

#¹ \$² +³ GNU Chess Help Index

This index list all GNU Chess help topics

To learn how to use Help choose "Using Help" from the Help menu or press F1.

How to Play

To move a piece, place the mouse cursor over the piece, click the left mouse button once, move the cursor to the desired square and click again. To enter a move using the keyboard enter F2. A dialog box will be displayed. Enter the move in algebraic notation. To castle enter o-o, for a queen side castle enter o-o-o. To promote a pawn onto the last rank enter the move followed by the first letter of the piece to promote to. (ie q for queen, r for rook, b for bishop, n for knight.) To abort a move or change your mind about what piece to move click on the square the piece was originally at.

When the computer is calculating its move you can abort the look ahead and force it to immediately take a move by entering Control C.

Commands

[GNU Chess menu commands](#)

Background Information

[Article: What is GNU Chess](#)

[Article: Experiences of communal development](#)

[GNU Chess Copyright notice](#)

[GNU Chess move generator](#)

[GNU Chess heuristics](#)

[GNU Chess sample match with MACH](#)

1# main_index

2\$ Help Index

3+ index:0005

#4 \$5 +6 **GNU Chess Menu Commands**

All the commands to control actions of the game are controlled via menus. Select the specific menu item you require help on.

| | |
|----------------|---|
| <u>File</u> | Save and restore a game |
| <u>Edit</u> | Change board setup |
| <u>Options</u> | Adjust game options |
| <u>Skill</u> | Adjust the degree of difficulty of the game |
| <u>Side</u> | Choose what side to have to computer play |
| <u>Colors</u> | Sets up screen colors |
| <u>Hint</u> | Provides a suggested move |
| Help | Enters the help system |

4# chess_menu

5\$ GNU Chess menu commands

6+ index:0010

#7 \$8 +9 **File Menu**

The File menu allows the saving and restoring of games. Specific functions available are:

| | |
|------|--|
| New | Starts a new game. |
| Save | Saves an in progress game. A dialog box will be opened to enter a file name |
| Open | Loads a saved game. A dialog box will be opened to enter a file name |
| List | Lists the moves of a game in print-out format. A dialog box will be opened to enter a file name. |
| Exit | Exit the game. |

7# command_file
8\$ File Menu Command
9+ command:0005

#10 \$11 +12 **Edit Menu**

The Edit menu allows the board setup to be changed and moves to be taken back.

- Setup Board Choosing this command places the game into setup mode. A new board setup is provided. You adjust the setup by selecting a piece with mouse and placing it on the desired square. To remove a piece from the board pick it up a blank square and place it on the piece to be removed.
- Undo Removes the last played move
- Remove Removes the last complete move (Basically 2 undo's)
- Force Toggles manual mode. Lets user enter moves for both sides or allows use by two players as an electronic chess board.

10# command_edit
11\$ Edit Menu Command
12+ command:0010

#¹³ \$¹⁴ +¹⁵ **Options Menu**

The Options menu allows adjustment of the behavior of the game.

| | |
|--------------|---|
| Tone | When checked the computer beeps after taking a move. To make the game silent select this option, the check mark will be removed. |
| Coordinates | When checked the algebraic notation will be printed along the edge of the board |
| Search Stats | When checked a status box will display the moves GNU chess is evaluating for use. |
| Test | This selects a speed test. The numbers presented in the results box can be compared to other versions of GNU chess. |
| Hash | Enables internal move hashing |
| Book | When checked GNU chess uses its opening book |
| Both | Auto Play mode. Choose any square to abort. Sometimes after aborting autoplay the game will perform a bogus move. Use UNDO or REMOVE to cancel. |
| A Window | Sets an internal move generator value |
| B Window | Sets an internal move generator value |
| Contemp | Sets an internal move generator value |

13# command_options
14\$ Options Menu Command
15+ command:0015

#16 \$17 +18 **Skill Menu**

Adjusts playing ability of GNU Chess.

- | | |
|--------|--|
| Time | Presents a dialog box to choose the time limits for the game. |
| Random | This cause GNU chess to randomly select among equally rated moves. |
| Easy | When checked this enables "easy" mode, where the computer not allowed to think while the user takes a move. To have GNU Chess play a stronger game uncheck this option. The look ahead is aborted when the mouse is clicked. |
| Depth | Presents a dialog box to set the maximum number of moves to look ahead. |

16# command_skill

17\$ Skill Menu Command

18+ command:0020

#19 \$20 +21 **Side Menu**

Allows the user to choose which side the computer will play

- | | |
|---------|---|
| Reverse | Rotates board 180 degrees. |
| Switch | Switch sides with the computer. (If computer is black it becomes white) |
| Black | Computer plays black |
| White | Computer plays white |

19# command_side
20\$ Side Menu Command
21+ command:0025

#22 \$23 +24 **Colors Menu**

Allows the colors of the screen to be set. The color settings are saved in the file CHESS.INI in the windows directory. Choosing "Default Colors" restores color settings to program defaults.

22# command_colors
23\$ Colors Menu Command
24+ command:0030

#25 \$26 +27 **Hint Menu**

The Hint menu provides a suggested move. The hint is based on GNU chess's projection of what move the user will take when calculating its look-ahead. The quality of the hint is dependent on the amount of time GNU chess has to think.

25# command_hint
26\$ Hint Menu Command
27+ command:0035

