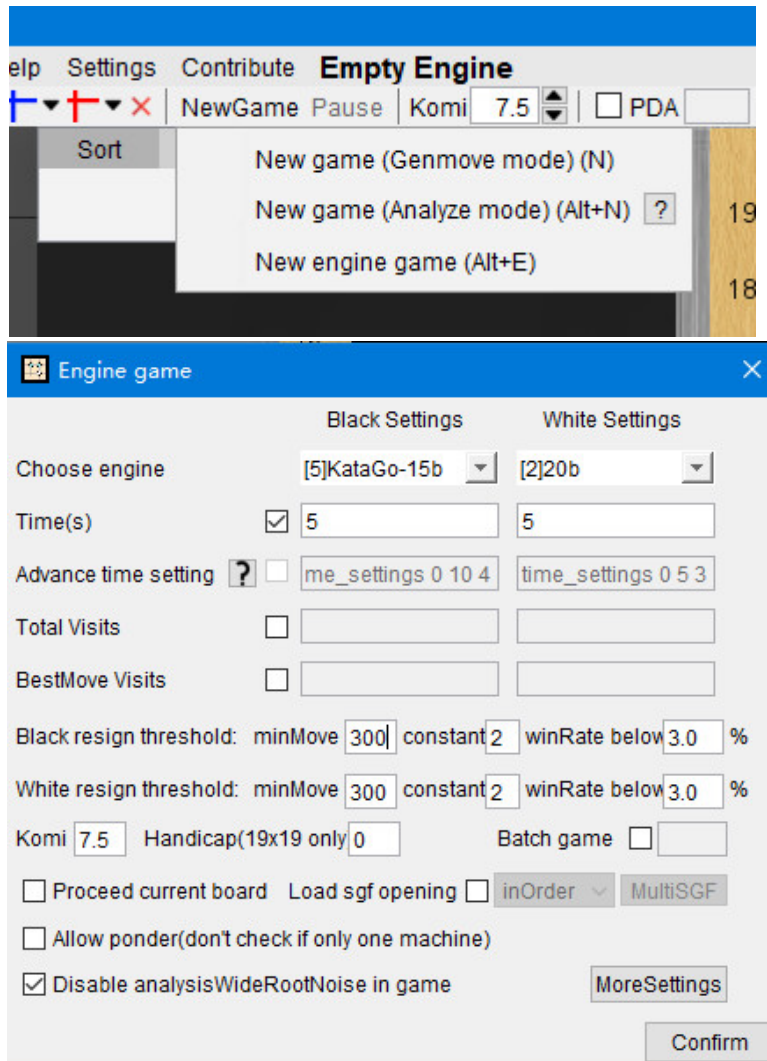
totalVisits:419 maxVisits:268 Concentration:60.38%

☒ List ☐ Graph ☒ Current ☐ MousePoint

Candidates List: Opend from 【 view-Panel-Independent candidates list(U)】,display a list of candidates.

5) Human Game and Engine Game:

Support play game against AI or let AI vs AI.



Difference between genmove and analyze mode: Analyze mode use command kata-analyze or lz-analyze,after get candidates information GUI will play the best one,Genmove mode use command genmove and the engine will play move itself.

6)Auto Analyze and Batch Analyze:

Auto Analyze

Start move(Optional,default current move)

End move(Optional,default last move)

Time per move(Seconds)

Total visits per move

Best candidate visits per move

Analyze black

Analyze white

Analyze all branch

Enhance analyze on big difference

Auto save game

2

☒

☒

☒

☐ Set condition

☐

Start

Stop

Opened from 【Analyze】 - 【Auto analyze(A)】

【Start move】 Empty equals start from current move.

【End move】 Empty equals analyze until last move.

【Time per move】 【Total visits per move】 【Best candidate visits per move】 Meet one of the three options will goto the next move.

