ChessBase 17

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1 Introduction

1.1 Contents

Finding games
Replay, enter and save games
Managing Databases
Printing, Publishing, E-Mail
Correspondence Chess
Configure the program

Support

Chess News, New Products: www.chessbase.com
Chess Server: www.playchess.com.

1.2 What`s new?

New data format 2cbh ...

Advanced Engine Analysis ...

Buddy Engine ...

Visual Evaluation ...

Analysis with Comments ...

Interactive Position Input ...

Engine variant with language ...

Display attack relations ...

Classification scheme beauty ...

Interactive search mask ...

Style specifications ....

Save games as analysis ...

Apply text analysis and variants with a click ...

Speak text annotations ...

Automatically paste PGN and FEN ...

Display percentage ...

Evaluation History in the Search ...

New Dialog for text input ...

Menu Bands ...

Annotation with colors and arrows ...

Detect Sacrifices ...

Optimized Interface ...

Moves at the end of a game notation ....

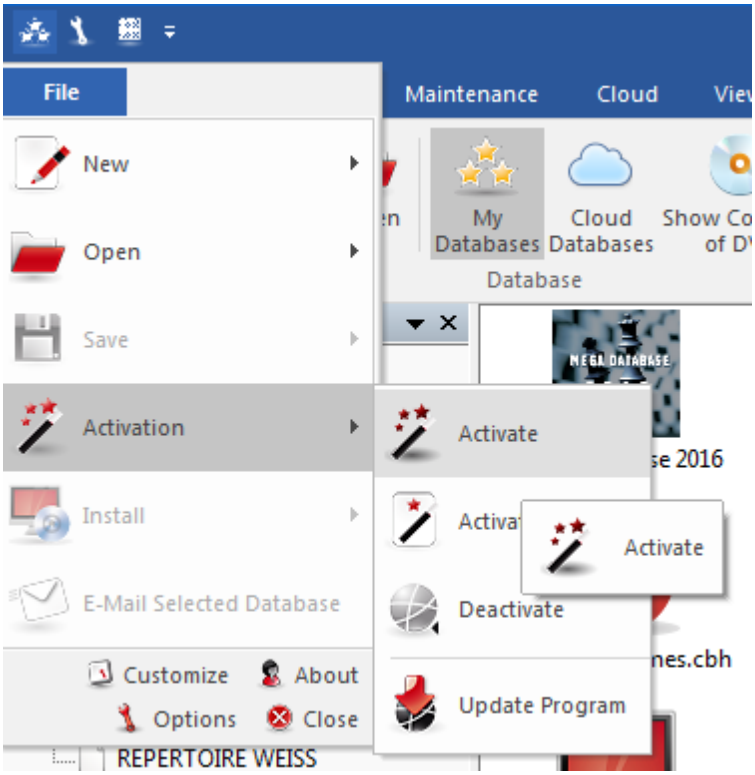
and much more ...

1.3 Program activation

The first time you start the program you have to enter the serial number. After doing this you can access the online database.

Some of the program features only work correctly if the program has access to a fast, up to date online database. The program has to be first activated on the Internet to do this.

The program is registered with the command ***Menu File Activation Activate***.



Usually the serial number that you entered when installing the program is entered into the dialog box as default.

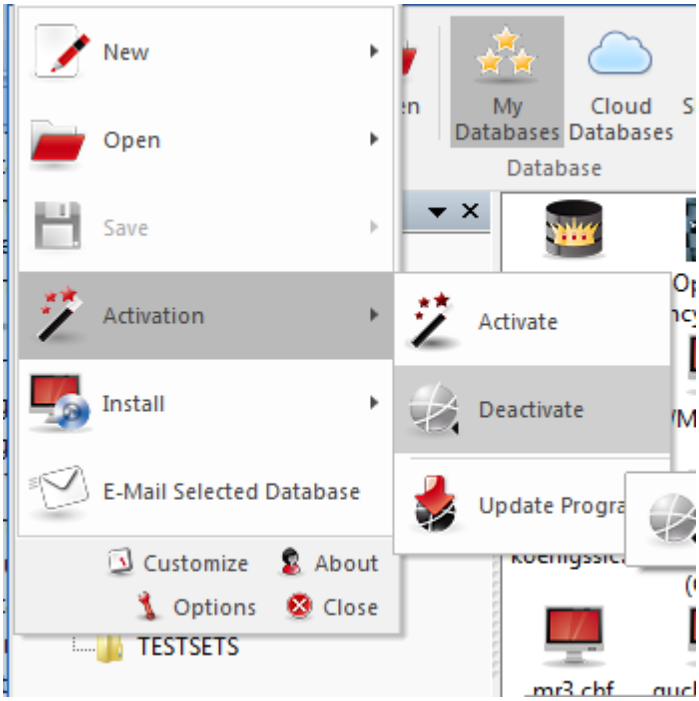
After activating the program you are given a message about the activation status.

If you want to install the program on a new computer you must first deactivate the old registration. The reason for this is the hardware recognition. When you register the program the server stores details about your computer's hardware configuration.

The program is deactivated with ***Menu File Activation Deactivate***. This increases the remaining activation count on the server.

Note: It is possible to register the program for use with a maximum of two computers with one serial number.

If a serial number is not already present in the text boxes type the number that you received with the program. The serial number can be used to install the program on a maximum of two computers. **If you want to install the program on a new computer, or you want to re-install your operating system, you should first deactivate the current registration online.**



After entering the serial number you have to register the program on the Internet. To do this use the *Menu File* and click on *Activate*.

The online activation is necessary to be able to receive things such as free program updates. It is only possible to use "Let's Check" in the Online Analysis after activationg the program.

Information about ChessBase Admin Tool ....

Important: **If you want to install the program on a new computer you must first deactivate the previous online registration. The reason for this is the hardware recognition. When the program is registered the server stores information about the system configuration of the user's computer.**

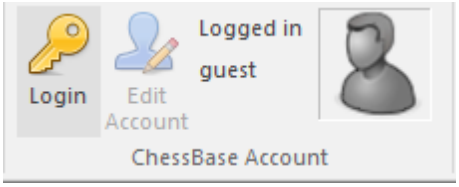
Note: If you make significant changes to your computer's system configuration you must also deactivate the program and activate it again.

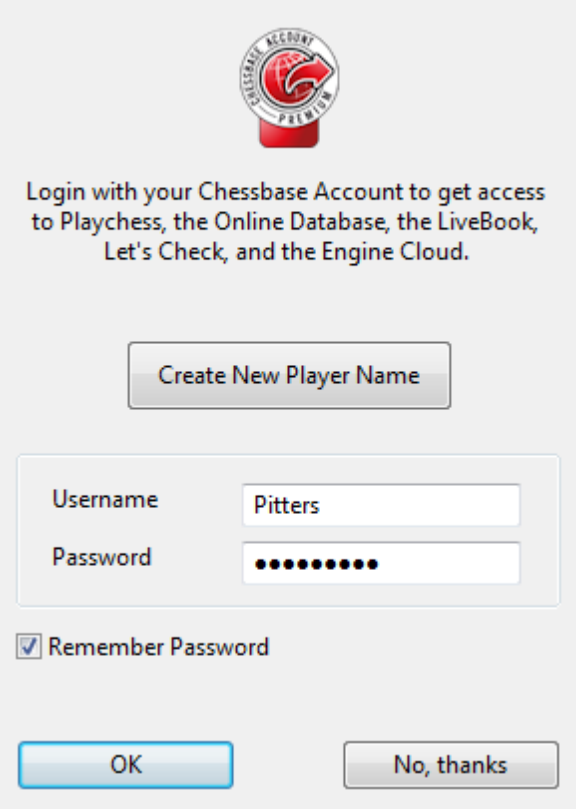
See also the FAQ .....

1.4 Registering for web functions

In the ***Home*** Menu you will find the registration box for the use of the web-based services offered by the program. This is where for the whole time you are working you can log in for the web-based services offered by the program.

A click on "***Login***" starts the dialogue.





"*Create new player name*" allows you to enter a new player name.

Should you – like the majority of users of CB – already have registered for an account with ChessBase enter your own data, i.e. user name and password. "Save password" makes access easier when you re-start the program, since you do not have to enter your access data each time.

After you have registered there is a simple way to check whether your log-in has worked. A click on "playchess.com" in the bottom left of the window starts the access to the chess server with your user name. Unlike in earlier versions of the program, therefore, you do not have to keep on entering your access data because the login now follows "seamlessly".

The panel reappears in those windows which require logging in to a server.

These are as follows:

1. Chess server: login is automatic. You can start working immediately.

2. Games cloud: here too the login is automatic. But there is the additional option of

working on the databases offline.

3. Engine cloud: here too the login is automatic. You can start working immediately.

4. Online database: if your ChessBase account has premium access and you are logged in, when you access the online database you also receive games in annotated form.

