

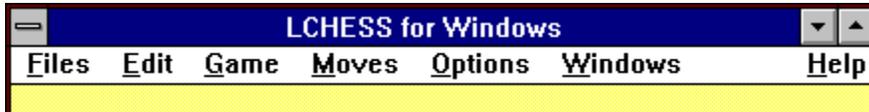


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## **LCHESS for Windows V2.0**

Welcome to the on-line help of LCHESS for Windows. The help is build such that it follows the menu structure of the program, you can walk the various trails from the following top-level menu's; Alternatively, you may press F1 at any time a menu or dialog is active. Context help will than be presented.

Click on one of the following areas;



[Read Copyright](#)

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## Files menu.

Below this menu several choices are available for loading and saving games in the Chess-database(s). Besides the opening book manipulation selections, also the printing sections of LCHESSE can be found here

Selections marked with an asterisk (\*) are only available from the expert-menu's, choose from;

-  Games ...
-  Save as ...
-  Save ...
-  Print (\*)
-  Open Database
-  Create Database
-  Close Database
-  Database maintenance
-  Book maintenance
-  Script
-  Exit

Some selections (\*) are only available when expert menus are enabled.

## Edit menu

Below this menu several choices are available that let you manipulate the move list and the chessboard. You may select from:



Rotate chess board



Setup chess position



Copy Chess Board



Copy move list



Copy annotated move list



Paste moves

## Games menu.

To take control over your game the items from this menu enable you to do any of the following:



New game



Start game



Stop game



Game details



Players



Level

## Moves menu.

To assist you in managing the list of moves, this menu provides choices that affect the list and the moves to come...

For further assistance click on;



Valid choices



Next Best



Computer move



Immediate



Annotate\*



Start analysis\*



Back\*



Forward\*

## Options menu

Various settings that control the behavior of LCHESSE can be edited here. They have categorized as;



Save defaults



General



Clocks



Analysis\*



Statistics\*



Chess brain\*



Histogram



Colors\*



Select piece set



Select analog clock

## Windows menu.

These choices let you manipulate the various windows of LCHES:



Initial positions\*



Optimum Board size\*



Optimum clock\*



Minimize\*



All minimized\*



Arrange icons\*

## Help menu.

Here you'll find the About ... dialog, which tells you some details of LCHES. Of course the different entrances to the help system are available:



Help index



Help on help



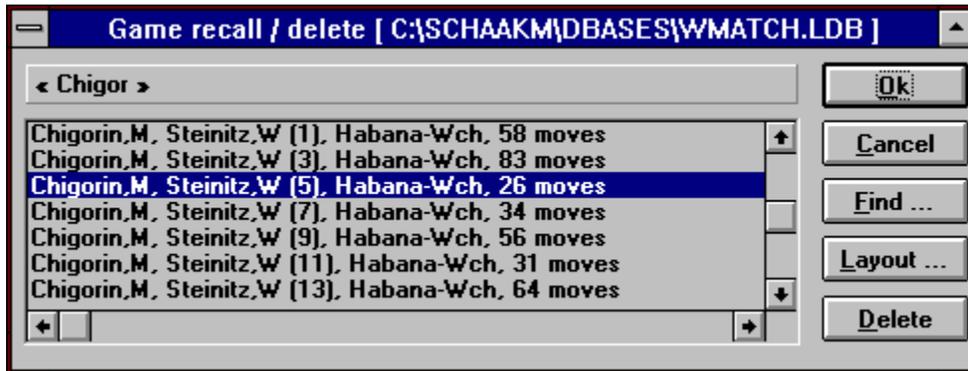
KeyBoard help



About

## Selecting from the Chess database.

To load or remove a game from the database you can use the **Games ...** choice from the **Files** menu. The dialog shows a list of games and positions in a manner you define. The list may include comments, player names, opening name, user key and date the game was played. The details you wish to view can be set with the **Layout...** button.



Selection of a game is just as with any other list box, move the bar over the game of your choice and press a button to load or delete it. Deletion always requests your confirmation to prevent accidental removals.

In case the database contains a large amount of games, it can be desirable to search only a small part of the database. Using the **Find ...** button allows you to define several search criteria to include for finding games. There you also have the option to seek only absolute matches by checking the **100% match** box.

Some points to keep in mind:

1. Games are NOT sorted by name, their sequence is random and relates to their position in the database.
2. The list contains no more games than shown. The list moves as a window over the database conserving memory and limitations of the list box when large databases are queried.
3. Considering the previous, keying the first letter of a name to be found only applies to games in the *list*, not in the *database*.

This button confirms any changes, closes the dialog and returns you to the game.

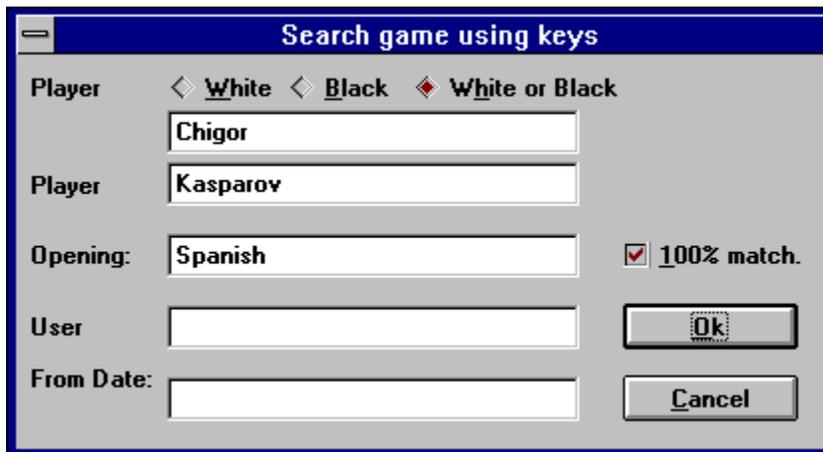
This button cancels operations, excluding deletes, and returns you to the game.

Requests item specific help for this area.

This window area contains the list of key words with which the database is being filtered. When no keys are in use, all games can be displayed. Note that display is without the use of sorting.

The list of games shows (part of) the database contents available for loading with the **OK** button.

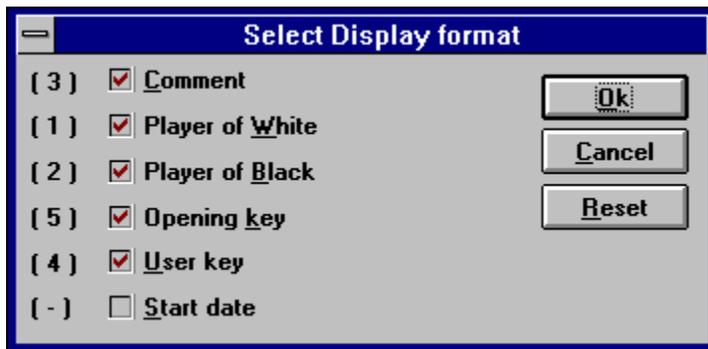
Call the dialog below that lets you enter the keys to filter the database with. Select one of the items:



A dialog box titled "Search game using keys" with a blue header bar. The dialog contains several input fields and controls:

- Player**: A radio button group with three options:  White,  Black, and  White or Black.
- Player**: A text input field containing "Chigor".
- Player**: A text input field containing "Kasparov".
- Opening:**: A text input field containing "Spanish".
- 100% match.**: A checked checkbox.
- User**: A text input field.
- From Date:**: A text input field.
- Ok**: A button with the text "Ok" and a dotted border.
- Cancel**: A button with the text "Cancel".