Batch analyze table

Pause/Go

Start/Stop

Start/Stop(Flash)

AddFile

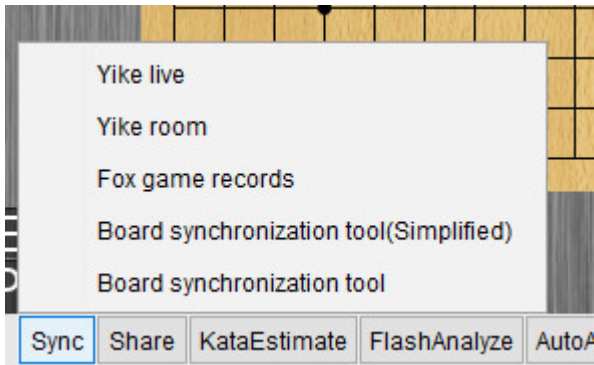
Clear

Sort	File	Prior	Up	Down	Delete
Current	[lzyabed]vs[zx8879]1599404989030002900.sgf	Prior	Up	Down	Delete
2	[申真谿]vs[柯洁]1591598604010001685_已分析_20200...	Prior	Up	Down	Delete

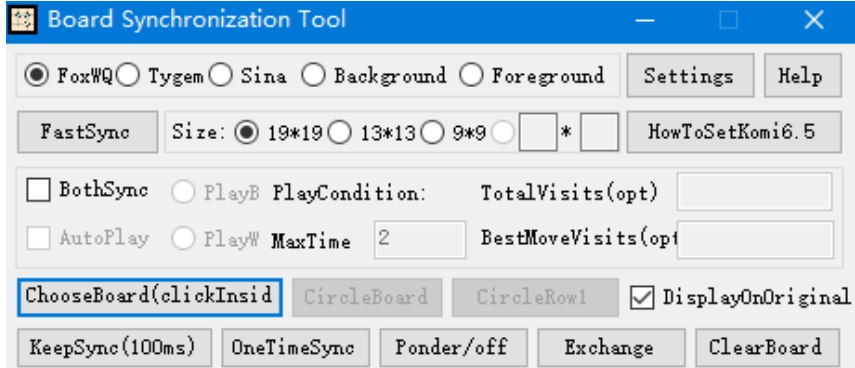
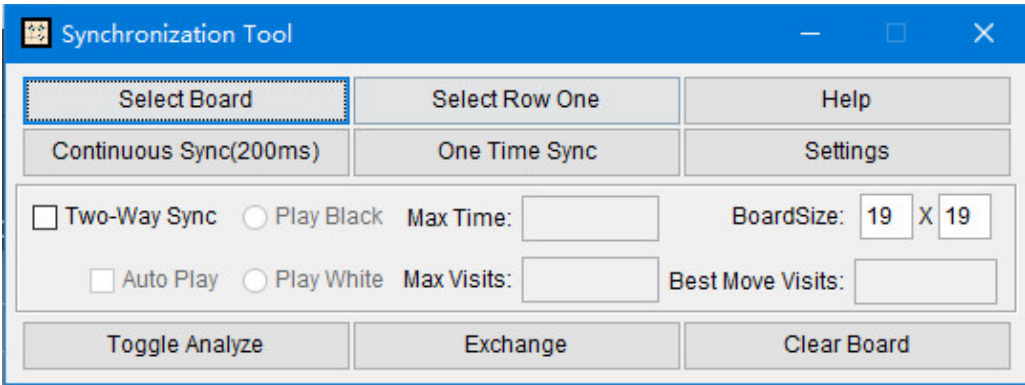
Batch analyze is in 【Analyze】 - 【Batch analyze】 or bottom toolbar 【Batch analyze】 ,after select game records,there will be a frame contains same options as Auto Analyze.

7)Synchronization:

Open from **【Sync】** menu or bottom toolbar,support sync Yike Live,Yike Room or Fox weiqi game records into Lizziezy.

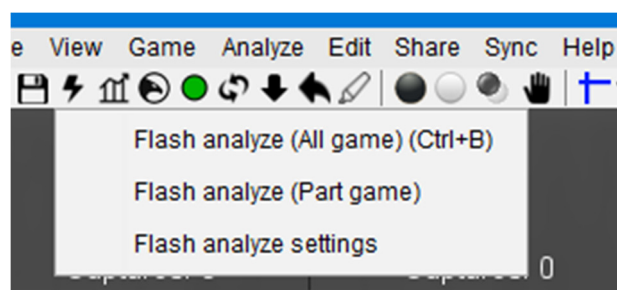


Other platform can be sync into Lizziezy by use **【Board synchronization tool】** ,the left one is Simplified version support to run in any system include mac linux windows,the right one can only run in windows system but has more functions,see details in help menu.

