Main Index

Please note that throughout this file *click* means use the *left* button unless specifically stated otherwise.

General

Menu

File Handling

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Menu Options
ClubMate is a Windows MDI application. This means that when you have more than one board on display, the menu always applies to the one which is currently active.

File Menu

Games
> Call the game selector, first opening a game file if one is not already open. The selector will show a list of games.
> See <u>Game Selector</u>

Cross-References
> Call the cross reference file selector.
> See <u>Cross Reference File Selector</u>

Templates
> Call the game selector, first opening a game file if one is not already open.
> The selector will show a list of templates.
> See <u>Templates</u>

Preferences
> Set user preferences. They may be temporary, or permanent if saved.
> See <u>User Preferences Dialogue</u>

Search
> Call the search dialogue. Searches may be made on positions, material, or players.
> See <u>Search Dialogue</u>

Print Options
> Set print options such as how much of a file or game to print.
> See <u>Print Options Dialogue</u>

Print File
> Select and print a games file.
> See <u>Printing</u>

Quit
> Leave the program. You will be reminded about any unsaved work. All open files are closed.

Game Menu

New
> Start a new game in addition to any games that may already be displayed.
> See <u>New Games</u>

Open
> Open a new game from the Game Selector. Only available when the Game Selector has already been opened from the file menu.
> See <u>Game Selector Dialogue</u>

Close
> Close all boards from the current game. This has the same effect as closing the main line board by *double clicking* its top left hand corner.

Save
> Save the current game. When this is unavailable. Use **Save As...**
> See <u>Saving a game</u>

Save As...
> Save the current game first providing a file name. **Save As...** is not allowed to a file already in use.
> See <u>Saving a game</u>

Save Into...
> Save the current game into an existing file, adding to the games already in the file.

See <u>Saving a game</u>

Save by Key...

Save the current game by using the specified key (**1, 2, or 3**). When an appropriate file has been found, you will be asked to confirm the save.

See <u>Using position keys</u>

End of Game...

Select the appropriate result (**1-0, 0-1, Draw**). This adds the notation to the end of the game (rather than a <u>comment</u>) and allows the addition of a continuation by using the <u>board</u> **If->** button.

Autoplay

Play through the game automatically. The time interval may be set from the <u>User Preferences Dialogue</u>. Autoplay may also be started from the <u>board</u> **Auto** button. Selecting **Autoplay** a second time will cancel it.

Invert

Invert the board. Invert may also be selected from the <u>board</u> **Invert** button.

Doodle

Enables you to move the pieces on the current board freely (i.e. without editing the current game). Return to the current game by selecting **Return to Game** from the menu. The game also returns to its normal state if analysis boards which depend upon it are closed.

Tutorial...

Puts the program into <u>Tutorial mode</u>. Test your chess against the masters by guessing the next move.

Details

Call the <u>Game Details</u> dialogue.

Print

<u>Print</u> the current game.

Positions Menu

Manager

Call the <u>Position Manager</u> dialogue

Set up...

Call the <u>Set up</u> dialogue. This automatically starts a new game from the position set up.

Analyse (if)

Analyse the current position starting from the current game position. Also available by using the <u>board</u> **If->** button.

See <u>Analysis</u>

Analyse (else)

Analyse the current position starting from the move before the current game position. Also available by using the <u>board</u> <-**Else** button.

See <u>Analysis</u>

Replay Analysis

Play through a selected line.

Delete Analysis

Delete a selected line.

Add Assessment

Assess the current position OR evaluate the last move by selecting from the pop-up menu. (You cannot evaluate the move AND the position). Adding a second assessment to a move deletes the first.

Remove Assessment

Delete the current move or position assessment. If there is none present, this has no effect.

Make Key

Mark the current position as a key position. You may mark up to 3 positions per game.
See <u>Using Key Positions</u>

Delete Key

Delete a previously made key.

Go to Key

Go to an existing key position.

Save Key

Save an existing key position to a position file.
See <u>Using Key Positions</u>

Comments Menu

Delete Current

Delete the current comment (after confirmation). This may also be done by editing the comment to zero length.
See <u>Comments</u>

Delete All

Delete all existing comments (after confirmation).

Remove Orphans

Remove any comments which are no longer attached to moves, (and which therefore you will not see). This is usually monitored by the program, but it can happen if you have been editing the game very freely. See <u>Comments</u> for more information.

Window Menu

Cascade

Standard windows option for arranging open windows.

Tile

Standard windows option for arranging open windows.

Other

Standard windows option for bringing named windows to the top.

Cross Reference Files

These files (extension .XRF) are created when you direct <u>Search</u> results to a file. To open a cross-reference file go to the <u>File Menu</u> and select <u>Cross References</u>. You will be presented with the <u>Cross Reference Game Selector</u>.

NOTE:
Cross Reference files are essentially text files holding references to other files. They do not contain games or positions. Deleting a Cross Reference file (which has to be done from DOS or Windows) will not therefore delete any games in the database.

BUT - deleting games from game files, or changing the order of games within a games file, may make the Cross Reference file invalid. See <u>Game Selector</u> for more information.

Cross Reference Game Selector
This selector has 5 buttons and a list of games which is shown once a file is open. The games are listed by <u>Game ID</u>.

To select a game, *click* on its ID in the list box. Multiple games may be selected using standard Windows methods, using *Shift+Click*, *Control+Click* or *Click+Drag*. Some buttons are only available once at least one game has been selected. A game may be selected for playing through by *Double-Clicking* on its name.

The buttons are:

Open (toggling with **Close**)
Open a file from the standard Windows file selector, or close one that is already open. The name of an open file is shown at the top of the box.

Play
Select to play through the selected game(s). A game may also be played by *double clicking* on it. The game will open to the position which was used during the <u>Search</u> that generated the cross-reference.