Change the sequence and number of items listed in the display list. Choose from:



The image shows a dialog box titled "Select Display format" with a blue header bar. On the left, there is a list of items with checkboxes and a sequence number in parentheses. On the right, there are three buttons: "Ok", "Cancel", and "Reset".

Sequence	Item	Checked
( 3 )	Comment	<input checked="" type="checkbox"/>
( 1 )	Player of <u>W</u> hite	<input checked="" type="checkbox"/>
( 2 )	Player of <u>B</u> lack	<input checked="" type="checkbox"/>
( 5 )	Opening <u>k</u> ey	<input checked="" type="checkbox"/>
( 4 )	<u>U</u> ser key	<input checked="" type="checkbox"/>
( - )	<u>S</u> tart date	<input type="checkbox"/>

Buttons: Ok, Cancel, Reset

Delete the marked game (or position) from the database. A confirmation box will follow to make sure you want this.

The player name of *White* must meet the text in the first player field.

The player name of *Black* must meet the text in the first player field.

The player name of *White* or *Black* must meet the text in the first or second player field.

Type the name of the player you wish to seek in the database. The name may contain any character. If the name is not found, the first closest and subsequent names will be used.

Enter the name of the possible second player. When both names are specified a list of matches between those players is generated. If the names are not found, the first closest and subsequent names will be used.

Here you may type the name of an opening to find in the database. Note that this name is not generated by LCHESSE but must have been provided by you when the game was saved.

Search the database with a user defined (you) value.

Limit the time period of played games to look for. The date you enter is the from date. Currently it is not possible to set an end date.

Only display games that *exactly* match the keys you entered. Note that this applies to character case too.

Show the games comment.

Display the players name of White.

The name of the Black player is displayed.

Show the name of the opening of the game.

Include the user defined key in the displayed list.

The date the game was played is shown too.

Restore previous setting or turn all selections off.

## **Saving a game or position.**

It's simple, you can either replace or save a game after editing the Game details. Do so by selecting **Save...** from the Files menu. Replacement requires that the game has been recalled from the database previously. **Save as...** adds the game to the database. Whenever you choose New game the replacement function will be disabled to prevent you from overwriting an existing game with a game that has no moves played yet!

Use **Save as ...** to add the game in a new record to the database. Using this function repeatedly for the same game wastes disk space since you create multiple copies of the same game. The LCHESS database does not provide for unique game-records.

## The print sub menu.

The print sub-menu can found below the top-level Files menu. The following functions are available:



Move list



Chess Board



Full report



Printer setup



Fonts setup

## **Printing the list of moves.**

LCHESS for Windows can produce an overview of the current game where just the list of moves is printed. The list is printed on the current selected printer.

Below the header the players, level of play etc. are printed followed by, of course, the move list. the list is in a frame. The presentation of the list is also affected by the quality that your printer can produce, the selected font etc.

During the preparation of the print job you are given the change to cancel it.

## **Printing a diagram.**

A graphical presentation of the chessboard can be put on paper. The piece set used for printing is similar to the "Newspaper" style available for the screen. This set looks best for printing and is optimized for that job. When you have selected a different piece set for the screen that one will NOT be used for printing. Using color piece sets usually don't look good on paper when printed in black and white.

Select "Chessboard" from the print menu to start your job

**Note:** The size of the printed chessboard depends on your printer and print-quality selected.

## **Printing a game report.**

At any moment you may print a full report of the game played so far. The move list is put to paper and also the chessboard is printed that can reflect a position somewhere in the game (not necessarily the last move).

By selecting a move from the move list (see [Taking back moves](#)) the chessboard shows the position at that moment in the game. When you next print the report, that chessboard is printed together with a comment telling which move was played for that situation.

There's a keyboard shortcut for printing a report: Ctrl+A.

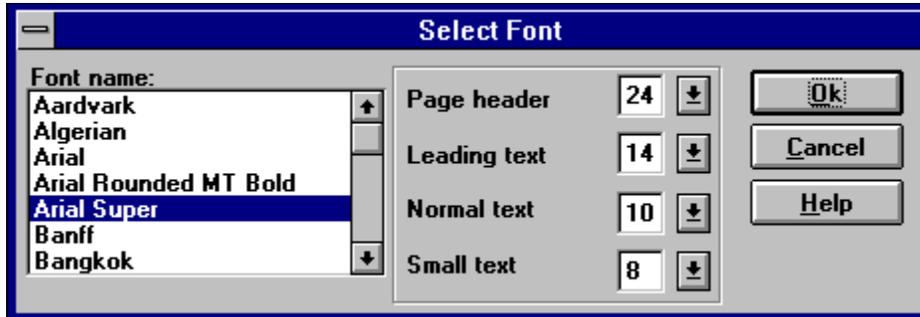
## **Adjusting printer settings.**

A common part of almost every windows application is it's ability to change the settings of the printer. LCHESs therefore offers the same. But since a dialog is used that is part of the printer-driver, it may not necessarily be in the English language!

Choose "Printer settings" from the Print sub menu to adjust the printer to your wishes. To be able to do so however, the expert menus must be active. To select a different printer you must use the Printer manager.

## Selecting a font for the LCHES reports.

The reports that LCHES can print use a specific font and different sizes. You may adjust the font setting to meet your demands.



The default setting is the Arial font. The point sizes are: 24 for the header, 14 for leading text, 10 for normal text and 8 for small texts.

The procedure for selecting a different font is as follows: Choose "Font setup" from the Print sub menu. The dialog shown has a list box the holds all fonts available for your printer. Use the mouse to double click the desired font and change the point sizes for the various types of text-elements. Print a sample report and when satisfied save the default settings so you don't have to do it all over again the next time you use LCHES.

The list with available fonts for your printer.  
Make your choice and adjust point sizes if needed.

Choose from a preset point size. Depending on the font type you may enter a size that's not present in the presets.

## Opening a chess database.

To open a database with LCHESS games a dialog is presented. The dialog is similar to the "standard" file-open dialog found in today's applications. When you select Games from the Files menu and there is no active database, the dialog is opened automatically for you to save some 'clicks'.

In a box within the dialog the names of database files are shown. These usually have the extension .LDB. For a more easier identification than just the filename, a descriptive text is displayed when a file is selected. This text is determined upon creation of the database. When the selected file is not a LCHESS database there is, of course, no text.

By pressing the **OK** button, the current database, if any, is closed, and the selected file will be opened and tested for being a valid LCHESS database. This allows you to change from database in a single action and you may save a game in different databases without recalling or replaying it all over again. The **Info** button provides a window with more detailed information on the selected database without actually opening it. The **Cancel** button returns you to the game.

There's a change the message *Database is read only* is presented. This means the database is already in use by another program for read/write or you checked the read-only box.

The name of the current active database, if any, is saved when LCHESS is ended. When starting LCHESS again, that database is automatically opened for you since you probably want to start where you left of the last time. When you didn't have a database open, none will be opened. future enhancements may incorporate auto-opening of the last played game up to the last move on the board.

