Contents

1. INTRODUCTION

This manual uses the following conventions:
Menu commands are written as follows: ***Base*** | ***Open*** (the command ***Open*** from the ***Base*** menu). Screen messages are written in *Italics*. Keys are shown as, for example, [Alt].
Clicking with the left button of the mouse is referred to as "clicking" and clicking with the right button of the mouse as "right-clicking". You can also use the CHESS ASSISTANT help file at any time. Press [F1] to open the help file.

1.1 SYSTEM REQUIREMENTS

To use CHESS ASSISTANT , you will need the following:

Essential: IBM-compatible PC, 128 MB memory (RAM), Hard Disk (1 GB of free disk space), VGA graphics, Windows 2000/NT/XP/Vista/7/8, DVD-ROM drive, Microsoft-compatible mouse.

Recommended: IBM-compatible PC, 512 MB or more RAM, 10 GB of free disk space for the databases and trees, Super VGA graphics with 16 bit colors and 1024x768 screen mode, DVD drive.

1.2 TECHNICAL SUPPORT

Please refer to the CHESS ASSISTANT documentation and help system before contacting technical support. Chess Assistant users can obtain on-line support via the Internet. To use this feature, select *Help* | *Online* command in Chess Assistant's main menu. You can also register over the Internet, filling the registration form during installation of the program. Otherwise, you should mail your registration data to the addresses given below.

CONVEKTA technical support is available as follows: **info@chessok.com**
SKYPE, ICQ, YAHOO MESSENGER CONTACTS PLEASE SEE ON **WWW.CHESSOK.COM**
CONVEKTA provides unlimited technical support. Technical support is available only to registered users (CONVEKTA technical support policies are subject to change without notice).

1.3 INSTALLATION

CHESS ASSISTANT program files must be installed onto the hard disk. The program cannot be started from the DVD. Follow this procedure to install CHESS ASSISTANT on a standalone computer:

- If you have an earlier version of CHESS ASSISTANT installed, make sure that it is not running. Close all the other WINDOWS applications.
- Insert DVD into your DVD-ROM drive.
- The installation will start automatically (if you have not enabled the Autorun option, Select ***Run*** from the ***Start*** menu. Select ***Browse***, and

select the DVD-ROM drive. Double-click on SETUP.EXE. The SETUP program will start)

- Read the *License Agreement*.
- Type in your *Name* and *Company* (optionally).
- Type in your *Product serial number* that is given on the front page of you user manual.
- Select *Installation Directory*. CHESS ASSISTANT is installed in the 'C:\CHESS ASSISTANT…' directory by default. However, before the files are copied you have the option to change the path.

Chess Assistant comes in three packages that differ in their volume and possibilities they offer to user – Starter pack or Professional pack or Mega pack.
All the options of the Starter pack are enabled by default. If you wish you may either remove some of the options, or add extra features from the Professional pack or Mega pack.
Starter pack offers you:

- ❖ DVD Chess Assistant
  - ➢ Chess Assistant database with about 6 000 000 games
  - ➢ Houdini 4 UCI
  - ➢ Program files and folders – 100 Mb
  - ➢ GURU database with 1 050 000 games with pre-built tree – 290 Mb
  - ➢ Opening Encyclopedia – 50 Mb
  - ➢ Direct tree – 300 Mb
  - ➢ Demo versions and folders

Professional pack offers you:

- ❖ Chess Assistant Starter pack +
  - ➢ HUGEBASE with pre-built tree – 770 Mb
  - ➢ Houdini 4 PRO UCI
  - ➢ Players encyclopedia and photographs – over 350 Mb
  - ➢ Direct tree – 700 Mb
  - ➢ MegaCAP data – 223 Mb
  - ➢ A correspondence games database with pre-built tree – 100 Mb
  - ➢ A correspondence games database in PGN format – 223 Mb
  - ➢ Video Help – 99 Mb
- ❖ Commented Game Service: 3000 new games weekly of free

Mega pack offers you:

- ➢ Chess Assistant Professional pack +
- ➢ DVD with Nalimov Endgame Tablebases (all 3-4-5 pieces)
- ➢ 11 DVDs with Nalimov Endgame Tablebases (6 pieces select)
- ➢ Commented Game Service: 3000 new games weekly of free

Although the Nalimov DVD is included into the Mega pack, it is installed independently of Chess Assistant using its own installation program.
After successful installation you will be prompted to run CHESS ASSISTANT.

1.4 COPY PROTECTION

The number of times CHESS ASSISTANT can be installed from the original DVD is unlimited. You can back up all the CHESS ASSISTANT files onto any hard disk of your computer, pack/unpack files etc. However, you cannot transfer these files to another computer.

If you upgrade your computer and change its configuration, you will get an error message *(Error 501*). In this case you will have to reinstall the program from the DVD. Therefore keep the original DVD available.

1.5 CHESS ASSISTANT – WHAT'S NEW?

CHESS ASSISTANT incorporates all the features of its predecessor, CHESS ASSISTANT, and more, including:

- New releases of built-in playing programs: Houdini 3.
- New huge database.
- New version of the Playing zone ChessOK with Houdini 3
- Game Service for two year for Professional pack: 3000 games free available every week via the Internet.

2. FIRST STEPS

Start CHESS ASSISTANT. A light narrow bar can be seen on the left. This is the object bar. It displays all the open objects, chess game bases and windows. At the moment the object bar contains a line with the program name. It will also contain a *GURU* line (Starter pack) or a *HugeBase* line if you installed the HUGEBASE (Professional pack).

You can hide the object bar by clicking on the  icon or pressing the [Ctrl] [C] key combination. To make the object bar visible once more, just click on this icon or press [Ctrl] [C] again.

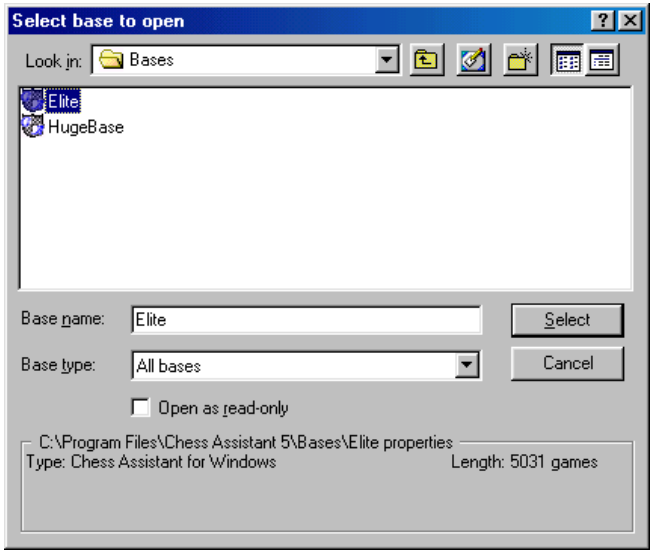
2.1 OPENING A DATABASE

Select ***Base*** | ***Open*** in the main menu, or click on the  icon, or press the [Ctrl] [O] key combination. The *Select base to open* dialog box will appear. Select the folder with the necessary base in the *Look in* text box.

To select ELITE, choose the 'C\CHESS ASSISTANT\BASES' folder. The name of the selected base is displayed in the window below. You may wish to see the bases of a certain format only. To do this, choose the data format in the drop-down list in the *Base type* text box. To display the bases in all formats, select *All bases.* Click on *Elite* and it will appear in the *Base name* text line with a short commentary at the bottom

Press *Select* or double-click on the base icon when the options have all been set. A window with the contents of ELITE will appear. If this list window does not

appear, enable the check box *Open list when opening a base* in the ***Tools*** | ***Options*** | ***General*** menu.



Look at the object bar. The word *Elite (5031)* appears showing the base is open, and another line, *List (5031)*, is now hanging from it indicating that a list window is open. All the open windows are displayed on the object bar next to the corresponding bases so you can easily understand which base the window refers to. The red letters *RO* to the left of *Elite* indicate that this base is *Read only* and cannot be altered.

The *Read only* check box can also be found in the local menu, which can be accessed in two ways:

1) By right-clicking on the database name in the toolbar;

2) By clicking on the  icon.

Tip:

Right-clicking (clicking with the right mouse button) on an object produces a menu of operations specific to this object. This is known as the *local menu*. Most commands are available from the local menus.

The program remembers all the bases and windows open from the moment you exit and restores them when you start the program again. However, if you want to close the base, select the ***Base*** | ***Close*** command or access the *local menu*.

2.2 LIST MODE

You can open a list of the current set of games in three different ways:

- With the ***Dataset*** | ***List*** command from the main menu
- By pressing [F5]
- By selecting the ***Open list*** command in the local menu.

The lines in this list are the game headers, and the current game is highlighted with a blue frame. Use the arrow keys, the green arrows on the toolbar, or the mouse to move along the list. You can also jump to the desired game by entering its number on the keyboard.

Sometimes you can see small letters next to the numbers.
a stands for games supplied with at least one annotation or diagram;
v stands for games supplied with at least one variation;
c stands for commented games with both text annotations (and/or diagrams) and variations;
p stands for games started from a specific position.
Look at the *Order of fields in list* section. The *Selected* window shows the displayed columns. If there is a column you don't *want* to see, move it to the *Not selected* window. In order to do this, click on the unnecessary item in the *Selected* window and press the  button. If you would like to hide all the items, press the  button. The  and  buttons will do the opposite. To change the order of columns, click on one or several items and move them with the  and  buttons.

In the *General*, *Chessboard settings*, *Field options*, *Chess notation* and *Start notation from* sections you can set many different options to modify the list accordingly.

In the *Background type* drop-down list you can choose between *Black and white*, *Color*, *Wood* and *Marble* and *From File*

When you open a new list, its appearance will depend on the options set in the ***Tools | Options | List*** window. To copy the options you have set for the active window to the other lists, press the *Copy to global options* button.

You can quickly enter some value for a header field to all the current dataset games. To do this, mark this column by clicking on the column header, select *Tools | Fill* in the local menu, and the *Fill pattern* window will appear. Click on the *Source* line, then on the button with 3 dots on the right, and the *Select from library ... of base ...* window will appear. Select the necessary value that will be copied into the *Fill pattern* window, and press *OK*.

To resort a dataset list, select the *Tools | Sort* command in the local menu, and the *Select the sort order for ...* window will appear. Resort the dataset according to the procedure described in *Section 11.2 Copying a Base*.

2.3 SPLIT MODE

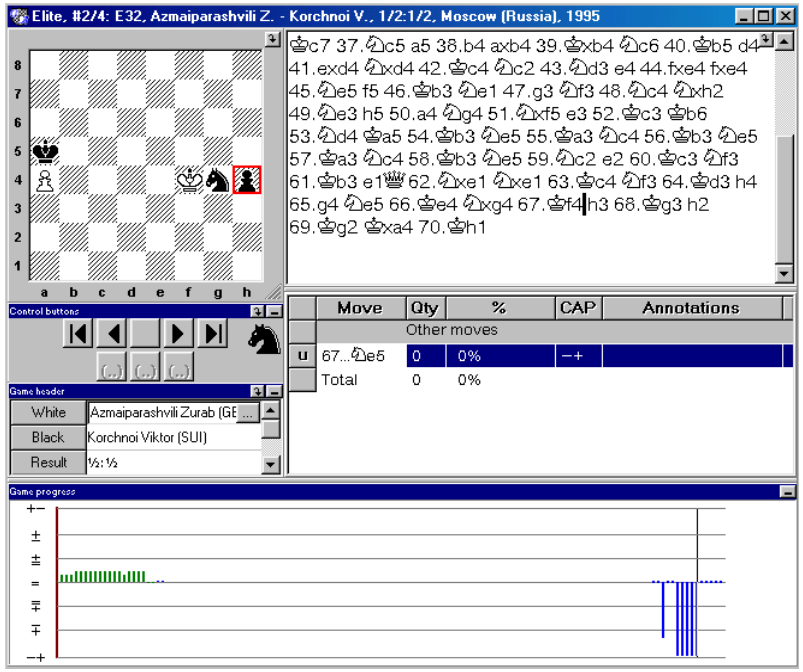
You can move along the list and at the same time replay games and annotations on the chessboard. To do this, select the *Mode | Split* command in the local menu or press the [Shift] [F5] key combination. This will divide the list window into two parts.

2.4 VIEW MODE

To access a single game, use the *View* mode. There are two ways of switching from the list to the *View* mode:

1. Click on the  icon or press [F4] key. Click on it again if you want to return to the list.
2. Opening a new window for the *View* mode. There are five ways to accomplish this:
   - By selecting the ***Dataset | View*** command in the main menu;
   - Clicking on the  icon;
   - Double-clicking on the required game in the list;
   - Pressing [Enter];
   - Pressing [F2].

The *View* mode presents a chessboard, game header, the notation, a fragment of *Tree* and the *Game progress* diagram. (You can modify the window just as in the *List* mode: selecting *This window's properties* in the local menu).



To replay moves and annotations use the arrow keys or two button bars below the chessboard. The buttons are similar to videocassette recorder controls.

In the upper row (from left to right):

 Jumps to the starting position

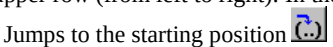
 Steps back a half-move

 Deletes the latest half-move

 Steps forward a half-move

 Jumps to the end position

In the lower row (from left to right):

 Jumps into the variation

 Goes to the upper level

 Goes to the next variation

 Shows the list of games from huge base

The *View* section in the toolbar includes three buttons (from left to right):

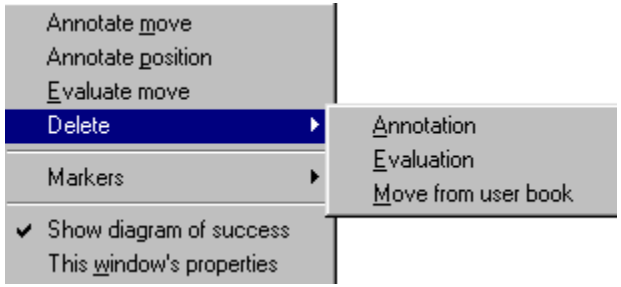
 Begins replaying the game

 Starts next games automatically

Adjusts the replaying speed


Press this button if you want to stop auto-replaying.

When you replay a game, the linked *Tree* can be seen below the game notation, showing you a detailed report on the current position with full statistics, evaluations, previously analyzed lines, and annotations. See *Chapter 13 Chess Trees* for details. Clicking on the tree window with the right mouse button produces the following local menu:



All these operations refer to the tree and will not affect the game. See *Section 13.2 Database with Master Evaluations* for more information.

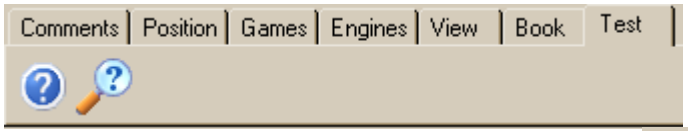
You can move along the tree double-clicking on moves in it or pressing the [→] key. If you double-click on a move, which differs from the move played in the investigated game, the position on the chessboard will remain the same. If this additional information is unnecessary, and you don't want to see the moves from the *Tree*, just disable the ***Show moves from tree*** option in the local menu or press the [Shift] [Ctrl] [C] key combination.

The *Game progress* section in the bottom part of the window presents a graph that shows the changing evaluation, allowing one to easily locate blunders. This data was produced by the CHESS ANALYSIS PROJECT (see *Section 13.4 CAP Data* for details).

To go to the next game, press [F8] or click on the  icon on the toolbar. To return to the previous game, press [F7] or click on the  icon. You can also jump to the first or to the last game of the current set by clicking on the  or  icon correspondingly.

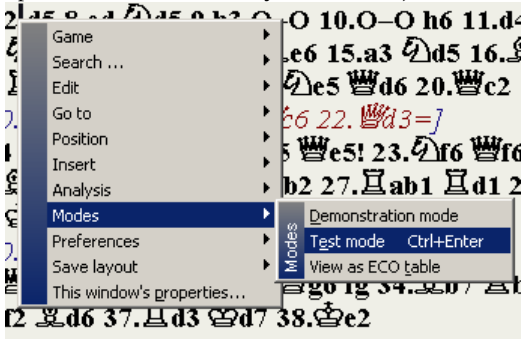
2.5 TEST MODE

When viewing notation of the game, Test mode is available. Click *Test* tab on the toolbar:

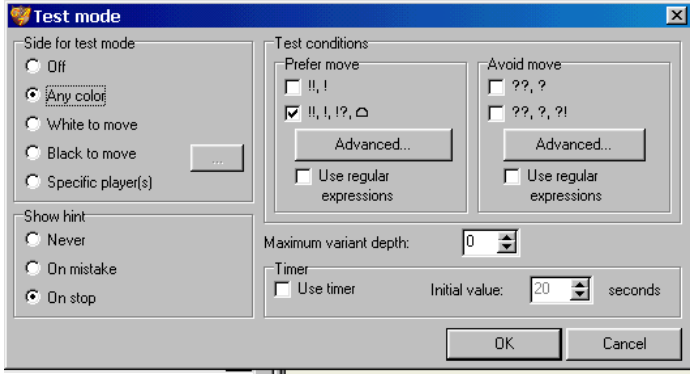


As you can see, this tab contains only two buttons – *Test mode*  and *Demonstration mode*  . Click Test mode button (Demonstration mode is described in the next section); this will display Test mode dialog box.

Another way to activate this mode is selecting the *Test mode* item in the notation local menu (or press the [Ctrl] [Enter] key combination):



Before you start testing, you must adjust the parameters of this mode in the *Test mode* dialog box.



This feature allows setting up and modifying the parameters of the tests to be automatically presented as you go from game to game in a database. There are a large number of criteria that can be selected for determining which moves constitute a solution to a test. This timesaving approach means that the user does not have to construct each test by hand.

In the *Test conditions* section of this dialog you can select which "good" and/or "bad" moves will constitute a solution. You will have to make the moves that match the criteria selected in the *Prefer move* section, and not to make the moves that match the criteria selected in the *Avoid move* section. The two lower check boxes offer you the most often used cases (*!!, !, !?,* ⩲ and *??, ?, ?!* correspondingly).
If you wish to find evaluations, annotations, or particular combinations of marks, press the *Advanced* button.

The *Use regular expressions* check box lets advanced users set more complicated criteria.

The *Side for test mode* pane allows choosing the side (or a group of players) you will "play". The upper button turns the *Test* mode *Off*.

The *Show hint* pane defines a way in which the program will give you various hints. If you start with a wrong move, the program displays all comments to the quiz move. If your second suggestion is wrong, it shows a piece that is to move.

The time given for one exercise is set on the *Timer* pane.

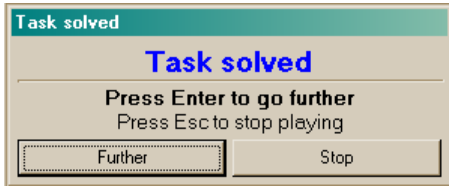
The *Maximum variant depth* box enables you to define, whether the test will include the variations to the game, or not. The default value given is 0, which means that only the moves from the game's main text will be taken into account for the test. Setting this value to 1 includes the variation of 1st level, 2 – includes the sub-variation of the 2nd level, etc.

If you have chosen *Any color* in the *Side for test mode* section, all moves become invisible. Try to guess the moves by yourself, making them with the mouse. If you have guessed right, the program makes this move on the board; otherwise it opens the *New move* message window, offering you to select one of the three options: *Keep on guessing*, *Make the game move*, or *Insert suggestion as a variation*.
After you have set all the parameters of the test and pressed OK button, the test starts. The program displays several moves from the game automatically, then stops and hides the remaining part of notation.
The test procedure itself assumes entering the moves on the chessboard. A correct continuation entered discloses the remaining part of notation up to the next test in the selected game (if any), while a wrong continuation produces the following message window below the chessboard:

As we can see, the user is prompted here to enter another move, and some additional information is given, which may facilitate finding the solution:

the piece to move and evaluation of the correct move. Side to move is marked by a colored triangle in the upper right part of this window (Black in the given case). This message will reappear after each unsuccessful try until you find the solution, which displays the hidden part of notation. There can be several tests in one selected game. You can switch off the hint information in the *Test mode* dialog box.
Quite a different situation arises when you have set the Maximum variant depth parameter other than 0, and entered a move from an embedded variation. In this case program replays this variation automatically and displays the following message:

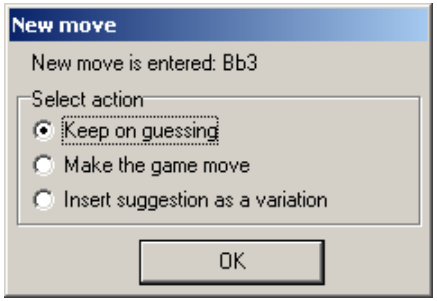
Pressing the *Further* button causes the program to exit the variation returning to the main line and to continue in *Test* mode until the next text occurs within the same game.



A similar situation arises when you have successfully finished the test. By pressing the *Stop* button, you quit the *Test* mode. To resume testing, you must click the *Test* button on the toolbar again.
After you have completed with a single game, you may switch immediately to the next game in a given sub-set by clicking button, or by pressing [F8] key (click button or press [F7] key to switch to the previous game). Thus you can undergo a series of tests while not leaving the Test mode.
To quit the Test mode, click *Test* button on the toolbar. Note that selecting the *Test mode* item in the notation local menu (or pressing [Ctrl]+[Enter] key shortcut) does not stop the Test mode but displays the *Test mode* dialog box instead.

2.6 DEMONSTRATION MODE

The Demonstration mode, or simply Demo mode resembles the Test mode with only one slight difference. Open a game from a list and press *Demo* button on the toolbar. This operation hides the part of notation immediately after the cursor (similarly to the Test mode). Thus the user is prompted to enter a move on the chessboard.
However, in contrast to the Test mode, entering a wrong move – the one that did not happened either in the game, or in some variation to this game – calls the *New move* dialog box.



Here you can select one of the three proposed actions: *Keep on guessing*, *Make the game move* and *Insert suggestion as a variation*. We recommend you to select *Keep on guessing* for a while.
Similarly to the Test mode, you can navigate in the list of a subset of games selected for the Demo mode by pressing [F7] and [F8] keys, or by pressing and buttons on the toolbar. Anytime you can leave the Demo mode either by un-pressing the *Demo* button, or by selecting the *Demonstration mode* item in the notation's local menu.
The Demo mode may be used for memorizing particular variations and sub-variations (See more detailed description of Demo mode in the Word document on your DVD).

2.7 ACTIVE WINDOW, CURRENT DATASET

At any time you can open several bases and several windows with different sets in different modes. To make a window active, click anywhere on it or click on its icon on the object bar. If a window is hidden under the other windows use the icon in the object bar on the left. The current active window will be highlighted on the object bar. You can also select ***Windows*** in the main menu and mark the line with the necessary window with a tick. Like many other Windows based programs, Chess Assistant allows you to switch between windows within the program with the [Ctrl] [F6] key combination.

Many operations in Chess Assistant use the notion of "current set". If an active window contains a list with a set of games this set is the "current set". If a base's name is highlighted on the object bar then the entire base is in fact the "current set".

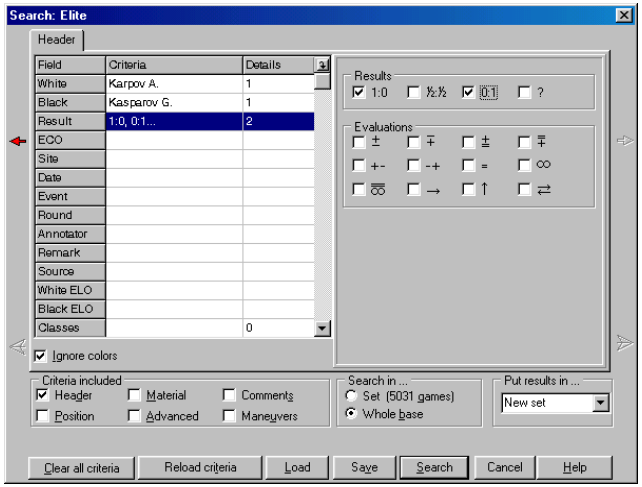
In View mode the current set is the one from which the View mode has been called. The program always remembers where a game is called from. This information is displayed on the object bar as *# N1/N2*, with *N2* standing for the amount of games in the original set and *N1* for the current game number in this set.