Info
Show details of the selected game(s). See <u>Game Details</u>.

Extract
The selected game(s) will be copied from their home files into a games file for which you will be asked to supply a name. The games are not deleted from their home files. The new games file may be used in the normal way, but note that games will not open to the position used during the search that generated the cross-reference, as this information is only stored in the cross-reference file.

Print
Print the current selections.

OK
Leave the selector. Open files stay open.

A letter from the author

Dear user,
        Some time ago I wanted to buy a Chess Database - then I discovered the cost of them. It was clear that the only way to get one was either to steal one, or write my own. Since I don't approve of theft, and have enormous faith in my ability to write better software than anyone else (!), I wrote one. This program does everything that a certain other Chess Database does (well, almost everything - certainly everything you need - and if it doesn't, I'll put it in - see the <u>Wish List</u>), does most of it quicker, looks better, and is a lot easier to use. I've stuck a partial list of <u>features</u> after this letter.

If, like me, you feel that the price of much PC Software (including Chess Databases) is ridiculous, then please support what I am trying to do by NOT giving your friends copies of the registered program (though please pass around the cut-down version as much as you like). After all, it only costs you about the same as one Congress entry fee to register and get the full version. (I'm sure you don't want to hear the stuff about how (as a County Junior Organiser) I travel to lots of Chess Congresses, and would hate to see or hear of anyone using an unauthorised copy. There are ways of dealing with this sort of thing these days....)

Bugs - oh yes, them - well... - anyone who says you can write software without these little beasties has never written more than 20 lines of code. During testing, scores of the little horrors have been squashed, but there are always more - some of them have special built-in User Site Detectors so that they don't appear until you (rather than me) get your hands on the program. If you find one (or, perish the thought, two), check the <u>Bug List</u> first, then let me know. You will also find work-rounds for any known bugs here.

May your chess games be greatly improved (as long as you don't play me)...

Ian Murray-Watson. (Grade 148 and falling)
The Slade,
Peterchurch,
Herefordshire,
HR2 0SP.
Telephone 0981-550-568 - during office hours please.
NOTE: All communications MUST be accompanied by your serial number if registered.

<div align="center">

Features
</div>

Program limits:
      Maximum number of games in database: Unlimited
      Maximum games on simultaneous display: 10
      Maximum depth of analysis: 8 levels
      Maximum number of analysis boards per game: Unlimited
      Maximum number of comments per game: 64

      - Full graphical interface - point and click to move pieces (<u>Board</u>)
      - Multiple game/board display
      - Algebraic notation and analysis lines displayed with game
      - Analysis on separate boards for direct comparison with main lines
      - Play through move by move, automatically, by scrolling or click on a move
      - Templates to speed entry of new games (<u>New Game</u>, <u>Game Selector</u>)
      - Duplicate game facility, either as main line or complete (<u>Game Selector</u>)
      - Entry of incomplete games, theory, or games from set positions (<u>New Game</u>)
      - Automatic saving and updating of key positions (<u>Using keys</u>)
      - Save games on their own, into other files, or by key positions (<u>Save Game</u>, <u>Using </u>

keys)
- Make, update, and duplicate libraries of games using the Mouse only (<u>Game Selector</u>)
- Automatic edit protection for games (<u>Game Protection</u>)
- Search on players, by result and colour (<u>Search</u>)
- Search on positions, material, pawn structure and ending themes(<u>Search</u>)
- Sort games alphabetically or by date (<u>Game Selector</u>)
- Full information available on games before loading for play through (<u>Game Selector</u>)

Bug List
If you think you have found a bug, I need to know about it. A telephone call will not be much use unless you need an immediate way round the problem. If you can, please do the following:
1. Note down EXACTLY what you did. I need to be able to reproduce your problem. Don't leave out even the most insignificant detail that has to do with the computer - tearing your hair out doesn't qualify.
2. Write, telephone or fax me the details. (see <u>About ClubMate</u>)
3. If possible, include a disk of the offending data.

CASTLING BUG: Under some circumstances, the program refuses to allow castling during entry of analysis. This has not yet been tracked down, as the circumstance are complex, and have only occurred twice during entry of several hundred games. Re-entering the same game in (apparently) the same way has failed to reproduce the problem. WORK ROUND is to save and reload the game. Castling will then be permitted. If this occurs, and you can isolate it, please let me know.

HIGH RESOLUTIONS (higher than SuperVGA 800x600). It appears that some graphics are displaced at very high resolutions (normal 800x600 SuperVGA is fine). This appears to be a Windows problem.

Wish List
If you have any good ideas that are not already on this list, let me know, though I'm not making any promises! The first two are my ideas which haven't been implemented yet.

1. Large board, with option for using one board for all lines.
2. Import files from other Databases.

Data Disks
All registered users of this program are invited to compile their own data disks and submit them to me. If acceptable, I will then add them to this list, and sell them on for an agreed price, out of which I will take a small percentage (certainly no more than 10%). Please supply information with disks as below.

NAJDORF   125 games in the Sicilian-Najdorf. (approx) .Players GM and IM. Average date 1982.5 (skewed by the inclusion of some historic games).

Game Files
These files (extension .GMS) are created to hold games. Each file may hold one or more games, one or more templates, and the games may be partial or complete. Games may be copied into other files singly or in groups, or extracted to form new subsets of the original file. Games in multi-game files automatically become protected games. Single games in their own file may also be protected, but this is not done automatically.
To open a games file go to the File Menu and select Games. If a games file is not already open you will be presented with the standard Windows file selector to open a file. Selecting **Cancel** at this point will return you to the main menu. Once a file is open, you will be presented with the Game Selector. The Game Selector may also be reached from the Games Menu by selecting Open when this is available.
Games files may be linked to Position Files.
NOTE: Deleting a game from a file may invalidate any Cross Reference file which refers to it. Even if the game is restored by copying from somewhere else, it will not be put back in the same place in the file, so that the reference will still be incorrect.