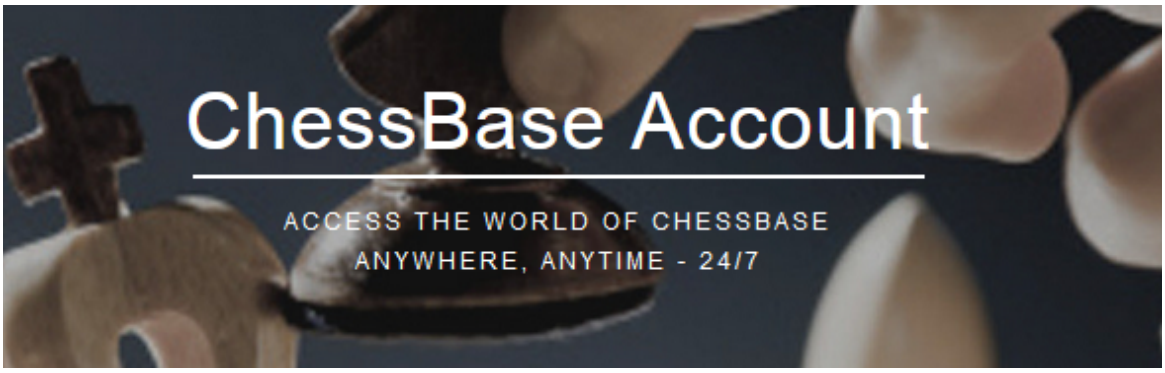
5. Let's Check / Live book: automatic login only works here if you have indicated this in the appropriate setup dialog.
The entries for name and password are prefilled with your CB Account data. Otherwise there is no change here from the previous version.

6. Games subscriptions: here too, login is automatic. If you have already registered your weekly games updates under your CB account, there is no more you need to do. Everything works as previously.

1.5 ChessBase Account

For the use of our web apps and many online functions (Playchess, MyOpenings,etc.) a ChessBase account is mandatory.

So every user who wants to use this service has to create a ChessBase account. It is possible to try and test the access free of charge for three months. We offer two different access options. There is the starter access and the premium access.



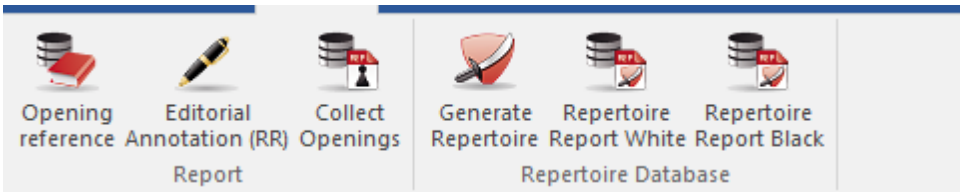
Premium users have the full functionality of the web apps at their disposal, with the Starter access there are minor restrictions regarding the functionality and the resources to be used.

1.6 User Concept with Ribbons

ChessBase uses a completely new design which is based on the proposals of the "Microsoft Fluent UI". The so-called Ribbons were first used by Microsoft in Office 2007. The ribbon is a graphical concept for combining menus and icons. This user concept is very useful for complex programs.

Ribbons are used throughout the program, for instance in the database window and the board window.

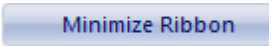
The main advantage is that the user no longer has to navigate through a tree of menus and submenus to find the function he needs. Instead of this he is shown icons for the program functions that are available in the current context.



At the top of the program window there are expressions that represent command, such as *Home*, *Reports* or *Maintenance*.

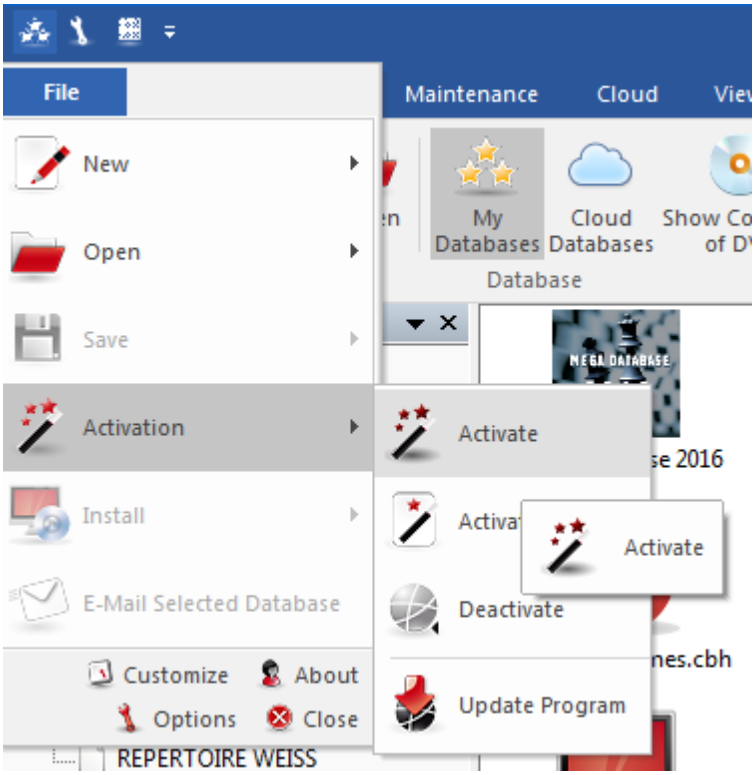
Clicking on one of these expressions does not open a menu, but a toolbar that contains the commands that are available. Every "menu" has its own toolbar, which is called a *ribbon* .

In its default setting the ribbon takes up more room on the screen than the classical combination of menus and toolbar. The symbols are ordered sensibly within the ribbon, depending on the monitor's resolution and the size of the program window. Since there is more room for commands in the ribbons dialog boxes are less common. It is also possible to "minimize" the ribbons to make more room on the screen. This is done by right clicking on a ribbon and selecting *Minimize ribbon* .



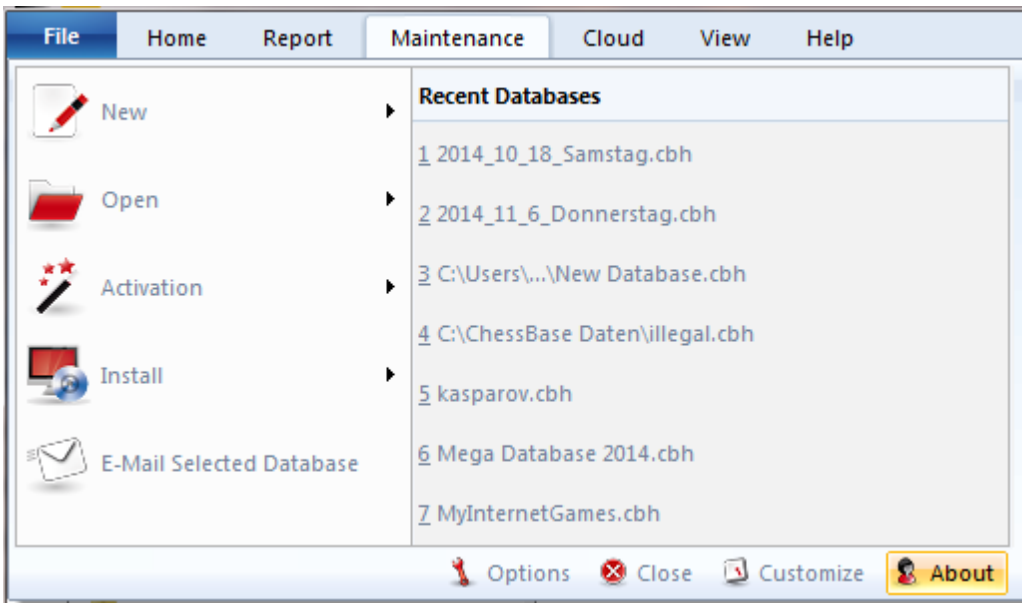
In this case the ribbon is hidden until you click on one of the expressions.

A very important element in this user concept is the ***Menu File***. This is activated by the symbol in the top left corner of the program window.

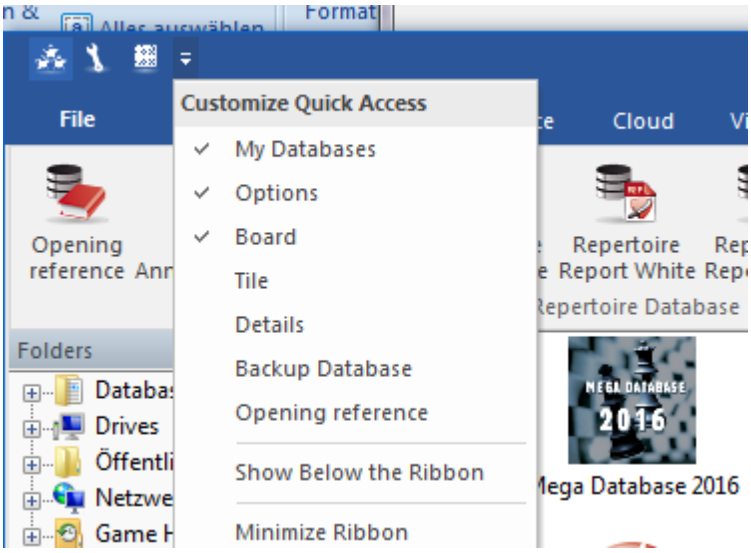


This menu is used to change the program options and start essential program functions.

