

## #<sup>1</sup> \$<sup>2</sup> +<sup>3</sup> 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 development](#)

[GNU Chess Copyright notice](#)

[GNU Chess move generator](#)

[GNU Chess heuristics](#)

[GNU Chess sample match with MACH](#)

1# main\_index

2\$ Help Index

3+ index:0005

#### #4 \$5 +6 **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.

<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

4# chess\_menu

5\$ GNU Chess menu commands

6+ index:0010

#7 \$8 +9 **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.

7# command\_file  
8\$ File Menu Command  
9+ command:0005

#<sub>10</sub> \$<sub>11</sub> +<sub>12</sub> **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

#<sup>13</sup> \$<sup>14</sup> +<sup>15</sup> **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

#<sup>16</sup> \$<sup>17</sup> +<sup>18</sup> **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

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|---------|---|
| 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