Game Selector
The Game Selector is called from the File Menu by selecting Games or Templates, or from the Game Menu by selecting Open when available (whenever a file is already open). It provides all the facilities for opening, closing, deleting, copying, and extracting games, and protecting files.

There are 2 lists of games (referred to as left and right). The left list is filled by default (when you first open a games file). The list contains either the games in the file, or templates, and can be changed by *clicking* on the Templates/Games button. When games are displayed, this button reads "Templates", but when templates are displayed it reads "Games".

To select a game, *click* on its name in the list box. Multiple games may be selected using standard Windows methods, using *Shift+Click*, *Control+Click* or *Click+Drag*. Some buttons are only available once at least one game has been selected. A game may be selected for playing through by d*ouble-clicking* on its name.

Buttons in the centre of the boxes (and **Templates**) act on whichever side of the Selector is active. Buttons such as <<Copy/Copy>> change appearance depending on the direction of the copy.

NOTE: The active side of the Selector is shown by the Radio Button set between the **Close** and the **Duplicate** buttons.

The buttons are:

    File operations:

    Open (available when no file is open)
    Open a games file and display its contents. Once opened, a file stays open until you select **Close**. It is NOT automatically closed when you leave the Selector, and in normal use you will probably prefer to leave it open.

    Close (available when a file is open)
    Close a games file.

    Lock>> (right file)**/<<Lock** (left file)
    Lock a file. Games in locked files cannot be edited in any way. If you need to edit one, you must first unlock the file, or (safer) extract the game to a different file. See Protection - Locked.

Play
Play through the selection(s).

Duplicate (available when a single game only is selected)
The selected game (or template) is duplicated as a new game. The Game Selector will be closed and you will be taken immediately to the Game Details Dialogue to fill in the details for the new game. The players' names and tournament fields are cleared for the new game, but the opening is left as it was when you entered the template. From here, you can choose to duplicate the entire game, or just the main line. All the moves to the end of the template (or game), plus the analysis (if selected), are already entered in the new game. They may be added to or edited as required, so saving a great deal of time when entering games that have a number of moves in common.
See New Games for more information.

Info (available once selections have been made)
This show you the details of the players, and the moves (if required) on the Game Details Dialogue. None of the details are editable. **Next** and **Previous** buttons may be used to scan through a list of selected games. Exiting the Game Details Dialogue returns you to the Game Selector.

<<Copy (from right to left)/**Copy>>** (from left to right)
This button is only available when files are open on both sides of the Selector.
All selected games are copied from one file to the other. They are ADDED to the destination file, and remain in the source file.

Extract
All selected games are extracted to a file for which you are asked to provide a name.
NOTE: If you select a file that already exists, any games in it will be overwritten by the extracted games, and you will lose them.

Delete
Delete the selected game (or games) from the file, after confirmation.
NOTE: Deletions are NOT recoverable.

Templates/Games (toggle)
Change the display in the list boxes (both sides) to templates or games.

Print
Print the current selections.

OK
Leave the Game Selector. Open files stay open.

Sorting the lists:

3 sort methods are available:
1. **Date.** Sort the lists by date, and alphabetically when identical dates.
2. **Alpha.** Sort the lists alphabetically.
3. **None.** Lists show the order of games as entered on the file.

Protected Games
There are 3 levels of protection to help prevent accidental editing of stored games. In order from least to most protected they are:

Level 1 - Unprotected:
New games may be edited in any way you like, and no warnings are given. If a new game is saved on its own into a file it is then given....

Level 2 - Minimum protection:
A game taken from a file in which it is the only game may be edited as much as you like, though a warning will be given when you first start to edit.

Level 3- Protected:
All games from files holding more than one game (game collections) are automatically protected. So is a single game on a file is you choose. The main line of such games MAY NOT BE EDITED, although analysis may be added, edited, or deleted, and certain of the <u>Game Details</u> may be altered (such as Date and Game ID). To edit the main line of a protected game, it must first be extracted to a file of its own, when it automatically loses one level of protection.

Level 4 - Locked:
Games from locked files may not be altered in any way. Locked files may not be unlocked, though games may be added to them, or extracted from them. Games extracted or copied from locked files to any file that is not itself locked, automatically lose one level of protection. Games copied from a locked file to a file on their own lose TWO levels of protection.
NOTE: it may appear that you can add assessments and comments to locked games, but it is only possible to use **Save As...** or **Save Into...** to save them.

Position File
These files hold positions which have been set up in the **Position Manager**, or created by making a key and saving it. Position files will normally be linked to a games file. Only one link is allowed at any one time, although links may be made and dissolved easily using the **Position Manager**.

Position Manager
This dialogue allows you to set up and record positions in Position Files. It also lets you link position and games files, and update keys automatically in a linked games file.

The board works very like a game board, with some important differences.
Very simply - use the *left* button for picking up pieces and placing them, use the *right* button for clearing things. To be exact...

When the cursor is an arrow:
Click with the *left* button on a piece on either side of the board to pick it up.
Click with the *left* button on a piece on the board to pick it up and remove it from its square.
Click with the *right* button on the board to clear the square, but not pick up the piece.
When the cursor is a piece:
Click with the *left* button on a piece on either side of the board to pick it up.
Click with the *left* button to place the piece. The cursor is NOT changed back to an arrow.
Click with the *right* button to change the cursor back to an arrow. If over a square on the board, this will also clear the square.
Shift-click-right button will toggle the piece colour.
Control-click-right button will cycle through the available pieces (and the arrow shape).