For instance, in the application menu there is a list of the last databases opened with the program.

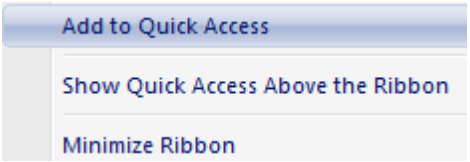


Another important element is the Quick Access toolbar with a list of icons that can be used to start commonly used functions with a single mouse click.



The user can decide whether the toolbar is displayed beneath the ribbons or in the program's title bar.

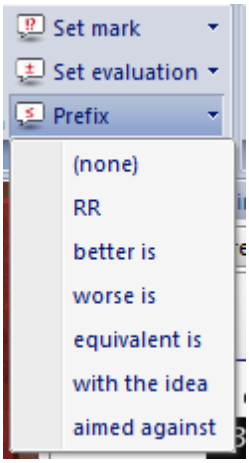
The user can also configure the quick access toolbar. Right clicking on one of the icons opens a context menu with the following options:



Add to Quick Access gives the user the possibility to add the functions he uses most often to the toolbar.

This user concept has a lot of advantages in day to day work with ChessBase, for instance you can access your favourite functions faster, such as selecting boards or accepting offers on the chess server. Since the symbols in the ribbons are automatically ordered by the frequency of their use this greatly increases your speed.

When you work with the program you should pay attention whether a small arrow is shown next to a command. This arrow means that additional functions are available for this command.



This example shows the menu for adding annotation symbols. If you click on the small arrow you will see a submenu with more functions.

Using ribbons makes it much easier to use the program. Obviously you need to get used to ribbons if you have worked with conventional menus for years, but the new user concept is much more transparent and faster to use.

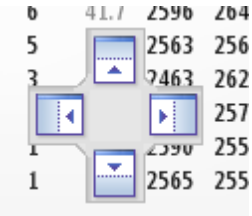
1.7 Screen Layout

The latest version of the program offers a way to format the screen with intuitive "docking". This allows you to adapt the screen to your own needs.

Click on the title of a window pane (window inside a window) and move it by moving the mouse while holding down the mouse button. In this example we have moved the window with the openings book on top of the chess board.

There are several arrow buttons in the window which are displayed every time you move the window and want to dock it. You can use these buttons to position a window exactly.

To dock a window move the mouse over the coloured area of an arrow button while holding down the mouse button. This gives you a preview of the new window position.



In our example we have chosen the upper arrow, so the window with the openings book notation will be placed directly above the chess board. We have to move the mouse to the blue area and release the mouse button.

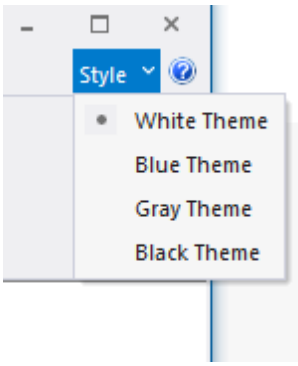
The preview shows the exact position the window will be placed in blue. When you release the mouse button the window will be docked here.

Note: A window can also be dropped anywhere on the screen without docking it.

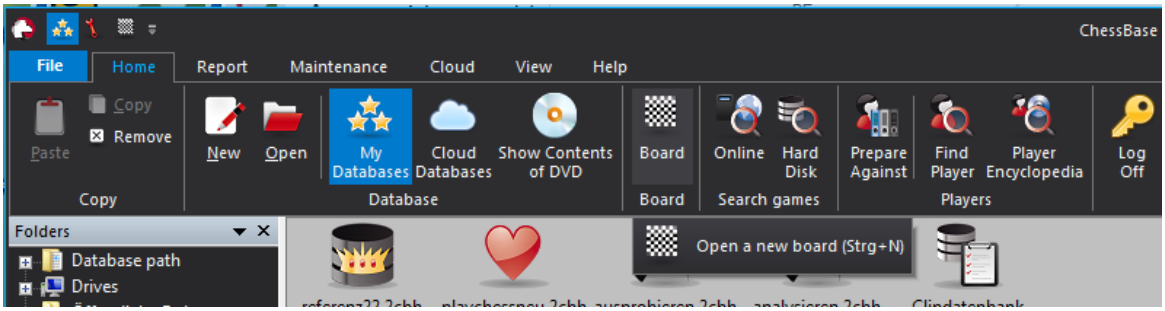
1.8 Style specifications

The program offers you - besides the existing individual layout functions - different views.

The different styles are available in the upper right screen area of the interface.



Select the preferred settings with a mouse click.



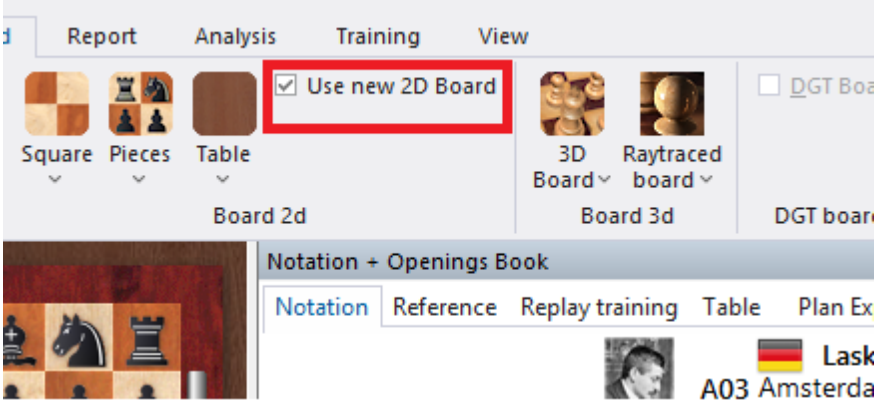
Note: If Windows is in a high contrast mode, the program adjusts accordingly.

1.9 Optimized Interface with Direct2D

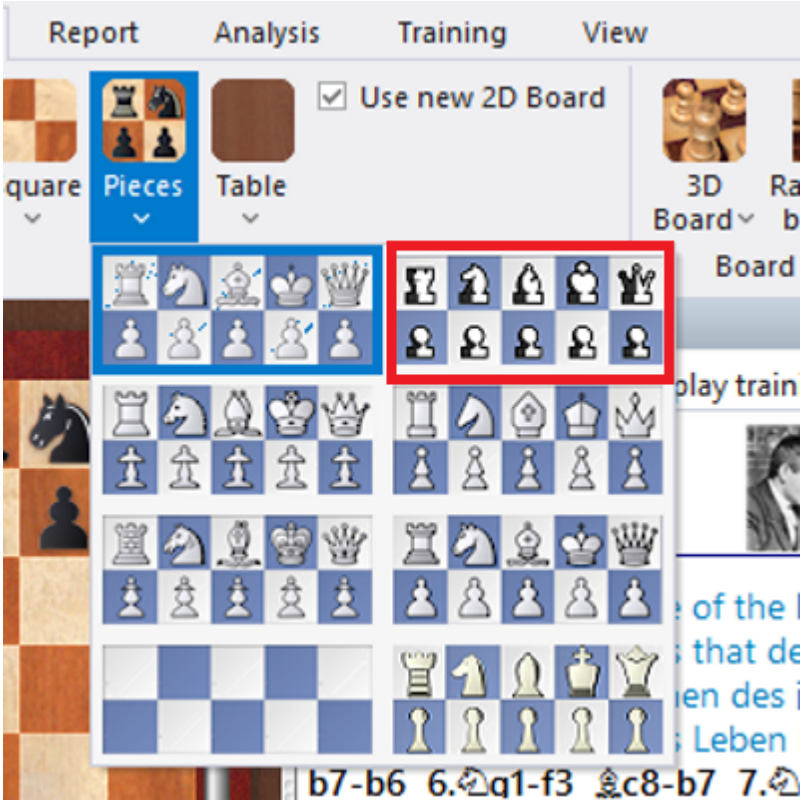
All drawing operations in notation and lists are performed in ChessBase 17 by fast hardware related functions of Direct2D, which was developed for games. This makes the software run much faster even on slow computers/graphics cards.

There are many optimizations: Game notation generation has been improved so much that you can now easily merge thousands of games. The resulting deeply nested game notation is still easy to handle. This means that there are no longer any limits to huge variant trees. (The new clear folding helps additionally).
The present program version introduces a new technology for the chess board. Based on the Direct2D graphics interface, there is now a fresh new look, new animations (chesses, stroke moves), higher resolution, new graphical effects.

In the board tab there is a check box "*New 2D board*" which simply switches between the new and the old board.



Under *Board -> Pieces* a new set of pieces is available in a simple design language, which is a contrast to the visual habits familiar from chess literature.



The new board needs an average graphics card for good performance, but every notebook has one nowadays.

The quickest way to start the Board Design dialog is to right-click on the graphic chess board. Select *Board Design* from the context menu to set colors, pieces, border thickness and background of the 2D board.

