

Lokasoft Standard Engine

On these pages you can control the various engine options. Some options only get active after restarting the application.

Engine options

Transposition table size

The amount of memory that the engine will use for its transposition tables. The higher the value (within your PC's limit) the higher the playing strength

Thread margin

The thread margin parameter indicates when to search a variant deeper in case the opponent is threatened. This therefore, influences the selectivity. The higher the margin, the less selective calculations take place. Extra searches take more time though, and use up time otherwise available for the "Brute Force" searches, affecting the maximum search depth reached.

Thompson Endgame Path

The Thompson endgame databases were usually supplied on CD. These are accessed through a drive letter from its root directory. In case you have multiple CD's and multiple CD-ROM players, you can define all the station letters involved. Alternatively you can also define directory names in case you have end game databases somewhere on hard disk. Each station / path is separated with a semicolon, just like DOS's path statement. A sample:

```
E:\;F:\C:\ChessPartner\DATABASE\ENDGAMES;
```

In this sample, E: and F: represent CD-ROM drives and the directory on drive C: (normal hard drive) has some small database files.

Nalimov Endgame Path

The Nalimov endgames are the modern variant of the Thompson endgames, fill in the path here.

Cache size

The amount of memory used to cache results from the Nalimov table bases.

Engine runs on low priority

When checked, the chess engines use less CPU cycles, this makes your system more responsible for other tasks.

Book options

Score confidence

This is used to calculate the score based on the number of times a move is played and the resulting game score.

Margin

Scores outside this margin are not played.

Always best move

The book move with the highest score is always played.

Random, same distribution as book

Moves are chosen at random, but moves which have been played more often have a higher chance of being played.

Random, distribution as score

Moves are chosen at random, but moves which have a higher score have a higher chance of being played.

Random, even distribution

Moves are chosen at random, all moves have the same chance of being played.

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