3. SEARCH

There are seven types of search in CHESS ASSISTANT: *Header*, *Position*, *Material*, *Advanced*, *For Comments*, *For Maneuvers* and the *Composite* search; all these types of search may be combined.

3.1 HEADER SEARCH

This type of search is based on "header" information, such as the players' names, result, year, place, opening name, ECO index, etc. Let's find, for example, all the non-drawn games played between Karpov and Kasparov. Open the ELITE database.
Select ***Search*** | ***Header*** in the main menu. (You can also click on the small down arrow next to the icon on the toolbar and select *Header search* in the drop-down list). The *Search* dialog box appears, with the header fields listed on the left. The *Criteria* and *Details* columns are empty. The *White* field is highlighted. To avoid spelling mistakes, use the list in the upper right-hand corner of the window.
Begin with typing the name. When you type the letter *K*, the list automatically scrolls to this letter. Type two more letters, *A* and *R*, and *Karpov Anatoly (RUS)* will be highlighted in the list. Click on this item or hit the [Insert] key and it will appear in the *White* field. If you have made a mistake, press the *Clear markers* button.
Go to the *Black* field and repeat the procedure with Kasparov's name. In this example it doesn't matter which of the two champions played with the white pieces, so mark the *Ignore colors* check box with a tick.



Go to the *Result* field, and mark both *1:0* and *0:1*. The selected values will appear in the *Result* field, while the number of chosen items (*2* in our example) is displayed in the *Details* column. Leave the other header fields undefined.

If you want to have the current dataset list replaced with the results of the search select the *Old set* option in the *Put results in* section. To preserve the window with the current dataset and put the search results into a new list, select *New set.* For the purpose of our example, please mark the *New set* section.

The options have all been set now and the screen will appear as it is shown in the picture above. Press the *Search* button and you will get the game *Kasparov – Karpov, 1:0, Las Palmas, 1996.*

Description of the header fields

White: A player with the white pieces.
Black: A player with the black pieces.
If the *Ignore colors* check box is marked with a tick the program will find all the games played between the players independently of who played as White or Black. If the *Ignore colors* check box is *Off* the only games found will be those in which the player set in the *White* field played as White and the player set in the *Black* field played as Black.
If you want to find all the games played by a certain player as White, enter their name to the *White* field and leave the *Black* field undefined. If you are searching for all the games of a certain player (with either _ black or white pieces) then enter their name in either the *White* or the *Black* field, leave the other fields undefined, and mark the *Ignore colors* check box with a tick.
Result: Possible values are: *1:0, 0:1, 1/2:1/2,* or an evaluation.
? stands for an unknown result.

To choose an evaluation instead of a result, choose the necessary evaluation as represented by the Chess Informant symbols in the *Evaluations* section.
ECO: Opening index according to the Chess Informant classification. Select the way of setting it in the *Enter new value* text box:

as a single value	– type on the keyboard in the *Index* text line.
as a range	– indicate the first and last value of a range.
by name	– select from the drop-down list.

Site: The city where a tournament took place.

Date: The year and month (optionally) when a tournament was held. This criterion can be set as *a single year*, *a range of years*, *a single date* or *a range of dates*. The number of months is shown in the *Details* column.

Event: The type of competition (match, interzonal, championship etc.).
Round: The number of a round.
Annotator: The author of the game annotations.
Remark: There are three ways to set this criterion: a whole remark (*Exact*), a part of a remark (*Substring*) or its beginning (*Prefix*). Select the setting in the *Type* text box and type the criterion on the keyboard in the *Value/Pattern* window.
Source: The source of the game record.
White ELO/Black ELO: Ratings of players.
Moves: Number of moves in the game.
Possible values for the *White*, *Black*, *Site*, *Event*, *Annotator* and *Source* fields are stored in the library. You can type them in the *Find* text box.

Setting criteria for the *ECO*, *Date*, *Round* and *Moves* fields

1. Specify the range in the *Enter new value* section. Enter the first value in the *From* text box and the last value in the *Up to* text box. If several intersecting ranges are selected they will automatically be joined.
2. Press *Add*.

All the chosen values can be seen in the *Values* window. The first of them is shown in the *Criteria* column and the number of chosen values is displayed in the *Details* column.
To exclude a value from the *Values* section, highlight it and press *Delete*.

Setting criteria for the values stored in the library

Games are stored as game headers, consisting of several fields and notations. _ Names of players are stored in a special file called a library. Besides the players' names the library stores possible values for some other header fields (*Site*, *Event*, *Annotator* and *Source*). Every base has its own library. This concept of libraries greatly increases search speed and allows one to avoid mistakes in names with difficult spellings.

If you don't remember a spelling, press the *Mark* button, enter a fragment of the name in the *Value/Pattern* text box and select *Substring* in the *Type* window. If you are sure that the entered fragment is the name's beginning then set the *Prefix* type. If you have entered the complete name, select *Exact* and then press the *Search* button (This button refers to the search through the library list, so don't confuse it with the search in a set of games!).
The elements found will be marked in the list. To see them all select *Show marked*. Press this button (which is now called *Show all*) to return to the library list.

To delete all the entered criteria, press the *Clear markers* button.

To remove a criterion, press *Unmark*. A dialog box similar to the one produced by the *Mark* button will appear. Enter the criterion (or its fragment) that is to be removed, press *Search*, and the chosen elements of the library list become unmarked.

Searching: through an entire database or a set of games?

You can start searching in any mode: *List*, *Split*, or *View*. The *Search* dialog box will give you the choice of either searching through an entire database or through the current dataset. Choose between *Set* and *Whole base* in the *Search in* section.

To select an entire database to be used as the dataset in this operation, select ***Dataset*** | ***Reset*** or press [F6]. The old set will be erased and a base list will appear in the window. Before you start searching make sure the current set is the right one.

3.2 POSITION SEARCH

The positional search function looks for a specific position, a partial position, or a structure.
Select the ***Search*** | ***Position*** command in the main menu. (You can also click on the small down arrow next to the  icon on the toolbar and select *Position search* in the drop-down list).
In the *Search* dialog box there is a chessboard with the starting position where you can set up the position you want to search for.
Suppose you are interested in the Alekhine Defense. Drag the white pawn to e4 and the black knight to f6, then indicate whose move it is in the *Position search options* section.

Partially defined positions

You can search for a fragment of a position or for a pawn structure. To set a partial position, use the piece palette just below the chessboard.
Clear the board with the [Ctrl] [C] key combination. Take the pieces from the palette and set up a position on the chessboard. To set a piece on the board, first click on the piece icon on the palette. The mouse pointer will turn into the piece icon. Now click on the square (or squares) on the board where you want to put the piece, and return to the palette and repeat this procedure with the other pieces until the necessary position is set up. When this is done click on the arrow on the palette.

Besides the chess pieces, there are some other symbols on the palette. You can put them on the board too. Their meaning is as follows:


Any white piece


Any black piece


Any piece of any color or an empty square


Empty square


Sign of negation


Negation of a piece means that this piece cannot stand on this square.


Negation of an empty square means that any piece may stand on this square but it can't be empty.


Negation of the white question mark means any black piece or an empty square.


Negation of the black question mark means any white piece or an empty square.


Negation of the doubled question mark stands for negation of pawns of any color.

You can search for several pieces on the same square. To do this, put the first piece on the necessary square. Then choose another piece from the palette, press the [Ctrl] key and while holding it down, drop the new piece onto the same square. Any number of pieces may be put on one square though only three of them will be displayed. To see them all, click on the arrow on the palette and then on the square.

Tip:

CHESS ASSISTANT allows you to perform every type of search (except the header search) in several bases simultaneously. To do this, make sure the required bases are open, then while in the *Search* dialog box, click on the small button with 3 dots above the *Help* button. The *Select bases to search in* window will appear. Select the bases you want to search through and perform the search. The results will be given for each base in separate windows.

Another way of entering a position

Imagine that while replaying a game in the *View* mode, you see an interesting position and want to find other games in which this position occurred. How can this be done quickly?

Right-click on the notation and select *Search for current position* in the local menu. The *Search* window will appear with the current position. Naturally, the

search will be executed through the current dataset, so if you want to search for this position in another set you will have to save it in a special file.

Search for horizontally and /or vertically symmetrical positions

This type of search is examined in detail in the manual document on your DVD.

3.3 MATERIAL SEARCH

The material search function looks for games within certain material restrictions.

Example:

Find all the endgames with rook, bishop and two pawns (or less) vs. rook, knight and two pawns (or less) in the ELITE database.

- Load the ELITE database. Select ***Search*** **|** ***Material***. There are two boxes on the right: *Black* and *White*.
- Set the limits for White.

  Enter *0* over the question mark to the left of the white pawn icon. To do this, click on the rectangle to the left of the white pawn icon and either type *0* on the keyboard or select it by clicking on the small up and down arrows.

  Enter *2* over the question mark to the right of the white pawn icon.

  Enter *From 0 To 0* for the white knights and queens and *From 1 To 1* for the white bishops and rooks.

  The line with the large white question mark instead of a piece is to set a range for the total number of White's pieces on the board. In this example it doesn't matter so leave *?* on both the left and right.
- Set the limits for Black using the same procedure as above. Enable the *Ignore colors* option and set *Side to move: Either*.
- Make sure that *Whole base* is selected in the *Search in* section.

Search for positions with a certain material advantage

This type of search allows you to find games in which one of the opponents had an extra pawn (piece, exchange, etc.). While in the *Search | Position and material* window, set the difference in number of pawns, knights, bishops, rooks, and queens in the *Imbalance* box on the right. The line with the large white question mark instead of a piece is to set a range for the total amount of White's extra material on the board. It is calculated on the assumption that the value of the pieces is as follows:

Queen	= 9 points
Rook	= 5 points
Bishop	= 3 points
Knight	= 3 points
Pawn	= 1 point

You can also set the limits for *Total number of pieces* and indicate for how long this material imbalance continued in the *Imbalance time (moves)* box. If the *Imbalance time* is indicated as *0*, then the material imbalance set above may last for any number of moves.

Search for bishops of opposite colors

This type of search may turn out very useful in some middlegames and especially in the endgames. Bishops of opposite colors can be specified in the *Search* dialog window, which appears after selecting the ***Search*** **|** ***Material*** command in the main menu. Select *Of opposite colors* in the *Bishops* drop-down list, and the number of bishops will automatically be set to *1* for both *Black* and *White*. Search for games with bishops of opposite colors in the ELITE database will produce a list of 1126 games.

3.4 ADVANCED SEARCH

The *Advanced search* is a material search in which the material restrictions are set independently for two different groups of squares. Call the ***Search*** **|** ***Advanced*** command in the main menu.

There are two markers, red and blue. The current color is indicated below the chessboard. To define the first area, click on all the squares you want to include, then set the material restrictions for the selected area as described above.

To set the material restrictions for another group of squares, click on the *Blue marker* tab. Like wise define another area and set the corresponding material restrictions. An example of this kind of search is given in *Section 3.7 Combining Searches*.

Tip:

Position, *Material* and *Advanced* searches can also be performed in variations by enabling *Search in variations* in the *Search* dialog box.

3.5 SEARCH FOR COMMENTS

You can search for commented games by selecting the ***Search*** **|** ***Comments*** command in the main menu, and then specifying the type of comments in the *Search* dialog box.

You can search for any textual fragments of game annotations (naturally, as with all other searches, in several bases simultaneously). To do this, select the ***Search*** **|** ***Comments*** command in the main menu, enable the *Annotation criteria* option in the *Search* dialog, click on the *Set annotations* button, and then specify the necessary text annotations in the *Set search parameters* window.

You can even search for several text fragments at once: just type them in different lines of the *Set search parameters* window. In this case the program

will search for any of them, thus the resulting list will include all the games with annotations containing at least one of the fragments you have searched for.

You may also use this type of search to pick out instructive examples for your training databases: search for *!!* to find excellent moves; to collect blunders, search for *??*.

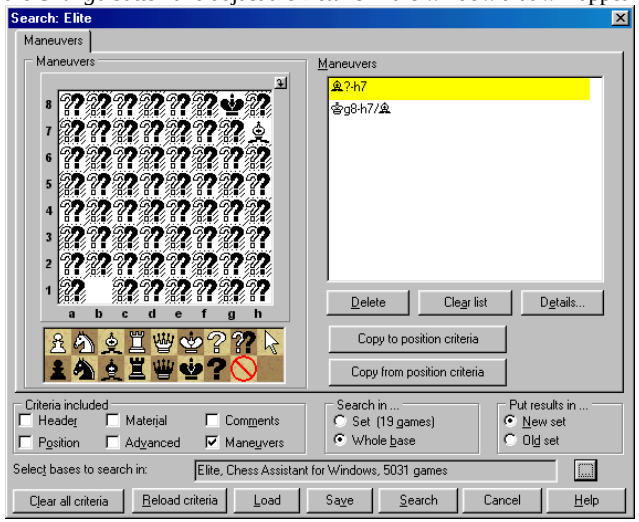
3.6 SEARCH FOR MANEUVERS

Using this tool, you can search for common piece maneuvers. For example, let's find all the games with the Greek gift in the Elite database.

Open the ELITE database and select ***Search | Maneuvers*** in the main menu. The *Search* dialog box appears, with the *Maneuvers* pane on the right. Click on the small button with 3 dots above the *Help* button and make sure that ELITE is selected in the *Select bases to search in* window. To fill the board with doubled question marks, press [Ctrl] [Q]. Put the white bishop on b1, the black king on g8 and the black pawn on h7 with the help of the piece palette. When this is done click on the arrow on the palette.

Then drag the white bishop from b1 to h7, and the yellow string ♗*b1-h7*/♙ will appear in the *Maneuvers* list. Drag the black king from g8 to h7, and the second yellow string will appear: ♔*g8-h7*/♗. If you made a mistake and need to remove a maneuver from the *Maneuvers* list, just highlight it and press the *Delete* button below the list. Should you wish to remove all the maneuvers, click on *Clear list.*

Now, when both moves are present in the *Maneuvers* list, look at the first string. It says that before the sacrifice the white bishop stood on b1, though it could be on any other square along the b1-h7 diagonal as well. To correct this, highlight the first line, then click on the *Change* button and adjust the *Details* in the window that will appear.



Mark the *Undefined source square* with a tick. You can also select *Captured pieces*, *Promotion pieces*, *Set delay between previous and current maneuver* (in half-moves), and *Undefined destination square*. For the purpose of our example these options are not needed, so press *OK*. The screen should appear.

Press *Search* to start searching. 22 games will be found.

You can save the current position as a criterion for position search with the *Copy to position criteria* button; and conversely, you can import a position from the *Search | Position* window to the *Search | Maneuver* window with the *Copy from position criteria* button. Naturally, this feature is important if both the *Position* and *Maneuvers* check boxes in the *Criteria included* section are enabled.

3.7 COMBINING SEARCHES

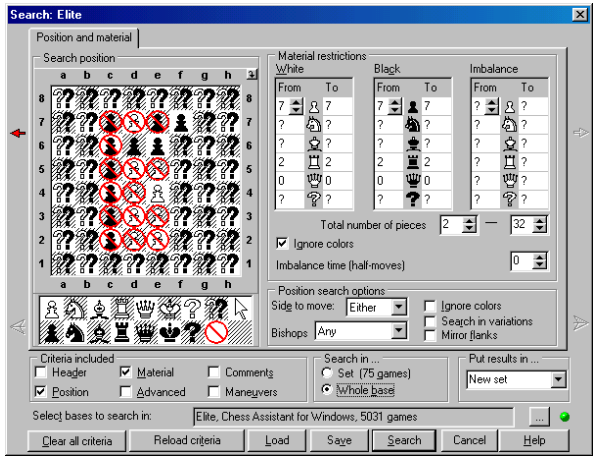
CHESS ASSISTANT is capable of combining different types of search. Select them in the *Criteria included* section of the *Search* dialog box, and then set the criteria for each one.

Example (Material + Position):

Find all the typical Sicilian endgames in the ELITE database.

- Call ***Search | Material***.
- Set the material restrictions. There mustn't be any queens on the board. Both Black and White have two rooks and seven pawns, while the number of minor pieces is unimportant. Set *Ignore colors* to *Off* and *Side to move: Either*.
- Mark the *Position* check box in the *Criteria included* section with a tick, then fill the chessboard with doubled question marks (press [Ctrl] [Q]).
- Set up the typical Sicilian pawn structure.

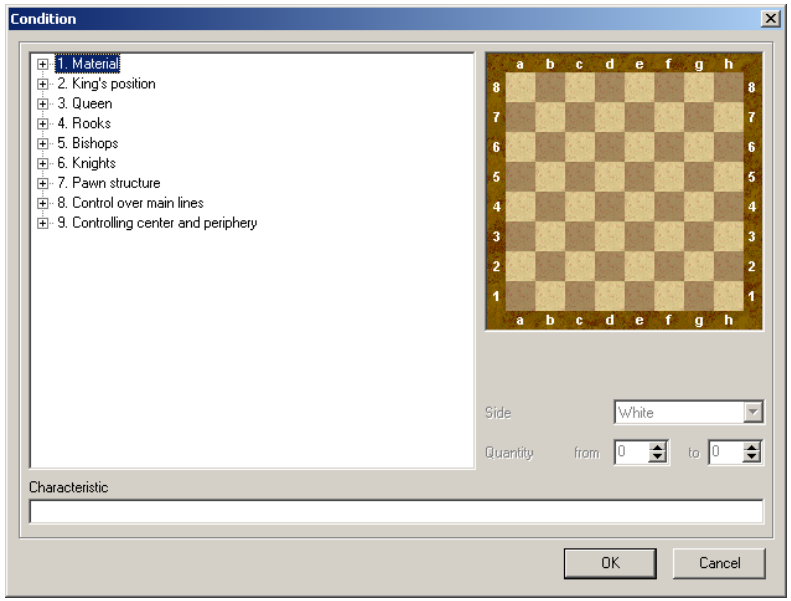
The screen should appear as follows:



- Press the *Search* button.

3.8 COMPOSITE SEARCH

The Composite type of search is based on several chess criteria. You can find the complete list of these criteria (or conditions) in the *Condition* dialog box that appears after you have selected the ***Search*** **|** ***Composite search*** item from the main menu:



In this dialog box, you can see the chessboard in the right hand part of it, which is used to schematically display the selected search conditions. The *Side* drop-down list allows you to define which side the selected condition refers to. The *Quantity* spinner boxes (*From* and *To*) allow you to set the number of pieces; you can use them when selecting some kind of material condition. The Characteristic text line below displays the description of the selected criteria of search.

As you may see, the conditions of search are displayed as a hierarchical structure in the left window of this dialog. They are grouped into nine sections:

- Material – this group of conditions include criteria referring to various alignments of forces like an extra exchange or a piece, two bishops against bishop and knight, etc.;
- King's position – the king's position can certainly be a decisive factor in any stage of the chess game. Using this choice, you can easily find games based on the positioning of the king, like the castled king, or the king in the center, or the king on a corner square of the board;

- Queen – here you can set the search conditions to search for the queen's position and circumstances: queen on a central square, queen attacked by an enemy piece, a pinned queen, mobile or not mobile queen etc.;
- Rooks – this group of conditions refers to the number and positions of the rooks. Note that when selecting any criteria from this group you can define the number of rooks with the *Quantity* spinner boxes. The position of the rook(s) relatively to open files, possibility of their maneuver along the rank, mobility of the rook(s), etc. are included;
- Bishops – along with criteria common to any piece (the mobility, the condition of being pinned or attacked, etc.) we can find here the conditions specific for the bishop – the presence of bishops of opposite color on the board, two bishops on the board, the color of bishop same or different from the color of a particular corner square etc.;
- Knights – this group includes some 'knight-specific' criteria like the knight's position within the extended center (c3-f3-f6-c6), on the rim of the board, being restricted in its mobility or positioned on the enemy's third rank .
- Pawn structure – various pawn structures can also have specific positional criteria. Here we find passed pawn(s), isolated pawn(s), the mobile pawn center, backward pawn(s) or doubled pawn(s), etc.
- Control over lines – this group includes criteria specific to the rook and queen play on the opened and semi-opened files, the possibility of invading the enemy camp with the major pieces, full or partial control over the seventh rank, etc. Control of the major diagonals with a bishop is also included.
- Controlling the center and periphery – this group includes the complex positional criteria referring to the alignment of forces on a specified region of the board, as well as the balance of attack/defense on a particular square.

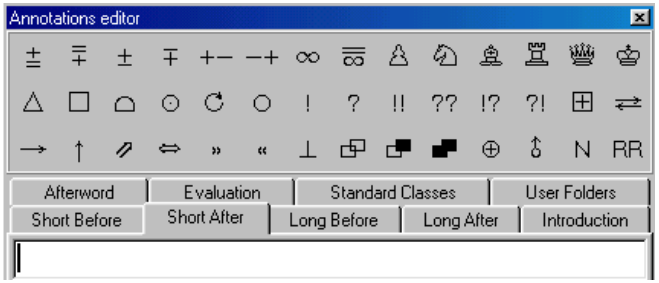
Clicking the icon with the cross (plus sign) unfolds the group and displays its content. At any time you can view the complete list of the search conditions by unfolding the group. Actually, these complex conditions represent some predefined templates for the search, which will assist you in forming your search request. This makes the Composite search a powerful tool for finding a variety of complex positional factors, which define the course of the struggle on the board. You can find examples of the Composite search in manual document on your DVD.

4. COMMENTING

You can annotate games in any mode that displays notation (*View*, *Split*, and *Tree*). To comment a game in *View* mode, just click on the *Comments* tab in the left part of the toolbar and the *Comments* toolbar will appear.

4.1 ANNOTATING MOVES.

To annotate a move, click on the  icon. A small drop-down menu will appear. Select *Annotate move* and you will get the *Annotations editor* dialog box.



The Informant-style symbols may be used in short comments. Highlight *Short Before* if you want to insert a symbol before the current move or *Short After* to insert one after, then click on the appropriate symbol. You can also press the *Evaluation* tab and select the necessary evaluation. For explanations of the *Standard Classes* and *User Folders* tabs see *Section 9.2 Classifying Games and Positions*.

You may also insert any text in the notation. To do this, click on *Long Before* or *Long After* and type the text commentary in the text window. Use the *Introduction* and *Afterword* tabs to insert annotations before the first and after the last move of the game.

To delete annotations, click on the  icon and select *Delete annotations* in the small drop-down menu. Press the [Delete] key if you want to delete the current commentary directly in the notation.

To insert a diagram, click on the  icon, and to delete a diagram, click on it again.

4.2 ADDING VARIATIONS

To comment a move with a variation, place the cursor before the move in the notation window and just play out the variation on the chessboard.

4.3 ENTERING MOVES

Entering moves

All moves are entered with the mouse. In order to make a move, move the cursor to a piece, press and hold down the mouse button, drag the cursor to the destination square and then release the mouse button.

To speed up the entering of moves the program suggests a destination square when you choose a piece. If you agree with this suggestion just release the mouse button. If not, drag the cursor to the necessary destination square and release the button.
If you first click on an empty square or an opponent's piece, the program will suggest a piece to move there and highlight it. If the wrong piece is highlighted, just drag the cursor to the right piece and release the button.

