

Understanding Chess Programs

Interfaces & Engines

TobyChess is an interface.

Chessbase with Fritz, Shredder, etc are integrated interface programs.

Interfaces show chess boards, diagrams, game move's, tree's and then usually displays the selected moves from these on a chess board as a position. The interface then feeds the selected position from the last move to a Chess Engine like Fritz, Shredder, HIARCS, and Ruffian with a **Go** command. The engine then calculates what it thinks are the best, 2nd best, 3rd best etc., moves from the position on the board and sends them to the interface to display. A common multi-line display looks like this-

Rotates Board | Analysis | Graphics | Chess Teacher

depth: 12/0 time: 14.14
 = (.05) 1.e4 e6 2. tbhits: 0
 GO + - 1. e4 (1/20) HASHFULL: 80%

1. = (.05) 1.e4 e6 2.d4 ♖f6 3.e5 ♘d5
 2. = (-.04) 1.d4 ♗f6 2.♗c3 d5 3.♗f3
 3. = (-.04) 1.♗c3 d5 2.d4 ♗f6 3.♗f3
 4. = (-.04) 1.♗f3 ♗f6 2.♗c3 d5 3.d4

The 1st number is the best move, 2nd, 3rd, etc. The sign = means the position is equal and the number .05 on the first line means that if White plays e5 for its first move, it thinks white will be ahead by .05 pawns (1 pawn = 1.00 and the fractions represent space mobility, etc. The 2nd best move for d4 has a -.04 meaning Black has the lead in evaluation by .04 pawns in value. The evaluation changes as the engine searches deeper and every engine sees different things in a position to evaluate, just like people do.

Chess Databases

Chess games are collected and saved in databases which can have many games or a few. In TobyChess Deep Tactics, you can create a (PGN-Portable Game Notation) database by clicking on the create database button-

Database | Open Tree | Game | CheckMates

#205 1)d4 Nf6 etc. | Create Database | Open Database

No.	White	Black	Eve
1	Marder, S.	Nielsen, JW.	Politi
2	Brandtner, J.	Rieger, F.	Vienr
3	Sorgner, H.	Zeh, H.	Vienr
4	Sneiders, E.	Wajciuk	unda
5	Weidenhagen	Stick	?
6	Peters	Burgers	Beve
7	Diemer Emil	Gereben E IM	Zwol
8	Philinna	Schlessner	Part I

This opens a window which lets you save the database to any folder you want and give it any name. You can have a hundred databases with one game each or one database with 10 million games, it is your choice. You can open and read any PGN database by clicking on open database.

When you open a database, you get a list of games as you see above. You select the game you want to see (highlighted in red) and then click on the "Game" tab at the top to view the moves for that game.

TobyChess also makes special databases such as our checkmate databases which we open from here-

Database | Open Tree | Game | CheckMates

Database: None Selected

Piece moving to give checkm

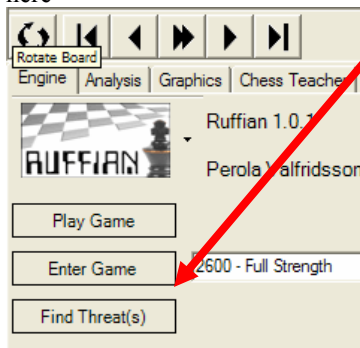
Number of moves to mate.

No less than 1 move(s).

TobyChess also has a special database for Tactic Puzzles which is keeps inside its Deep Tactics folder. The TobyChess box set has vast databases of 5 Million games, 12 million checkmates, World Champion games, and Tactic Puzzles which are usually copied from the CD or DVD to your computer hard drive. This allows you to easily find and open them with Deep Tactics whenever you want.

Entering & Saving Games

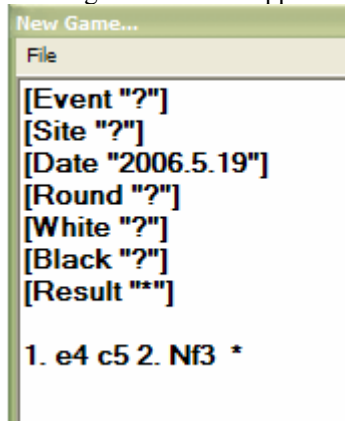
To enter a game in TobyChess, click on the Engine tab and then “Enter Game” as you see here-



A box appears and as you make moves using the pieces on the board it records them. You can use the take back arrow beneath the board if you make a mistake.



When you are done, click on “done Entering” and this box appears-



Fill in the info between the “?” replacing the question mark and the click on File and Save. You get to then find and click on the database you want to save it into. TobyChess provides a default database in its own folder in case you forgot to make your own database.

Analyzing Games

You have already seen one way to analyze a computer game using the chess engine multi line display. Whenever one side makes a mistake, the evaluation changes drastically by 1-10 points or more showing how the next player can win material with the best play. Chess book authors commonly use variation lines as well as chess engines to give you examples of the best or most interesting lines of play.

TobyChess has an annotator which gives you a written record of a games moves & mistakes. By clicking on tactics, the annotator window will take the selected game in the database and evaluate it according to which options are selected. The engine analyzes one move at a time and then records what it finds.



Visual Analyzer

By using our tactics wizard & visual analyzer under our Chess Teacher tab, you can analyze using arrows while entering your moves from a game. The arrows display the best line of play and all captures with Tactic Wizard & all analysis lines using the visual analyzer-



Click on tactic wizard to have the arrows for the best line displayed as you enter moves. Use Update or auto-update to see new arrows as the engine finds better lines to play.

Click on visual analyzer for complex positions which have many complex ways to attack & defend. It will show the arrows for the selected variation.

The arrows also make great chess teaching diagrams and can be manually added in the Deep Tactics interface.