1.10 Replaying, entering and saving games

You replay games in the board window after you load them from a games list with a double-click or the enter key.

Click in the notation window to jump to any position. Use the cursor to play forward and backward.

Or click on the navigation buttons below the board:

If the replay arrows are not visible, right-click below the board to switch them on. The white arrows in the green circle navigate in the game history. The stop arrows lead to the begin/end of the current variation. The single arrows go forwards/backwards move by move. The red undo button in the center cancels the last move entered.

ChessBase has a new, intuitive way to navigate games. The slider below the board can be dragged or clicked, as in a media player, to get to different parts of the game very quickly. This is especially useful in long, commented games. You can install the

slider by using the menu right-clicking the board and using Board Design -> Slider.

You enter moves with the mouse or by typing the coordinates ("e2e4"). You can annotate a game with variations, text, chess symbols and many other special features like colored arrows.

While you replay or enter a game, you can start an analysis engine for move suggestions and evaluations.

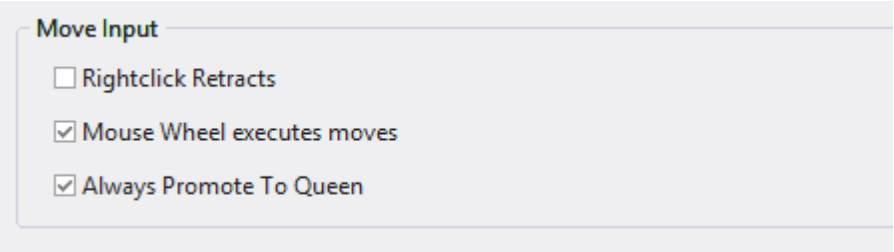
When you are done entering and annotating a game, you save it into an existing or new database.

Mousewheel
If you would like to navigate quickly through the notation of a game, you can do so very quickly with the mouse wheel.
You can activate this function via Menu File – Options– Misc. – Mouse wheel executes moves

1.11 Playing through games with the mouse wheel

If you would like to navigate quickly through the notation of a game, you can do so very quickly with the mouse wheel.

You can activate this function via ***Menu File Options Misc***.



Select "*Mouse wheel executes moves*".

1.12 Finding Games

How to find games by

Openings
Opening Reference
Openings key
Openings report
ECO-Code

Players, Tournaments, Source, Annotator, Team
Double click a database symbol in the database window. In the database browser, click the tabs Players, Tournaments, Annotators, Sources, Teams to see the related index.

Alternatively, you can use the search mask in any games list to filter the list by those attributes.

Material
Double click a database symbol in the database window. In the database browser, click the tab Endgames. If the database has no endgame key installed, click on the button Install big key to create an endgame key for it.
Alternatively, you can use the search mask in any games list to filter it by material. Or check the final material column in the games list.

Positions and Patterns
You can filter any games list by positional patterns using the position tab in the search mask.

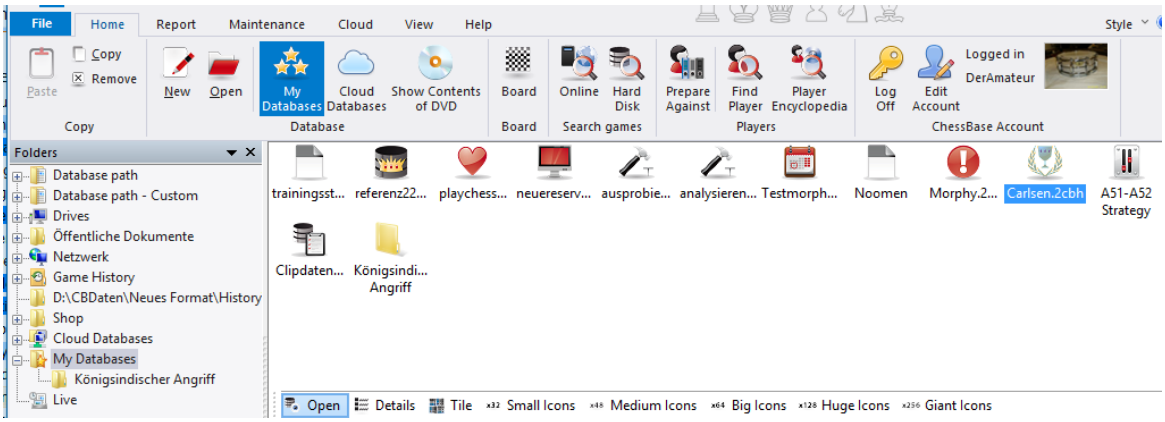
In the search mask you can define the search criteria you wish via the tab "Attacks".

See also:

Filtering a games list
Sorting a games list
Finding games online

1.13 Manage Databases

ChessBase stores games in databases The database window is your control center to access, copy, delete, edit, merge and backup databases.



- Open a database for browsing in a list window by double-clicking on its symbol in the database window.

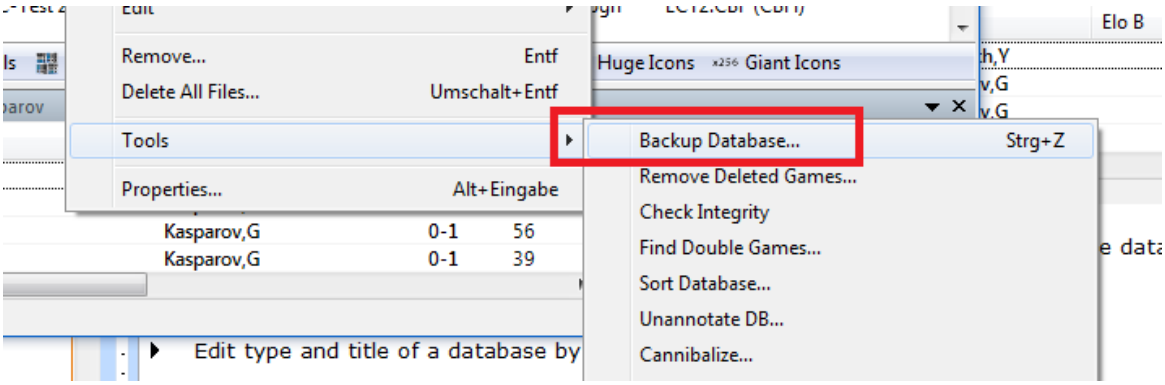
- Copy games by Drag & Drop or by menu Edit – Copy and menu Edit – Paste.

- Edit type and title of a database by right-clicking on the symbol – Properties.

- Call advanced database management functions by right-clicking on the symbol – Tools.

–

▸ The most important tool is to backup a database into a single compressed file: *Right-click, Tools Backup Database*.



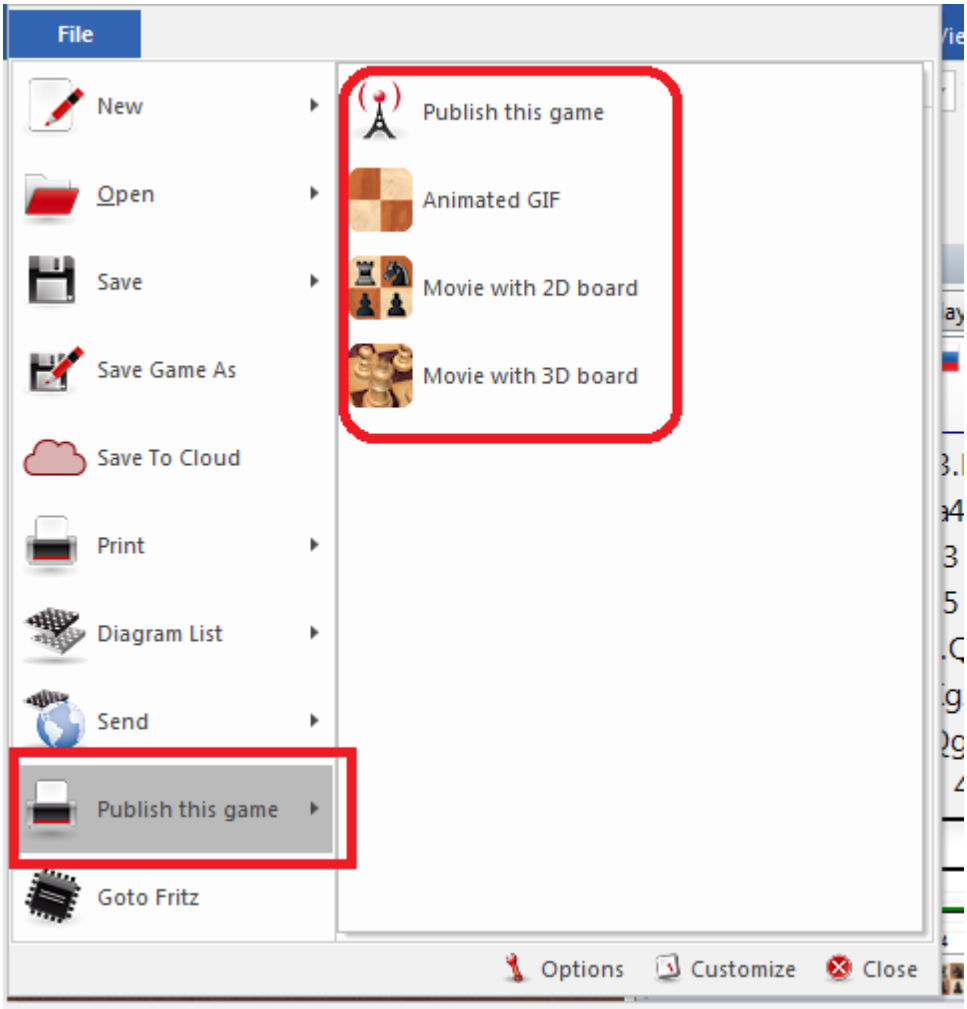
1.14 Printing and Publishing

ChessBase prints formatted games, diagrams, game score sheets, and encyclopedic opening tables. You can create text files in different formats like RTF and HTML for further editing in a word processor including embedded diagrams. Finally you can publish games as web pages with Java script.