NOTE: when the cursor is a piece, you cannot move it away from the board area. To regain your freedom, first change the cursor back to an arrow (*right click*).

Use the **Clear** button to clear the board.
Use the **Invert** button to invert the display.

NOTE: To restore a position you have loaded from a file and have been changing, pull down the list of positions and re-select the one you have been working on.

Making and Recording a New Position
1. Set up the position on the board
2. Give it a name. This is for recognition purposes only
3. Select **Save As...** to create a new position file
          or
3. Select **Add** to add the position to an existing position file. This option is only available when a file is open and its existing positions listed.

The other dialogue buttons are as follows:
Open
Open a position file. The names of the positions will be displayed, and the first one in the file will be shown on the board. To display a different position, *click* on the arrow to pull down the list, then *click* on the name of the required position in the list. To close a file, select **Open** again. The existing file will be closed, and a new one opened. You will normally work with a file open.
Link/Unlink
Link the position file to the games file whose name you will be asked to supply. Once a position file is linked, the name of its corresponding games file is shown below the list of positions, and the text of the button changes to **Unlink**.
NOTE: linking a position file to a games file which is already has a linkage will overwrite the

earlier linkage.
Delete
Delete a position from the file (after confirmation).

Update Keys
Update the keys in ALL the games in the currently linked games file. You may update using
      a) the currently displayed position
      b) all the positions in the position file
      c) have the program ask you to confirm use of each position in the position file
Each game can have up to 3 key positions so that you can also
      a) Overwrite any old key positions
      b) Add any new key positions, leaving old ones unaltered (no overwrite)
      c) Query each individual case

What happens if there are more than 3 positions in the position file which are found in a game?
In such a case, the three positions which occur first in the game are keyed - e.g. if positions are matched at moves 6, 11, 12 and 21, keys will be placed at moves 6, 11, and 12.

Analysis
To enter analysis you will have chosen the options Analyse (if) or Analyse (else) from the Games Menu, or used the **If->** or **<-Else** buttons on a board. Depending on which of these options you have chosen (if or else) the dialogue behaves slightly differently. It may help to understand something of what is going on.

The program is designed to be highly flexible - you can play moves on any displayed board at any time - but extending this flexibility to entering new analysis can cause problems. So before you can enter moves on an analysis board, you must first define the first move of the line. Once these first moves have been defined, you can return to the game and add analysis to your heart's content.

If you got here by using **Else**...
The main line is shown in the upper panel, and cannot be altered.
If there are previous lines already entered at this point, they are shown in the lower panel.
To create a new line, make a move in the normal way.
To create another new line (branching from the same move in the main line) select **Next**.
When you have created all the lines you want, exit with **OK**. Exiting with **Cancel** will cause all new lines to be ignored.

If you got here by using **If**...
No main line is shown in the upper panel unless the game has already gone past this point.
If there are previous lines already entered at this point, they are shown in the lower panel.
To create a new line, make a move in the normal way.
To create another new line (branching from the same move in the main line) select **Next**.
If there is no main line shown, indicate which of the lines you have entered is to be the main line by selecting it in the lower panel, and then *clicking* on **Make Main**. If you later want to change this, just do the same again with a new line. The new choice is swapped with the previously selected main line.
NOTE: If the game has already gone past the point at which the analysis is to be entered, you will not be able to alter the main line. (The **Make Main** button is not available).
When you have created all the lines you want, exit with **OK**. Exiting with **Cancel** will cause all new lines to be ignored.
You may also **Delete** a line by selecting its first move and clicking on the **Delete** button (also see **Delete Analysis** below).

The main line board now shows the first moves of the new lines you have just entered in the Analysis Panel. These boards can now be used by *double-clicking* on their first moves, and entering moves in the normal way.

NOTE: If you want to play with the pieces without entering analysis and without altering the game, use the Doodle option from the **Games** Menu.

Replay Analysis
Click on the line you want to play through (or add moves to), then go to the **Position** Menu, and select **Replay Analysis** or...
Double-click on the line you want to play through (or add moves to), and use the board in the usual way.

Delete Analysis
Click once on the line you want to delete, then go to the **Position** Menu, and select **Delete Analysis**. You will be asked to confirm deletion.
You may also delete a line from the **Analysis First Move Dialogue** by selecting a first move and the **Delete** button (when available).

NOTE: Deleting a line also deleted any sub-lines which belong to it.

Board Display
Presuming you know what a chess board looks like, we can leave that bit out. The rest is
pretty obvious too. There's a Notations panel, an Analysis Lines panel, the bit which
separates them (the Divider), the Comments panel, the buttons on the board, and the scroll
bar on the board. Main line boards have a red surround, analysis boards have a blue one,
and the Analysis Dialogue has a spotty greyish-greenish one. Of course, if you don't have
colour, you'll miss these delights.

Notations Panel
This is where the moves go in algebraic notation. If you *click* on a move, the board will show
the position AFTER that move has been made. *Click* left of centre for White's move, right for
Black's. You can also scroll through the list of moves if there are enough. (You can also use
the up and down arrow keys a bit, not intended but courtesy of Windows).

Analysis Lines Panel
This shows the move number and first move of any analysis. *Clicking* on a line will open a
board showing the position at the start of that line, and the moves in it. It can be played
through like any other board. Lines branching from lines branching from lines.... are
indicated by **->** and placed below their parent line.

Divider (between main line and analysis lines)
This tells you what you are currently seeing on the board, and the depth of analysis - e.g.
M18:D1:L2 means move 18 (main line), depth 1, line 1. It might seem a little confusing that
this says "Main Line" when the moves are in fact above it, but we tried the main line moves
and analysis lines the other way round and it was even more confusing. It also shows who is
to move - a small white rectangle for White, and vice-versa.