## **Creating a new chess database.**

To fulfill any wishes for multiple databases it is necessary for you to create new and empty databases from LCHESS. The function to do so can be found under the Files menu. A descriptive text on the contents of the database can be attached.

The dialog allows you to enter a filename with either a path and/or drive letter but WITHOUT an extension. Any extension you typed will be replaced with .LDB and .LDX for the data- and index-files to prevent confusion with other (chess)programs. Of course the filename must obey MS-DOS rules, 8 character filename etc. etc.

To remove entire databases you must use DOS functions. Deletion of individual games is possible through the Games menu, but to prevent you from deleting valuable games the file delete is not present in LCHESS. Note that if you desire to remove a database you must delete *both* the data- and the index-files!

## **Closing the active database.**

When the current database is no longer required for direct access, it can be closed with the appropriate menu-selection. Games and positions cannot be saved until the same or another database is opened or created. Menu-items related to functions for open databases are not accessible.

When LCHESS is exit without having a database open, that situation applies when the program is called again., see also "Open database".

## **Information about a database.**

Every database has room for some descriptive text that provides a general description of its contents. To review this text, the amount of games and positions present and also the number of deleted games an information dialog is available. The dialog can be activated through the database maintenance menu or the "open database" dialog. Games marked for deletion still take up disk space which can be recovered by using the Compress function from the database maintenance menu..

## **Re-indexing the database.**

Sometimes it may be necessary to re-generate the index file (.LDX extension). When the compression or a save procedure is interrupted or when a system-crash has occurred. Also when LCHESS produces database errors it's advised to regenerate the index file and try again.

It is possible to interrupt the re-index process but not recommended. The index file is only replaced when the re-indexation is completed, therefore Interruption results as if the re-index has not been issued at all!

## **Compressing the database.**

When a database has a lot of games and/or positions that are marked as deleted, it's recommended to run a compression phase to decrease the size of the database. This results in less disk space taken by the files. If you have a game on the board that needs saving, do so BEFORE compressing the database. Afterwards you will not be able to REPLACE the game, saving it as another game is possible of course.

Do not confuse this compression function with the compressed format in which games can be saved within the database. That format simply takes less space for the list of moves and time-tracking is also not present. It is recommended to use the compressed format where possible to save ever so scarce disk space. See also Normal format, and Extended format.

## The opening book

There are two types of books available for use with LCHESS. One is the main book that is supplied on the distribution diskette(s). The other is the user book that can be created by . . . the user. It is possible to have multiple user books but only one can be active in LCHESS at a given time. The user book can be used together with the main book with a priority setting for either main- or user-book. During a game you are free to change user books when LCHESS is not at play.

You can manipulate the user book from the following menu selections from the **Book maintenance** below the **Files** menu:



Select user book



New user book



Edit user book

\*Which books are active can be selected via the Chess Brain options dialog.

## **Selecting a user book of openings.**

During or before starting a game you may select a certain user book with openings. This enables you to prepare some specific opening strategies for a known opponent. It is also possible to disable the main book and have the user book do all the work. In such a case be sure to have plenty of opening data in your book or the results will not be satisfying.

Selecting the file that holds the book is as easy as in any other windows application through the use of a standard dialog. An user book has the .BK extension and by selecting it in the list box, it's describing comment is displayed at the bottom of the dialog without actually loading the book. Use the **OK** button to confirm your selection.

## **Creating an user book.**

In order to make use of user books you must first create an empty one. With the help of a dialog you can define a filename and add some comment to the file that is to describe the purpose or contents of the book. After creation the book becomes the current user book and you may start adding openings.

To start off with a partially filled book you may use DOS functions to copy the main book (.BK1) to a file with the .BK extension. By selecting that file in LCHES and add/remove opening variants you may save some work.

## Editing the user defined book.

In order to add or remove variants to the user book, the menu choice "Edit user book" may be selected. The dialog displayed presents the **current** variant played on the board. This variant can be added or deleted in full from the book. When adding, a score must be defined seen from the White players point of view. The score can be a positive or negative value. Also a name can be attached to the variant. The name is not used by LCHESSE but may be implemented in future versions.

The variant can also be removed from the book. It is save to remove the entire variant even when it overlaps another variant present in the book. The overlapping part is kept. As an option you can remove the last move from the variant only!

**User opening book**

The move list shown below can be added or removed from the current user book.

e4, c5, f3, d6, d4, cd4:, d4:, f6, c3, a6, e3, e6, d2, e7, f3, d5, e5, fd7, f4, c6, e2, d4:, d4:, b5, a3, b7, 0-0, c5, c5:, c5:, f5,

Define for which color(s) this variant should apply and define a score for White:

White  Black  Both      Score:  (127 <> -128)

     Opening name :

      Remove last move only.

Shows the sequence of moves (variant).

The opening is to be played by *White* only.

The opening is to be played by *Black* only.

The opening is to be played by *White* or *Black*.

Here the value of the opening move is set. It is always seen from Whites perspective!

Pressing this button **adds** the variant to the user book.

Type the name for this opening variant.

This button deletes the variant from the user book.

Remove only the *last* move from the variant in the book. The previous range of moves will remain in the user book.

## **Scripts.**

The script was originally developed to aid in building and testing LCHESS in an automated fashion. But the script can be useful to evaluate a large sequence of positions without human intervention! A script is an ASCII file with a single command on each line. A command consists of a two letter code and optionally a parameter. Non-recognized command codes are treated as file-comments. Review the SCRIPT.WRI file for details. A sample is provided on the distribution diskette(s).

A script is executed from a dialog with which the desired file is selected. Execution is started immediately after pressing the dialog's OK button. During the script's processing a little dialog is in view that reminds you. It also allows you to cancel the script at the next occasion. The structure and available selections from the menus is different when a script is running to prevent interference.

The results from a script's processing can be caught in a log-file and viewed afterwards. When a log file is not opened explicitly with the OL command the default LCHESS.LOG file is accessed. Simultaneously with the script's processing, the results can be viewed in the analyses-window if enabled. Note that it only holds the most recent analyses and depends on the demanded details and amount of analyses. For a complete history the log file must be consulted.

## **Ending LCHES**

LCHES can be exit in several ways. The preferred way is by selecting the Exit choice from the Files menu. This will enable you to save the current settings of LCHES in its INI file by presenting a little dialog.

Alternatively you use the Alt+F4 or Ctrl+X key-combinations or double-click the system menu of LCHES's main window. This will end LCHES immediately without saving the current settings. The database in use and some other parameters that are expected to be in the same state as when LCHES was last used are still saved though!

## **Rotating the chessboard 180°.**

When the player has white and LCHES plays black, the players expected view is that white plays from bottom to top. In case the player wishes to play black however, this view is not handy and therefore it is desirable to turn the chessboard.

Choosing **Rotate** from the Edit menu will turn the chessboard. The menu selection will be marked to indicate that blacks view is set. Choosing the menu item again will restore white's point of view.

When you are to setup a position on the board and the rotated view was active, the board is rotated back before starting setup. This to ensure the same point of view for each setup. When returning to the game mode, the previous state of rotation is restored.