Printing diagrams

To print diagrams, load a game or enter a position. Call menu *File -> Print -> Print Diagram*.

Our program offers the possibility of generating game notation in the form of an animated film. With this you can present interesting games on the different social networks.



To print several diagrams one one page, use the Diagram List. You can also embed diagrams into a printed game notation with right-click on the notation -> Insert Diagram.

See also Diagram list ....

Printing games

Print a loaded game with menu *File -> Print -> Print Game* in the board window. ChessBase uses a print preview showing the page layout of the printout. You can cancel this without printing.

From a games list you can print several games in one go. Use Ctrl-mouseclick to select several games, then *right-click -> Output -> Print Selection*.

Note: To change the order of games for layout purposes, drag & drop them to the desired position in the games list.

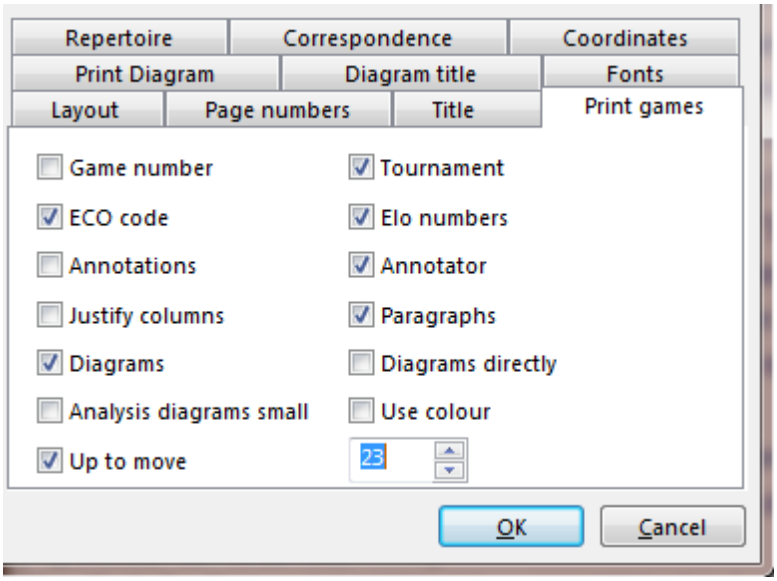
Printing repertoires

A heavily annotated opening is called repertoire in ChessBase. Printing a repertoire is different from printing games: Repertoires are layouted like tables in the Encyclopedia

of Chess Openings (ECO).

Up to move XX" option

"Up to move XX" option - this option, found among the print settings, appears to be new, but I can't seem to use it as it is inactive. Can this option be used to limit the number of moves when printing repertoires, e.g. to 25? Or is there another way to limit printing to a number of moves when printing a repertoire?



The option becomes selectable/active if the "Comments" checkbox is deselected. The value is used when printing multiple game annotations and limits the number of moves printed. This means that variations are then not printed.

Creating textfiles

You can create a textfile from a loaded game or from selected games in a games list. In a games list, select games with Ctrl-mouseclick after bringing them in the desired order by drag & drop. Right-click -> Output -> Selection to Textfile leads you to a dialog box querying the desired format. For your word processor, RTF is a good choice.

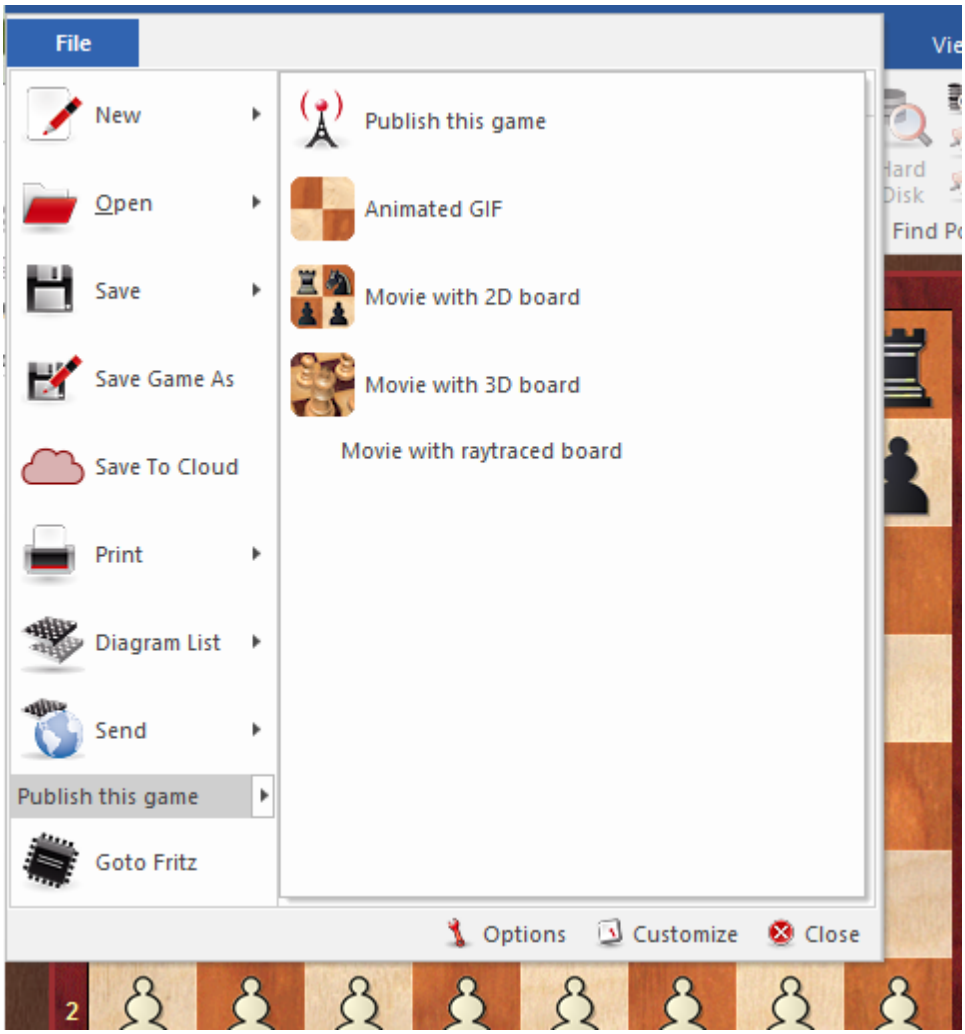
Publishing games on the Web

It is possible to publish one or more games on the Web. This is also possible using Facebook's "Share link". *Board Window - File - Publish to Web*

E-Mailing games

In a games list, *right-click -> Output -> E-Mail selected games* backups the selected games into a single file for attachment to an e-mail. If you have a registered e-mail client like Outlook, this will be automatically started with an appropriate e-mail form.

1.15 Movies in ChessBase



In any board window, with a game on the screen, click "*File > Publish this game*" to get the following formats:

- Animated GIF (for Twitter, What's App, etc) – In just a few seconds the program will produce a gif like this.
- Movie with 2D board – This will produce an animated MP4 movie in a few seconds.
- Movie with 3D board – This takes a few minutes to render.

The Graphics Interchange Format (abbreviated to GIF) is a popular data format for coloured images. It allows extensive loss-free compression of these images and thus is frequently used on the internet.

Over and above that, several individual images can be stored in a single file and can later be interpreted by suitable viewing programs such as web browsers as animation, or film.