The divider is moveable - so you can see as much or as little of either panel as you wish. Just
click on it and *drag* it to where you want.

Comments Panel
Comments are attached to moves, and appear only when their move has been played. To
enter a comment, click in the box and type away. For more information, see Comments

The buttons are:

> **Invert**
> Invert the display (toggle). If a board is inverted, all analysis boards depending on it
> are automatically inverted when they are opened. However, this does not work in
> reverse - if you invert an analysis board, its parent board will not be inverted when you
> return to it.

> **Auto**
> Play automatically from the current position. Turn off by *clicking* on the button again.
> you may alter the time interval for autoplay in the User Preferences Dialogue.

> **If->**
> Enter analysis from the current position - ("Now if White plays...."). Calls the Analysis
> Dialogue.

> **<-Else**
> Enter analysis from before the move just played - ("any other move would have been
> better..."). Calls the Analysis Dialogue.

Scroll Bar

Click on the arrows to move 1 move forward or back. Keep your finger down to go even faster than Mega-Lightning-Blitz. *Click* on the bar, or move the scroll thumb to jump through the game (though it's more precise to click on the moves in the **Notations** panel.

NOTE: to close a board, use the System menu (top left) or *double-click* the top left corner. To close a game, use the **Close** option in the <u>Game</u> Menu. Closing a board also closes any analysis boards which depend on it. If you close the main line board, therefore, it is the same as closing the game.

Comments
Each game may have up to 64 comments. However, the more you include, the more disk space your games will take up, even though the comments are compressed before writing to disk. Its probably best to keep them fairly short, and any analysis more than a couple of moves is better put on an <u>Analysis</u> board.

To **Add** a comment or **Edit** an existing one, simply click in the Comments panel on the <u>board</u> and start typing. Normal editing keys (such as Home and End) may be used. when you have finished, continue with the game as before. The comment will automatically be stored and attached to its move.

To **Delete** a comment, either edit it to a blank, or use **Delete Current** from the <u>Comments</u> Menu. You may also **Delete All** comments at once using the option in the Comments Menu. Once a comment is deleted, it cannot be recovered except by retyping it.

NOTE: Adding, editing or deleting a comment makes **Save** available in the **Game** Menu. However, this does not happen until the edit cursor on the comment has disappeared (by returning to the board or the moves).

The other Comments menu options is:

Remove Orphans
When a comment is deleted, it is not actually removed from the list of comments, but its text is removed, and it is flagged as deleted. However, it is possible if frequently <u>overwriting</u> moves, to leave comments with existing text attached to moves that no longer exist, and not flagged as deleted either. This does no harm, since they will never appear, but may use up valuable space. On most occasions the program will remove these orphans automatically by deleting them, but this option is provided in case you want to make sure. You can then give the little things a proper home.

Editing a game
Though you may often have wished it were possible (if only I'd put my Knight on c3 instead of a3), you can't alter one move in a game without altering everything that comes after it. If you are in the middle of a game and pick up a piece to move it with the mouse, you will either get a message telling you you can't do it (see Protected Games), or a warning that you are about to overwrite moves.

Overwriting moves
All you do is change a move in the middle of a game, but it is important that you understand what will happen. Everything following the move you have changed will disappear - including any analysis and comments. If you think about it, nothing else is possible. However, no changes are irrevocable until you have saved the game, so that if you make a mistake, you can always close the game, and reload an earlier version from disk (if there is one).

Overwriting previous moves is of course what you do when you duplicate a game, and then change the moves from some point in the middle.

If you overwrite moves in an Analysis board, you will only lose the moves which follow in that analysis line, together with any comments and analysis boards branching from within that line. The main line and other analysis boards are NOT affected.

NOTE: If you want to play with the pieces without entering analysis, and without altering the game, use the Doodle option from the **Games** Menu.

Keys
Key positions act like bookmarks, and up to 3 may be set in any game. Once a key has been made the corresponding option under **Go to Key...**, **Delete Key...**, and **Save Key...** become available. When games are saved, any key markers are saved with them.

NOTE: Key menu options are only available when the main line board is active. (The pop-up title is available, but the three choices (1/2/3) are greyed).

Make Key... (1/2/3)
Mark a position as a key position.

Go to Key... (1/2/3)
Display the game at a previously defined key position.

Delete Key... (1/2/3)
Delete a previously defined key position.

Save Key... (1/2/3)
Save a key position. A small dialogue is called in which you have to enter a name for the Position. (NOTE: This name is only used for identification, not searches). The list of current position files position files is also shown, and if one exists that is linked to the current games file, it is shown as the selected file. For more information on Position files and their uses, see the Position Manager.

Keys may also be used to save a new game automatically into a collection of games (e.g. using the same opening) by using Save by Key... from the Game Menu.

Keys may be automatically updated by using the Update Keys option in the Position Manager.

New Games

1. Fill in the <u>Player details</u> either before entering the moves, or at some other time before saving the game.

2. If you are using a <u>Template</u> <u>enter moves</u> from the position displayed. (You may also <u>move back</u> and then <u>overwrite</u> existing moves).
      or
2. If you are <u>duplicating</u> another game, go to the notated moves, and *click* on the last move you wish to leave in.   Then <u>enter moves</u> in the usual way. All later moves from the original game will be removed, along with any analysis and comments, and replaced by whatever you enter.
      or
2. If the game is entirely new, simply <u>enter moves</u> in the usual way.

3. Add any <u>Analysis</u> and <u>Comments</u> as you enter the moves, or later.

4. <u>Save</u> the game either on its own, or into another file.

Entering Moves

It's hardly necessary to describe this - it's just like moving on an ordinary board. Use the mouse to pick up the piece you want to move, and put it down where you want it to go. Illegal moves will not be permitted. If you can't follow this terribly complex instruction, read on...