Please note that illegal moves cannot be entered. If you "touched" a piece but then decided to move with another one, drag the cursor off the board area and release the mouse button.
The entered move immediately appears in notation in square brackets. As you continue entering new moves they are inserted into the notation. You may comment on the same move with several variations, each time returning to the branching point to enter a new one.

As soon as you start a new variation for a move, the  icon will become highlighted. Clicking on it will return you to the main body of the game. (Definitions of other icons are given in *Section 2.4 View Mode*).

Commenting the last move in the game

If you place the cursor after the last move and enter a new one, it will be added to the main body of the game. To avoid this, press [Ctrl] and only then enter your variations to the last move.

There is also another method. Press the [Ctrl] [Shift] [z] key combination, and an "empty" move will be added to the notation. Then put the cursor before the empty move and begin entering the variation.

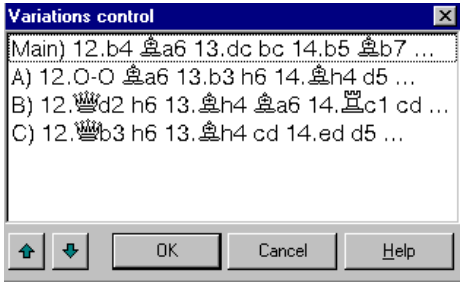
Replacing the entered move

Press the [Ctrl] key while entering a new variation. The *Changing move* dialog box will appear. Existing variations are displayed on the left. Use the buttons on the right to control them.

The *New variation* button inserts the entered move as a new variation. If you select *Insert and check moves*, the new move will replace the old one, with all the next moves being checked and the illegal ones being deleted. For example, if you had been entering a game and accidentally moved the wrong rook to a square (i.e. ♖ad1 as opposed to ♖fd1), this would overwrite the old move with the correction and verify that the moves after it were still possible. The *Replace* button will overwrite the old move with the new one and delete all the following moves.

Changing the order of variations

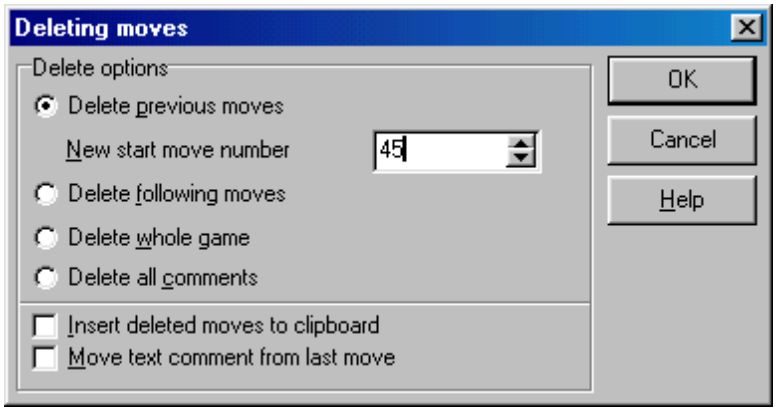
Clicking on the  icon will bring up the *Variations control* dialog box.



To change the order of variations in the window, drag and drop them or click on the up and down arrows.

Deleting a fragment of notation

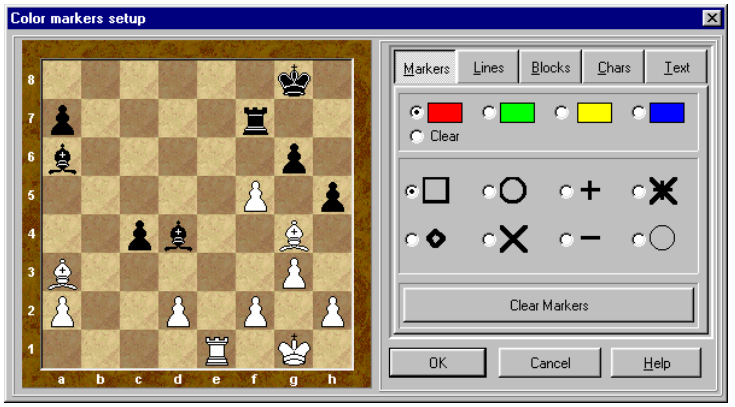
Pressing the [Backspace] key deletes the last entered move. If you want to delete all the moves from the current one until the game end, press the [Shift] [Ctrl] [Backspace] key combination. Clicking on the  icon will bring up the *Deleting moves* dialog box.



Select the necessary options according to what you want to delete and then press *OK*.

Setting markers

Clicking on the  icon opens the *Color markers setup* dialog.



This window contains 5 tabs: *Markers*, *Lines*, *Blocks*, *Chars* and *Text*, these allow you to control the placing of various groups of objects on the chessboard squares. To set a marker, click on the color box and select the marker. Then, clicking on the board square sets the marker there. To set a line, click on the *Line* tab, then on the color box and select the line. Click on the source and destination squares on the board. Every successive click continues the line; to stop it, double-click on the last square. To place the text on the board, click the *Text* tab and press the *Add* button. Select the area on the chessboard: click the first square of the area, then drag the mouse to the last square of the area. Enter the text in the *Input text marker* window. Choose the desired color in the *Color* drop-down list and the font size in the *Size* box, and then press *OK*.

4.4 WORKING WITH THE CLIPBOARD

Chess Assistant has its own internal clipboard, different from the standard Windows clipboard and intended only for game notations. You can now also use the standard Windows clipboard.

Using the WINDOWS clipboard

Operations with the WINDOWS clipboard allow you to copy games and analysis from the INTERNET and other sources, and to paste them to a CHESS ASSISTANT database. With its help you can also export data from CHESS ASSISTANT to other programs and last but not least, it lets you share data inside Chess ASSISTANT.

Most chess programs have their own format for storing chess data, i.e. games and positions. If programs only supported their proprietary format, sharing information among them would be exceedingly difficult which is why the PGN and EPD formats were created. They are the de facto standard for sharing information between different chess programs. They are also the standard

formats for posting games and analysis on the Internet. The *.PGN and *.EPD files are text files which can be edited manually with a text processor. They can also be produced by chess programs, which support these formats. Chess Assistant documentation on DVD includes the detailed description of the following clipboard operations:

– importing game(s) from PGN format to CHESS ASSISTANT;
– exporting a game from CHESS ASSISTANT to PGN format;
– exporting multiple games from CHESS ASSISTANT to PGN format;
– importing board position(s) in EPD format to CHESS ASSISTANT;
– exporting a board position from CHESS ASSISTANT to EPD format;
– copying multiple games from one CHESS ASSISTANT database to another.

Using the internal Chess Assistant clipboard

Open the window with the game you want to copy and place the cursor before the half-move starting from which the notation must be copied. Click on the  icon in the *Games* section on the toolbar and then select *Copy to clipboard* in the drop-down list. The number *1* will appear next to that icon. This indicates that the clipboard contains one notation. Repeat this procedure with the other games you want to copy. The digit to the left of the  icon shows the number of games contained in the CHESS ASSISTANT clipboard.

Switch to the window where you wish to copy a notation from the clipboard and click on the  icon. The *Insert game or variation from the clipboard* dialog box will appear. In the *List of variations in clipboard* panel you can see the contents of the clipboard. Choose the necessary game notation.

If you now press the *Overwrite* button the notation from the clipboard will replace the current notation. If you select *Join* the program will search through the current notation for the first clipboard position. If the search is a success, the clipboard notation will be inserted into the current notation as a variation.

If you want to clear the CHESS ASSISTANT clipboard, click on the  and select *Clear clipboard* from the drop-down list.

4.5 SAVING A GAME

To save changes in a game, select ***Edit*** **|** ***Save game*** in the main menu or click on the  icon, or press the [Ctrl] [S] key combination. This command is accessible when the current base is not *Read only*, otherwise you can save changes to the clipboard. When you close the *View* game window or switch to another game, the *Confirm* window will appear, asking you: *Game is modified. Save changes to clipboard?*

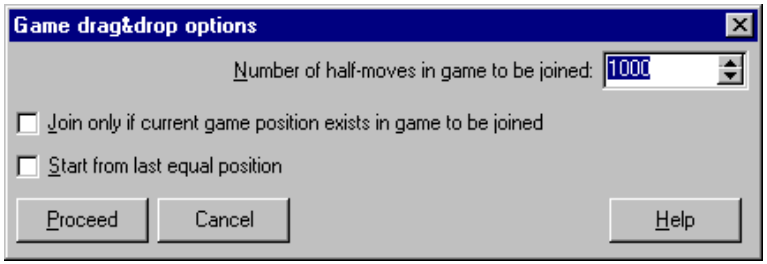
If the current base is not *Read only* then the game will be saved to disk. Note that if the ELITE base was not *Read only* and you have changed and saved a game then you would have to restore ELITE from your DVD. Don't be afraid if you accidentally damage the database. If the game has been changed then the program will warn you and ask your confirmation to save changes. To restore a game, select ***Edit*** **|** ***Restore game*** in the main menu or click on the  icon.

4.6 INSERTING GAMES

You can insert other games as new lines with the help of the "drag and drop" technique. The program itself determines where these games must be inserted.

Inserting one game

Open two different windows with two different games. Take one of these games (move the mouse pointer to its notation panel and press the left button) and drag to another (move the mouse to another notation and release the button). The *Game drag & drop options* dialog box will appear.



Specify how many half-moves must be joined and how they must be inserted. This depends on the check boxes *Join only if current game position exists in game to be joined* and *Start from last equal position*. If the second check box is *On* then the dragged game will be inserted into the motionless in any case rewrite. If the program fails to find common positions, it will insert the dragged game into the motionless as a variation to the first move.

Inserting several games

Two objects are displayed on the screen, a notation and a list. You want to insert several games from the list into the notation. Highlight the required games and select them in the list (see *Section 9.1 Selecting Games* for detailed description of this procedure). Drag them from the list to the notation. This will bring up the *Game drag & drop options* dialog box. Proceed as described above.

4.7 MULTIMEDIA SUPPORT

When annotating games in *View* mode, you can add the multimedia annotations (images, video and audio) to the moves. See description of this mode in manual document on DVD.

5. PLAYING ENGINES AND ANALYSIS

5.1 PLAYING ENGINES

CHESS ASSISTANT provides complete program playing facilities with the built-in playing engines. Apart from them, many other chess engines (i.e. programs that play chess) can be linked up to CHESS ASSISTANT. This permits you to play against a computer, analyze with different engines, and watch them playing against each other. CHESS ASSISTANT brings with it a few of the very best engines available, and the possibility to connect countless more.

Your DVD includes:

- HOUDINI 3 STANDART for starter package or HOUDINI 3 PRO for Professional package. This program is the strongest in the world.
- RUFFIAN. This recently appeared program by Perola Valfridsson is the strongest among the freeware engines.
- DELFI. This recently emerged strong playing program was developed by Fabio Cavicchio.
- The latest version of CRAFTY.
- RUSSIAN DRAGON. This engine is obviously weaker than the programs listed above.

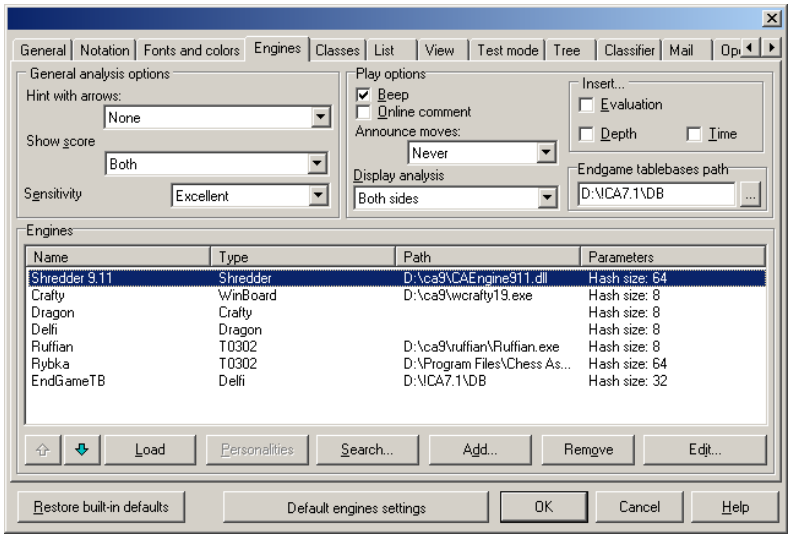
CHESS ASSISTANT has its own GUI (graphical user interface) for playing and analyzing. From this viewpoint, all playing programs can be divided into internal and external. You invoke both of them from within CHESS ASSISTANT, but the external tools operate in their own GUI, while the internal ones use CHESS ASSISTANT's interface.

5.2 LINKING PLAYING ENGINES

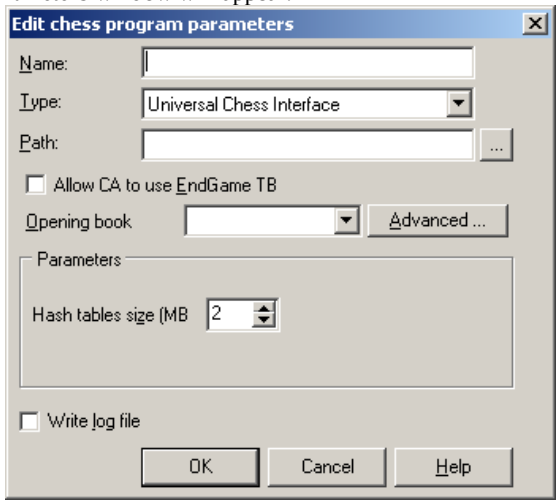
HOUDINI 3 (OR HOUDINI 3 PRO), RUFFIAN, DELFI, CRAFTY and DRAGON are built-in and do not require linking. All other programs you plan on using, must be linked to CHESS ASSISTANT according to the following procedure. Naturally, the program you're linking to CA must already be installed on your computer.

The window shown in the next figure can be called up in five ways:

- By selecting ***Engines*** | ***Engines setup***;
- By selecting ***Tools*** | ***Options*** | ***Engines***;
- By selecting ***Tools*** | ***Chess engines setup***;
- By clicking on the small arrow to the right of the  icon in the toolbar and selecting *Chess engines setup* from the drop-down menu;
- By pressing [Alt] [F11].



In the lower pane there is a list of the linked *Engines* with their *Name*, *Type*, *Path* and *Parameters*, and built-in engines are already present in the list. To link other programs, as example, RYBKA, click on *Add*, and the *Edit chess program parameters* window will appear.



Choose engine's *Type* from the drop-down list, specify the *Path* with the help of the button with three dots and enter the program name in the *Name* text box.

If you mark the *Allow CA to use Endgame TB* check box then, as soon as a position available in the tablebases arises on the board, CHESS ASSISTANT will use variations and evaluations from the tablebases instead of the moves suggested by the playing engine. Choose the *Opening book* from the drop-down list and adjust it in the *Setting books against opponents* window which appears after pressing the *Advanced* button.

The *Parameters* pane allows you to adjust some settings of the linked engines, therefore it looks different depending on the selected *Type*. In any case, the *Hash tables size* is the most important parameter. In order to have CHESS ASSISTANT operate at maximum speed, the default value is 8 *MB*, but it makes good sense to increase this setting.

Tip:

The hash tables play a very important role in analysis. To achieve analysis of the highest quality, we recommend that you analyze with one engine at a time and set its *Hash tables size* calculated as the total amount of your computer's RAM divided in 2.

To edit an item in the *Engines* list, click on *Edit*, and the *Edit chess program parameters* window will appear. Enter your modifications and press *OK*. To delete an engine from the list, press the *Remove* button, except for RYBKA thatcannot be removed.

Linking the NALIMOV tablebases

To link the NALIMOV tablebases to CHESS ASSISTANT, open the *Tools* | *Engines* | *Link tablebases* window and specify the path to the folder where they are stored in the *Endgame tablebases path* box. A new line *Endgame TB* will appear in the *Engines* list.

5.3 ADJUSTING PLAYING ENGINES

After you have linked the desired engines to CHESS ASSISTANT, you can adjust them. Options, which are common for all the linked engines, are adjusted in the *General analysis options* and *Play Options* screens. Specific options for individual programs are adjusted with the help of the *Personalities* button.

General analysis options

- *Hints with arrows*. If you enable this check box then you will see on the chessboard the moves which it considers the best whilst the engine is calculating its move. The blue arrow gives a hint for the side to move, and the green arrow shows the reply move. These hints are visible in *Infinite* mode and while playing on the ICC under a *computer* or *guest* account.
- *Show score*. In the drop-down list you can define the way the evaluation is shown when playing against an engine.

  Symbol. Evaluation will be shown as, for example, ±, ∓ etc…

  Absolute number. Evaluation will be shown as positive if White has the advantage and negative if the advantage is Black's. For instance +0.48 if White is slightly better, and −4.67 if Black has a decisive advantage (1.00 stands for pawn value).

  Relative number. Evaluation will be shown as positive if the side to move has the advantage or negative if the side to move is at a disadvantage. *Both*. Evaluation will be shown as, for example, ±(+1.22), ∓(−1.22) etc…
- *Sensitivity*. The better the "sensitivity", the more time CHESS ASSISTANT takes for its own GUI and the slower the engine operates. When the "sensitivity" is decreased, CHESS ASSISTANT takes less time for its own GUI and therefore the engine begins to operate quicker. You can select *Low*, *Normal*, *High*, or *Maximum* in the drop-down list.

Play options

- *Display analysis*. In this drop-down box you have the following options:

  Engine's side – while the engine is calculating its move, you will see the lines which it considers the best.

  Both sides – no matter whose move it is, you will see the lines it considers best. This option works only when the *Permanent brain* check box in the *Startup window* is enabled (see *Section 5.4 Playing Against an Engine*), otherwise this option will be treated as *Engine's side.*

  At status panel – engine's move and its evaluation will be displayed in the bottom left-hand corner.

  Evaluation only – you won't see the engine's calculations, but you will see how it evaluates the current position.

  None – you will see neither the engine's calculations, nor its evaluations.
- *Beep*. If this option is *On*, the program will beep upon playing a move.
- *Online comment*. If *On*, you will receive the engine's commentary after a game.
- *Pronounce moves.* If *On*, the program will pronounce a move upon playing it.
- *Insert evaluation*. If *On*, the engine will insert the evaluation of a position after every move. Its appearance (as *Symbol* or as *Absolute number*) can be adjusted in the *Evaluations and Statistics* drop-down box in the *Tools* | *Options* | *View* window.
- *Insert depth*. If *On*, the engine inserts the number of half-moves of the shortest variation it calculated after every move. In other words, the number of half-moves shows the minimum depth all the legally possible moves were calculated.

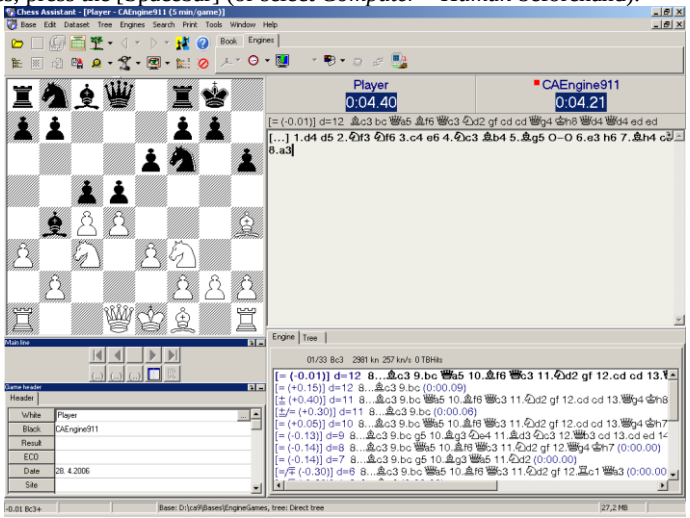
- *Endgame tablebases path*. This box is intended for specifying a path to the folder where the endgame tablebases are stored. They may be used by CHESS ASSISTANT in different analysis modes as well as as a standalone engine.

5.4 PLAYING AGAINST AN ENGINE

The most obvious use for an engine, apart from aiding you to understand the intricacies of a position, is as a training partner. You can play a game against any of the linked internal engines.

To start a new game from the starting position, select ***Engine | Play against an Engine | Play from starting position*** in the main menu, or click on the  icon on the toolbar, or press [F11]. To start a new game from the current position (in *View* or *Tree* mode), select ***Engine | Play against an Engine | Play from current position*** in the main menu or press [Shift] [F11]. In *View* or *Tree* mode, you can also click on the  icon in the *Engines* section on the toolbar and then select ***Play from current position*** or ***Play a new game*** from the drop-down list.

In all cases, the *Startup* window will appear, allowing you to select an engine, set time control and adjust some other options. Select an engine from the drop-down list, adjust other settings and press *Start*. The program will open the base ENGINEGAMES (if it was not already open) and the window for the new game. To play as White (if you selected *Human - Computer*), simply make your first move (as described in the *Section 4.3 Entering Moves*), and to play with the black pieces, press the [Spacebar] (or select *Computer – Human* beforehand).



In the panel below the notation the program displays the lines it considers the best, with the evaluations and calculation depth (in half-moves) to the left. The

time spent by both players is shown above. Two button bars below the chessboard were described in the *Section 2.4 View Mode*.

Use the buttons below the chessboard, toolbar icons and hot-keys.

- To set up a position to play, click on the small arrow to the right of the  icon on the toolbar and select the desired command from the drop-down menu.
- To set time control, click on the  icon on the toolbar.
- To stop the clock for a while, no matter who is to move, click on the  icon, and to resume the game, click on it again.
- You can save the game in the ENGINEGAMES base and (optionally) fill in the game header fields. If the game is not finished yet and you don't want to continue it, press [Esc], and the program will offer you to *Assign game result*. Press one of the four radio buttons (*1:0*, *½*, *0:1*, or *None*), click on *OK*, and the *Stop game* window will appear. Select the desired action and press *OK*.
- To adjourn the game, just save it in the ENGINEGAMES base as described above. To resume it, open the desired game in *View* mode and select ***Engines | Play against an engine | Resume*** in the main menu or press [Shift] [Ctrl] [F11].
- While playing blitz games, you may consider the option to promote a pawn to a queen by default. To enable it, select *Always Queen* in the local menu of the chessboard.
- To receive the engine's commentary after a game, enable the *Online comment* check box in the *Play options* pane in the *Tools | Chess engines setup* window. The program puts marks (*?!*, *?*, *??*) to your moves which it considers weak, and suggests stronger lines.

5.5 ANALYZING WITH ENGINES

CHESS ASSISTANT includes a host of different analysis modes, including:

- Analysis in Infinite mode
- Analysis of a set of positions with markers
- Analysis of a set of positions in the background
- Interactive analysis
- Search for blunders
- Opening analysis
- Endgame tablebases analysis
- Game analysis

The first four may be referred to as “manual” analysis; the last four may be called “automated”. Of course, this classification is very conditional, because in all these modes it is the computer that calculates variations.

In “manual” analysis, however, it is you who play the leading role by selecting positions, suggesting moves, adding and deleting lines, etc., while the computer is only a tool in your hands. “Automated” analysis implies a deeper man-machine partnership in the analysis process: all you have to do is to adjust the analysis settings, and some time later you will receive an analyzed game or a set of games.

CHESS ASSISTANT includes new algorithms, which makes program analysis much more “intellectual”; these new approaches are explained in *Section 5.5.4 Game Analysis*.

5.5.1 ANALYZING IN INFINITE MODE

Infinite analysis can be called for either in *View* mode or in *Tree* mode. Place the cursor at the position you wish to analyze; you have two options further.

1) If you select the ***Engines*** **|** ***Infinite analysis*** command in the main menu, or click on the  icon in the *Engines* section on the toolbar, or press the [Spacebar], the program will run the engine that was used the last time.