As this happens the individual images are played by browsers or image editors one after the other with a time lapse. This enables the broadcast of short film-like files and

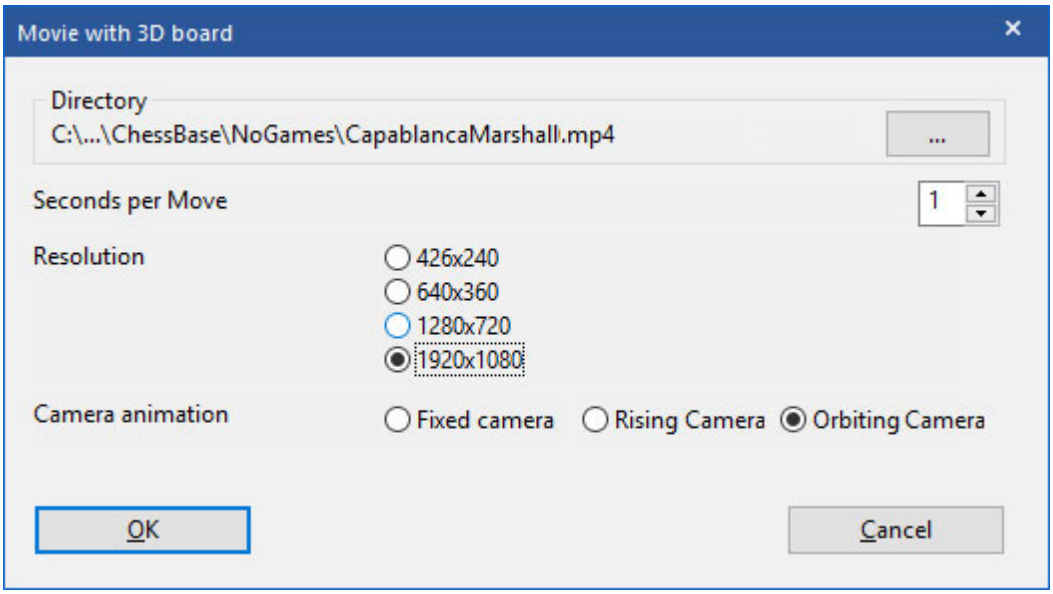
so animated GIFs are very common.

Our program offers the possibility of generating game notation in the form of an animated film. With this you can present interesting games on the different social networks.

The program plays through the individual sequences of moves from the notation and offers the user the possibility to save the animated GIF file. You can then make use of this file on Twitter, What's App, etc..

Alternatively you directly export the notation from the program as an animated film in MP4 format.

In the settings dialog which is displayed you can specify the pathway and the resolution for the film; the game headers are used as the standard for the name of the file which will be created.



Additionally, the dialog allows you to determine the length of the delay between game moves, in our example 1 second per move.

The result of the export is displayed in a window.

You have a number of options:

If you select the standard settings you will get a 3D MP4 film, one you can publish on YouTube or Facebook.

The procedure for producing films in 3D format is identical.

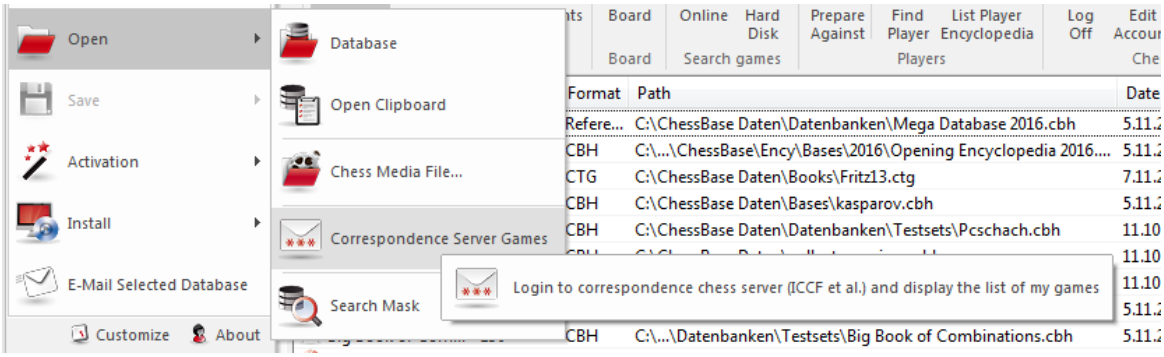
Movie with raytraced board (64 bit only) – These can take a long time to render, hours or even days, depending on the quality, resolution, frame rate, camera movement, etc. And of course the speed of your hardware. The moves are accompanied by sound effects.

Of course you can very easily uplode such films to social media.

1.16 Correspondence chess management

See also ICCF Chess Server ....

ChessBase has extensive management functions for correspondence chess players. It will look after correspondence games, keep track of progress, present them in the best way possible, print out cards, and send email to your opponents.



These are the available functions:

- To start a correspondence game you must first fill out the correspondence header for the game:
Board window: Insert – Annotations – Special annotation – Correspondence chess header (Ctrl-Alt-W)

- For each move you are going to send you must enter a correspondence move commentary:
Board window: Insert – Annotations – Special annotation – Correspondence move (Ctrl-W)

- To send a correspondence chess move click:
Board window: *Menu File – Print Print Correspondence card*.

- To get a report on the status of the game click:
Board window: File – Print – Print Correspondence report.

- To e-mail a correspondence move or report click:
Board window: *Menu File Send Send correspondence move/report*.

Note: The correspondence header only needs to be entered once for a game, but every move of the game must get a "correspondence move" commentary. This keeps track of the time spent by each side. When you have executed a move for yourself and inserted the correspondence move commentary you can print out the letter or postcard you send to your opponent.

How to play a correspondence game

This is basically how you start and maintain a correspondence game:

Click the New game button or press Ctrl-N.
Press Ctrl-Alt-W to get the header mask. Fill out the header form as explained in the next sections.
Enter your opponent's first move (e.g. 1.e4)
Press Ctrl-W and fill out the commentary form.
Save the game (Ctrl-S) and ponder your reply.
Load the game and enter your move (e.g. 1...e5).
Press Ctrl-W and fill out the commentary form.
Click File – Print – Print Correspondence card. Mail the card to your opponent. [Alternately click File – Send – Send correspondence move if you are playing by E-mail]
Replace the game (Ctrl-R) in the database.

Special games list for correspondence games

In the games list of your correspondence database you find special correspondence columns: Last Move, Move sent, Time White, Time Black. On the games list use *right-click List Format Correspondence Info* to make those columns visible.

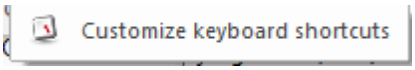
Correspondence Notation

ChessBase supports entering games and printing in correspondence notation. Just type 5254 in the starting position. To switch to correspondence notation, call Menu Tools – Options – Notation – 1.4244.

"

Question: Why is there no shortcut for the option "*Send correspondence chess move by E-Mail*"?

Answer: You can create a keyboard shortcut yourself via *Customize* .



You can find this on the programme's file menu.

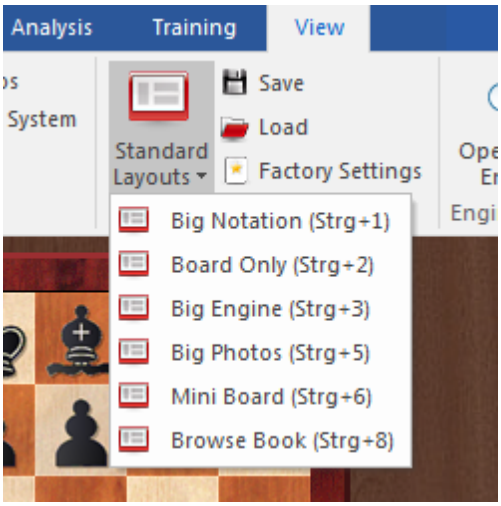
1.17 Configure the program

To work comfortably with ChessBase, it is essential that you understand two small things about the window layout:

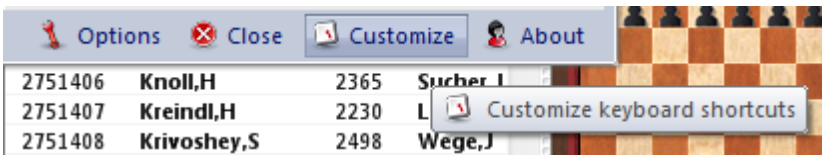
How to resize and rearrange window panes.

Also font size is essential for your individual comfort. In all text display windows (notation windows, game lists, etc), you have right-click menus containing a Choose Font item (or List Format -> Choose Font).

Every window contains *Menu View* Standard Layouts, giving you a choice of five default skins for the program. The default skin is wood.



For every menu function you can assign a keyboard shortcut. Call *Menu File* - Customize for a list of commands in the present frame window. This is also a helpful mini reference of available functions. Select a command, click on Input new shortcut then type. Finally click Assign to link this shortcut to the chosen command.

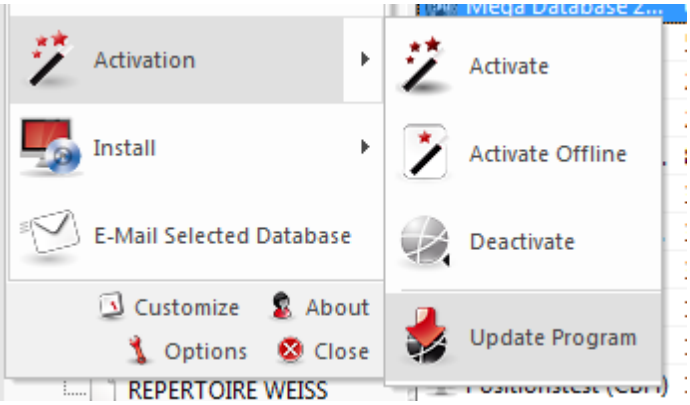


Hint: Call *Menu File - Shortcuts* for a list of all keyboard shortcuts. Click the Copy button to copy this list into the Windows clipboard for pasting into a text processor to print out a handy reference.