## Setting up a position.

When you wish to start a game from a certain position or evaluate one, it is necessary to set and remove various chess pieces on the board. The **setup chess position** choice from the Edit menu will help you in putting pawns and others in place.

Obviously a position can also be stored and recalled from a database



Initially the setup procedure requests the type of board you wish to begin with. A choice of the current, empty or initial board are provided. Next the chessboard window is adjusted such that the black and white pieces for selection are on the right side of the board. The board is also shown in the non-rotated view. Any of the pieces on the right and on the board can be clicked on by the mouse and while holding the left-mouse button you can drag a copy of that piece to the desired position. Releasing the button drops the piece on the field below. There's no keyboard support for setting up boards. When you release the button outside the board, the piece is removed.

Clicking the right button over a field will place a copy of the last selected piece. This feature comes in handy when positioning multiple pawns e.g.

By double clicking the left button on a piece the piece is removed from the board. This will save a lot of dragging to the boards edges. Kings can not be removed from the board, only moved. This for the obvious reason that they are mandatory to play any game! For this reason there's no right hand side selection for kings.

If the setup is to you liking press **OK** which brings you to the Castle rights dialog.

Keep current setup to edit.

Empty the Chess Board but the Kings. This setup is handy for making end-game setups, less pieces to remove!

Sets up a board as if a new game was started. Handy for setting up opening games..

## **Setup (cont.) castle rights.**

When the setup meets your requirements press the **OK** button. This will pop-up an other dialog where the castle rights can be set and also whether black or white's turn is up.

The castle rights are active (allowed) when the checkboxes are marked. You can mark a box by clicking on them. To be able to turn a castle right to on, the required pieces need to be in their appropriate position (Rook and King). A thread for check may not be present also. If this rules can not be applied, the castle right can not be set!

The players color that may play the next move is selected by one of the radio buttons. When you choose black, the move list will show a **1. ...** notation for the first move of white. Note that any previous move list is cleared when a setup is accepted.

It is recommended to save a setup immediately after acceptance for future use. This will keep you from entering the same position again.

## **Copy the chessboard to the clipboard.**

The graphical presentation of the chessboard can be copied onto the clipboard in a standard MS-Windows bitmap format. This copy can be used to aid you in making up you own reports with e.g. MS-Word.

Use the **Copy Chess Board** selection from the **Edit** menu to do so. Note that the previous contents of the clipboard, text or graphic, is erased by the copy.

LCHES uses several color schemes for it's chess pieces. These colors may not all be supported by your word processor. sometimes they are converted to black and white pictures.

## **! Copy the move list to the clipboard.**

The contents of the move list can be copied in a text-format to the clipboard by selecting that function from the Edit menu. This generates a single string with the current notation form that can be used by your popular word processor or DTP program to produce your own reports.

The notation form is either long or short whatever your default setting may be, but always without figurines. These are not part of any MS-Windows font and can therefore not be reproduced in other applications.

The move list can also be generated FROM the clipboard INTO LCHESS. This functionality gives you the opportunity to generate games from textual notations!

## **Copy the move list including annotations.**

This is the same as the copy move list function. However, when you have attached a comment (annotation) to one or more moves in the list, these are copied together with the moves to the clipboard. With this feature you can build commented chess reports in no time at all!

## **Pasting moves from the clipboard.**

LCHESS allows you to take move notation lists from the clipboard. These are handled in sequence and tested by the chess brain for validity. A couple of rules must be obeyed:

*The moves on the clipboard must be in a text format, not graphical. When a non-text format is present the past function is disabled.*

*The moves on the clipboard are appended to any existing moves in the current list! So, when you have a list that's from the very beginning of a chess game, you must first select new game before pasting the list*

*The notation format is flexible but requires attention. Any leading move numbers are accepted but not used. Punctuation and spacing characters are also ignored. Both long and short notation are then understood, chess specifics like '+' and '++' are not interpreted.*

During the paste function each move is tested by the brain and only put on the board when found valid. When an invalid move or move notation is detected an error message is popped up and the process halts.

Note that sometimes a move notation may have two meanings, the so called ambiguous move. This will open up a window with the available valid moves that apply for the notation. Usually a chess player picks out the correct move. In case you picked the wrong move the chess brain may stop the pasting some moves further down the list . . . ! try choosing one of the other moves when you repeat the paste. Do not forget to reset the current move list first.

\*By using the long notation format on the clipboard, any ambiguity problem is avoided.

The profile file is normally in the same directory where LCHES is installed. The default file is LCHES.INI. Its contents is controlled through the Save defaults selection form the options menu.

## **Beginning a new game.**

Selecting "New" from the Game menu will put the initial chess setup on the board. The chess brain is stopped if necessary. the clocks are reset for the current level of play and the opening book is to reflect the first move.

If the demonstration mode was active, it is reset.

If there still was an unsaved game on the board LCHES asks you whether or not you wish to keep that game before erasing it forever. This confirmation protects you from accidental loss.

## **Starting or continuing a game.**

To (re-)start the chess clock the chess brain needs a little push. This push can be given with the "start game" selection from the Games menu. The clock is automatically started when you issue a move on the board. The key-combination Ctrl+S can also be used to (re-)start the game.

A move can be issued with the keyboard input window, selecting from the opening book or the list of valid choices or by letting LCHES do the move. Each of these actions will set the chess brain to work and it's evaluation functions.

In case you wish to stop the game you bring the chess clock to stop

## **Interrupting a game.**

Any game can be interrupted (temporary) to adjust the level of play or simply to take a break. Sometimes the game is stopped by LCHESS because of certain player actions.

Stopping the game and the clocks can be achieved by selecting the appropriate menu item from the "Games" menu or pressing Ctrl+P (pause) keys.

In a number of cases the clocks are stopped automatically:

- changing player definitions*
- saving the game*
- recalling a game from the database*
- setting a new level of play*
- starting new game*
- moving back- or forwards in the move list*

## **Changing game details.**

The aspects that help identifying a game can be set by using a dialog. Here the player names, game comment, start and stop dates and times and a user definable key can be entered or changed. These details are used for saving the game later in the database. Upon saving the same details dialog is presented to allow last or first minute changes.



Here you define the date and time the game was begun. If the field is left empty, the current date and time are placed automatically.  
The format must be *dd:mm:yyyy, hh:mm:ss*.

The date and time the game was stopped.  
The format must be *dd:mm:yyyy, hh:mm:ss*.

Here you can name the opening of the game.

In case you wish to identify a game with your own key, this is the place.

This field defines the players name of *White*.

This field defines the players name of *Black*.

ELO rating of the *White* player can be kept here.

The ELO rating of *Black* can be altered here.

The games result is unknown or un-decided.

The game was won by *White*.

The game was won by *Black*.

The game ended in *Draw*..

The game will be saved in the normal format. This format requires the most space but also saves the most details such as move -times.

The game will be saved in the compressed format using the least amount of disk space.

Save the level of play together with the game. Handy feature to continue a game at a later date saving the trouble of setting the same level again.

Type your comments related to the game here. Note that this is not an annotation for individual moves.

## **Defining the players.**

Who will be playing with white and black can be set through the Players selection from the Game menu, or using the Ctrl+D keys.