Use the mouse to point to the piece you wish to move, then *click* on it. If you cannot move the piece for any reason (maybe it's not the right colour) the program will bleep.

The cursor now changes to the piece you are moving, and the piece disappears from its original square. Point to where you want it to go, and *click* again. If the move is illegal, the program will bleep. If it is legal, the piece will be shown in its new position, the cursor will revert to an arrow, and the move will appear in the Notation panel.

Change your mind? Got the wrong piece by mistake? Forgot the king was in check? Simply put the piece you've got back on its original square and start again.

Saving a game
There are 4 options as follows:

NOTE: Any save operation whose failure might leave a file in an unusable state is done first to a temporary file, and a backup of the original file is always made. .GMS files are backed up as .GBK, and .POS files are backed up as .PBK. .XRF files do not require backing up in this way, as they never have data added to or removed from them.

Save
This is only available for games which come from a file and are going back there. No file name is required.
NOTE: If you **Save** a game from a collection, the position of the game within the file may be altered (it may take up more space than before), and any Cross Reference File which refers to this game may therefore be invalidated.

Save As...
Available for any games. You will be asked to supply a file name. If you choose an existing file, you will be asked to confirm the overwrite. If you continue, you will lose ALL the games already in the file, which will then only contain the single game. **Save As...** cannot be used to a file already in use - instead use **Save Into...**.

Save Into...
Add the game to an existing file. You will be asked to supply the file name. A game cannot be **Saved Into** its own file.
NOTE: when you save a game into another file, it keeps its marked key positions, but the file you have saved it into may not have a linked position file, or have a different one to the game you are saving, so that you cannot rely on the marked position being in the linked position file (if any). To put it there, load the game, **Go to** the mark, the **Save** the mark.

Save by Key
This is a very useful application of Keys. Select the key to use (**Save by Key... (1/2/3)** from the **Game** Menu). The program will search for any games files that have a position file linked to them. If it finds the key position in the position file, it will attempt to save the game into the linked games file (after confirmation). It will continue to search through games and position files until it has successfully saved the game, or you have selected **Cancel** from the confirmation dialogue.
Game files already open (e.g. being used in the Game Selector) are searched first, so that saving by key is particularly useful when duplicating games.
NOTE: The search for the position is done by matching the on-board position, NOT the position ID (if any).

Set up (new game)
Set up a position as the start of a new game.

The board works very like a game board, with some important differences.
Very simply - use the *left* button for picking up pieces and placing them, use the *right* button for clearing things. To be exact...

When the cursor is an arrow:
Click with the *left* button on a piece on either side of the board to pick it up.
Click with the *left* button on a piece on the board to pick it up and remove it from its square.
Click with the *right* button on the board to clear the square, but not pick up the piece.
When the cursor is a piece:
Click with the *left* button on a piece on either side of the board to pick it up.
Click with the *left* button to place the piece. The cursor is NOT changed back to an arrow.
Click with the *right* button to change the cursor back to an arrow. If over a square on the board, this will also clear the square.
Shift-click-right button will toggle the piece colour.
Control-click-right button will cycle through the available pieces (and the arrow shape).

NOTE: when the cursor is a piece, you cannot move it away from the board area. To regain your freedom, first change the cursor back to an arrow (*right click*).

Use the **Clear** button to clear the board.
Use the **Invert** button to invert the display.

After setting up the position, tell the dumb program about castling and en passant. Also tell it who is to move, and if you like, enter the move number of the first move (this way you won't have endgame notation starting at move 1, but move 42, or whatever).

When you exit with **OK,** the position is checked to see if it is legal (e.g. if you've indicated that White can castle but the White King is not on e1, the program will complain. It will also complain if you've put 9 White Pawns on the board, or 2 Black Kings, and it knows things like Queens + Pawns of one colour can't be more than 9 - so watch it!). If all is well, a new game is created starting from this position.

Search
Searches may be done using any combinations of player names, year, colour, and result, together with a position if required (see Filter). Alternatively, a position can be used by itself. Once you have set up the filter options, indicate where you want the result to go, and which files to search - then *click* on the **Search** button.

To set up a position:
The board works very like a game board, with some important differences.
Very simply - use the *left* button for picking up pieces and placing them, use the *right* button for clearing things. To be exact...

When the cursor is an arrow:
Click with the *left* button on a piece on either side of the board to pick it up.
Click with the *left* button on a piece on the board to pick it up and remove it from its square.
Click with the *right* button on the board to clear the square, but not pick up the piece.
When the cursor is a piece:
Click with the *left* button on a piece on either side of the board to pick it up.
Click with the *left* button to place the piece. The cursor is NOT changed back to an arrow.
Click with the *right* button to change the cursor back to an arrow. If over a square on the board, this will also clear the square.
Shift-click-right button will toggle the piece colour.
Control-click-right button will cycle through the available pieces (and the arrow shape).

NOTE: when the cursor is a piece, you cannot move it away from the board area. To regain your freedom, first change the cursor back to an arrow (*right click*).

Use the **Clear** button to clear the board.
Use the **Invert** button to invert the display.

A position can also be set up on the board by using **Open File** to open a Position File and selecting a position from the list at the head of the board.

Filter
Check one or both of **Filter on players** and **Filter on position**. The options below then become available.

Players:
Enter one or more players names, and check the Radio Buttons as required. Player 1 is the controlling player (a brief moment's thought should tell you that if Player 1 is white, Player 2 must have been black, and so on).

The Check Box marked **???** is used to make the program use wild cards. If for example you type "Kasparov" WITHOUT checking **???**, the program will find Kasparov, but not KASPAROV or G. Kasparov. If you type "Kasparov" and also check **???**, it will find all three. It would also find all three is you just typed "Kasp" and checked **???**. It might also find others (anyone else out there start with "Kasp"?).