1.18 Support

First of all: Check for updates in the chess server.

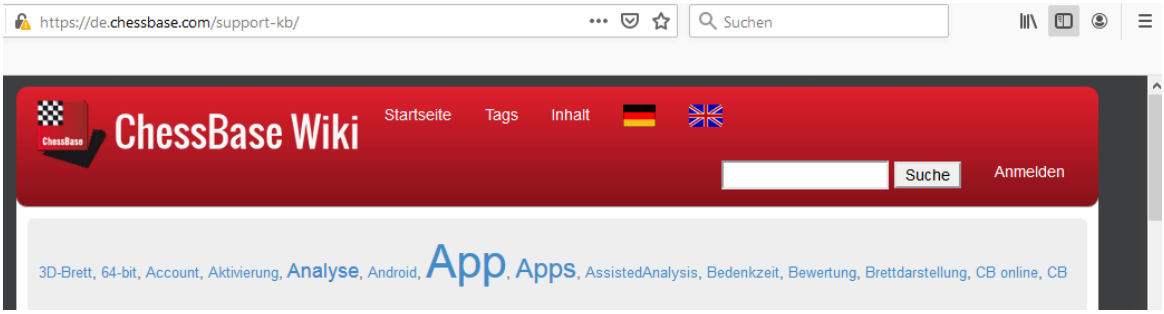
Automatic updates as required



Updates are actively supplied for the program

The program is supplied with a help file. When in the program, click on the symbol with a question mark on the top right-hand edge of the screen to open the help file.

Visit the support page on www.chessbase.com for answers to frequently asked questions.



Check the download page of www.chessbase.com for further resources.

Write a mail to our support if this does not solve your problem.

Check for Windows Updates.

Menu Help

Access to the Helpfile.

2 User Interface

2.1 Program Windows

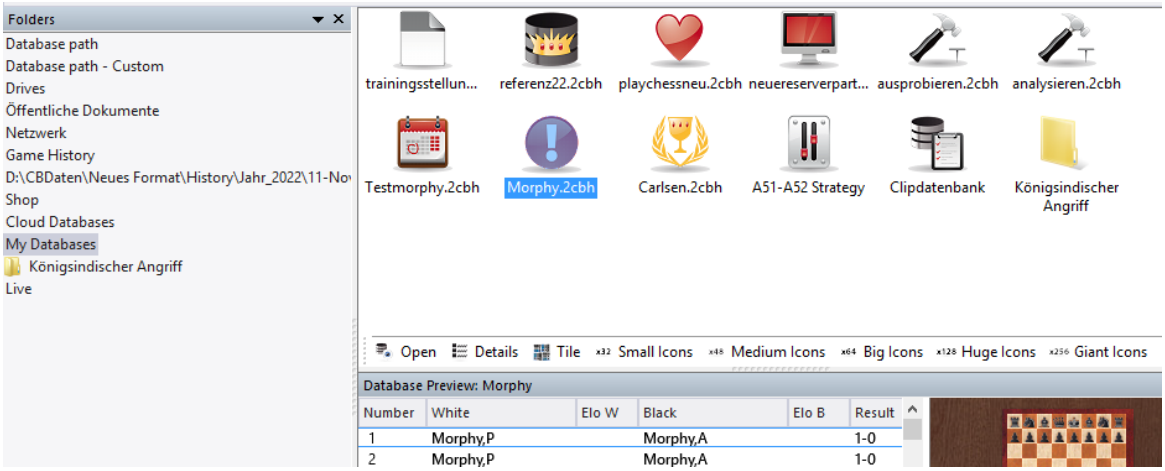
2.1.1 Database window

2.1.1.1 Database window

The database window is the control center and start screen of ChessBase. From here you install, access and manage your databases.

In the database window is the main window of ChessBase which always appears when you start the program. Here you can open, browse and generally look after databases. On the left you find the "Folder" window.

In case of a user-defined path, another icon appears in the tree.

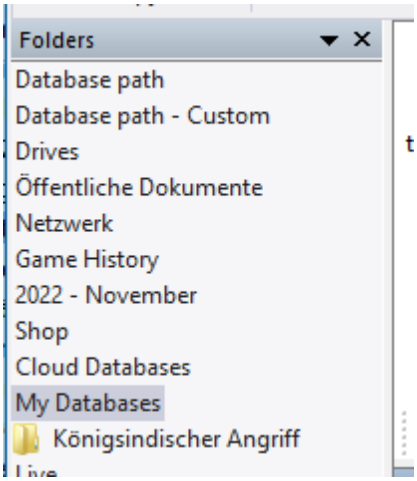


You can click on the plus symbol to reveal the contents of a drive or directory. If you click on the drive or directory itself the databases it contains are shown in the window on the right. If you click Details in the View (or in the right-click) menu the database symbols are replaced with a full filename and path display.

The database window has a window pane called Database Preview. If you click once on a database symbol, this shows a games list of the database. You can switch this of in the Window menu or toggle it with Ctrl-Alt-L.
Double-click a database symbol to list out its contents in a full list window.

To find your database window, hit Alt-Tab to switch between the running Windows applications and select the ChessBase Icon. Or click on the ChessBase button in the task bar at the bottom on the screen:

My databases is a special place in the folder window, containing links to your favorite databases and folders. It is your "home" database window. Ctrl-F12 always takes you to the My databases window.

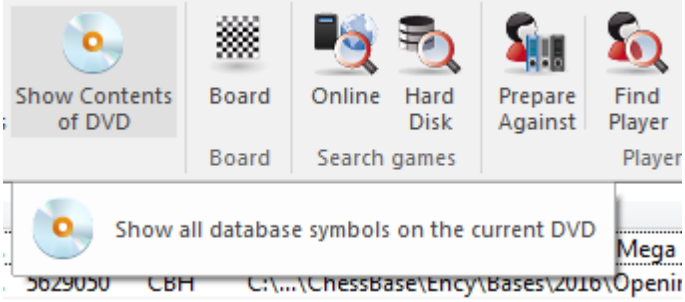


In the folder window, you also find an entry Game History containing the daily work databases.

Large database symbols for high resolutions

This can be selected using the buttons underneath the database explorer.

It is also possible to view a DVD's contents with a single click.

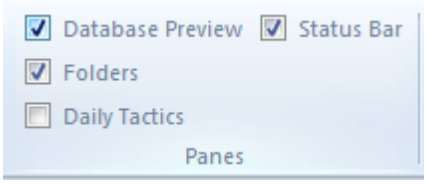


2.1.1.2 Preview Window in the Database Window

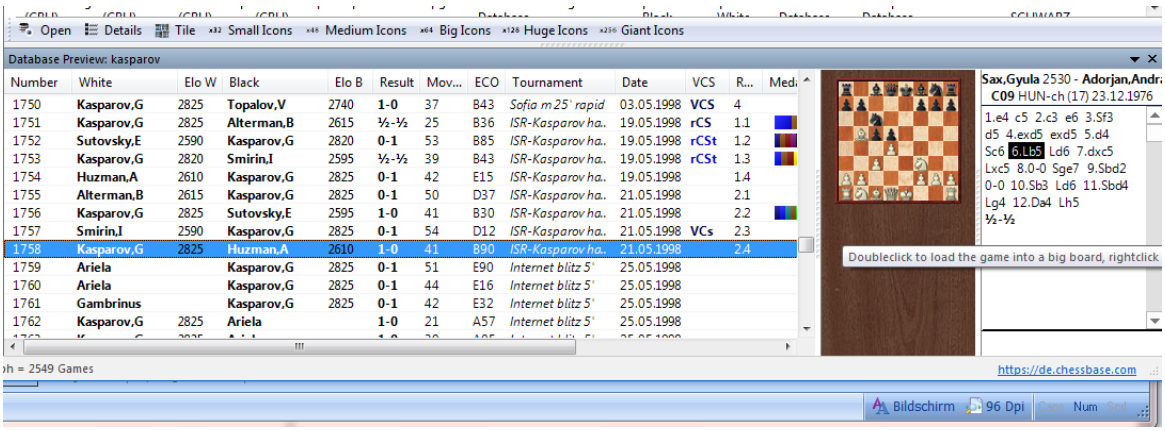
The database window is the nerve centre of ChessBase. This is where you load and view databases installed on your computer.

A very useful feature is the *Database Preview*.

This preview is activated by the ribbon *View* *Database Preview*.