2) If you select the ***Engines*** **|** ***Infinite analysis…*** command in the main menu, or click on the small arrow to the right of the  icon in the toolbar and select *Infinite analysis…* from the drop-down menu, or press [Ctrl] [Spacebar], you will get the *Start analysis* dialog box with a lot of different settings. Its detailed description is given at the end of this section.

Let’s start with the first method, the simplest type of *Infinite* analysis, which does not require any adjustment. In a few seconds after you pressed the [Spacebar], a window with results of the analysis will appear.

The program shows the lines it considers the best, with evaluations and depths of these lines to the left. The upper variation is bold-faced; it is the main one because it is the deepest, and after the analysis is finished, it will be inserted into the notation as a comment.

The title bar of the analysis window displays the engine being used, the time spent, the number of the currently calculated move in the list of all the legal moves, the number of legal moves, the currently calculated move, the number of the calculated positions, the number of positions calculated per second, the number of hits to the tablebases, the number of variations in multivariation mode, and (optionally) *T* (if *Consider moves only in tree panel* is *On*) or *^T* (if *Ignore moves in tree panel* is *On*) (see below for an explanation of these options).

To quickly switch between positions in the analysis lines, use the arrow keys or just click on any move in any line in the analysis window, and the position after this move will appear on the chessboard. Make your move from this position on the board, and the engine will immediately start to analyze it.

To control the analysis, use the buttons below the chessboard, toolbar icons and hot-keys.

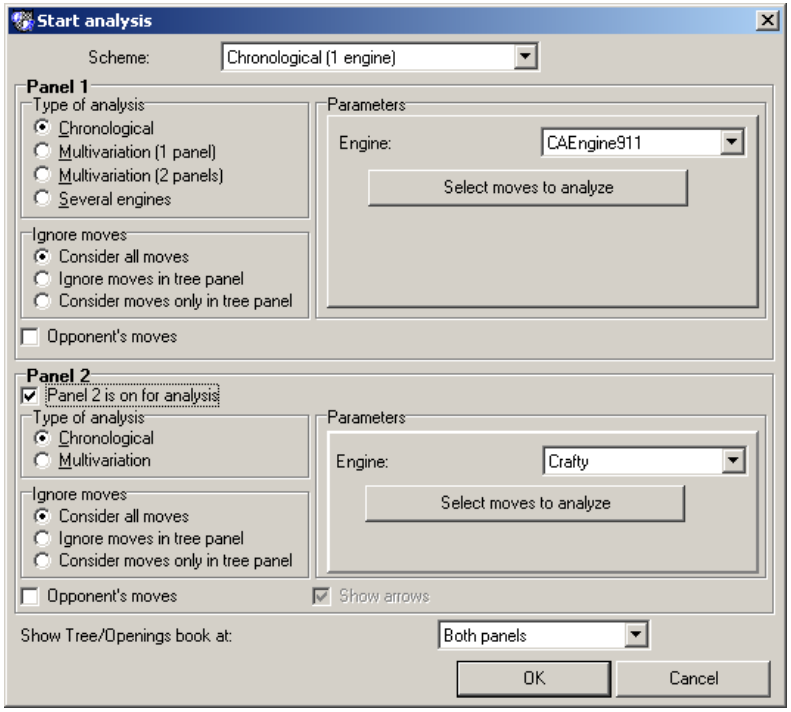
- To exit analysis without saving the results, click on the  button or press [Esc].
- To exit analysis and insert the main line in the notation, click on the  button or press the [Spacebar].
- If you wish to insert the main line of analysis to the game, but don’t want to stop analysis and close the analysis window, press [Shift] [Spacebar].
- To insert a side-line of analysis to the game and keep on analyzing, click on this line and then press [Shift] [Spacebar].
- To insert the beginning of a side-line of analysis to the game and keep on analyzing, click on this line, place the cursor after the last move you wish to insert and then press [Shift] [Ctrl] [Spacebar].
- If you wish to switch to the tree, but don’t want to stop analysis and close the analysis window, click on the  icon.
- If you wish to view and comment other positions in the game, but don’t want to stop analysis of the current position and lose its results, click on the  icon. While you view other positions, the program will keep on analyzing. To return to the “frozen” position, or to start analyzing a new position, click on the small arrow to the right of the  icon and select the desired action from the drop-down menu.
- If you wish to change the engine that is analyzing, select a different engine in the drop-down list to the right of the analysis panel.

Tip:

The *Infinite* mode has a very useful feature: if you have not closed the analysis window, the engine can learn from its mistakes, accumulating its knowledge in the hash tables.

Multivariation *Infinite* analysis with several different engines simultaneously

Now let's discuss the second method to launch *Infinite* analysis, which gives you more possibilities. Select ***Engines*** | ***Infinite analysis…*** command in the main menu, or click on the small arrow to the right of the  icon in the toolbar and select *Infinite analysis…* from the drop-down menu, or press [Ctrl] [Spacebar], and the *Start analysis* window will appear.



The program offers you to choose *Scheme* from the drop-down box. By default it is set as *Chronological (1 engine)*. If you leave it unchanged, you will launch *Infinite* analysis as it was described above, i.e. with one engine on one panel. Other schemes allow you to turn on a 2nd panel and to use two or even more engines. Instead of selecting a scheme from the drop-down list, you can simply adjust analysis settings in the *Panel 1* and *Panel 2* sections. They are as follows:

- *Chronological*. Variations will be displayed one by one as they were found by the engine, with the best variation bold-faced in the upper line.

- *Multivariation*. In the upper line the program will show the best variation, with alternatives below.
- *Consider all moves*. All the legally possible moves will be calculated.
- *Ignore moves in tree panel*. While analyzing, engines will skip the moves available in the tree panel. It is important to note that the tree panel includes moves from the analyzed game even if they are absent in the linked tree.
- *Consider moves only in tree panel*. While analyzing, engines will analyze only the moves available in the tree panel.
- *Opponent's move*. Engines will start to compute from the current position, but with the opponent's turn to move. That is, if it is White to move, engines will analyze the current position with Black's turn to move, and vice versa. Use this command to foresee opponent's threats.
- *Adjourned multivariation.* As a rule, engines rarely change their variations when they reach a greater depth. This option allows the quality of the analysis to increase by switching the engine to multivariation mode after it reaches a specified *Depth*.

When the options have all been set in the *Start analysis* dialog box, press *OK*, and in a few seconds the analysis window will appear.

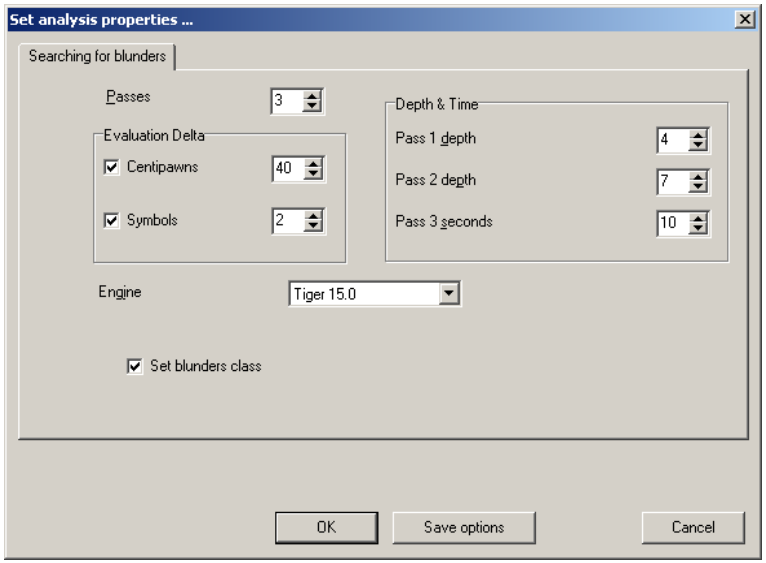
5.5.2 ANALYZING A SET OF POSITIONS IN THE BACKGROUND

You can set the program analyzing several positions, in one or in several different games at the same time thanks to the background analysis mode (BGA).

Positions to be analyzed are arranged in PROJECTS. For each PROJECT you have to specify an engine, the analysis time and priority. Positions from PROJECTS with higher priorities are analyzed earlier. To create a new project, select ***Tools*** | ***Background analysis manager*** in the main menu, right-click on *Project* and select *New Project* in the local menu.
Other details on implementing various methods of the background analysis are presented in the manual documentation on DVD and also in BGA.HTM flash animation.

5.5.3 SEARCHING FOR BLUNDERS

You can very quickly locate blunders with the help of the internal engines. Create a dataset with the games you want to check (see *Selecting Games* for details), then while in *List* mode, call the ***Engines*** | ***Search for blunders*** command in the main menu, and the *Set analysis properties* window will appear (see the picture below). Select an *Engine* from the drop-down list and set the other options.



You can set up to three levels of verification, so that after a first analysis of all the moves (at a depth you specify), the moves that were identified as blunders are analyzed a second time at a greater depth, and after that even a third time at a fixed time limit. Naturally, while searching the program will skip the moves available in the opening library.

Evaluation delta (in hundredths of a pawn) determines the minimum allowed difference between the game move evaluation and the evaluation of the move suggested by the engine. *Evaluation delta* may be set in hundredths of a pawn (in the *Centipawns* box) or as a difference between the chess evaluations (in the *Symbols* box). Chess evaluations are as follows: −+; −+/∓; ∓; ∓/∓; ∓; =/∓; =; ⩱/=; ⩱; ⩱/±; ±; ±/+−; +−. *Evaluation delta* between two neighboring evaluations is 1, *Evaluation delta* between = and ⩱ is 2, etc. If the difference in evaluations is greater or equal to the value set in both boxes of the *Evaluation delta* section, the move will be considered a blunder.

For example, let's set *Evaluation delta* as follows: *Centipawns* = 100 and *Symbols* = 2. In this case the move that "blunders" 150 hundredths of a pawn, but does not change the position evaluation, will not be considered a blunder. In other words, a weak move in a won position, which does not miss the decisive advantage, will not be considered a blunder; the same refers to a weak move in a hopeless position.

If the *Set blunders class* option is enabled, all the blunders discovered will be included into the standard *Blunders* class (see *Standard Classes* for details).

5.5.4 GAME ANALYSIS

Tip:

If you don't want any explanations, but just wish to make the computer annotate entire games, allocating a certain amount of time per game, see *Menu commands* below.

Game analysis lets you combine almost all the analysis methods available in CHESS ASSISTANT; moreover, the program analyzes and annotates game(s) automatically. In CA 7.1 this mode was rewritten from scratch: new algorithms make the program analysis much more human-like and "intellectual". CHESS ASSISTANT uses the same approach as a human chessplayer in a practical game.

For each one of the three stages (opening, middlegame and endgame) you can apply different analysis methods; you can also set up commenting options, based on whether the program will put exclamation and question marks to good and bad moves.

Analysis methods

Depending on your settings, the program may use more or less detailed methods. The more methods you use, the deeper it will analyze, and the lower the method is placed in the list, the better analysis quality it gives you.

The following three methods can be applied only for the opening stage:

- *Search for novelty*. The program will find a novelty and insert references to the game's predecessors.
- *Annotate opening*. The program will annotate the opening basing on the master evaluations (see *Database with Master Evaluations*) and CAP (see *CAP Data*).
- *Insert reference games.* The program will insert valuable games as comments.

A further six methods can be applied for all stages (opening, middlegame and endgame).

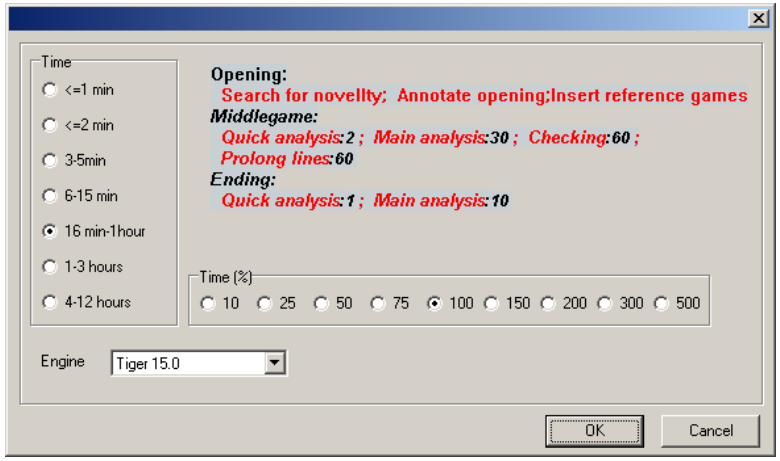
- *Search for blunders*. This method is described in *Section 5.5.3*.
- *Quick analysis*. The program analyzes the game superficially, spending approximately one second for each move. The main intention here is to get information on how the game developed. This is done in order to skip the final stage, in which the game result was already clear in the future deeper analysis.
- *Main analysis*. This is a rather time-consuming step intended to find disguised subtleties.

- *Checking*. When the program checks all improvements it has found on the previous steps, it may "change its mind" and reject alternative moves suggested earlier.
- *Prolong lines (autoplay)*. The program analyzes all variations deeper (the depth is set by the user). This step can take time, therefore you are given an option to restrict the number of analyzed positions.
- *Alternative moves*. In order to prove that the improvements found are the only ones, the program generates some alternatives and tests them.

Menu commands

Despite a large number of analysis methods available, making a choice between them is easy. Select ***Engines | Game analysis*** in the main menu, and you will get four options.

- If you are a beginner, click on ***Select method using time***.



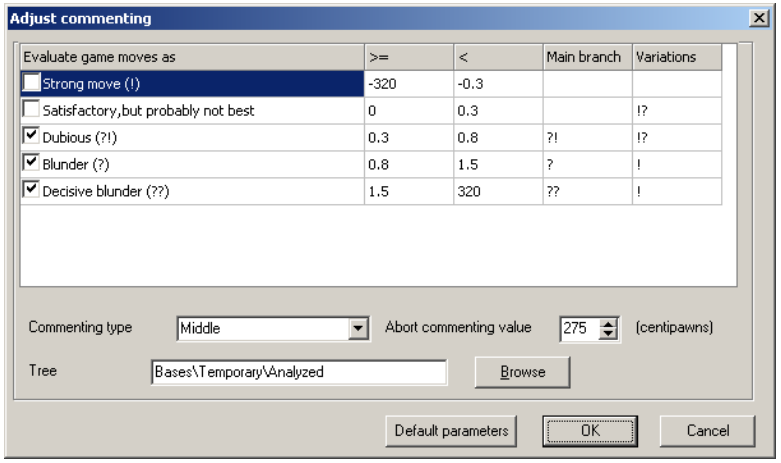
All you have to do is to set time restrictions in the *Time* panel, and the program will offer you a set of analysis methods in the right panel. In the *Time%* panel you can increase the selected time. The more time you allot to the program, the more methods it will use and therefore the better results you will get.

Please note that the time spent may exceed the time allotted. The reason is that the engines may increase the analysis time if they "consider" that the game is complicated. They can also decrease the analysis time if they "consider" that the game is simple, but this happens rarely.

If you are an experienced user, click on ***Select method using levels***. This method allows for more flexible adjusting, allowing you to choose from seven levels of verification. The first level corresponds to the quickest analysis method (blunder checking); of course one should not expect high-quality results here. The seventh

level is the most time-consuming; it combines all the methods mentioned above. You can set different levels in the opening, middlegame and endgame. The program allows for very subtle tuning with the help of the *Advanced* button.
In the middlegame you can optionally skip positions available in CAP; in the endgame it makes sense to use the tablebases (if you ordered the program to use the tablebases, but they have not been linked, the endgame will be skipped).

When the analysis is finished, the program annotates the game. If you wish to adjust the way it puts marks (*!*, *?!*, *?*, *??*), press the *Commenting options* button, and modify the default parameters set in the *Adjust commenting* window.



Depending on the difference in evaluations, the program divides moves into five types. If the difference in evaluations is negative then the alternative move found by the engine is weaker than the game move, and the latter is supplied with an exclamation mark.

If the difference in evaluations is positive then the alternative move found by the engine is stronger than the game move, and the latter is considered a mistake. By default it is not supplied by any mark if the difference in evaluations is less than 0.3; otherwise the program adds to the game move one of the following marks: *?!* (*dubious*), *?* (*blunder*), or *??* (*decisive blunder*).

You can also choose *Commenting type* in the drop-down box (*More details*, *Middle* or *Less details*). The third approach allows you to analyze a game based on information stored in the chess trees. Call ***Engines | Game analysis | Comment game using tree*** in the main menu, and the *Adjust commenting* window, displayed above, will appear. Select a tree with the help of the *Browse* button, set other options and press *OK*.

6. ENTERING NEW GAMES

You can enter a new game to either a new database or an existing one.

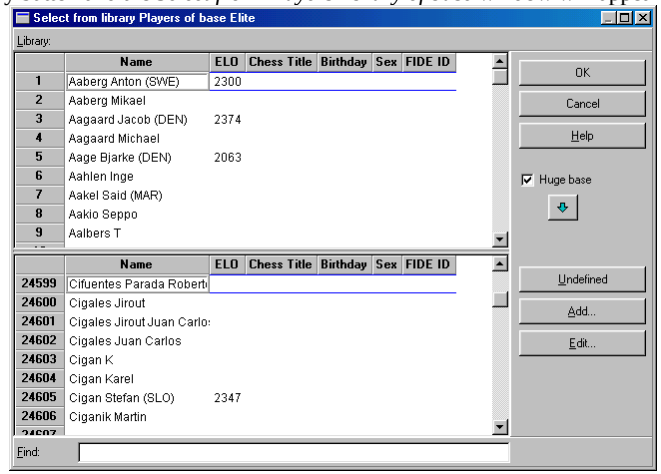
Entering to a new base When you create a new base (see *Section 11.1 Creating a New Base*), the *New game* window appears, ready for entering the game. (If this window has not appeared, check the *Open view to new base* box in the ***Tools*** | ***Options*** | ***General*** window).

Enter the game header as described in *Section 6.1 Entering a Game Header*. Enter the moves as described in *Section 6.2 Entering Notation.* To save the game, call the ***Edit*** | ***Save game*** command, or click on the  icon, or press [Ctrl] [S].

Entering to an existing base To enter a new game to an existing base, make sure that this base is open and not *Read only*. Further, there can be two possible scenarios. First: the base has just been created and therefore doesn't contain any games. Second: if the base already contains a number of games, switch to the *View* mode (those who prefer to edit games in the *List* mode please read *Section 6..3 Editing Headers in the List Mode*).
In both cases, call the ***Edit*** | ***Add new game*** | ***Standard*** command in the main menu, or press the [Ctrl] [N] key combination, or click on the  icon, so that the *New game* window appear.

6.1 ENTERING A GAME HEADER

Place the cursor on the *White* field. A gray button with dots on it is to the right part on the field. It means that possible values of this field are stored in the library. Click on the gray button and the *Select from Players library of base* window will appear.



Whether a newly created base's library is empty or not depends on the options you selected while creating the base (see *Section 11.1 Creating a New Base* for more information). If the library is empty or doesn't contain the white player's name, click on *Add*, so that the *Add to library* window appears.

Type in a player's *Name*, *ELO*, *Chess title*, *Birthday*, *Sex* and *FIDE ID*. Press *Add* or *OK*, and the entered player will appear in the *Select from Players library of … base* window.

If you don't want to define the current header field press the *Undefined* button. All of the header fields are optional, so you can leave all of them undefined.
If you want to correct a name in the list, press the *Edit* button and the *Edit record #…* window, very similar to the *Add to library* one described above will appear. Edit the required fields, press *OK*, and the corrected information on the player will appear in the *Select from library Players of base…* window.
You can also attach the HugeBase (or Guru) library (by setting the corresponding flag in the Select from library Players of base window) and take the players' names from the HugeBase (Guru). Please do not forget to indicate the path to Hugebase(Guru) in Tools/options/general.

Important:
When you are editing a library item, you are editing it in all the games of the base.

When the required player is present in the library list, click on his/her name and press *OK*. The *Select from Players library of … base* window will be closed, and the white player's name will appear in the *New game* window corresponding field of the *Game header* panel.

The values of the other fields stored in the library (i.e. *Site*, *Event*, *Annotator*, and *Source*) can be filled in the same way. Place the cursor on the field, click on the gray button with dots, and select the library list.
The header fields, which values are not stored in the library, don't have any gray button on the right. Just type in the values for these fields (*Result*, *ECO*, *Date*, *Round*, *Remark*, *White ELO*, and *Black ELO*), or choose them from the drop-down list.

Any entered value can be deleted with the help of the local menu.
When entering the header, you may use the HUGEBASE library without attaching it to the current database.

Press *[…]* in the *White* field of the game header, and the *Select from library Players of base* window will appear.

Enable the *Huge base* (*Guru*) option, and the window will split into two parts. The upper part will display the HUGEBASE (Guru) library and the lower one – the library of the current base. You can choose players from the upper part, and their names will be automatically entered into the game header and, correspondingly, into the current base's library.

To use only the current base's library, disable the *Huge base* (*Guru*) option.

When entering the date, you can select from various formats. Click inside the *Date* line, so that the *Select date* window appears.

Choose *DMY*, *MY* or *Y* format. To change the year (or the month), click on the year label (*JAN 2006*) and then adjust the date, using the arrows on the sides of it.

6.2 ENTERING NOTATION

To enter the notation, just play out the moves on the chessboard as described in *Section 4.1 Annotating Moves*. To save the game, call the ***Edit | Save game*** command, or click on the  icon, or press [Ctrl] [S].

You can enter a game starting from any position. Clicking on the  icon (or pressing [Shift] [Ctrl] [S]) on the *Position* toolbar opens the *Position operations* dialog box (as described in *Section 3.2 Position Search*). Set up a position on the chessboard using the mouse and piece palette. Right-click on the chessboard to call the local menu and to get quick access to the list of available hot-keys. Specify the possibility of castling, who is to move and the next move number.

With the help of the *Save file as* button you can save the position for future use. To load one of the previously saved positions from the *.EPD or *.BRW files, press the *Open file* button, select the necessary position, and press *<Copy* (see *Section 3.2 Position Search* for details).

Click on *OK*, then proceed to enter notation as usual.

6.3 EDITING HEADERS IN THE LIST MODE

You can edit game headers in the list window. Place the cursor on the header field that you're going to edit, for example, on *White*. To access this field, select ***Edit | Edit cell*** in main menu, or press [Alt] [F2], or click on the gray button with dots on the right part of the field (if available). Then enter the white player's name as described above (see *Section 6.1 Entering a Game Header*). To enter values for the other header fields, place the cursor on the corresponding field, then press [Alt] [F2] etc.

When the game header has been edited, switch to *View* mode and edit notation as described in *Section 6.2 Entering Notation*.

7. DELETING GAMES

To delete the current game from the list, place the cursor on it in the list window, and select the ***Edit | Delete/undelete game*** command. You can also call this command from the local menu or simply hit the [Delete] key. The deleted game will appear in a different color, which can be set in the ***Tools | Options | Fonts and colors*** window. If you don't want to see deleted games in the list, disable the *Show deleted games* option in the ***Base | Properties*** window.

To recover a deleted game, enable the *Show deleted games* option in the ***Base | Properties*** window, place the cursor on this game in the list window, and select the

Edit | Delete/undelete game command. You can also call this command from the local menu or hit the [Delete] key. The game marked as deleted will be unmarked.

The games marked as deleted can be physically removed from the disk. To do this, select the ***Base | Operations | Remove deleted games*** command (see also *Section 11.6 Compressing a Base*). After executing this command, you will not be able to recover the games that have earlier been marked as deleted.

Note: When using the Base save as command all the games marked as deleted in the Base will automatically be deleted

8. EDITING GAMES

If you want to edit game notation, just enter new moves (see *Section 4.1 Annotating Moves* for details) and if you want to edit a game header in *View* mode, simply enter new values (see *Section 6.1 Entering a Game Header*). To edit the game header in the list mode, call the ***Edit | Edit cell*** command or to cancel the results of editing, select ***Edit | Restore game*** or click on the  icon before you leave the row with the game being edited.

