[#] [$] ⁺ 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

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.

Commands

Background Information

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main_index
$ Help Index
+ index:0005

 # $ + 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.

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

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chess_menu
$ GNU Chess menu commands
+ index:0010

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.

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command_file
$ File Menu Command
+ command:0005

<superscript># $ +</superscript> **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.

\# command_edit
$ Edit Menu Command
+ command:0010

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

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\# command_options

$ Options Menu Command

+ command:0015

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.

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

\# command_side
$ Side Menu Command
+ command:0025

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.

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command_colors
$ Colors Menu Command
+ command:0030

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.

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\# command_hint
$ Hint Menu Command
+ command:0035