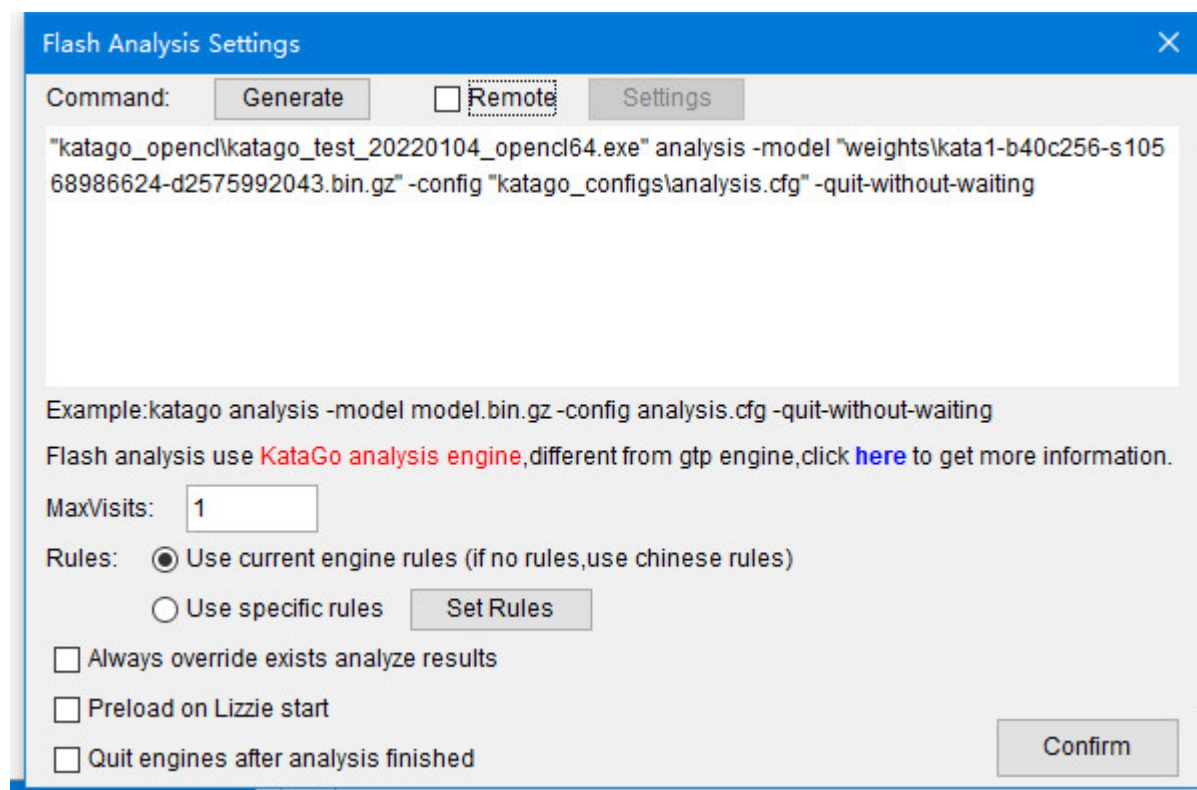


8)Flash Analyze:

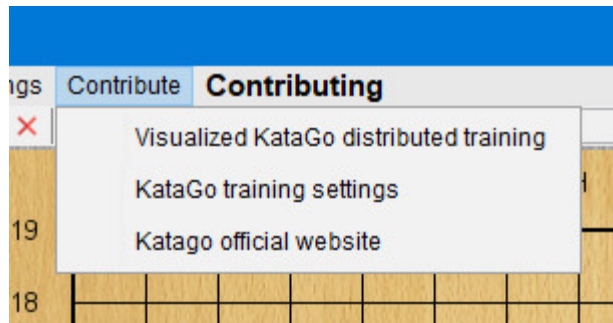
Opened from **【Analyze】** - **【Flash analyze】** or lightning icon in toolbar,flash analyze is based on KataGo analysis engine.



