

Contents

- **Chess FileMate Overview**
- **System Requirements**
- **Installation**
- **Getting Started**
- **Introduction to Formats**
- **What's new in update 2.0**
- **Information for product evaluation**

Chess FileMate for Windows is a program which facilitates the viewing, creation, and maintenance of ASCII text files containing recorded chess games.

The program will read a file containing one or more chess games and allow you to play through the games. Data files used by this program are ASCII text files containing games structured in a pre-defined data format. Such files can be found in the libraries of the CompuServe Chess Forum. FileMate also enables you to build and update such files.

This product was designed from the beginning to be a Microsoft Windows application. We chose the Windows environment in order to provide you with software which is **easy to use** while offering many sophisticated features.

The **Shareware Version** of this product is intended for demonstration and evaluation purposes. It is constrained to read no more than 20 games from a file. Otherwise, it is fully functional. The constraint can be removed by entering a valid combination of a name and registration code. See the AboutBox for ordering-instructions.

If you are using standard VGA (640x480) resolution, be aware that FileMate's SVGA (800x600) screen layout looks much better and has more room for data in the child windows.

In brief, **FileMate 2.0** has these features.

- **Formats:** PGN, NTR, NIC formats are supported. FileMate is designed to recognize these formats automatically.
- **Notation:** Algebraic and Descriptive move notations are supported. Language translation is supported for output.
- **File Maintenance:** Games can be added, edited, and deleted.
- **Game List:** The gamelist window lists games in a file (player names and game result), and allows you to select games for viewing or editing.
- **Play List:** The playlist window has controls to enable various ways of traversing a game. When stepping forward, piece movement is clarified by sliding the piece to its destination.
- **Work Area:** The work area window enables you to view and edit games.
- **Data Entry:** Moves can be entered from the board by using the mouse. Game header information can be entered in the Header Edit dialog.
- **Controls:** For quick and easy access, menu functions are duplicated in child window control areas.
- **Keyboard:** A keyboard interface provides access to most control functions.
- **Clipboard:** Individual games can be exported to, or imported from, the clipboard. A picture of the board can be copied to the clipboard.
- **.INI File:** Your preferred option settings are retained from one run to the next.
- **Error handling:** Advanced error handling techniques enable the program to detect, report, and recover from, a large number of data error conditions.

System Requirements

- Windows 3.1
- color VGA. The program is specifically designed to work in resolutions 640x480x16 and

- 800x600x16. The higher resolution (super VGA) is preferable.
- 800K of disk space is required for the software and demo data file.

A basic working knowledge of standard Windows controls is assumed.
Knowledge of how to play chess is assumed.

Installation from diskette

Tell the Program Manager to run program INSTALL on the diskette.

(More specifically... In the Program Manager window, select menu item File/Run. Then enter the drive letter, colon, and program name (e.g. B:INSTALL).)

Start the program by double-clicking the FileMate icon, or run C:\FILEMT\FILEMATE.EXE

Upgrading from version 1

Since version 2 is not compatible with the DLL's of previous releases, we suggest that all files of any previous release be deleted before using version 2. A GPF would result if 2.0 accessed an old DLL. A restart of Windows may be necessary to purge recently used DLL's from memory.

Contents of the diskette:

install.exe, install.ini, filemate.exe, filemate.ini
fmcons.dll, fmplist.dll, fmnorm.dll, pmplays.dll, gmfopen.dll, pmxlate.dll, sqv2.dll
readme.wri, guide.wri, demo.dat

Un-installing the product

All Chess FileMate files are located in C:FILEMT and its subdirectories, if any.

Aside from the group definition, no files outside of C:FILEMT are modified by this product.

1. Delete directory C:FILEMT (or wherever you put it)
2. Delete group FileMate (or delete the FileMate icon)

Getting Started

A small data file **DEMO.DAT** is supplied to demonstrate the program's capabilities.

- **Open a file** containing chess games. Click the Open button on the control bar (upper right side) or else select menu item File/Open . As you open files, the program will maintain an MRU list (the last four Most Recently Used files) in the File submenu. After the file has been read, the game-list window will list all the games in the order they were found.
- **Select any game** in the game list with the mouse pointer. The text of the game will be copied to the text edit control (the Work Area) in the lower part of the screen. The program will then read the game, extract information, and check for errors in the text. A beep will indicate errors were found. Hit the Verify button to get a report of the errors. In most cases, a syntax error will result only in the non-extraction of a small amount of information from the input data.

