#[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 developlment
        GNU Chess Copyright notice
        GNU Chess move generator
        GNU Chess heurisitics
        GNU Chess sample match with MACH

1[#] main_index
2[$] Help Index
3[+] index:0005

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

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.

#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