9. SETS OF GAMES

It is usually more convenient to work with a set of games instead of the whole base. The expression "set of games" (or "dataset") has been used many times in the previous sections. For instance, every search produces a set. You can also create a set by selecting desired games in the *List* mode.

9.1 SELECTING GAMES

First you have to mark the games you want to select. You can mark games in the list in two ways:

1) By highlighting
2) By coloring

What's the difference between "highlighted" and "colored?"

The highlighted games are marked only until the next operation is executed. The games selected and colored will remain colored in the dataset in which you marked them, for as long as the dataset is open. Please note that they will not stay colored in the database list. If you want to mark a game in the database, you should include this game into a class.

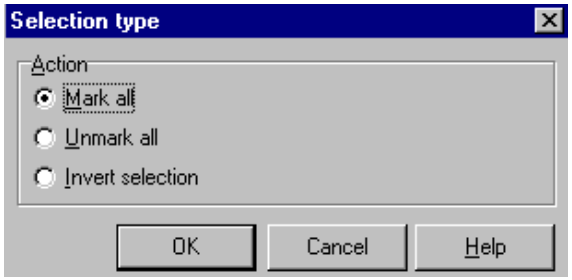
To highlight a game, click on a cell with a game number. To select a game by coloring it, click on this game in the list and press the [Insert] key. If several games are highlighted, pressing [Insert] will color them all.

When the required games have been marked in some way (highlighted or colored), choose one of the following commands in the main menu: ***Dataset | Create dataset from | Create dataset from highlighted games*** or ***Dataset | Create dataset from | Create dataset from colored games***. You can also call

these commands from the local menu or by hitting [F9]. Note that the new set will be displayed in the same window while the original set is erased.

How can I quickly select succession of games?

First you have to highlight a number of games. To do this, click on the first game and then, pressing the [Shift] key, click on the last game of the succession. To highlight the entire list, click on the cell above the game numbers on the title bar. Press [Insert] when the necessary games have been highlighted. If there are both selected and non-selected games among the highlighted ones, you will be asked to choose *Selection type*.



If the colored games have been highlighted pressing [Insert] will cancel the selection. To cancel the whole selection, call the ***Edit | Clear selection*** command.

9.2 CLASSIFYING GAMES AND POSITIONS

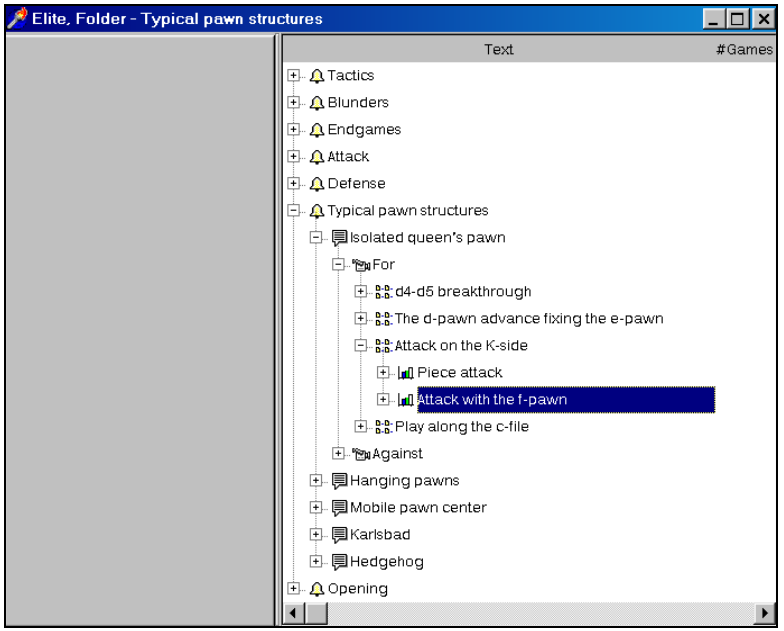
Every year enormous numbers of strong tournaments take place and countless games of valuable theoretical relevance are played. Even if your own opening repertoire is very narrow, it is quite difficult to set up your sail to every wind. Although you may find it easier at first, you should not keep all your games and analysis in one database. It makes good sense to carefully select and annotate games into a few small "self made" bases. However, before you say Jack Robinson, you will find that your "small" base turns into a rather large one. To try and find several needed games, relying on your own memory, is to search for a needle in a haystack. To speed up your access to the material in your database, your chess database management system should have convenient tools for classifying games and positions, and CHESS ASSISTANT offers you two such tools: *standard classes* and the WINDOWS EXPLORER style classifier with the user folders.

9.2.1 STANDARD CLASSES

CHESS ASSISTANT offers you 30 standard classes. You can assign any of them to a selected game by calling ***Tools | Options | Classes*** command. (See detailed description of standard classes in the manual document on your DVD#3)

9.2.2 WINDOWS EXPLORER STYLE CLASSIFIER

30 standard classes[1] is quite enough, nevertheless one cannot foresee all the possible situations. As tastes differ, each user may wish to create his/her own classifiers.



What are the main advantages of the user classifier system over the classes?

- Information on user classifiers is stored in the database files, so classifiers can be saved when you update your database.
- Classifiers look like a tree, which gives you maximum flexibility.
- Number of nested folders is unlimited.
- And, perhaps, the most important thing is: despite the fact that some classifier is attached to some database, at the same time it is an independent object; thus it can be saved as a *template* for future use and attached to any other database later on.

Every folder inside the classifier (that is, a node inside the classifier) can keep the following information:

[1] The standard classes names are stored in the CLASSES8.INI file. It is a text file which can be edited manually with a text processor. Thus you can change them, however that is not recommended unless you are an advanced user.

- Icon.
- Text.
- Position.
- Any search criteria, which allows games to be automatically classified with just a mouse click.
- List a set of games. The games may be included in the list either manually or according to any search criteria and the program may differentiate between manually and automatically included games.
- Chess *tree*.
- Another classifier.
- Multimedia information: images, audio and video.

Of course, you can easily rearrange your classifiers and change the order of the folders with the hot-keys, toolbar, and local menus, or with the help of the "drag and drop" technique. To make the layout to your liking, you can change fonts, colors, backgrounds, etc.

There is no limit to the number of ways you can use the classifier system. Before we go further, just one more idea: maintaining your own opening repertoire database. Classify it and save the classifier as a *template*. Having downloaded some new games, attach this template as a classifier for the new games. From a huge number of the new games the program will select the games that are relevant to your opening repertoire and will offer you a suggestion for updating your repertoire database.

To conclude this long introduction, we would like to emphasize the importance of the classifier system, explained by the very wide scope of its eventual usage. It is obviously clear that we could not foresee every possible situation, therefore we did our best to make this new tool as flexible as we could.
Now we hope the general ideas are clear so let's proceed to such routine things as dialog boxes, menus, commands, etc.

To create a new classifier for a current database, select ***Base*** | ***Classifier*** | ***New*** in the main menu or click on the  icon in the toolbar and then click on *New* in the *Classifier operations* window. The *New folder options* window will appear, allowing you to select a new classifier's *Type* and to enter its *Name*.

You can also set various options for the new classifier. For example, pressing the *Image* button calls the *Select Image* dialog. Associate any of the proposed images with the new classifier, and the corresponding image will be displayed in the *Classifier* window.

When the options have all been set, press *OK*, and a new classifier's window will appear.

Building and editing tools:

 Adds a folder of the same level to the current folder. This command can be executed for all the levels except the root folder.

 Adds a nested folder to the current folder.

 Deletes the current folder. This command can be executed for all levels except the root folder.

 Moves the current folder up one position.

 Moves the current folder down one position (you can also drag-and-drop the folder to its new position).

 Allows the editing of text or a diagram attached to the current folder.

 Allows the adjusting of various folder attributes, such as an icon, background, and font.

 Allows the attaching of images, video and audio files to the current folder.

 Calls the drop-down menu that gives you three options: to save the current classifier, to reload the classifier, or to reload its contents.

You can select one or several folders in the *Classifier* window to perform some operations with them. You can also drag-and-drop folders in the *Classifier* window, attaching folders to a node of a higher level, or simply transferring the folder to another node.

Right-clicking on the *Classifier* window produces the local menu which allows the performing of various operations with the selected folder(s).

You can find out more about working with references and other advanced possibilities in Chess Assistant documentation on DVD.

9.3 OPERATIONS WITH DATASETS

Select ***Dataset*** | ***Disk operations*** | ***Other*** (The operations used most often, *Save to disk* and *Load from disk*, are put as separate items though they can be reached by selecting *Other* too).
The *Dataset operations* dialog box will appear (shown in the following figure). It displays the *Current dataset* (above), *Operation* (on the drop-down list), second operand (in the *Selected* line), and the resulting set.
The following current database objects are included into the *Operands* list:

- All the open windows;
- All the existing classes;
- All previously saved datasets.

In the *Operation* drop-down list you can select the following logical operations with datasets:

Join

Select *Current dataset will be joined with the selected operand*.

Intersect

Select *Current dataset will be intersected with the selected operand*. The resulting dataset will contain only those games, which are present in both the *Current dataset* and the *Selected* operand.

Subtract

Choose *Selected operand will be subtracted from the current dataset*. The resulting dataset will contain those games only, which are not present in the *Selected* operand.

Load

Choose *Selected operand will be loaded (copied) into the current dataset*. (You can also call the ***Dataset | Disk operations | Load from disk*** command in the main menu). This command joins the *Selected* operand with the *Current dataset*. If you want to copy the operand to a new window, click on the base name on the object bar.

Save

To save the current dataset as a file, choose *Current dataset will be saved to disk* and press the *Proceed* button. (You can also call the ***Dataset | Disk operations | Save to disk*** command in the main menu). The *Enter new dataset name* a dialog box will appear. Type in the *Dataset name*, press *OK*, and the new dataset will appear at the end of the *Operands* list.

In the *Dataset operations* window you can also rename and delete datasets. To rename a dataset in the *Operands* panel, highlight the dataset you want to rename, and click on the  button (on the left part of the window). Edit the name and click on *Proceed* when done. To delete a dataset, highlight it in the *Operands* pane, and click on the  button.

Copying several games from one dataset to another

Select the games to be copied in the first list window. Place the mouse pointer on any of the selected games, press the left button and drag the mouse either to the second list window or to the second dataset icon on the object bar.

Saving dataset as a base

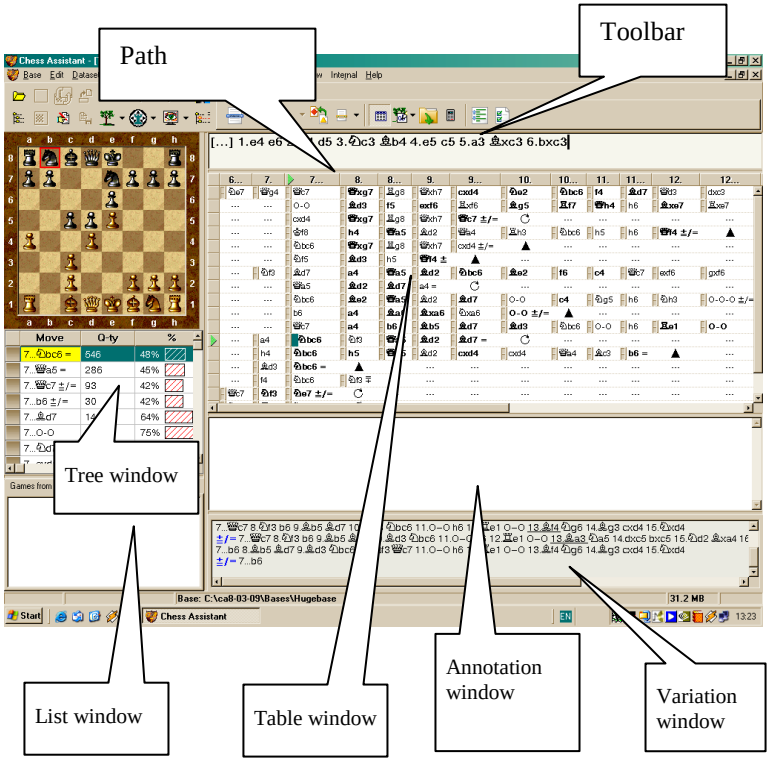
Call ***Dataset | Save as new base*** or press [Ctrl] [B]; this will produce a *Select new base name* dialog box. Choose a folder for the new base in the *Look in* text line, and type in the new *Base name*. Press the *Select* button and the *Create new base* window will appear. Optionally you can:

- *Type in your comment for this base*
- *Copy libraries* (see *Section 3.1 Header Search* for explanation of the libraries)
- *Resort bases* with the *Define the sort order* button (see *Section 11.2 Copying a Base* for description of this procedure).

Press *Finish* when the options have all been set.

10. THE OPENING TABLE MODE

The Opening Table mode in Chess Assistant presents many useful features of other modes brought together to facilitate the study of opening theory.



You can find here all the attractive features of the encyclopedic opening table together with options of replaying the table variations, analyzing them, setting marks for interesting positions that you may find in variations and annotating them with the aid of Chess Assistant's friendly user-oriented interface. Many of the necessary operations, such as positional search, are performed with a single mouse click.

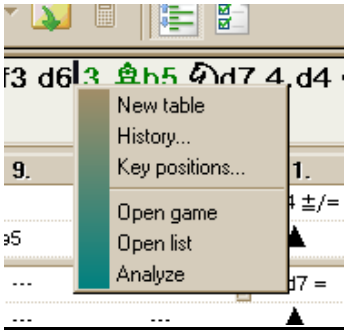
Further than that you can navigate between several positions while continuing your work in this mode. At any time you can start the analytical engine. When moving along a Path line or inside the opening table, the New table function allows you to reconstruct the opening table. The positions for which you have created the opening tables are stored in global trees and you can easily navigate between them. This is an especially useful feature of the Opening table mode,

since it helps you to examine different opening variations, positions and plans of play by examining master's evaluations and/or supplying the evaluations of your own.
A very important feature of the Opening Table mode is its link to classifiers. Chess Assistant's classifiers are a powerful means of working with the chess databases, they help you to maintain the structure of large arrays of games, positions and other chess data. Classifiers will save you time and effort, being a tool that facilitates access to the games within the database, since the folders of the classifiers contain the results of previously performed searches, sometimes very complicated ones. You can export a classifier from one database and import it to another, which makes it easier for you to manage the databases' content. At the same time, the classifiers are rather abstract sets of classes and when working with classifiers, you have to undertake several additional steps to get directly to the chess games and chess positions. Meanwhile, the Opening Table mode is directly linked to the CHESS OPENINGS ENCYCLOPEDIA 2014 database's classifier. It allows instant browsing of the content of this classifier. You can launch the Opening Table mode immediately from this classifier's window by clicking the Tree button's drop-down list in Chess Assistant's main toolbar and then selecting the *Tree Tables* menu item. Using the Opening table mode, you can instantly add a variation to the classifier, thus enriching its content.
As you can see in Figure 1, the main working area of Chess Assistant's window in the Opening Table mode includes several components. We will briefly describe them here together with their functionality.

Path window

You can launch the Opening Table mode from any of Chess Assistant's window where the chessboard presents itself, for example, the View Mode. When you are examining a game, make some moves from the game notation to proceed to a position and select the *Advanced* | *Opening tables* menu item in the main menu.

A special button  is also added to Chess Assistant's main toolbar; when you move the mouse pointer to it a pop-up label "Create Opening Table" appears. This button can also be used to launch the Opening Table mode. These are two ways of launching the Opening table mode. When you do so the Opening table mode is launched and the initial moves of the game leading to the selected position are displayed in the Path window. We interpret this line as a path that connects the initial position and the selected position.



Here in the figure above a screenshot fragment is given with the Path window's local menu. Using this menu you can perform the following operations:
New table – this command allows you to build the opening table for any position that occurred in the path variation. You can move forward or backward along the path variation and construct several opening tables. This is a very useful function; implement it to select an opening table with an optimal number of variations that you can easily perceive and/or memorize.

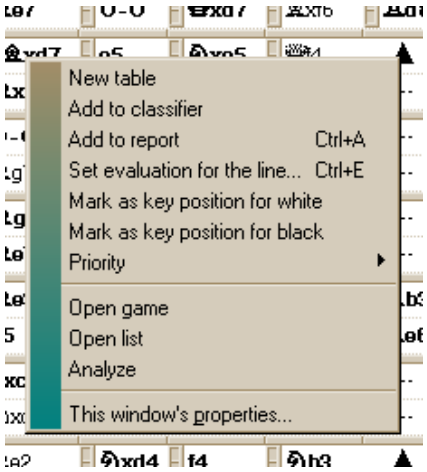
History… – this command is equivalent to pressing the *History* button  on the toolbar (see description below). It allows you to browse the positions from which you created the opening tables.
Key positions… – using this option you can browse through positions that you marked as the key positions. When you click the dark triangle to the right of the *History* button, its local menu opens allowing you to browse either all of the opening tables or just the key positions.
Open game – this command automatically creates a subset of games from the HUGEBASE (Guru), which has in common the current position on the path line – or the point, from which you call this command. Then it launches the View mode for the first game in this subset.
Open list – this command is similar to the previous one but instead it opens the list of a new subset, not the View. When you practice a little with the Opening Table mode, you will appreciate its facility to improve the access to the large databases.
Analyze – starts the analytical engine for the current position. The analysis is displayed in the Engine tab below the Tree window.

Chessboard
The chessboard is simply a visual representation of the chess notation in the Path window and the Table window. At the same time as you move forward or back in the Path line or in the Table with the arrow keys the position on the chessboard changes.
When the blinking cursor is placed inside the Path window and you make a

move on the board, then the path line is continued or a sub-variation is added to it. However, making moves on the board in this mode does not achieve anything meaningful; use it when you need to create a new opening table. You can also make moves with the mouse on the board when the blinking cursor is inside the Variation window; in this case a move that you make is added as a new variation. The chessboard also has its local menu but that menu contains specific commands referring to the chessboard settings; we won't dwell on them here.

Table window

This is the main component of the new mode. Here you can find all the relevant information concerning the selected position, displayed in a form of an encyclopedic opening table. Generally, this is a set of variations supplied with the final evaluations. At the same time, the Table window combines the advantages of the encyclopedic opening table and those of Chess Assistant's View mode.



You can replay the lines and move between them either by pressing the arrow keys on your keyboard, or by clicking with the mouse directly in the table. Some moves in the table are displayed in bold typeface. When you move the mouse pointer to a move marked with the bold font, the floating pop-up label appears with the text "Highlight comment: move has variations." These are the sideline variations not presented in the table; you can also find them displayed in the Variations window. They represent the continuations considered worse than the ones given in the table. The green triangle marker at the end of the main lines represents the end of each variation. The last move of the variation is available for display in the table, when you click it or transpose to it with the arrow keys

you will find yourself actually in the position immediately before the last move. To proceed to the position after the last move in the variation, click the green triangle symbol or press the right arrow key.

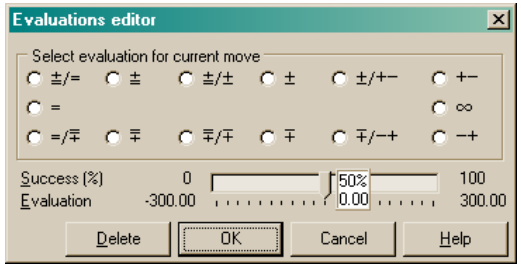
Clicking with the right mouse button in the Table window calls up the opening table's local menu which contains its specific commands. The picture above represents a screenshot fragment of this local menu.

New table – this command rebuilds the opening table. You can navigate to some position in the opening table and then choose this option to examine the arising position in detail. It is also possible to use the keyboard shortcut [Ctrl] + [U] to construct the new table. All the tables that you have built are stored and you may later return to some previously built table using the toolbar (see description below).

Add to classifier – this is a core function of the new mode. You can also call it by clicking the  button on the toolbar. This operation can insert a folder corresponding to the selected variation into the CHESS OPENINGS ENCYCLOPEDIA 2014 database's classifier. Note that this feature can be used to develop the structure of the classifier by adding new sub-folders to it.

Add to report – this function automatically creates a new game, an entry into the REPORTS database that is stored in BASES\TEMPORARY subfolder. This game contains a variation from the opening table, which you chose to be placed into the report. When working in the Opening table mode you can select several variations and transfer them into the report; moreover, you can create several opening reports. Remember that you will have to save the report game after you have finished your work. This is yet another way of obtaining some stable results of your work in the Opening table mode, which can later be reproduced and used in your other activities such as annotating your games, etc.

Set evaluation to variation – this opens the Evaluation editor window that allows you to set the desired evaluation. Another way to call the Evaluation editor is to press the shortcut keys [Ctrl] + [E] on your keyboard.

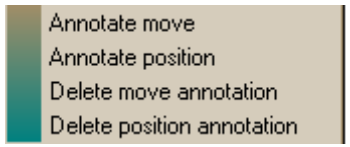


Various levels of the evaluation can be set with the option buttons. You may also

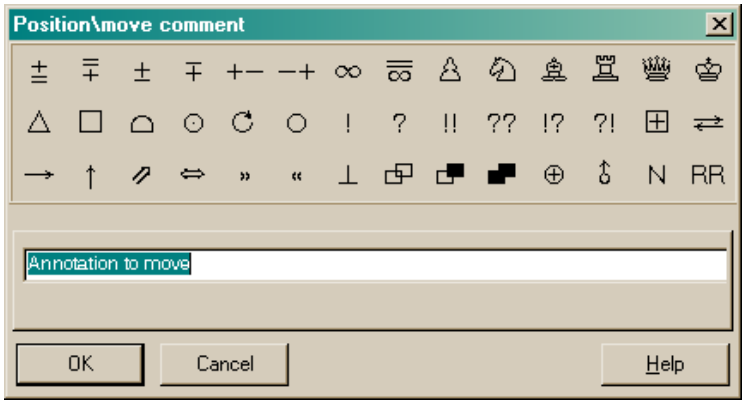
wish to use the slider bar in this window to set a quantitative evaluation.
Mark as key position for White, Mark as key position for Black – these commands are used to change the position's status. The key positions are also stored by Chess Assistant and you can navigate between them with the aid of the *History* button on the toolbar (see the description below). This option is very useful when managing a large number of opening variations; you can mark some positions that you want to memorize as key positions and later return to them.
Open list, Open game – these commands are used to transpose to other modes of Chess Assistant. When you right-click anywhere in the table and select the *Open list* command, the List mode is started and a window is displayed with the list of games where the current position occurred. The *Open game* command launches the View mode, opening a window with the first game from that subset (list).

Note that you can also click the *Open list* and *View game* buttons in Chess Assistant's main toolbar, which will start either the List mode or the View mode. This option is available when you position the mouse pointer in any place of the Opening Table window where the chess notation is presented such as in the Path window, Table window and Variation window. Chess Assistant will automatically perform the positional search operation and present the results in a separate window. The position used for this operation is indicated by the mouse pointer in the Opening Table mode or it is the last position in your current working session in this mode.
Analyze – use this command to call the analytical program. After you have chosen it the infinite mode of analysis is started and variations suggested by the engine are displayed in the Analysis window together with evaluations, the depth of calculation and time spent by the engine.
This window properties – selecting this command is equivalent to clicking the Properties button on the toolbar (see below).