- **Play the game.** Double-click an entry in the gamelist (or use menu option Play, or click the Play button in the workarea). There will be a small delay as the program plays through the game to check for illegal moves. The final game position will be displayed.
- **Review the game.** In the playlist window, use the navigation controls at the bottom of the window to quickly go to the beginning or end of the game and to step forward and backward through the game. The horizontal scroll bar can be used to quickly get to some point in the game. You can also go directly to a particular play by selecting it with the mouse.
- Click the right mouse button in the gamelist and playlist to show or hide their popup control panels. Refer to the Guide help document for more information on FileMate's controls.

Introduction to Formats for recorded chess games.

In order for software to read information about a game, a convention on exactly what information is used and how it will be structured must be established and adhered to by the creators of the data and of the software which will read it. Currently, there happens to be several conventions (hereafter referred to as game "formats") commonly in use. Presumably, one of these formats will eventually become the single standard which everyone will use. Until then, it is beneficial to have software which can read the most popular formats. FileMate is designed to not only read but also to automatically recognize formats referred to as PGN, NIC, and NTR. We would have to say that PGN is preferable. Examples of these formats are in DEMO.DAT.

Specific information about these formats, as well as a large number of game files, can be found in the libraries of the CompuServe Chess Forum. The format they prefer is PGN.

What's new in update 2.0 (02/13/95)

- In order to reduce clutter and make better use of screen space, some less frequently used controls now reside in popup control panels. Click with the right mouse button anywhere in the gamelist and playlist windows to show (and hide) these controls.
- Functions have been added which enable you to edit, add, and delete games in text files.
- The standard VGA screen layout has been changed, and is now similar to the SVGA layout.
- A keyboard interface for navigation and control has been implemented, and is documented in the new "Guide" help document.
- The board and pieces have been redrawn. We hope you agree that the brownish color is easier to view than the previous blue squares.
- The main menu has been redesigned and expanded.
- The game size limit has been increased to 15,000 characters. The games per file limit now is 5,000 (20 in the shareware version).
- The program can read a game score without a header section. The score (a list of moves) can be pasted or typed into the text edit window, or copied from the playlist/board.
- Some problems discovered in 1.1 have been fixed.
 - The .INI file was being misplaced in some circumstances.
 - Annotations like !? are accepted now.
 - Some problems relating to the NIC format have been fixed.

Information provided for evaluation purposes to clarify what the program can and can't do, and to distinguish it from other similar programs. This information is specific to release 2.0 of FileMate and may change in future releases.

Capacity:

- The program can read a maximum of 5,000 games per file. For reasons of performance we doubt the advisability of having more than, say, 2000 games per file. A few hundred may be a more realistic size for files which are being edited. Performance is constrained by the type of data this program is designed to process. Note also that the ratio of overhead processing to useful work increases with the size of the file. The development system (which is rather slow) reads about 470 games per minute (PGN with no annotation).
- The maximum allowable game size is about 15,000 characters. Attempting to read a larger game will result in either a truncation or possibly an EN_ERRSPACE error from the edit control. This limit is imposed by the availability of free memory in the program's data segment, or "local memory" area. Significantly increasing this limit would require considerable hacking.

Functionality:

- The program has no information search capability. This would be more appropriate for a database system which structures data in such a way as to enable quick and highly selective retrieval of information. FileMate is already pushing the limits on what can feasibly be done with the portable text data files.

Even though there might be some superficial similarities, FileMate and chess database programs are really very different kinds of beasts. Essentially, FileMate is geared to process more or less "raw" input data in the portable data formats. We believe that the program's basic design would lose coherence if we attempted to embed true database capabilities. However, FileMate could eventually serve as a front-end component for a database system.

- The program can convert game formats, but only one game at a time.
- Move annotations and comments are not exported. Only English moves (PRNBQK) can be read. Only algebraic and descriptive notations can be read.
- Animation of the pieces. The current technique involves reshaping and moving the cursor. We will change this to a more satisfactory technique in a future release.

Possible enhancements.

- a librarian for retaining and displaying information about files which have been opened
- the ability to export comments and annotations
- import all notations and languages
- file conversion
- restore file from backup
- variations traversal, and the ability to play and display variations found in the game text
- multiple opened files, for copying and comparing games
- multiple boards for purposes of comparison
- position editing, EDP support
- optional board designs
- sprite animation using bitmaps
- Windows help
- DTP support

Miscellaneous

Drag and drop is not supported at this time. However, the program will immediately open a file if the name is passed to it. So, if you wish, you can tell the file manager to associate FileMate with

certain file name extensions and then invoke the program by double-clicking a data file name.

A status line in the playlist window shows the last play and a number in parentheses. That number is white's material advantage (not an evaluation). Material is valued as follows:
pawn = 1 pt., knight = bishop = 3 pts., rook = 5 pts., queen = 9 pts.

Information given in the code reference window is based on the code, if any, in the header (or entered), and not on the actual moves.

Please refer to Help/About on how to contact the author of FileMate.