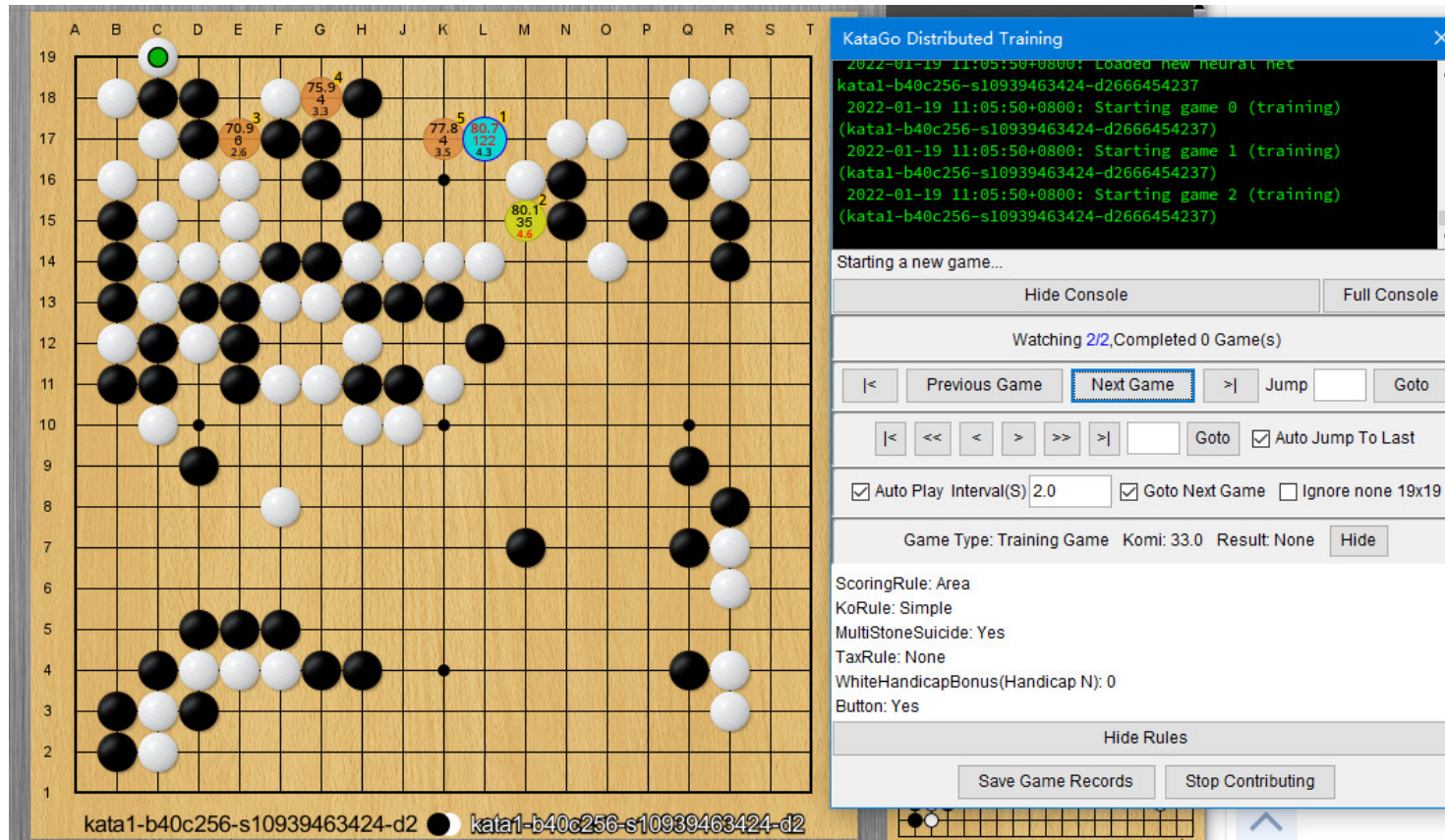
You must set the right engine command first.The generate button can help you set the command.
More MaxVisits will cost more time to finish the analyze.



9)Contribute for Distributed training:



Opened from menu 【Contribute】, need sign a account at KataGo official website <https://katagotraining.org/>, then set the engine path(need use official engine) and input your account and password,you will be ready to start up contributing.



After start contributing,you will see the games and rules and komi etc.

10)Settings:

Most options can be found in **【Settings】** - **【Config】** ,engine settings in **【Settings】** - **【Engines】** .

You can set toolbar items in **【View】** - **【Tool bar】**