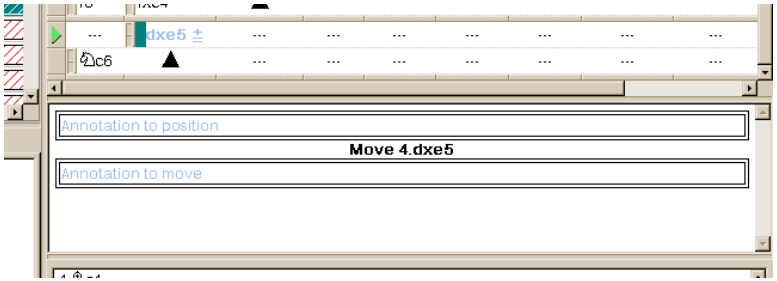
Annotation window
This window displays the text and symbolical annotations to the moves and variations in the Opening table. You can open it either by calling a corresponding command from the local menu, or by clicking the annotation editor button on the toolbar. This operation calls the annotation editor dialog, here you enter the desired commentary.



As you can see it is possible to either set or delete an annotation to a move or a position. When you select annotate move the *Position\move comment* dialog opens:

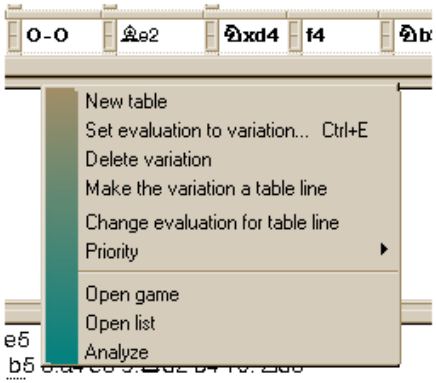


Enter your comment in the text line as it is shown in the picture. You can also enter chess symbols by clicking on their icons above.
Here below you can see an example of annotations to a move and to a position displayed in the annotation window:



As you can see annotations to a move and to a position are displayed on different lines of the Annotation window. The move to which the annotation is given is also automatically inserted there. Note; since you print in grey-scale you may not notice the color blue, but rather note that it is blue in the application. Use this option to supply some short comments to the chosen moves and positions when working with an opening variation; you can easily remove them later by right-clicking in the Annotation window.

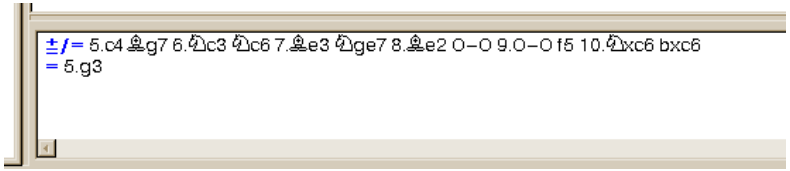
Variation window
Here the variations to the moves from the Table are displayed. When you move in the Table to the highlighted move the variations appear in this window. These are continuations considered inferior to the Table move; another type of variation is the lines continuing after the last move of the variation in the table.



The image above represents a screenshot fragment with the Variation window's local menu. Using this menu you can perform the following operations:

New table – when you click with the mouse inside the Variation window containing some variation, the blinking cursor appears here indicating the current position. This position immediately is displayed on the chessboard. Suppose that this position interests you in some way, in which case you can quickly create a new opening table for it using this command.

Set evaluation to variation – this opens the Evaluation editor window (see above) that allows you to set the desired evaluation. In this case, the evaluation refers to the entire variation rather than to some particular move. The evaluations are displayed highlighted with blue to the left of the variation in the Variation window as is shown in the figure below.



Delete variation – removes the selected variation.

Make the variation a table line – inserts the selected variation into the table

Change evaluation for table line – when you have selected some variation to be transferred into the table, you can set an evaluation for it using this command. The familiar dialog of the Evaluation editor opens.

Open list, Open game – these commands are used to transpose to other modes of Chess Assistant. If you right-click anywhere in the table and select the *Open list* command, the List mode is started and a window with the list of games is displayed, where the current position occurred. The *Open game* command launches the View mode, opening a window with the first game from that subset

(list). Note that you can also click the *Open list* and *View game* buttons in Chess Assistant's main toolbar, which will start either the List mode or the View mode. This option is available when you position the mouse pointer in any place of the Opening Table window where the chess notation is present such as in the Path window, Table window and Variation window. Chess Assistant will automatically perform the positional search operation and present the results of it in a separate window. The position used as a criterion in this operation is indicated by the mouse pointer in the Opening Table mode or it is the last position in your current working session in this mode.

Analyze – this command starts the analytical program; the engine variations are displayed in the Engine window to the left of the Variation window.

Tree window

The Tree window is already familiar to us from the other Chess Assistant modes. It displays complete tree information concerning the position on the chessboard – the moves played in this position, the quantity of games and where they occurred, percentage and success diagram and evaluations from the various trees. There is nothing special to be said about the Tree window except that it really is the main component of the Opening Table mode. You can think of the entire mode as an advanced viewer\editor for the tree. The information that is stored in the tree in compact quantitative form can be explicitly displayed in the Opening

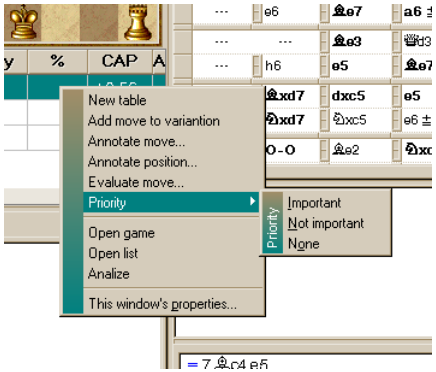


Table mode. Here you can find a detailed grounded explanation of the tree evaluations together with variations and plans of play involved. The quantitative evaluations of the tree is replaced with symbolical chess evaluations and variations in the Opening Tree mode; at the same time any of your comments, annotations and evaluations that you make while working in the Opening Tree mode are stored in global trees (USERBOOK, etc.).

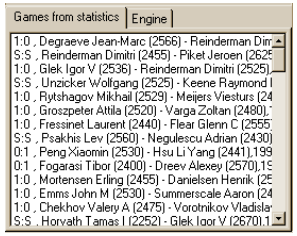
The Tree window displays all the possible continuations in any position together with an evaluation and success bar. Use it to rectify your positional judgments while working with the opening tables.

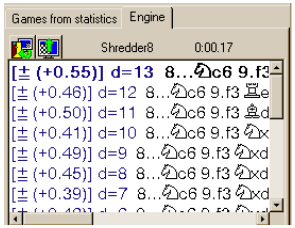
Right-clicking in the Tree window calls the local menu shown in the figure below. The following operations are available in this menu:
New table – this command builds the opening table for the position that occurs after the move selected in the Tree window.
Add move to variations – adds the move from the Tree window to the Variation window. Note that later you may wish to add this move to the opening table as a line, then add this new line as a sub-folder to the classifier or add this variation to the report.
Annotate move…, Annotate position… – both these commands call the *Position\move comment* dialog box that allows you to add annotation to the selected move or to the position that occurs after this move.
Evaluate move… – calls the Evaluation editor dialog (see above).
Priority – Using this command you can change the status of the selected move, setting it to *Important*, *Not important* or to *None*.
Open game, *Open list* – both these commands automatically create a sub-set of games in which the selected move happened and then display either the list of games in this sub-set or the View window for the first game in this sub-set. These are equivalent to the corresponding buttons in Chess Assistant's main toolbar. *Analyze* – Launches the analytical program for the position after the selected move from the tree. *This window properties* – equivalent to pressing the Properties  button on the Opening Table toolbar (see below)

List (Games from statistics) window, Analysis (Engine) window

Below the Tree window you can find the List window (Games from statistics). The Opening Table mode is actually an advanced means of access to information stored in databases; it is a powerful extension of the Tree mode. When you replay the lines of the Table, you can see that the list of games from the opened database automatically appears in this window. If necessary, click the *Show games*  button on the Opening Table toolbar to display the list. Here we find an example of the most important function of the chess tree realized, the accelerated access to databases. If you double-click any item in this list, this will open the View mode for the selected game. Use this option to observe how the game may evolve in a selected variation.
The Games from the statistics window also have their local menu, similar to the Table window local menu.
The Games from the statistics window is actually a docked window with several tabs; one of them is entitled *Games from the statistics*. Another tab appears when you click the button with the eye icon on Chess Assistant's toolbar (or hit spacebar on your keyboard). This tab is called *Engine*; it is used to display the variations that the default analytical engine calculates for the position from the Table. There are two buttons in this tab; one of them allows you to insert the engine variation into the game  and another one exits the analysis  . The

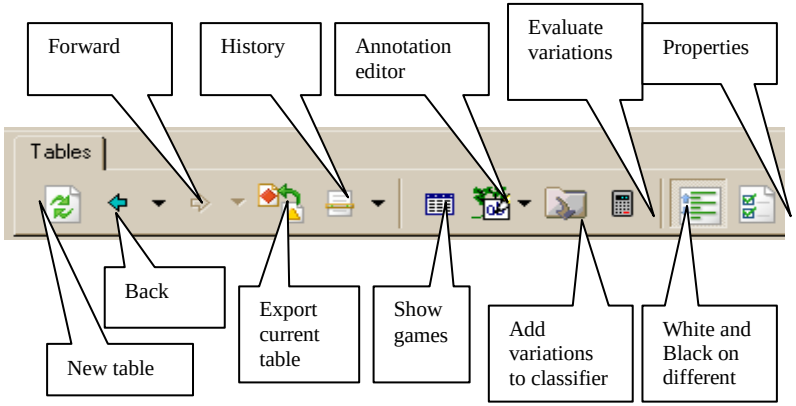
first button instantly adds the engine's variation into the Variations window, the second stops the analysis. Both tabs of this window are shown in the picture below.





Both these tabs have their own local menus. While the local menu for the *Games from statistics* tab is the same as the local menu for the Table window, the local menu for the Engine tab includes two commands – *Exit analysis* and *Add variation to my variations*. These commands are equivalent to pressing the corresponding buttons of the *Engine* tab – the first one interrupts the analysis and the second one inserts the most recent engine variation into the Variations window.

Toolbar



When you are in the Opening Table mode you can see its toolbar over the Path window. It contains the buttons that allow you to execute the most frequently called operations in this mode.
New table – clicking on this button instantly updates the content of the opening table. Drop the mouse pointer in the Path window. When you navigate along the path variation, you can click the *New table* button at anytime. It is an especially useful function; it may happen that the Table window contains too much

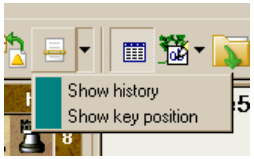
information for a single working session. In this case you may choose to move forward along the path line until you find a simpler position with fewer variations. Then click this button and the opening table will be re-constructed.

Back – this button allows you to return to a previous position for which the opening table has been built. If you have moved to and fro along the path variations and have built tables for several positions, this button helps you to navigate between these positions.

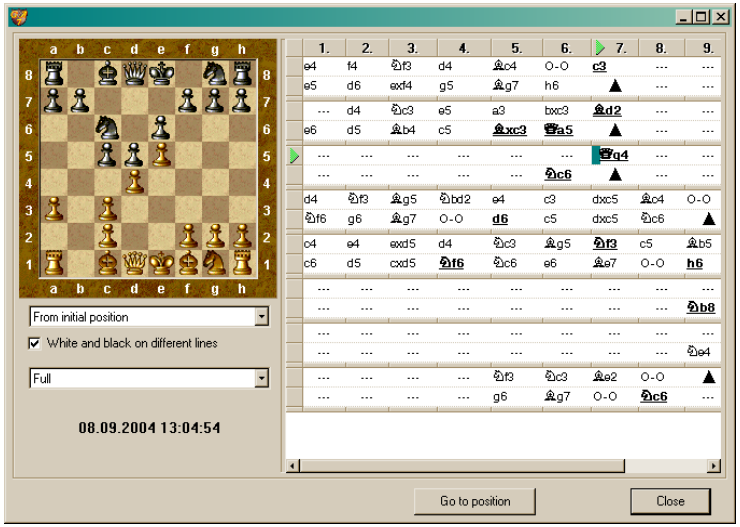
Forward – use this button to transpose to the next opening table; by default it is inactive but becomes activated when you have built several opening tables and are currently watching the first one of them.

Export current table – clicking this button allows you to export the table to a *.PDF, *.BMP or *.JPG file. The *Save* dialog box appears; indicate the export file name there and click the *OK* button to start exporting. You can use the export files for preparing publications.

History – usually this button is used together with the Back button to navigate between several positions. It has a dark triangle to the right of it; clicking here opens the local menu for this button:



Here *Show history* option opens the history dialog box:



This dialog box presents you with several fragments from the opening tables you have built, together with the control elements that help you to navigate between the positions. It is an extremely useful feature of the Opening table mode. If you make a few moves from some interesting opening and then build the opening table, it will contain an overwhelming number of variations and you may find yourself lost facing that bulk of information. It makes sense to make a few moves more along some particular line and update the opening table from that position, then you can more easily understand the development of the game in a fewer number of variations. Any time you want you can return to the previous position using the *Show history* option and this dialog box. Repeating this procedure several times greatly promotes the process of learning an opening that is unfamiliar to you and enhancing your understanding of its strategic patterns.

The upper drop-down list in this dialog contains options that help you to filter the history of the positions. You can choose between the various tables built *From the tables start position*, *From current position* and *From initial position*. The last option indicates the widest possible choice since all the tables (or rather the paths), may be prolonged backwards to the initial position. The lower drop-down box contains options that allow filtering the tables by the time they have been built – *Session*, *Today*, *Three days*, *Week*, *Month* and *Full*. In this case too, the last option refers to the entire set of tables. Select the necessary option and click *Go to position* button.

If you have marked some positions in the opening tables as the key positions, then you may choose the *Show key position* option. This action opens the key positions dialog box that is similar to the one described above. The difference is that the key positions are more "time-persistent" – they are stored for a longer period of time than all the opening tables that you build. You can mark position as a key position for White or a key position for Black with the aid of the local menus.

Show games – this button toggles to and from the display of games in the List window (Games from statistics). If you work with a large database, it may take some time to find and display games on a slow computer.

Annotation editor – clicking this button displays the annotation editor window. This button also has its own menu; you can annotate a position or annotate a move, you can also delete annotations you have made.

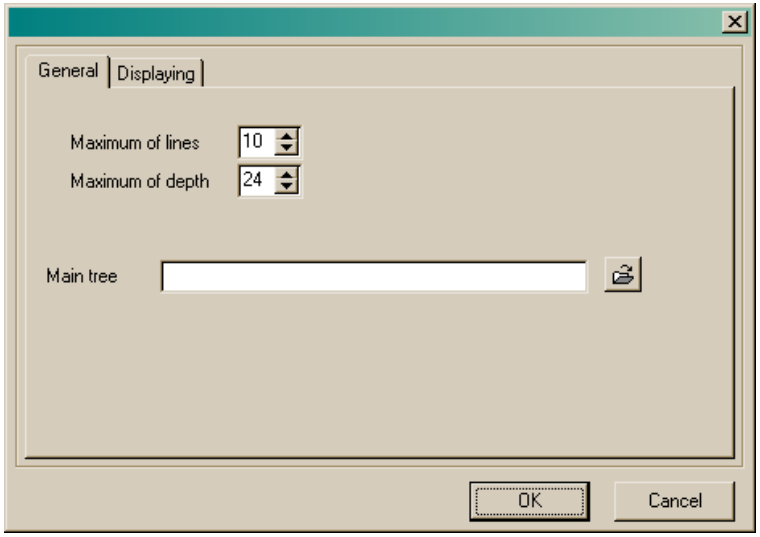
Add variations to classifier – this button realizes a function that connects the opening table and the classifier of the OPENING ENCYCLOPEDIA 2014. Anytime you can add the variation from the table into the classifier by clicking this button. A corresponding folder appears in the classifier and all the necessary operations (finding the games and linking them to the folder) are performed automatically. If the button is inactive (colored grey), then this means that the variation is already presented in the classifier. Otherwise you can use the button to add any variations that you are currently studying.

Evaluate variations – this command opens the evaluation editor dialog. You can add your evaluation to some variation; in which case the evaluation you have entered is shifted towards the beginning of the variation in contrast to the

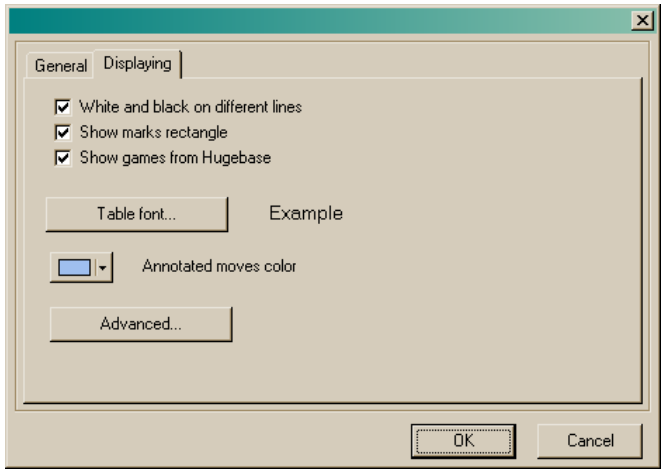
evaluation you have added to some move. Your evaluations are stored in the Userbook together with your comments.

White and Black on different lines – this button toggles the way the opening table is presented. By default all the variations are given in one line, Black's moves follow White's. You may wish to change this. Click on this button and Black's move will be displayed below White's.

Properties – clicking this button displays the *Properties* dialog box (There also is *Opening Table* tab in the Options dialog box that may be called with *Tools | Options* item of the main menu.) This dialog box has two tabs – *General* and *Displaying*.



The *General* tab of the *Properties* dialog box lets you define the general parameters of the opening table, such as the maximum number of lines and the maximum depth of the variations displayed there. The default values are given in the figure above; you may try several values to select the appearance of the opening table that suits you the best. Note, the *Main tree* text line is left empty by default. This indicates that the evaluations to the moves and variations that you see in the opening table are taken from the Eval tree. If you change this parameter by clicking the button with the ellipsis to the right of it, then the evaluations may become unavailable to you; you must be an advanced user to indicate some other tree as a source of evaluation. We recommend leaving it as it is.



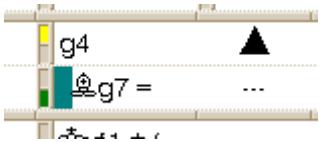
In the upper part of the Displaying tab, Properties dialog, you can find three option check-boxes.

White and black on different lines – this option toggles the way the variations are displayed in the table. You can set White's and Black's moves in the same variation to be displayed either on a single line of text or on two different lines, Black's move under White's.

Clicking the *Table font…* button allows you to define the attributes of the font used for displaying variations in the table. With the standard Windows Font dialog box you can select the size and other properties of the font. There is a label to the right of the button; it is used for displaying a text fragment with the font you have selected – you do not have to apply your changes to see the result.

You can also modify the color used to mark out the annotated move. Clicking the *Annotated moves color* button displays the palette drop-down list, where you can select a color for the highlight. Clicking the Other button there displays yet another dialog box, the standard Windows Color dialog.

Show marks rectangle – this option toggles the display on and off of the special rectangular field to the left of a move, where your marks are displayed as color markers. You can set or remove the mark by clicking with the mouse directly inside these rectangles. Use these markers during a single working session with the opening table to identify the positions that need your special attention.



In the picture above you can see a fragment of the opening table with the moves

placed in different lines. There are marks rectangles to the left of the moves' notation; clicking them results in the color markers appearing.

Show games from the Hugebase – this button forces the games from the HUGEBASE to be displayed in the list window below the tree. By default, the games are automatically displayed in the Games from statistics window. However, you may wish to alter this by un-pressing the button, and sometimes you may need to press it again to display the list of games there.

11. OPERATIONS WITH DATABASES

Base properties

To obtain more information about the current base, call ***Base | Properties***. This will produce the *Base properties* dialog box that displays the base *Type*, its full name (*Path*), *Length* (number of games) and *Comment*.

Mark the *Read only* check box with a tick if you wish to prevent changes being made to the base. You can also specify whether to show deleted games in the list.

One base or more?

Which is preferable? To store chess data in a single large base or in several smaller ones? There is no universal answer. The huge database allows access to all the games. On the other hand, tasks done on several smaller bases are quicker if you don't need to work with the entire huge base and have separated what is needed. You should also note that a huge database consumes a lot of disk space.

11.1 CREATING A NEW BASE

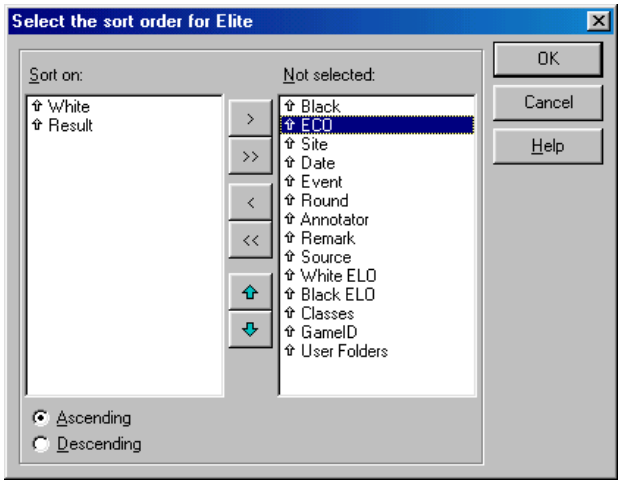
Call the ***Base | New*** command in the main menu (or press [Alt] [F5]), and the *Select new base name* dialog box will appear. It looks like the *Select base to open* dialog box (see Section *2.1 Opening a Database*). Select a folder in the *Look in* text box, choose the *Base type* from the drop-down list and enter the *Base name*. Press the *Select* button and the *Create new base* dialog box will appear.

Select the library. By default the program takes the library from the last base you worked with. To copy a library from another base, click on *Browse* and choose the base in the *Select base* dialog box. To clear the choice and create a new library, select *Clear*. When done, press the *Finish* button and the new base name will appear on the object bar.

11.2 COPYING A BASE

To make a copy of the current base (any format), select the ***Base | Save as*** command. The *Select new base name* dialog box will appear. Select a folder in the *Look in* text box, choose the *Base type* from the drop-down list, and enter the *Base name*. Now press the *Select* button and the *Create new base* dialog box will appear.

It is similar to the one shown in the figure above. The only difference is that you cannot select the library as it is taken from the base being copied. If the *Copy libraries* check box is *On* that means the entire library is copied. Otherwise the only library items copied are those in use in the base being copied.



You can sort the new base according to your choice. Enable the *Resort base* option, click on the *Define the sort order* button and the *Select the sort order for…* dialog box will appear. To add a criterion for resorting, move it to the *Sort on* panel. In order to do this, click on the desired criterion in the *Not selected* panel and press the < button. Should you wish to use all the criteria, press the << button. The > and >> buttons will do the opposite. To change the order of criteria, click on one or several items and move them with the ⇧ and ⇩ buttons. Press *OK* when the *Sort order* has been set.

11.3 JOINING SEVERAL BASES

If you call the ***Base | Save as*** command and select a name of an existing (but closed) base instead of a new name, the program will give you a *Warning* window with a choice between *Append* and *Overwrite*.

To add other bases to the current one, make sure it is not *Read Only* and call the ***Base | Join*** command. The *Joining other bases to…* dialog box will appear. Press the *Add* button and select the bases to be joined in the *Open base to join* dialog box. Press the *Select* button and the *Joining other bases to…* dialog box will appear again, in which the *Copy libraries* option has the same meaning as above. Press *Join* when the options have all been set.

You can also join bases with the ***Base | Convert bases...*** command (see *Section 11.5 Converting Bases from Other Formats*).

11.4 DELETING A BASE

To delete a base, call ***Base*** | ***Delete***. The *Select base to remove* a dialog box will appear. Select the base to be deleted in the *Look in* text line and press the *Select* button. The *Confirm* dialog box will appear, asking *Do you really want to delete the base…?* Answer *Yes* and the selected base will be deleted.