For example, if you want all games between Kasparov and Karpov, enter their names, set colour to **Any**, set result to **Any**, and leave the year blank. If you want all games that Kasparov lost as Black in 1993 (if any), enter Player 1 as Kasparov, leave Player 2 blank, set colour to **Black**, result to **Lose**, and year to 1993.

Date:
To search for the exact year entered, type in the year and select the "=" button.
To search for all games BEFORE the year entered, type in the year and select the "<" button.

To search for all games AFTER the year entered, type in the year and select the "**>**" button.

      e.g.   1993 with = will find all games in 1993

                    1992 with < will find all games up to and including 1991

                    1992 with > will find all games after 1992 (at the time of writing, 1993 only)

<u>Position</u>

6 types of position search are currently available. They are:

Exact - match exactly

Pieces (X) - match pieces exactly, ignore pawns

Pawns (X) - match pawns exactly, ignore pieces

Material - match material, ignore placing of pieces and pawns (e.g. Endgames with a set number of pieces and pawns)

Pieces (M) - match piece material, ignore number of pawns, and placing of pieces and pawns. (e.g. Endgames with pieces and variable numbers of pawns)

Opp Bs (only available when **Pieces(M)** is selected), search for positions with opposite coloured Bishops only. This option is ignored during the search unless there is exactly one Bishop on each side. Positions with Bishops of the same colour will not be found.

      Some examples may make this clearer

      To find all Bishop and Pawn endgames following from a set position, set up the Search board with the required position, and select **Exact**.

      To find all Bishop and Pawn endgames with 4 pawns on each side, put a Bishop and 4 pawns of each colour anywhere on the Search board and select **Material**.

      To find all Bishop and Pawn endgames with any number of pawns on each side, put a Bishop of each colour anywhere on the board and select **Pieces (M)**. If you add **Opp Bs** to this, you will only get endings with opposite coloured Bishops.

      To find all King and Pawn endgames, leave the Search board blank, and select **Pieces (M)**

NOTE: (1) To set up a position to search for where exact placing of pieces is not taken into account (e.g. endgames), all you need do is put the right number of pieces anywhere on the board.

NOTE: (2) When searching on material, both sides are assumed to have a King, so it is not necessary to put the Kings on the board.

NOTE: (3) When setting up a position for a search, the position is not checked to see if it is legal. Presumably if it is illegal, it won't be found!

Results

Results sent to the screen appear in the box to the right.

Results sent to a file are sent to a <u>Cross Reference File</u>. You will be asked to supply a name for the file.

Results sent to the printer are sent to the printer.

You may send results to all three destinations at once.

Files

You may search the **Current** games file, if one is open

      or

Select one or more files from the list

      or

Select all files.

NOTE: The current file option reflects the last file opened in the <u>Game Selector</u>, provided that a game from this file is displayed for playing through.

User Preferences
Customise the program to suit your taste.

Board Options
The size to which the board initially opens may be set to include Comments and/or Moves. If comments are included, moves are also included, so the order left to right is minimum to maximum. Default is to include everything. You may also choose to have the board start inverted.
NOTE: Analysis boards take their inverted state from their parents rather than the option set here, so if you have changed the option while a main line board was open, any analysis boards will not be affected until you alter the main line board.

Caption Options
Partially controls what is included in captions (e.g. when printing or displaying a board). Complete control is not possible because the program limits the caption in many cases (e.g. when displaying a board, the venue and opening is not shown as part of the board title, whatever you select here). Default is to include everything.

Game Selector Options
Refer to games by ID or player names. (Default: player names)
Set a default sort. (Default: None)

Shortcut Option
After you have closed a game, you normally have to go to the menu to open another, or to make a new one. This option allows you to have either of these actions automated. It can be useful when entering a number of games in a single session, especially if you're as lazy as me. (Default: not used)

Data path
Enter the full path name (drive + directory) for your data files here, if different from the program path name. Default is to use the program directory.

Date Format
Set day-month-year or month-day-year. (Default: day-month-year)

Autoplay interval
Set the delay between moves when using <u>Auto</u> in milliseconds.

Warnings
Normally you are warned if you try to play beyond the end of a line, or move back before the start. You can disable these warnings here.

Auto-save
When you close a game, you are normally warned if it has not been saved. If you turn this option on, the game will always be saved. Frankly, I prefer the warning - that way you can't inadvertently save over something you want to keep.

Save (button)
Save the preferences to CLUBMATE.INI. If you don't save them, they only last for the duration of the session. Preferences are always picked up from CLUBMATE.INI on program initialisation. If the file does not exist, you will be presented with the <u>User Preferences Dialogue</u> as soon as the program starts. The file will then be created with the values you enter, or defaults.

OK

Continue the session with the preferences you have indicated.

Cancel
Ignore any changes you have made - return to previous settings.

Game Details

This dialogue needs to be completed whenever a new game is entered. However, not all the fields need to be completed every time. Some parts of the dialogue (e.g. **Moves**) are only available when it is called from the Game Selector. There are very few rules about what to enter - by and large suit yourself. Most of the text fields are compressed before being saved to disk.

The data here may be edited at any time during game play through by selecting **Details** from the Game Menu, although for protected games not all fields are editable.

The fields are as follows:

Game ID (Default: None. No entry becomes "NO ID")
This ID is used to distinguish games in the Cross-Reference Selector, and optionally in the normal Game Selector. Game IDs need not be unique, and a suggested way of using them is to enter abbreviated versions of the player's names. For Templates, something like "T1", "T2" and so on may be useful.

Tournament (Default: blank)
The tournament, congress, league etc. in which the game was played.