In the dialog presented you can choose from a player versus player, player versus LCHESSE type game. Also a demonstration game can be played where LCHESSE plays against it self in the current level of play. In case you choose the player / LCHESSE button, the current color becomes the player!

By pressing the **OK** button or the **Enter** key your selection is activated. Use **Cancel** to leave things the way they are.

## **The demonstration game.**

As the name lets you suspect the program can play all by itself. Here the chess brain play against itself in the current set level of play. You must stop the demonstration before you can set a different level. When you issue a demo game and have an unsaved game on the board you are requested to save or loose that game forever ...

The demo can be interrupted by stopping the game or by reselecting the "Demonstration" menu selection from the "Games" menu. The demo is also halted when you select new.

## Setting the level of play.

A game can be played at different degrees of difficulty. LCHES has levels for tournament type of games and fixed methods. The levels can be set with a dialog available through Ctrl+N or selecting **Level ...** from the **Edit** menu.

Initially the dialog shows you the current setting. The dialog is divided in two sections, the fixed and tournament level groups. The fixed levels are meant for evaluation quickies or novice players. The tournament levels are for experienced chess players and of course computer chess tournaments!

**Level of play**

◆ 1. Fixed depth :     ◆ 4. Average time:

◆ 2. Mate levels :     ◆ 5. Fixed time/move:

◆ 3. Infinite time.

◆ 6. Time for entire game:

◆ 7. Bonus: initial time:     bonus:

◆ 8. 40 moves in 2 hours, next 20 moves in 1 hour.

◆ 9. 40 moves in 1 hour 45 minutes, next 20 moves in 45 minutes.

◆ 10. User defined:

First:  moves in  (hh:mm:ss)

Next:  moves in  (hh:mm:ss)

For obvious reasons only one level can be selected at a given time. All remaining choices are set to off.

This field is used to define the maximum search depth in plys (half a move). Valid values are 1 through 30, any other generates an error message. The field pops into view when the level next to it is selected.

This field requires a time in the following format:

**[hh:][mm:]ss** hh=Hours, mm=minutes, ss=Seconds.

Hours and minutes are not mandatory if nil. Valid values range from 0:00:05 to 8:00:00.

This field can be filled with preset values. Pressing the button next to it pops-up a list with preset values. In case the desired time is not present, simply type your own but use the following format:  
**[hh:][mm:]ss** hh=Hours, mm=minutes, ss=Seconds.  
Hours and minutes are not mandatory if nil. Valid values range from 0:00:05 to 8:00:00

## **The fixed depth level.**

Through the Level... dialog you can set this method of operation for the chess brain. Next you select the radio button with the fixed depth text next to it. After selecting a field with a number appears on the left side of the button. This number defines the number of ply's that the chess brain will go through for it's evaluation.

Valid values range from 1 - 30. Other values are not accepted by the chess brain and if attempted, an error message is shown.

Search depth and evaluation time are closely related. The deeper you let the brain search, the more time it takes to complete. Expansion is NOT linear and if a depth of 30 is entered you may expect long delays before a move is produced. The amount of available transposition memory and processor type also affect the time needed to complete a move calculation. See the LCHES manual for an explanation.

## **Mat level evaluation.**

The chess brain can search for mate up till certain depths. This depth limit can be set through the level of play dialog. Note that you must use this level on end-game situations to be useful. In start- or mid-game a mat can not be found unless you leave LCHESS running for a couple of months or you have a Cray computer!

Depths range from 1 -30 just as in the fixed depth level.

## **Infinite time**

At this level a position can be evaluated for ever. The player must finally force a move (Ctrl+O) in order to continue. The level comes in handy evaluating a position or re-playing a game.

## **Average time per move.**

The chess brain can be instructed that a specific amount of time is used as an average in which a move calculation is to be completed. In certain phases of the game this average will be exceeded and during others it will not. This will allow LCHESS to use more time for positions that require deeper study and use less when the answers are obvious. An interesting way to play chess.

The value entered is in seconds. When you wish values more than a minute, calculate them back to seconds first!

## **Fixed time per move level.**

When LCHES is to use the exact amount of time for every move calculated, than choose this button from the level of play dialog. When the chess brain finds that its time limit has expired, the move found to be best so far is executed on the board.

The values you may enter next to the button are in seconds. So, for values bigger than one minute you must calculate the total number of seconds. From 15 seconds and up a reasonable level is achieved.

## **Fixed time for entire game**

This level defines the available amount of time for the *entire* game. Some presets are available (5 min. - 2 hours). When the time has passed, the current player loses the game... A message of that kind is shown as a reminder. Selecting the level brings a field and button into view. The button allows selection of preset values while the field can be used to define your own custom time setting.

## **Level: bonustempo**

This level is invented by Chess genius Bobby Fischer and accepted by the World Chess Union in 1994. Today it is known as the Fischer clock.

The game begins with a basic value on the clock agreed upon by both players. After each move played, a player gets additional time called the bonus. This amount is also agreed upon before starting the game. This way of play provides very interesting games. A better spread of thinking and minimizing changes to end up in time distress are the result. Besides, during long game the clock does not need another hour or so but can be finished in one go.

Selecting the appropriate level from the dialog brings two fields into view where the start and bonus time values can be entered.

## **Tournament level #1.**

To play chess games in the same fashion as in club competitions, this levels is available. The first 40 moves must be played in two hours. Next 20 moves must be completed in one hour. The Chess Brain will attempt to utilize time different for the various stages in the game.

## **Tournament level #2**

A typical tournament level sometimes used by club players. The first 40 moves must be played in 1¾ hour. Next, every 20 moves must be completed within 45 minutes.

The analog version of the Chess clock will return to zero while the digital version shows the time played. Each time a threshold is reached, the time is added to the clock automatically.

Five moves before each time check LCHESS offers the change to alter the setting of the clock.

## **User defined level of play**

Here we deal with a tournament type level of play. You define how many moves must be played in a certain amount of time. Both the first and sequential speeds can be set. Leaving the next fields empty will assume the same values as used for the first speed.

The analog version of the Chess clock will return to zero while the digital version shows the time played. Each time a threshold is reached, the time is added to the clock automatically.

Five moves before each time check LCHESS offers the change to alter the setting of the clock.

## **The list of valid moves.**

If you need to know if the move you've got in mind is valid, you can pop-up a window that shows all valid moves for the given position. Choose this item from the Moves menu.

Next you can use the mouse or the keyboard to select a move from the list that than will be executed on the board. You do not need to type it in again or move the desired piece. Enter or a double-click issues the move.

When you activate another window by clicking it with the mouse or use the Ctrl+F6 or Ctrl+Tab keys, the list of valid moves is removed. It is also destroyed when you select a move from the list to be executed.

## Playing the next best move

When LCHESS plays a move from the opening book or end-game database its likely that there are more possible moves to play. That list of moves is sorted by its score, having the best on top. By selecting **Next best** from the menu or press **Ctrl+Z** the move is taken back and the next move in the list is placed on the board

Next best is only available for selection if theres more than one move.

## **Let LCHES** generate the players move.

When it's the players turn and he/she wants to have the move calculated by LCHES, the **Computer move** menu item is to be selected from the Moves menu. Alternatively the Ctrl+C keys could be pressed.