11.5 CONVERTING BASES FROM OTHER FORMATS

CHESS ASSISTANT is capable of reading databases in the following formats:

*.DVDP (CHESS ASSISTANT for WINDOWS)
*.BFI (CHESS ASSISTANT for DOS) *Read only*
*.CBF (CHESSBASE for DOS) *Read only*
*.CBH (CHESSBASE for WINDOWS) *Read only*
*.PGN (Portable Game Notation)
*.ZIP (ZIP compressed files)
*.EPD (EPD files)

However, if you want to increase the speed of operations and fully access the data, you should convert bases from other formats to the CHESS ASSISTANT format. To do this, select the ***Base*** | ***Convert bases*** command (this command also allows you to join several bases of any format into a single base in CA format), and the *Converting databases* dialog box will appear.

Enter the list of bases to be converted in the *Bases* window; press the *Add* button, and the *Select base to convert* dialog box will appear. Select the required base (let's call it *Oldbase*). The program prompts you to enter a *Full base name* in the *New base properties* section. Let's call this base *Newbase*.

Now, you would like to convert *Oldbase* to *Newbase*. If you want to give *Newbase* a new name, press the *Browse* button, and the *Select new base name* dialog box will appear. Select a folder in the *Look in* text box, choose *Chess Assistant for Windows (*.DVDp)* in the *Base type* drop-down list and enter the new *Base name*. Press the *Select* button and the *Converting databases* dialog box will appear again.

To select *Newbase* from existing bases, press *Browse*, highlight the necessary base in the *Select new base name* dialog box, press *Select*, and the *Converting databases* dialog box will appear again. In this case either *Oldbase* will be added to *Newbase* or *Oldbase* will replace *Newbase*.

Chess Assistant allows you to convert the contents of one particular field into another one, inside a single base. Use ***Base*** | ***Operations*** | ***Convert Fields*** command in the main menu.

11.6 COMPRESSING A BASE

The ***Base*** | ***Operations*** | ***Remove deleted games*** command is intended to physically delete the games marked as deleted from the disk. See *Chapter 8 Deleting Games* for details.

11.7 RESORTING A BASE

You can resort bases according to your choice. To do this, make sure that the base is not *Read only*, then call the ***Base*** | ***Operations*** | ***Reorganize*** command, and the *Select the sort order for* dialog box will appear. Resort the base according to the procedure described in *Section 11.2 Copying a Base*.

11.8 SEARCHING FOR DUPLICATES

This mode allows one to find and eliminate duplicate games either inside a single database or by comparing two bases.

The program produces two files, one of which contains a set of games it proposes to keep (based on settings the user will have chosen beforehand) and the other contains a set it proposes to delete. You can simply accept this by selecting all or some of the games, mark them for deletion and then compress the base (see *Section 11.6 Compressing a Base* and *Chapter 8 Deleting Games* for details). You can search in up to two bases at a time and all the games in both bases will be treated as a single base for duplicate searching purposes.

Comparisons can be made for both game headers on any of the header fields and game moves for any range of moves. You can specify whether one game is included in another, denote games that differ only in their comments, and whether text is to be used or not when deciding if games match. You can choose how the program will present the results of a search by specifying three different preferences and their order.

To do this, activate the necessary database, then select ***Base*** | ***Operations*** | ***Search for duplicates*** in the main menu, and the *Find Duplicates* dialog box will appear. It contains three sections: *Bases*, *Criteria*, and *Results*.

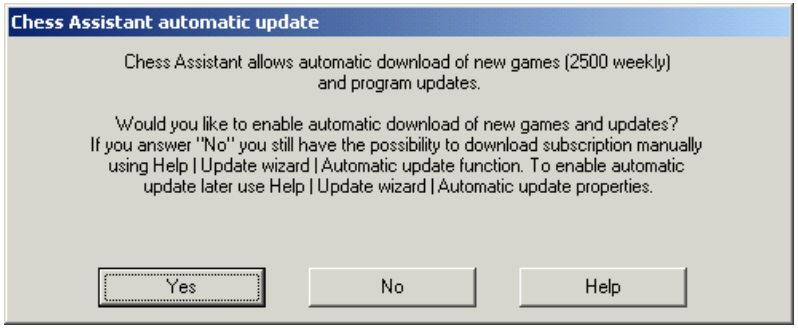
For a detailed explanation of this mode please refer to the full documentation available in the *Manual* folder on your DVD.

11.9 UPDATING FROM THE INTERNET

With the new Update functions you can download new games, as well as:

1) Upgrade the main executable file of your program;
2) Upgrade the auxiliary files;
3) Execute upgrading automatically at scheduled time intervals;
4) Using the script system, define what to do with downloaded files. You may either save the obtained game databases unchanged or attach them to Hugebase or some other game database. The scripts offered are the sequences of

commands performed on the game databases of Chess Assistant. You can view/assign scripts using the main menu item Tree\ Scripts\ Manager.



At your request, checking out and downloading the subscription(s) may be performed automatically at scheduled time intervals. By default, Chess Assistant retrieves the subscription once a week. When obtaining the new subscription, you will see *Chess Assistant Automatic update* dialogue (see previous page).
After selecting the "Yes" button, the program allows you to adjust the settings defining the time intervals for the subscription downloads. When you select "*No"* button, you still have an opportunity to check the availability of new updates manually.

Downloading the subscription(s) manually

Regardless of setting the automatic downloading on or off, you may check the availability of new games and updates manually.
To do so, select the main menu item **"Help\Update wizard\Automatic update"**. Selecting this item calls for a sequence of dialogues which allows you to define the process of updating your game databases and the program (see detailed description of the manual download method in Word document on DVD).

11.10 REPAIRING A BASE

In order to test the database of the CAWin type, call the ***Tools | Test base*** item in the main menu. The window *Scan database for possible errors and recoverable data* will open.
The database recovery operation is analogous to the test operation, but in the former case the recovered database is saved as a new one and the test protocol is not created. Recovering the database is conducted by selecting the ***Tools | Repair base…*** item in the main menu.

See Chess Assistant manual document on DVD for detailed description of the test and recovery operations' options.

11.11 PACKING AND E-MAILING A BASE

Packing a base

Within CA you can pack a database into one file for transferring it to another computer or sending via e-mail. All the database files can be packed into a single file so they can be easily transferred from one computer to another. Multi-volume archives are available.
You can pack the database by calling the ***Base | Pack*** item in the main menu.
Define the source database name in the ***Base*** line of the ***Pack base*** window and the archive file name in the ***Archive name*** line.
The ***Compress*** section allows you to select Multimedia files, Folders and Tree for a selected database to be compressed.
The ***Block size*** line allows you to split the archive file into several files of a selected size. This might beuseful when transferring files by e-mail.
The packing operation results in the creation of a file with the *. zip extension.
You may unpack such a file by calling the ***Base | Unpack*** command in the main menu. The standard Windows Open dialog box will appear where you should choose the archive file name. After selecting the archive the ***Decompress base*** window will appear.
Choose a catalog that will contain the unpacked database, and indicate it in the *Save to:* line.

Sending a base via E-mail

Chess Assistant allows you to send or receive a base via e-mail using no special mailing software.
In order to tune these modes a user has to call the ***Base | E-mail | Options*** command in the main menu and fill the fields in the opening window according to preferences of his/her mailing program.
The base is sent via E-mail on calling the ***Base | E-mail | Send*** command in the main menu.
To receive the base via E-mail, select the ***Base | E-mail | Retrieve base*** command.

12. LIBRARIES

CHESS ASSISTANT keeps libraries of the players, places, events and sources instead of coding them into each game score. The concept of libraries was described in *Section 3.1 Header Search*.

Editing a library

To open a window with the current base's library list, select the ***Base | Library | Open*** command in the main menu. The *Open library* window will appear allowing you to select

which library you're going to edit: *Players*, *Places*, *Events*, or *Sources*. Click on the necessary item and the corresponding list window will appear. You can treat the library list like a list of games: search for items in it, add and delete items, drag items from one list to another and so on (as described in *Section 6.1 Entering a Game Header*).

There is also a flexible utility for editing libraries. If you have any experience operating different chess databases you are no doubt familiar with the following annoying situation: instead of one player you find you have three, four or perhaps even more. For instance along with *Vladimir Kramnik (RUS)* you have *Kramnik, V.Kramnik, Vladimir Kramnik* etc. How can one correct this?

The ***Multichange*** utility allows one to standardize game headers automatically by replacing several records with one. You can select any number of different name entries in any of the four different libraries and the program will merge them into a single spelling. You can search for all these spellings using substrings. The first name you select is taken as the correct spelling and all the other selected entries are replaced by this one. You can save every process in case you want to do the same multichange again with the other libraries.

13. CHESS TREES

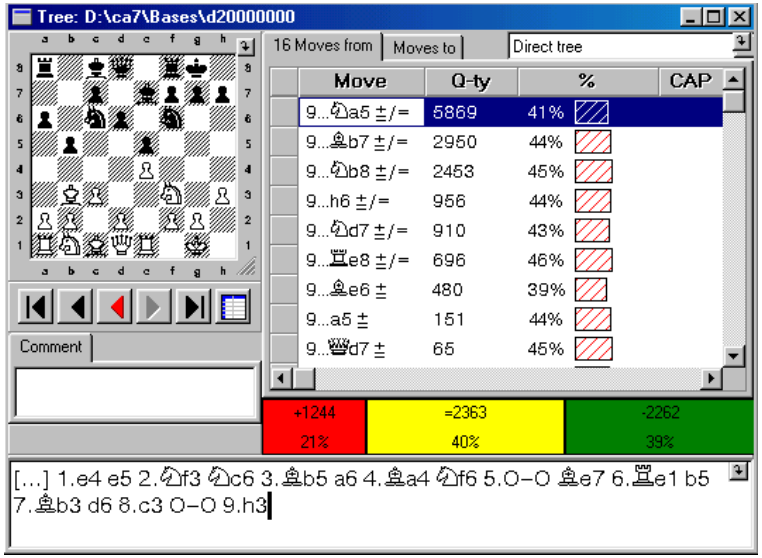
A chess game may be considered as a set of positions connected by moves, and a sequence of moves that leads from one position to another. Let's call this sequence of moves *a path*. Thus every game may be considered as a path that begins with the starting position and ends at the final one.

The same approach may be used for a set of games and even for an entire database because every database is a set of games. As far as we know, each game is a set of positions connected by paths; consequently, a database may be considered as a set of positions connected by different paths.

If one approaches a database from this point of view, it's quite possible that the same position may occur in several different games but paths leading to this position are different. Likewise, there might be several paths from any position or in other words, several moves have been played.

Therefore there are two possible approaches: every database may be considered either as a set of games or as a *tree*, i. e. a set of positions connected by different paths. CHESS ASSISTANT offers you good tools for operating these chess trees.

13.1 OPERATING A TREE



To enter the *Tree* mode, select the ***Search*** | ***Tree*** command in the main menu or click on the  icon, and the *Tree* window will appear.

There are several types of trees, but functionally they are nearly identical from the user's point of view (for an explanation of them see *Section 13.5 Different Types of Trees*). In the drop-down box you can select one of them: *Current base tree*, *Huge base tree*, *Direct tree*, *Evaluations*, or *Indexer*.

The diagram displays the current position with buttons below the chessboard similar to those in *View* mode. The path leading to the current position is shown in the lower panel and the statistics of the current position are present in the lower left-hand corner. You can move along the tree either by replaying moves on the chessboard or with the arrow keys or by double-clicking on the necessary move; the tree will automatically update the information.

The *Move* column displays a list of moves from this position, some of which are evaluated. Basically these evaluations are those of chess experts, but they also take into account a user's corrections. Detailed statistics for the current move are shown to the right and below the list.

- The *Q-ty* column displays the number of games in which a move occurred.
- The *%* column shows the percentage of success for each move. Calculated as % of won games + % of draws divided in 2.
- The following column displays the CAP.
- The *BGA* column displays the background analysis results.

- The *Engine's* column shows evaluations obtained with the help of computer analysis within CHESS ASSISTANT. (They are stored in the ANALYZED.ELM and ANALYZED.HSH files in the BASES\TEMPORARY folder.)
- The *Annotations* column shows the user's comments taken from the USERBOOK.
- Below the list you can see how many games with the current move were won by White, won by Black, or drawn (as numbers and as a percentage; the red bar stands for won games, yellow – for draws, green – for losses and the blue bar – for games with an undefined result).

When you are inside the tree of any database, below the words *Other moves* you can see all the moves available in the other trees which weren't played in a game of the current database. Variations, if any, are displayed in the lower right-corner. Any of the columns listed above may either be shown or hidden

Coexistence of modes

The *Tree* gives you access to many operations possible in the *View* mode and you can easily switch over from one mode to another. You can comment games and analyze and the program will open a new window for every new mode. The old windows will remain open as well as all the windows that are displayed on the object bar, hence activating windows can be done by clicking on the corresponding line on the object bar.

- To switch from the *Tree* to the *List* containing the games with the current position, click on the  icon on the toolbar or press [F5].
- To switch to the *View* mode of the first game in which the current position occurred, click on the  icon on the toolbar or press [F2].
- To start analyzing the current position in *Monitor* mode, click on the  icon in the *Engines* section on the toolbar or press the [Spacebar].
- To start a new game from the current position, click on the  icon in the *Engines* section on the toolbar and then select ***Play from current position*** from the drop-down list or press [Shift] [F11].
- To get a report on the current position, click on the  icon in the *Position* section on the toolbar.

Annotating in the tree

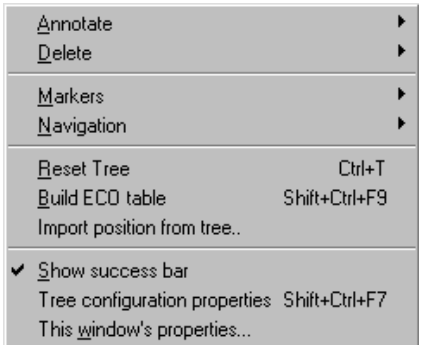
You can edit the existing expert evaluations, enter your own evaluations, annotate moves and positions in the tree.

To annotate moves and positions, click on the  icon in the *Book* section on the toolbar, then select the corresponding command in the drop-down box, the *Position\Move*

comment window will appear. Type a text commentary using the chosen chess symbols, click on *OK*, your commentary will appear in the *Annotations* column. If you have annotated a move it will be marked with a small * sign next to its number in the *Move* list.

Local menus

Right-clicking on the *Moves* panel, or on the *Path*, or on the chessboard will bring up the corresponding local menu. These three menus provide convenient access to many of the functions intended for operating the tree.



The *Markers* menu lets you set markers and analyze the marked positions. Also you can *Export marked positions to EPD*, *Import EPD analysis*, or *Analyze EPD*.

The *Navigation* menu gives you access to the following commands:

Markers. If you have some marked positions you can choose between *Go to next position*, *Go to previous position*, or *Select position*. The latter command will bring up the *Position browser* window in which you can select the desired marked position.

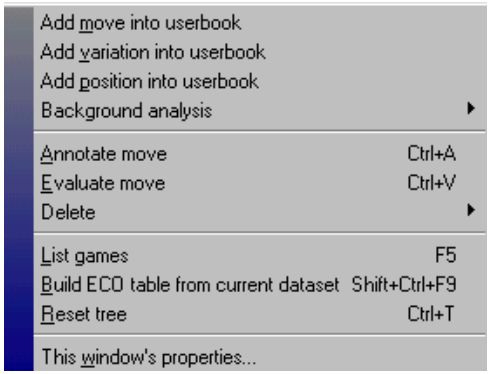
Analyzed. If you have some analyzed positions, you can choose between *Go to next position*, *Go to previous position*, or *Select position*. The latter command will bring up the *Position browser* window, in which you can select the desired analyzed position.

Select opening. This command calls up the *Opening navigator* window in which you can select a position from the file containing different openings and opening systems.

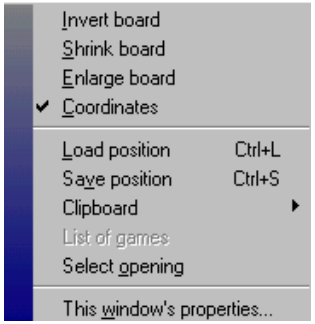
Import positions from tree.

The *Reset Tree* command allows you to jump to the starting position of the game. The *Build ECO table* command constructs an encyclopedic table from the current position.

The *Show success bar* command displays/hides the small bars in the *%* column; thus allowing you to save screen space.



This is the *Path* local menu; the three upper commands refer to the USERBOOK described in *Section 13.3*.



The chessboard menu allows you to load one of the previously saved positions from an *.EPD file or to save the current position to an *.EPD file.

Jumping to a "distant" position

If you have a slow computer and want to get to a position many moves away, making move after move in the *Huge base tree* may take some time. A quicker way is to "jump" to the necessary position and to then return to the *Huge base tree*. You can choose one of the following methods to accomplish this:

1. Select the *Direct tree* in the drop-down list and move along it until you reach the necessary position, then switch over to the *Huge base tree*.
2. Load the necessary position from the *.EPD file (right-click on the chessboard and select the ***Load position*** command from the local menu).

3. Call the *Huge base tree* from the necessary position in *View* mode (select ***Advanced | Tree*** in the main menu or click on the  icon).
4. Right-click on the *Moves* panel and use the *Navigation* menu described above.

13.2 DATABASE WITH MASTER EVALUATIONS

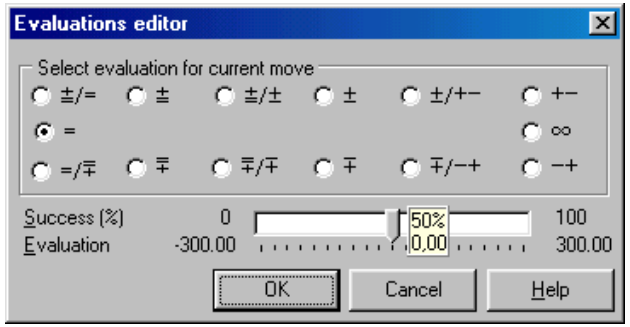
CHESS ASSISTANT incorporates a database with opening evaluations. About 600,000 opening positions and more than 8000 text annotations by our opening expert GM A.Kalinin. In fact the database with the master evaluations is a *Direct Tree* that is stored in the EVAL.HSH and EVAL.ELM files. These evaluations are accessible from any database and are shown next to the moves in the *Move* column in any mode that displays the *Tree* panel. If they disturb you, just turn them off as described in *Section 13.6 Adjusting the Trees*. Future CHESS ASSISTANT releases will include updates to the database with the master evaluations.

13.3 USERBOOK

If you don't agree with a master evaluation you can correct it or add new evaluations and even variations of your own. These corrections and add-ons are a *Direct Tree* which is stored in the USERBOOK.HSH and USERBOOK.ELM files. These files appear as soon as you input your first addition or correction to the expert database.

Evaluations from the USERBOOK will have higher priority than those from the EVAL database, so that, even after you have installed a new release of the database with the master evaluations, you can still see your corrections from the USERBOOK. Of course, you may also temporarily turn off your corrections and see the new release of EVAL as it is.

To correct an available master evaluation or to add your own one, click on the  icon in the *Book* section on the toolbar, and the *Evaluation editor* will appear.



Select the necessary evaluation, click on *OK* to add it to the USERBOOK.

13.4 CAP DATA

Since the beginning of 1999 CHESS ASSISTANT has been involved with CAP (the CHESS ANALYSIS PROJECT), uniting a number of enthusiasts from different countries whose intention is to analyze as many positions as possible. The project includes many branches and mainly evolves in two directions: from the game beginning to its end and from the game end to its beginning. We plan to keep on including new CAP data in our future software releases.

CHESS ASSISTANT presents CAP data in the form of a *Direct Tree* stored in the CAP.HSH and CAP.ELM files. Simultaneous display of CAP and tree data sometimes reveals unpublished tactical refutations of an opening move that scores well in practice. As for the endgame, an example of how useful CAP endgame data can be was shown in *Section 2.4 View Mode*.

13.5 DIFFERENT TYPES OF TREES

Two approaches with their pros and cons exist for creating trees. First approach is to keep a game-based tree, *CA Tree*. To move from one position to another the program has to perform a search. The game-based tree is comparatively slow, though on the other hand it is a small size. The second approach is to keep a position database, a *Direct Tree*. A move in this tree is made instantly, but you have to pay for it with a large tree size. (Detailed comparison of CA Tree and Direct Tree is given in the manual document on DVD.)

A *CA Tree* is stored in four files with *.TDO, *.TIO, *.UHO, and *.UEO extensions. *Direct Tree* is stored in two files with *.HSH and *.ELM extensions. All this means that you can decide which type of tree to use in your particular situation, depending on your computer resources and the task you're solving.

Below there is an explanation of other items from the drop-down box in the *Tree* window:

- *Current base tree*. This can be either *CA Tree* for the current base (the default setting) or *Direct Tree* for the current base.
- *Huge base tree*. *CA Tree* for the HUGEBASE (this setting cannot be changed).
- *Direct tree*. By default this is the DIRECT TREE for the HUGEBASE, though you can link any other *Direct Tree*.
- *Evaluations*. These are taken from three sources: EVAL.*, USERBOOK.*, and CAP.* (see *Sections 13.2*, *13.3*, and *13.4* for details).
- *Indexer*. This tree contains positions that correspond to 500 ECO indices (stored in the INDEX4.ELM and INDEX4.HSH files.).

For all these types of trees you can adjust what you can see or not in the *Tree* window and how it will be presented.

13.6 ADJUSTING THE TREES

To adjust the trees, select ***Tools | Options | Tree***, or select ***Tools | Tree options***, or press [Alt] [F7]. The *Overwrite moves in notation* option defines how the program will treat the new lines that you add to the tree. If it is enabled, then these new lines will appear in the main panel of the *Tree* window, otherwise they will be included as variations in the lower right-hand corner.

The *Sort "Moves from" by* option allows you to choose the criteria according to which the moves will be sorted: by *Quantity* or by *Successfulness*.

The *Symbol* and *Absolute number* options in the *Show score* drop-down list define how the evaluations will be shown in the *CAP* and *Engine's* columns.

If the *Show best lines* option is enabled, the *Best lines* panel appears in the *Tree* window, showing the most popular paths leading from the current position. If you wish, you can move along these lines instead of moving along the entire tree. If you enable *Show best lines* in *CA Tree*, you get access to the *Cut-off coefficients* panel, on which you can set how many least popular lines and moves you don't want to see in the *Best lines* panel.

Five radio buttons (*Current base tree*, *Huge base tree*, *Direct tree*, *Evaluations*, and *Indexer*) correspond to all possible tree types, and the pressed button defines which is the default tree when you open the *Tree* window.

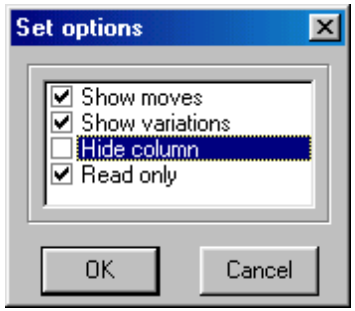
To adjust all these trees, click on *Edit configurations*, and the *Edit tree configurations* window will appear.

The *Configurations* panel displays all the available tree types. If you wish to add a new one, click on *Add*. The *Field* column lists the possible columns in the *Tree* window and the *Tree* column indicates the files that store the corresponding data.

The *Options* column shows what tree elements will be displayed for the corresponding tree types, with *M* standing for *Moves*, *V* for *Variations* and *H* for "hide". To select other files, click on *Browse* and the *Open* window will appear. In the *Files of type* drop-down box choose *Direct tree files (*.hsh)* or *CA tree files (*.td0)*.

The *Set current tree* button connects the current base tree and the *Set huge tree* button connects the *Huge base tree*, while the path to it is set in the *Tree paths* section of the *Tools | Options | General* dialog.