Date (Default: current date)
The date may be entered in full or as the year only. If the second (year only) option is used, the Box **Year Only** must be checked. The date format (day-month-year or month-day-year) may be set in the User Preferences Dialogue.

White, Black (Default:None. No entry here classifies the game as "Theory")
The names of the players. These names appear as the title of the board when the game is played through. If no names are entered here, the title reads "Theory". The names that you enter here may be used during a Search, but you need not worry in case you have not entered the same name identically each time, as the search can use wild cards (i.e. it will find "Kasparov" if you just ask it to use "Kasp", or "KASP").

Opening (Default: Blank)
The name of the opening variation. Use whatever description you like - the classification of games is always done by position, not by what you enter here. Variations in move orders are therefore automatically catered for.

Result (Default: "None")
Select the appropriate one. **None** is provided for games where you do not know the result, do not want to enter one (Theory), or only enter a partial game. When **None** is selected, the result in the board title reads "Incomplete".

Remark (Default: Blank)
Enter anything you like here - a comment (e.g. "How not to play the Sicilian") or the grade of the opponent might be useful.

Make Template (Default: off)
Make the game a template.

When the dialogue is called from the Game Selector by selecting Duplicate, there are 2 additional Radio Buttons:

Full/Main Line

Duplicate the full game (including all analysis and comments) or the main line only (no analysis).

When the dialogue is called from the Game Selector by selecting <u>Info</u>, there is an extra list box and button. The buttons **Next** and **Previous** also become available if more than one game has been selected in the Game Selector.

Moves (toggle)
Show the moves of the game in the list box.

Next/Previous
Show information on the next (previous) game selected.

Templates

To create a template, proceed as for a <u>New Game</u>, but mark the game as a template in the <u>Game Details</u> dialogue. When you duplicate the template, the **opening** field is left unaltered, so it saves some time to enter that here as well.

You can make a template of the first few moves in a well-known line, and then use it to avoid re-entering these moves every time you enter a new game in this line. (Select a template in the <u>Game Selector</u> and <u>duplicate</u> it).

It is also very useful to make the final position of the template a <u>key position</u> and save it to a <u>Position File</u>. This will mean that you can use <u>Save by Key</u> to put any game you make from the template automatically into a relevant file, normally the file from which you took the template.

However, any game can be used as a template. If two games are identical for a long way (say part of a match series), you can <u>duplicate</u> the earlier game, alter the <u>Game Details</u> as appropriate, and then edit the new game from the point at which it diverges from the earlier one (see <u>Overwriting moves</u>).

In general, it is easier to use templates for the first few moves of theory (how many will depend on the line, obviously more in a Spanish than in a Trompovsky), and duplicate games when a large number of moves are identical.

Tutorial mode

This lets you predict the next move as Black or White (or both if you're a real sucker for punishment).

Move to the position from which you want to start testing yourself, then choose from **Tutorial...**, **as White**, **as Black**, or **Both sides**. This is found in the Game Menu.

The notation is removed, and you move the pieces as normal to predict the next move. If you get the next move for your chosen colour right, the next move for the other player is played at the current rate for auto-play. (You can alter this rate in the User Preferences Dialogue). You can always cheat by using the arrows at the bottom of the board to move on a move or two.

If you get the move wrong, or try to move the wrong colour, the program will bleep at you.

To return to the normal game, select **Return to Game** from the **Game** Menu.

NOTE: If the first move in the tutorial start position is NOT the colour you have chosen to test, it will not be made automatically. Instead, use the arrows to move on a move.

Print Options
The options control how much of a game or file is printed.

Everything (file)
Print everything in the file. WARNING! - This can take for ever under Windows.
Games and Theory (file)
Print the games and theory only. Do not print the templates.
Games only (file)
Print the games only. Do not print templates or theory.
Theory only (file)
Print theory only (games with no player names entered).
Templates only (file)
Print the templates only.

with Headings (game)
Print the game with a heading giving the players' names, venue, date etc.
with Comments (game)
Include the comments.
with Analysis (game)
Include any analysis.

Lines per page
Set the number of lines per page that suits your printer and paper size. To get **continuous** printing (no page breaks), set the lines per page to 0. Apart from this special value, there is a minimum of 15, and a maximum of 99 lines per page.

Print to Text file
All output is sent to a text file. These files can be edited on a Word Processor, or printed directly from DOS, which is very much faster than printing through Windows, although the end result might not be quite as smart.

Save (button)
Save the preferences to CLUBMATE.INI. If you don't save them, they only last for the duration of the session.

Printing
Please note that printing under Windows is very slow. By selecting the option **Print to Text file** in the Print Options dialogue, you may send output to a text file, which can then be printed direct from DOS. This is a very much quicker, although the final result may not be quite so smart.

NOTE: Your default printer must be set up from the Windows Control Panel. There is no facility within ClubMate for doing this.

Games may be printed from the **Print** option in the Game Menu, or by using the **Print** button in the Game Selector.

Files may be printed from the **Print File** option in the File Menu.

In all cases, you can control how much of the file or game is printed from the Print Options dialogue.

About ClubMate
ClubMate is a fully featured Chess Database designed for the Club player. The author is a Senior Software Engineer for a business software company which has a growing international reputation, and also Hereford and Worcester Junior Chess Organiser (in the BCF year book).

For queries and support contact
Ian Murray-Watson, The Slade, Peterchurch, Herefordshire, HR2 0SP. Telephone 0981-550568. (Office hours only please).
My modem also claims to be able to take Faxes, but as it uses the same number as the telephone at the moment, I need to know if one's coming in, so's I can switch it on!

NOTE: Support is only available for registered users. All communications MUST be accompanied by your serial number, which is shown on the dialogue with which the program starts..