Next the chess brain generates a move on the board just as if it were his turn. In fact, the players' colors are being flipped. So, for the next move it's your turn again! The previous move can be taken back from the move list if you wish.

## **Forcing LCHES**

When LCHES is calculating a move, you may tell the brain to stop thinking and play the best move found so far. Choose **Immediate** from the Moves menu to stop the current evaluation of variants and play that move. Ctrl+O keys act as a shortcut.

What the best move so far is can be viewed through the statistic's window. When LCHES is not thinking there's nothing to interrupt and an error message will result.

## **Adding comments to moves.**

Each move in the list can be foreseen of a comment. These will be presented in the printed game report or can be copied onto the clipboard. Each time you select a move in the list that has an annotation, its text is shown at the bottom of the main window.

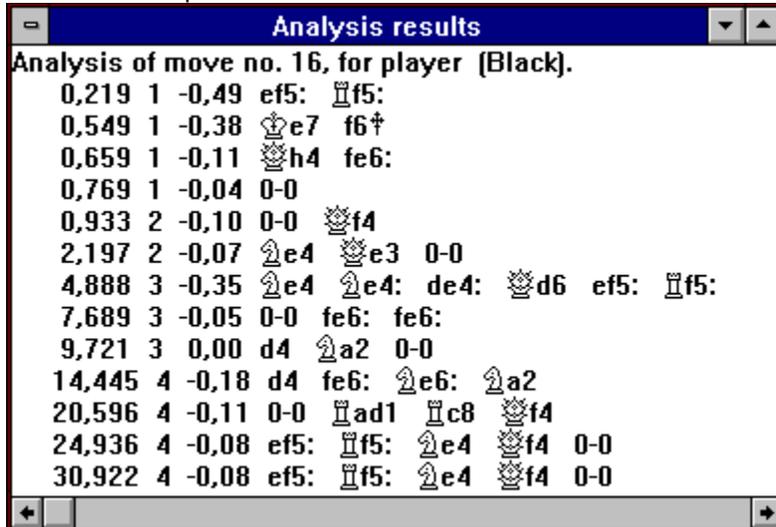
This automatic comment can be turned on and off through the general options dialogue.

## The analysis move.

Given a certain position, you may wish to have LCHESSE evaluate it and calculate the best move according to LCHESSE's brain. For this purpose a special function is available by choosing "Analysis" from the Moves menu. It will calculate the best move in the current level of play and executes it on the board. You may take the move back to continue the game with the move you prefer.

The analysis details can be kept in a file and/or viewed in a window. These and other parameters are set through the [Analysis dialogue](#).

Below is a sample of the file and/or window:



```
Analysis results
Analysis of move no. 16, for player (Black).
0,219 1 -0,49 ef5: ♖f5:
0,549 1 -0,38 ♔e7 f6†
0,659 1 -0,11 ♗h4 fe6:
0,769 1 -0,04 0-0
0,933 2 -0,10 0-0 ♗f4
2,197 2 -0,07 ♗e4 ♗e3 0-0
4,888 3 -0,35 ♗e4 ♗e4: de4: ♗d6 ef5: ♖f5:
7,689 3 -0,05 0-0 fe6: fe6:
9,721 3 0,00 d4 ♗a2 0-0
14,445 4 -0,18 d4 fe6: ♗e6: ♗a2
20,596 4 -0,11 0-0 ♖ad1 ♖c8 ♗f4
24,936 4 -0,08 ef5: ♖f5: ♗e4 ♗f4 0-0
30,922 4 -0,08 ef5: ♖f5: ♗e4 ♗f4 0-0
```

The first column shows the time it took to calculate the move in an **HH:MM:SS,mmm** format. Next the search depth, score and the variant found are displayed. The first move in the variant is the best move found at that depth. The variant is shown in the current [notation](#) format set.

In case you execute multiple analyses moves in a row, the results are appended in both the window and the file!

## Taking back moves.

Sometimes you may desire to go back a couple of moves. Not to cheat but to see what LCHESSE does on your alternate moves. To take back moves several ways are available.

From the Moves menu the choice **Back** can be selected, or you may use **Ctrl+T** or **Ctrl+left-arrow** key combinations. Pressing the right mouse button when the pointer is over the Chess Board has the same effect. All these will take back a single move even when it was played by LCHESSE.

To move back a number of moves in one go, you may use the mouse to double click the move in the list. That move will than be the last one played on the board. The remaining moves are still in the list, available for moving forwards. The move list can also be altered through the keyboard using the standard MS-Windows key assignments.

The little buttons directly below the move list can be used to "replay" the game in forward or backward directions. Two speeds are available using either |> or >> marked buttons.



The chess clock is stopped each time you change the last played move!

When you play a new move while not at the end of the lost, the "tail" of the list is erased and can not be reconstructed other than by hand.

Walk the list backwards full speed: ca. 1 move every 0,4 seconds.

Walk the list backwards normal speed: ca. 1 move every 4 seconds.

One move back.

Stop automatic walk of the list.

One move forward.

Walk the list forwards normal speed: ca. 1 move every 4 seconds

Walk the list forwards full speed: ca. 1 move every 0,4 seconds.

## **Walking the move list forward.**

Choose **Forward** from the Moves menu or use **Ctrl+V** or **Ctrl+right** arrow keys to walk the move list towards the end. The fashion in which this operates is similar as the taking back moves procedure. We suggest reading that topic too.

## **Saving default settings.**

Each time you run LCHESS, the various windows appear at predetermined positions. A certain level of play is set, player names and many other variables that LCHESS uses. These values can be changed during a LCHESS session and be kept for next sessions to save you from resetting your preferences. Saving defaults is selected through the Options menu, or by checking the box in the exit dialogue.

All settings are kept in the INI file used. Normally the LCHESS.INI file applies and is located in the same directory as the LCHESS program files. You may use an ASCII editor like notepad to edit the file although not recommended. The program maintains the contents and some variables are pretty cryptic. Changing does may affect the correct functioning of LCHESS!

A description of most parameters can be found in the TECHDOC.WRI file.

## General options.

With this dialogue you can change settings that affect multiple aspects of LCHESSES behaviour:



## **Using sound effects.**

LCHES for Windows produces various noises to draw your attention to certain occurrences; e.g. players turn, check, error, etc.

These noises are short and use tones that do not irritate. In case you don't want the sounds you can turn them off using the general options dialogue.

In tournaments, etc. we strongly advise to use the sound effects. It is quit easy to miss some event like checking the clocks or that your turn is up! And the Chess clock keeps ticking away your valuable time since you have not been warned . . .

## **WAV sound effects.**

Instead of the noises, LCHESSE can also play .WAV files instead. A multimedia device that is capable of replaying .WAV is of course mandatory. Also its drivers must have been successfully installed. The PC speaker can also be used as a WAV player but the qualities of the sounds are not spectacular. The sounds played are defined in the INI file and attached to certain events in the game. The sequence in the INI file should not be altered. The filenames may be replaced with files of your own to customise LCHESSE to your needs.

This option can only be set if the sound effects checkbox is marked ON.

## **Expert or standard menus.**

The structure of the menus can take on two appearances, expert (all options enabled) or standard. The demanding computer Chess player will opt for the expert menu while the novice rather uses the standard menus. The latter offering the most often used functions quickly.