To change the settings for any trees, highlight the desired type in the *Configurations* list and then highlight the *Field* that you want to adjust. Click on the *Change options* button and the small *Set options* window will appear.



By default all trees are set to display maximum information, however you can try different settings to adjust the trees according to your taste. To disable the option, mark the *Hide column* check box with a tick and press *OK*.

13.7 CONSTRUCTING THE TREES

- To construct the *CA Tree*, call the ***Base*** | ***Operations*** | ***Build tree*** command in the main menu. If the base is small, in the *Confirm* window the program will ask you *Do you really want to rebuild tree?* Click on *Yes*, and the *CA Tree* will be rebuilt. If the base is large, the *Tree builder buffer settings* window will appear. Adjust the options and click *OK*.

  To construct the *Direct Tree*, call ***Base*** | ***Operations*** | ***Build Direct Tree***, and the *Direct Tree builder settings* window will appear. Adjust the options and click *OK*. Please note that constructing direct trees demands a lot of computer resources. However, there is no need to construct the DIRECT TREE for the HUGEBASE because it is already available on hard disk if you have installed it (see *Section 1.3 Installation* for details) or on the DVD if you haven't.
- To construct the *Professional Tree*, call ***Base*** | ***Operations*** | ***Build tree*** and mark the corresponding check box with a tick.

13.8 OPENING BOOK

Similar to a human chessplayer, a playing engine may have its own opening repertoire. It is stored in the opening book which allows the engine to recall instantly all the moves it will play in the opening phase of the game.

Available opening books

Some engines are supplied with opening books, some are not. CA comes with two opening books, MAINBOOK and GURU; it also includes tools for editing them and allows you to create additional opening books. The built-in playing engines

can use either one of the two existing, or any of your custom opening books; they can also use their own opening books, if available.[1]

Unlike the majority of playing programs which store every opening book in a separate database, CHESS ASSISTANT uses text files with settings, based on which the program picks out moves from the sources listed below. Settings, which are common for all the opening books available, are stored in the CAOBOOK.INI file in the CHESS ASSISTANT folder. Specific settings of individual opening books are stored in the CHESS ASSISTANT\BOOK folder.

MAINBOOK is based on four sources:

- Evaluations from the *Database with Master Evaluations* (over 600,000 positions);
- Evaluations from the *CAP Data* (over 18 million positions);
- Statistics from the *DirectTree* (opening positions from more than 5 million games);
- User corrections and add-ons.

GURU book apart from these sources, first and foremost uses statistics from the GURU database, available on your DVD. This database includes selected games played by the best players of the past as well as modern games in which at least one of the opponents was rated above 2400 (over 600,000 games in total).

Linking opening books to playing engines

You can supply different playing engines with different opening books; you can also play against different opponents using different opening books. To adjust these options, call up the *Setting books against opponents* window as explained in *Section 5.2 Linking Playing Engines*. Press the *Add* button, select *Opponent* and *Book* (an opponent's name may be typed in manually). To change these settings later, use the *Edit* button.

Viewing book moves

You can see when the program is still "in book" or already "out of book" by checking whether it is displaying the book moves. To activate the *Opening book* panel in *View* or in *Play* mode, press [Shift] [F9].

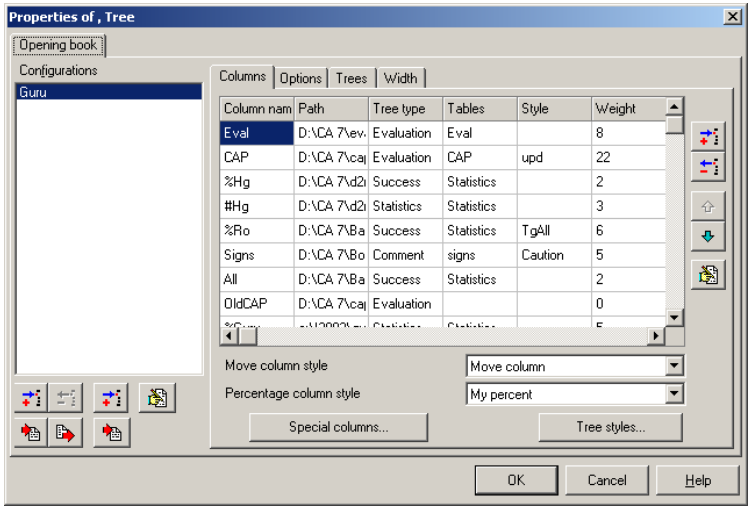
Modifying opening books

CHESS ASSISTANT allows you to modify both the moves played and the frequency with which they occur. To get access to the opening books, click on the small arrow to the right of the  icon in the toolbar and select ***Opening book*** from

[1] You can use them within CHESS ASSISTANT, but you are unable to modify them.

the drop-down menu. The *Opening book* window will appear with the drop-down list of available opening books.

To add a new move, simply make it on the chessboard and to modify its settings, click on the move and press [Ctrl] [V]. To add a branch, place the cursor before the branching point in the notation, right-click and select *Add moves from cursor* in the local menu.



The *Opening book* window displays the following columns (from left to right):

- *Eval.* Evaluations from the *Database with Master Evaluations*. We believe that they are more reliable than other sources, therefore their weight is higher.
- *CAP.* Evaluations from the *CAP Data*.
- *#Huge. The n*umber of games with the current move from the DIRECT TREE for the HUGEBASE.
- *%Huge.* Percentage of success for a current move from the DIRECT TREE for the HUGEBASE. The same DIRECT TREE is displayed in two columns in order to give you more flexibility while adjusting. Though the default weight of both of columns is not high, they have a great effect on choosing a move in the very early stage of the game, when the number of games is large.
- *Signs.* User text comments. They are supplied by annotations.

The program sums up the values set in all these columns for all the moves andbased on the obtained probability values, randomly selects a move.

Advanced users who are interested in how the program calculates probability

values can press the [Ctrl] [“], and CA will call up INTERNET EXPLORER displaying a table with details of calculations in the HTML format.

To modify the settings, click on the  icon in the *Opening book* window. The *Properties of, Tree* window will appear (see previous page).

Move probabilities are adjusted with the help of *Weight* and *Reliability*.

- *Weight* – This parameter is simply a multiplier for the values set in the corresponding columns, therefore by increasing or decreasing the column’s *Weight*, you can increase or decrease its significance.

> **Tip:**
> If you adjust your engine’s opening book to play against a human opponent, it is recommended that you should increase the weight of *Eval*. If you adjust it to play against a computer program, it is recommended increasing the weight of *CAP*.

- *Reliability* – This is a “confidence coefficient”, intended to exclude moves from consideration.

Creating custom opening books

CHESS ASSISTANT allows you to create your own opening book from a set of games. This feature is useful if you want to prepare against a certain player and to practice playing his/her favorite opening lines. See example of creating a custom opening book to have the engine play with the same opening repertoire as Vladimir Kramnik in the manual document on your DVD.

14. OPENING PREPARATION

CHESS ASSISTANT 14 is a powerful tool for learning openings. Not only does it come with an opening encyclopedia, it can also perform the following tasks:

- give you a detailed report on any opening position;
- find a novelty in any game;
- automatically annotate the opening stage of any game;
- help you to prepare for your tournament games very quickly.

14.1 OPENING REPORT

You can obtain a detailed report on any opening position with full statistics, evaluations and the previously played lines. There are two ways of creating an opening report. One of them is realized in the Opening Table mode (Section 10). Another one is simpler – the opening report can be accessed in the *View* and *Tree* modes. Click on the  icon (*Report for the current position*) in the *Position* section on the toolbar.

14.2 SEARCH FOR NOVELTIES

CHESS ASSISTANT can find a novelty in any game and insert references to the game's predecessors. This feature is especially useful while browsing new games. To do this you have to open two databases: one containing the investigated game and the other for comparison. The program will search for the move in which the investigated game diverged from the games available in the second base. *CA Tree* must be built for the second database beforehand.

Naturally, it makes sense to compare it with the HUGEBASE. Open the HUGEBASE and the base with the investigated game, then switch to the *View* mode of this game. To use the *Find novelty* function, select the ***Advanced | Find novelty using database*** command in the main menu or click on the  icon in the *Games* section on the toolbar.
If several bases are open you will be asked to choose one to search. If the program finds a novelty, it puts a *N* mark to a new move and supplies it with a game (with annotations, if any) for each move played before.

You can find novelty using direct tree: Advanced/Find novelty using direct tree.

14.3 AUTOMATIC OPENING COMMENTING

CHESS ASSISTANT can automatically annotate the openings of a set of games with the help of its opening library. These opening annotations are based on master evaluations and a user's corrections if any. The program itself puts marks and suggests stronger lines where weaker opening moves were played.

To start the automatic opening annotating of a single game or of a set of games, activate this game or dataset.

Call the ***Advanced| Annotate opening*** command in the main menu.

14.4 AUTOMATIC PREPARATION FOR YOUR GAMES

This mode has a graphic interface based upon a folder system (see *Section 9.2.2. Windows Explorer Style Classifier* for more information).

This mode is called by selecting Advanced | Prepare for your opponent item in the main menu. An example of preparation is given in manual document on DVD.

15. GATHERING STATISTICS

CHESS ASSISTANT is capable of producing different statistical information: results of competitions, opening statistics, players, years, tournaments etc. Call ***Advanced | Statistics*** in the main menu and the *Select statistics order for ... base* dialog box will appear.

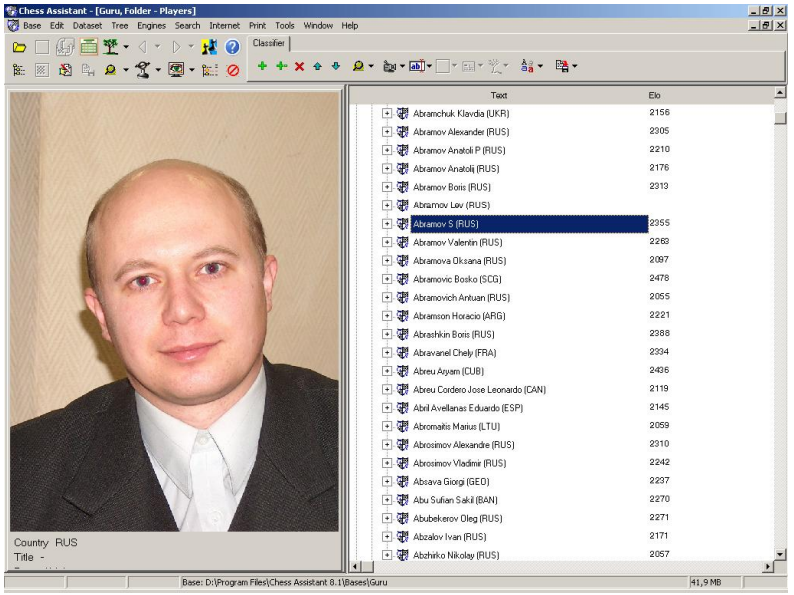
If *Choose from a predefined order* is *On* then select from the most commonly used statistical criteria in the built-in list.

If *Customize the order* is *On* you can arrange the order of criteria in the *Statistics options* and *Custom statistics order* panels (see manual document on DVD).

16. PLAYERS ENCYCLOPEDIA

Yet another new mode in CHESS ASSISTANT 14 is Players encyclopedia. The Players encyclopedia contains about 900 photographs of rated players together with information about their performance organized by year and tournament. This mode starts when you open Guru database (or, if you have installed the Guru database during the Chess Assistant installation, then it opens automatically with each start of the program).

The Guru database is represented in the Object browser bar with its list icon and its classifier. When you click the classifier icon there, the classifier opens. Its folders are organized in alphabetical order and they contain a list of players. Each subfolder represents a single player:



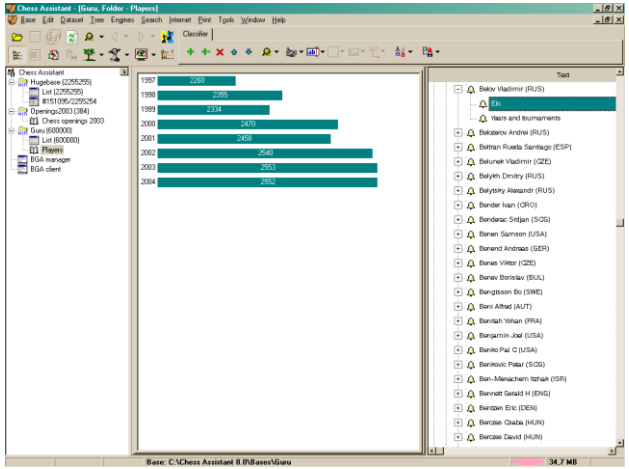
Clicking the subfolder with player's name displays the player's image in the middle part of the screen. You can find the player's data displayed below the snapshot – player's nationality, title, dates of birth and death. There also is a text box with the *Search* button below it – you may use it to find a player by his name. Enter the name and click the *Search* button.

You will quickly find out that working in this mode is not just having fun when

watching some new faces of the rated players. Let us explore the structure of the classifier folders deeper.

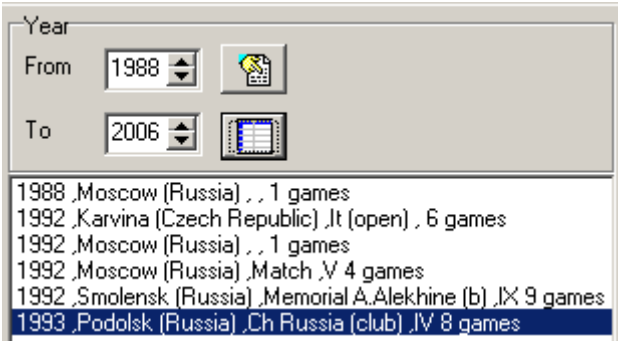
As you may see in the picture above, the two folders of the upper level represent the initial letters of player's name. They just help you to navigate inside the classifier. The folder with a full player's name and country of birth contains two sub-folders, *Elo* and *Years and tournaments*.

Clicking the *Elo* folder displays the following diagram in the middle part of window:



Here you can find data of the selected player's performance organized by year and displayed in form of the bar diagram according the player's Elo rating.

Moreover, another folder of the lowest level in this classifier, *Years and tournaments*, contains list of tournaments, in which the player participated. The list contains complete information on a tournament, including year, place, an official title of the event and number of the player's games there. Now the middle part of the window contains a toolbar over the list of tournaments.



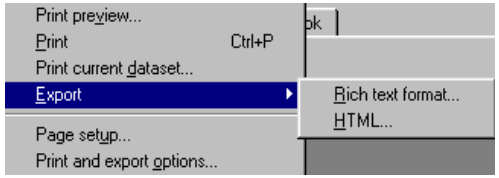
The toolbar has two spinner boxes, *From* and *To*, which allow you to set the time interval. There are two buttons, the upper one  (*Show list of tournaments*) and the lower one  (*Open list*). *Open list* button is de-activated by default; to activate it you must first select a tournament from the list by clicking it. After clicking this button Chess Assistant will perform a Header search operation and display its result as a list of games in the window below. Click the Show list button to switch to the list of tournaments again.

You may find it useful to select some prominent player and watch out, how he/she interpreted a favorite opening in various competitions year after year.

17. PRINTING

17.1 WHAT CAN BE PRINTED

CHESS ASSISTANT is capable of printing notations, lists of games and encyclopedic tables.



In *View* mode the ***Print*** | ***Print*** command prints the header and notation of the current game. In *List* mode the ***Print*** | ***Print*** command prints the game headers and notations of all the listed games. To print a current set of games, use the ***Print*** | ***Print current dataset*** command.

17.2 PAGE SETUP

To adjust a page setup, select ***Print*** | ***Page setup***. This will bring up the *Print options* window, with the activated *Page setup* tab.

Select a printer from the *Printer name* drop-down list. To adjust the printer, press the *Setup* button. You can set the *Left*, *Right*, *Top* and *Bottom Margins* (in centimeters), as well as the *Number* of *Columns* and *Space between* them and you even have the option to *Draw a line between the columns*.
To adjust *Page header* or *Page footer*, press the corresponding small button with dots. This will bring up the *Edit pattern* window in which you can type your text and *Select font*.

To insert specific fields, such as *Page number*, *Page count*, *Year* or *Time* to the page header or footer, right-click on the *Pattern* line and select the necessary item in the local menu. The three lower commands at the bottom of this menu (*Tab*, *Print if the previous field is not empty* and *Print if the next field is not empty*) let you adjust the layout of these fields. The *Tab* item in this local menu does the following: the text entered before the first *Tab* will be aligned to the left; the text entered between the two *Tabs* will be centered; and the text entered after the second *Tab* will be aligned to the right.

In the *Print options* window, you can watch the changes in the page header and footer in the upper and lower *Pattern* lines correspondingly.

To insert an *Empty line after* the page header or an *Empty line before* the page footer, mark the corresponding check box with a tick.

You can watch the page setup changes in the *Page preview* panel.

17.3 PRINT OPTIONS

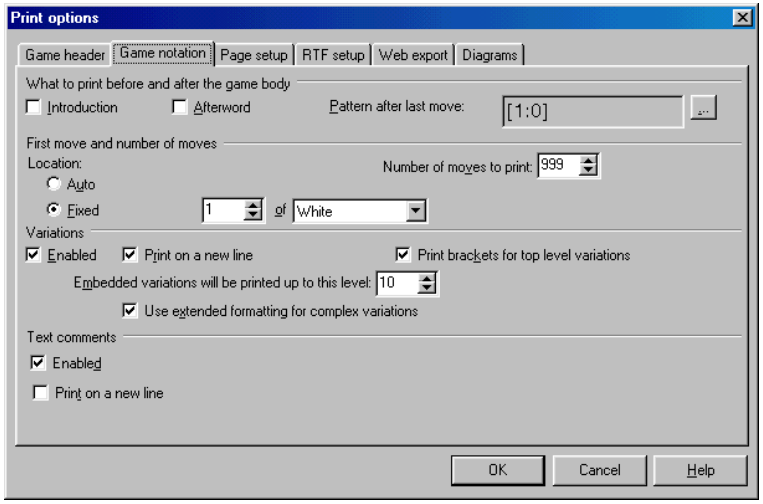
The ***Print*** | ***Print options*** command brings up the *Print options* dialog box intended to define how a set of games will look in print. The *Page setup* tab was described in *Section 17.2 Page Setup*. The *RTF setup* and *Web export* tabs will be explained in *Section 17.5 Exporting*. This section is devoted to the *Game header, Game notation and Diagrams* tabs.

To adjust the appearance of game headers, click on the *Game header* tab and the program will suggest six standard headers. To use one, press the *Use a predefined layout* radio button and select the necessary header in the drop-down list in the upper right-hand corner of the window.

To set your own header, press the *Customize patterns* radio button and define the header layout in the *1st*, *2nd* and *3rd pattern line*. To access any of these three lines, press the corresponding small button with dots. This will bring up the *Edit pattern* dialog box, similar to the one described in the previous section.

You can specify the *Line spacing in half-lines* as well as whether you want the *Name format* to be *Full* or *Partial* by pressing one of the two radio buttons. The contents of the *Empty player string* will be printed instead of an undefined player name, while the contents of the *Empty field string* will be printed in the other undefined fields. If the *Empty field string* is empty, *"?"* will be printed in undefined fields.

To adjust the appearance of game notations, click on the *Game notation* tab.



What to print before and after a game body

Introduction / Afterword: If *On* then the annotations before the first and/or after the last move will be printed.
Pattern after last move: This text line will be printed after the notation. Click on the small button with dots on it to open the *Edit pattern* dialog box, similar to the one described in *Section 17.2 Page Setup*. The text can be either typed in or entered with the help of the local menu.

First move and number of moves: Press the *Fixed* radio button, type a move number and set the side to move (*White* or *Black*). You can also select *Auto* in which case the notation will be printed according to the last search criterion. Choose *Number of moves to print* (the default setting is 999).

Variations: If *Enabled* is *On* the variations will be printed. You can also define the depth of the variations, whether to print brackets or not and whether to separate them by a carriage return (a [Return] or [Enter] keystroke).

Diagrams: If *Enabled* is *On* the diagrams will be printed. The *Last search position* check box determines if the diagram is printed according to the last search criterion and if a game was not entered from the beginning, the *Start position* check box determines whether to print the diagram with the starting position or not. The *Diagrams in notations* check box allows you to print diagrams inserted in the notation and finally you can also decide if you want the program to *Show coordinates in diagrams*.

Text comments: If *Enabled* is *On* then the text annotations will be printed. The *Print on a new line* check box separates each text annotation by a carriage return (the equivalent of pressing the [Return] or [Enter] key after each text annotation). Notation options from the ***Tools | Options | Fonts and colors*** menu are used when printing and exporting a game, i.e. they are the same options as in *View* mode.

You can use different fonts: set a certain font for the piece and a different one for the coordinates. To set a piece font, click on *Game notation* in the *Element* list and select the desired font. To select another font for the coordinates, click on *main body, 1-st level variation* etc. and select the font. These adjustments are valid for *View*, *Print* and *Export to RTF and HTML* modes.

To set printing options for diagrams, open the ***Print | Print Options | Diagrams*** dialog.

17.4 PRINT PREVIEW

To see how the games will look in print, call ***Print | Print preview***, and the *CA Print Preview* window will appear. In the *Zoom* box you can enlarge or reduce a picture on the screen (this does not affect the printing). To print all the pages, click on *Print All*, or to print the current page, click on *Current*.

The left box in the *Page* section shows the current page number, while the right window displays the total number of pages. You can turn pages over by clicking on the < and > buttons. You can also type a page number in the left box and press [Enter]. The << and >> buttons jump to the first and last pages correspondingly. To close the *CA Print Preview* window, press *Close* or hit [Escape].

17.5 EXPORTING

Export to RTF

To set export to RTF options use the ***Print | Print Options*** dialog box, ***RTF setup*** tab.

Marking the ***Bitmaps for diagrams*** check box allows you to use diagram images when exporting to RTF or HTML instead of diagram fonts. Thus a chessboard appearance in RTF file will be the same as in *View* mode (size, coordinates, markers, text on the board etc.) In the ***Print options dialog*** box, ***Diagram*** tab, you can adjust both size and type of the diagrams.

To display the game headers as a formatted table, enable the ***Header as table*** check box.

To print diagrams with the coordinates, enable the *Show coordinates in diagrams* check box. When you mark the *Show triangle in diagrams* check box, a colored triangle is printed next to diagrams, indicating which side is to move.

To export fragments of games, starting from a non-initial position, mark the *Start position* check box.

To export a single game, use *View* mode and to export a list of games, open the list and select ***Print | Export | Rich text format.***

Exporting to HTML

You can choose export to a static HTML or export to the Java-controlled page, that allows you to play games on a client side.

Export to static HTML

To export games to static HTML, disable the *Dynamic HTML* check box in the ***Print | Print Options*** dialog, with the activated *Web export* tab. To display GIF images instead of chess symbols, enable *Use GIFs instead of CA Chess font* check box.

Export to Java-controlled page

To export games to the Java-controlled page, enable the *Dynamic HTML* check box. As a rule, the dynamic mode is used when exporting sets of games. A special folder structure was created for this purpose. In addition to HTML files with games in them, two extra files are generated in the same folder: GAMESTOC.HTM with contents and a frame file CHESS.HTM.

After calling the ***Print | Export | HTML*** command, the *Save as* window appears. Select (or create) the output folder. Let us name it *SET1*. Dataset file names include a user defined name plus an ordinal game number. For example, if the user defined file name for a set of four games is "new" then the following files will be created: NEW1.HTM, NEW2.HTM, NEW3.HTM, NEW4.HTM.

18. THE INTERNET PLAYING ZONE CHESSOK

CA allows you to play chess live over the Internet through Playing zone ChessOK. The interface was designed to help novices play with no knowledge of server commands and yet enjoy all the same privileges as experienced users.