The standard menus therefore do not have all functions of LCHESS available for the user. You can only print full reports not just Boards or lists, e.g. If for these functions a keyboard shortcut exists, they are still available and will initiate the function upon selection!

## **Adding a Chess Board index.**

Many Chess players know the Board and its locations by heart. For novice players however, it is useful to have a co-ordinate system drawn around the Chess Board to find the fields more easily. Especially when setting up Pieces or when the Board is rotated an index comes in handy. Horizontally the letters 'a' through 'h' are drawn and numbers '1 - 8' vertically.

The size of the window that contains the Chess Board is automatically adjusted when the index is added or removed.

## **Adding keyboard support.**

LCHES is most easily operated by using the mouse. In the unlikely event you do not have a mouse or simply prefer a keyboard, you can enter moves through a special window.

This window is enabled by checking the appropriate box in the general options dialogue. When the window is in view, you may enter moves in either long or short notation independent of the notation form that LCHES uses for the lists, etc. The window also has a button to let LCHES play your move.

The window is removed when the Board set-up function is activated, but will return after the set-up is completed.

## **Showing annotations automatically.**

The comments that are attached to moves (annotations), can be brought into view automatically when walking the move list. Checking the box from the general options dialog will turn the option on and vice versa. When the option is off, you must explicitly click on a move to see the annotation.

## **The LCHES** move notation.

LCHES for Windows uses two common notation forms for presenting the lists and printouts. Default setting is the short notation but it can be changed to the long form if you desire.

## **Using symbols in the notation.**

The notation form can be given an extra dimension by preceding it with a symbol of the Piece being moved. Here the capital letter is replaced by the symbol. The general options dialogue enables you to do so. Note that pawn moves do not have a symbol nor a letter for its notation.

## **Restoring the last game**

Each time you quit LCHESS you can have the current game automatically saved. It will be recalled the next time you load LCHESS. All you need to do is marking the check box. Note that this kind of saving is done outside of the database, so you dont mess it up.

Automatic restore is very handy when continuing a game. It save you searching the database.

## The Chess clock options.

Here you can change the appearance of the clock into either digital or analogue. Also the time setting can be changed for each player.

During a game between computers you may; e.g. adjust the clocks to compensate for operator time.



The image shows a dialog box titled "Adjust Clocks" with a blue header bar. It contains two sections: "Time passed" and "Clock type".

**Time passed**

White:	0:00:00	0:00:00
Black:	0:00:31	0:00:31

**Clock type**

Graphical clock.

Clocks "0" position: 4:00:00

Buttons: Ok, Cancel

Here the current time on the clock is shown. It serves as a reference since the clock does not stop...

The 0 position of the clock applies only for the analog versions. It is used as the begin or end position for the game depending on the level youve selected. The field next to it can used to type your preference.

## **Adjusting the clock.**

On some occasions you may wish to adjust the setting of the clock for any of the players. During computer Chess tournaments for instance you must compensate for the time the operator needed to input moves. The time set on the real clock can be copied to the LCHESSE clock.

The dialogue enabling you to do so shows the current time on right, and has editable fields on the left for both black and white. The new values must be entered as hh:mm:ss where the hours and minutes are optional.

**NOTE:** Only the **changed** values are passed to the Chess Brain. In case you make a change to the time for black but leave the field for white alone, only black's clock is adjusted! So, when you leave the dialogue in view for  $\pm 5$  minutes and press Enter without making changes, the clock setting will NOT be changed and the meanwhile 5 minute old values are NOT passed on.

## Changing the clock's appearance.

The Chess clock can be drawn in one of two fashions. Default the digital clock is painted. The window shows the ticks as **hh:mm:ss** numbers for both white and black. The player who's turn is up has a dark grey clock. The other is light grey and barely visible to indicate turns.

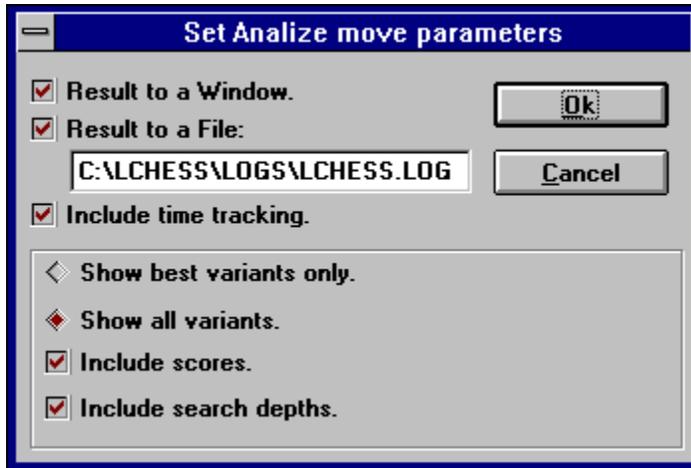
The analogue version of the clock is a graphical presentation of the mechanical clock. The size of the clock can be adjusted by changing its windows size. Do not give the window such dimensions that the clock looks "funny" you may not be able to tell the time anymore ...

The setting can be changed through the "Clocks" dialogue from the option's menu.

## The analysis-parameter dialogue.

With the help of a dialogue you can determine which details will be recorded from the analyses move(s). The results can be recorded in a window and/or a file which happens to be one of the parameters that you can set.

You may opt to have *every* calculated variant to be part of the results or show just the best variant only. Furthermore you can show the time it took to calculate each variant, its score and/or search depth reached by checking the appropriate boxes.



Check this box if you want the results on-screen in a window.

Check this marker if you want the results kept in a file. If the file already exists it will be appended to. Old data will therefore NOT be overwritten.

Here you can type the file name to hold the data. The name should conform to MS-DOS naming and may include a drive letter and/or path.

Determines whether or not to save time with the rest of the results.

Only register the best variant(s).

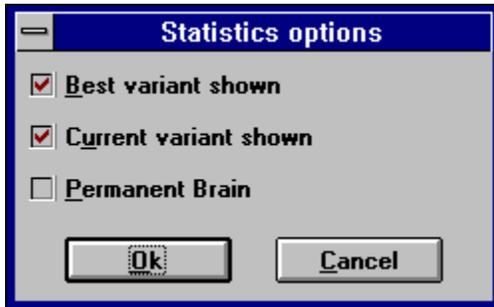
Register all main variants.

Include the score with the report.

Include the reached search depth(s) with the other results.

## Settings for the statistic's window.

The information shown in the statistic's window can be kept to a minimum or display detail. The more details you wish to see, the more computation time is "lost" while producing and "painting" the information. Choose from;



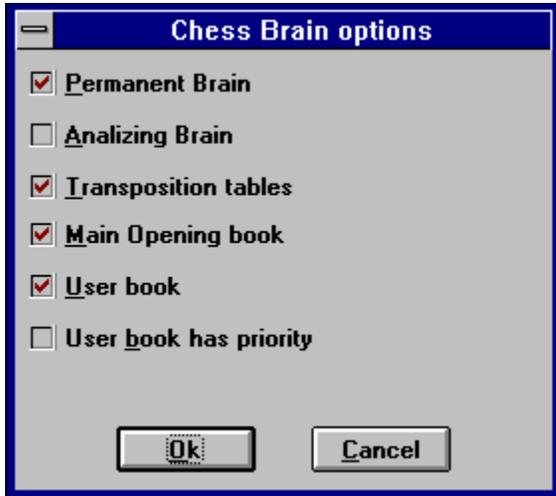
The main variant is displayed when this marker is checked. It will also show the score for that variant. When the histogram is used this setting can not be disabled.

Its possible to monitor how many moves are to be evaluated for a variant. It cycles each time a new depth is entered. Simply turn on the marker.

During the players turn LCHES has the capability to calculate ahead. This gives an advantage when the player puts the expected move on the Board, saving LCHES some time to calculate the next move. This ahead thinking can be viewed by checking the marker. The color of the text inside the statistics window is changed to grey to indicate which calculations you are viewing

## Chess Brain options.

There are a few parameters that directly affect the behaviour of the Brain. Settings that can be changed are;



## **The permanent Brain.**

Setting this option allows the Chess Brain to continue calculations in the time that the (human) player is thinking about his move. In other words, the Chess Brain thinks ahead. This setting is found in the Chess Brain option dialogue from the option's menu.

## **The analysing Brain.**

The analysing Brain is similar to the permanent Brain but shows its progress in the statistic's window. The effect is that the Brain endlessly calculates the move that is to be thought of by the player! So, you can have LCHESS analysing a position for many hours to see what the best move according to LCHESS is.

## **Using transposition tables.**

The Chess Brain utilises so called transposition tables in memory that speeds up calculations tremendously and therefore enables bigger search depths. Turning this option off reduces the strength of LCHES and might fit novice players.

## **Using the main opening book.**

With this parameter you define whether or not LCHESSE uses the provided book with openings for the first couple of moves. Chess players call this "theory". Playing with a book rushes the begin phase of the game since only databases are consulted, no calculations are performed. The time LCHESSE uses for the first moves is close to zero seconds!

## **Using the extra opening book.**

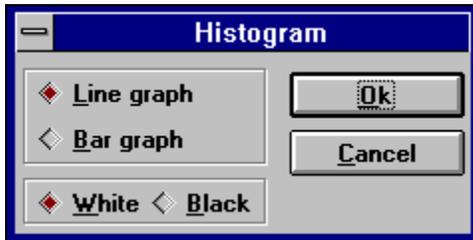
The extra or user book can be used instead or next to the main book. The extra book can be edited from within LCHESS. You may add variants or delete them. You may also create multiple books each serving a special purpose. Only one extra book can be active at a given time. From the Chess Brain option dialogue you may enable the use of the extra book. The edit functions are located below the Files menu.

## **Priority rule for main- or extra book.**

Normally the main book has the preferred priority. This means that for a certain position both books are examined and if a different variant with the same score is found, the main book's variant will be played. To change the way LCHESSE plays certain openings you may change the priority or even disable the main book at all. The usage of both books must have been enabled to have priority selection enabled.

## Histogram presentation

The histogram has two kinds of representation, each having its own point of perspective. Choose from:



Histogram drawn as a line graph.

Histogram drawn as a bar graph.

The score is seen from Whites point of view!

The score is seen from Blacks point of view!

## **Changing colours.**

The colours of the white and black fields of the Chess Board can be set to a colour of your liking. Use the "Colours" sub menu from the Options menu to do so. A standard dialogue is than presented that is common in Windows applications to set colours. The selected value(s) can be kept in the INI file for future LCHESS sessions by saving the defaults. The field colours are coupled with the active Piece set. That means you can define different field colours for the various Chess Pieces!

## Selecting Chess Pieces.

The appearance of the Chess Board can easily be changed by selecting a different set of Chess Pieces. A few different sets are distributed with **LCHESS for Windows**. Using a dialogue you may choose from a maximum of 10 sets.

The available Piece sets are listed in the INI file. That name appears above the graphic in the dialogue's list box. Only a few Pieces are shown in the list, not the entire set. Changing the current set may also change the field colours of the Chess Board. Piece set files are normal Windows BMP files that contain the Pieces in a special format. Attempts to edit such a file may corrupt its contents!

## **Selecting a graphical clock.**

The Chess clock can be presented as a graphical image of the mechanical Chess clock. The type of graphic you'll see can be selected just as the various Piece sets. When selecting a different clock, it will be shown in its optimum dimensions in which it was originally drawn. You may change the size of the clock using the normal windows controls, but this may produce a disturbed image.

## **Showing windows at the default position.**

All the windows that LCHES uses can be moved and their sizes changed. When you did a lot of changing and are not happy with it, you can restore the previous saved setting from the Windows menu. Selecting the "Initial positions" menu item will put the windows back in place.

Whenever you select the save defaults the next time you start LCHES the windows will be in the position you than saved.

## **Showing an optimum board.**

Since the various chess piece sets where draw in different sizes they are best shown in their original size. Whenever you change chess pieces it is a good practice to adjust the size of the chess board window to have the pieces look at their best.

From the Windows menu select "Optimum board" to do so.

## **Showing an optimum clock.**

The different graphical chess clocks look at their best in the original size. Adjust the size of the clock window with the "Optimum clock" selection from the Windows menu.

## **Minimising the current window.**

As with any windows application you may minimise each client window. Since LCHES for Windows uses Multiple Document Interface (MDI) and some of the windows should not be closed, it may be desirable to minimise some of the windows. The currently active window can be minimised by the usual windows functions or the appropriate menu selection.

## **Minimising all LCHES**

All client windows of LCHES can be minimised to an icon in one go.

This function may be helpful to get rid off all windows and pop-up a single window back to the screen.

## **Arranging icons.**

When some or all of the windows are minimised but are not in view or scattered over the screen, you may arrange them in the bottom left corner of LCHESS's main window.

Choose the appropriate menu selection from the Windows menu.

## **Calling the help index.**

The main index to the on-line help for LCHESS can be called from the Help menu. Alternatively you may press F1 for the index.

The main index is also presented when topic specific help is not available.

## **Help on help.**

In order to learn how the Windows help system function this menu choice calls the MS-Windows provided helper training.

The language of that help module may not be the same as LCHESS?!

## Using keyboard shortcuts.

Some of the LCHESS functions can be started by a few simple keystrokes without going through a set of menus. Below is a list of available key combinations;

Alt+F4	Exit LCHESS (dialog).
Ctrl+X	ditto
F1	Help
Shift+F1	Help for help
Ctrl+D	Players definition
Ctrl+N	Set the level of play
Ctrl+A	Print a game report
Ctrl+T	Go back a single move
Ctrl+V	Go forward a single move
Ctrl+S	Start the game
Ctrl+P	Stop the chess clock and brain
Ctrl+B	Save / replace the current game
Ctrl+L	Load a game from the database
Ctrl+C	Computer move, change players
Ctrl+O	Move immediate
Ctrl+K	Add an annotation to the current selected move
Ctrl+Z	Replace last computer move by the next best move

## **About LCHESS for Windows.**

As with any windows application an about box shows some version information on the product you own. So does LCHESS.

The amount of memory used for Transposition tables can be found here. This values may NEVER exceed the amount physical memory present in your computer minus 1 MB. Otherwise LCHESS will need disk space (Windows swap file) for evaluations, making the game very slow!