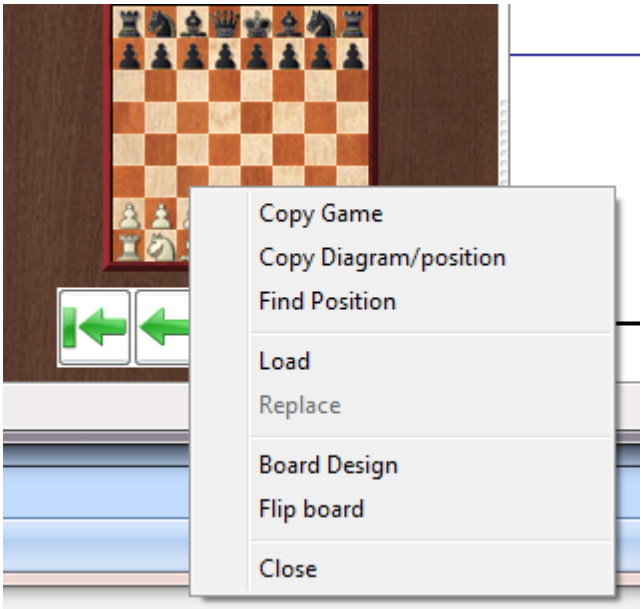


The database preview opens an additional window, which contains the game list of the database that you have selected.



A miniature board can also be displayed in the database preview, by right clicking in the window and selecting *List Format* *Quick Board*. The notation is automatically loaded when a game is selected.

Games can be replayed in the database window using the four arrow keys without having to open a board window. The up and down arrows select a game, the left and right arrows replay the game. It is also possible to load replay buttons beneath the board if you prefer to replay games with the mouse.



By right clicking on the miniature board and selecting Board Design you can add buttons or the slider beneath the board.

2.1.1.3 Double click on the fast board

Easy loading of games from the fast board (the board in the game lists).

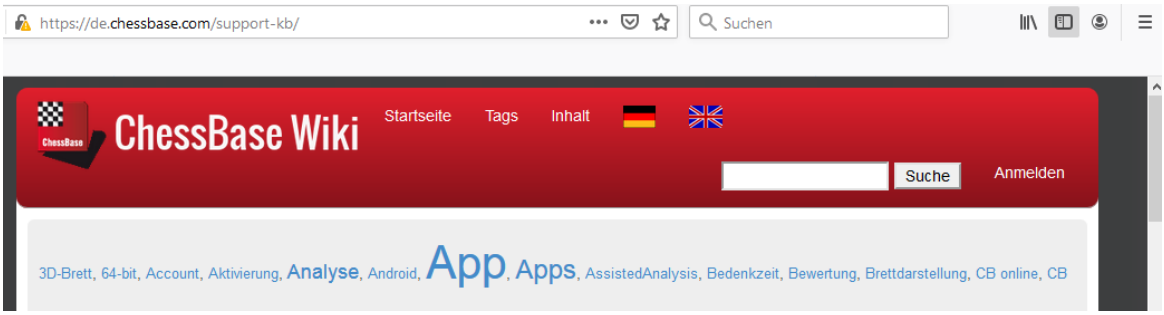
Double clicking on a move in the notation loads the game into the normal board at this exact place.

2.1.1.4 Help Menu

You can access information on how to use the program or provide the developers with feedback using the *Help menu* in the Board window the Database window.

Here you can open the Help File.

- Open the Support Wiki.



- Contact the Support!

2.1.1.5 Useful shortcut Ctrl-F6

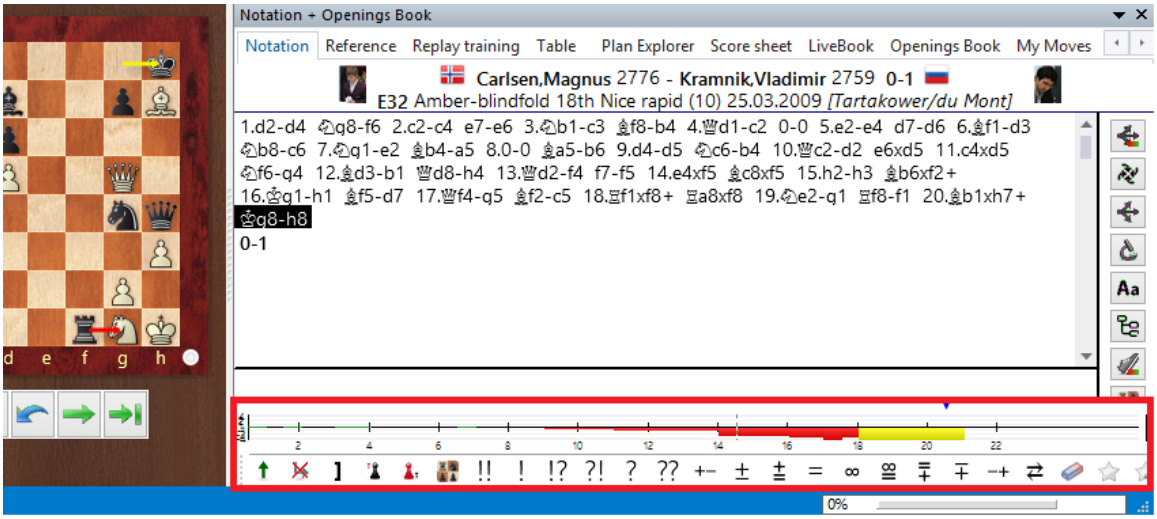
When you have opened a lot of windows whilst working with ChessBase, you can switch between opened ChessBase windows with the key combination (hotkey) **Ctrl-F6**. That is the same hotkey as in Microsoft Word.

The advantage of this solution compared to the task manager is that here you are switching only between the windows opened in the current application (here CB 14). With task manager all open windows are displayed; changed to the desired window there is more laborious.

2.1.2 Board window

2.1.2.1 Instant Analysis

If you load a game from the games list into the board window, an evaluation profile is automatically generated for that game.



Fritz users are acquainted with this valuable guidance and help. With its positional evaluation the program shows in graphic form the course of the game, allowing the user to see at a glance the point at which the game tipped one way or the other.

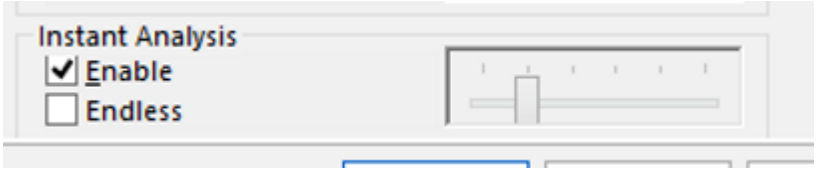
Calculating the evaluation profile takes place without delay in the background on fast computers. In that case, right after a game is loaded valuable guidance and help for considering the game is available.

It was invented for engine testing in Fritz and later became the standard to visualize the drama of a chess game: the Evaluation Profile. ChessBase 15 introduces Instant Analysis, which creates an evaluation profile for any game, while loading. It just takes a few seconds and uses one core of your processor and works smoothly without changing the game notation. And it is a very useful guide to unannotated games.

Naturally you can click on the graph and the board will jump to the corresponding position.

Of course this rapid analysis is no substitute for deep analysis, but for a rapid glance at games, above all unannotated games, it is extremely helpful.

Should the program be installed on a slow computer or should you not wish to set up rapid analysis for the evaluation profile, you can switch off the function in the database window under *File Options Engines*.

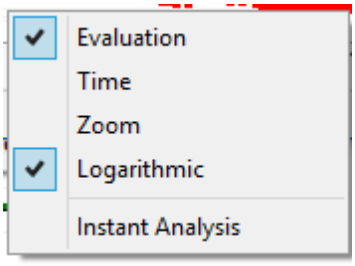


Uncheck the box for "Enable" to switch off rapid analysis.

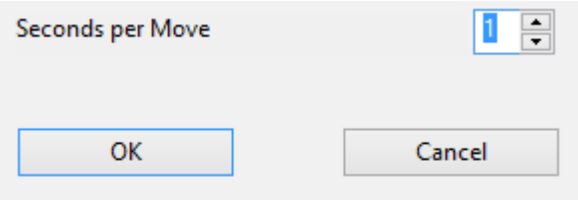
The setting "*Endless*" brings about a hidden form of "Permanent analysis" by the engine working in the background. The program continues to calculate the game notation and updates the display of the evaluation profile when that evaluation changes.

A right click starts the following dialog.

"*Instant analysis*" starts a dialog for setting times.



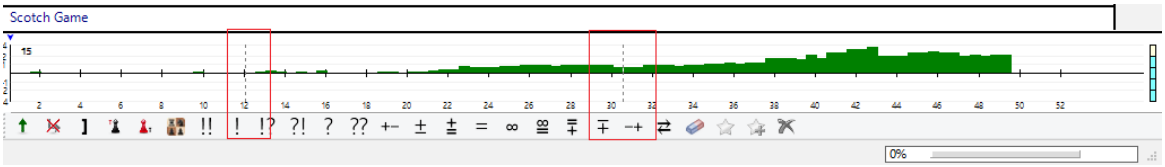
The analysis seen in the evaluation profile continues working while you are playing through the game. Here is where you set the thinking time per move.



2.1.2.2 Transitions in the evaluation profile

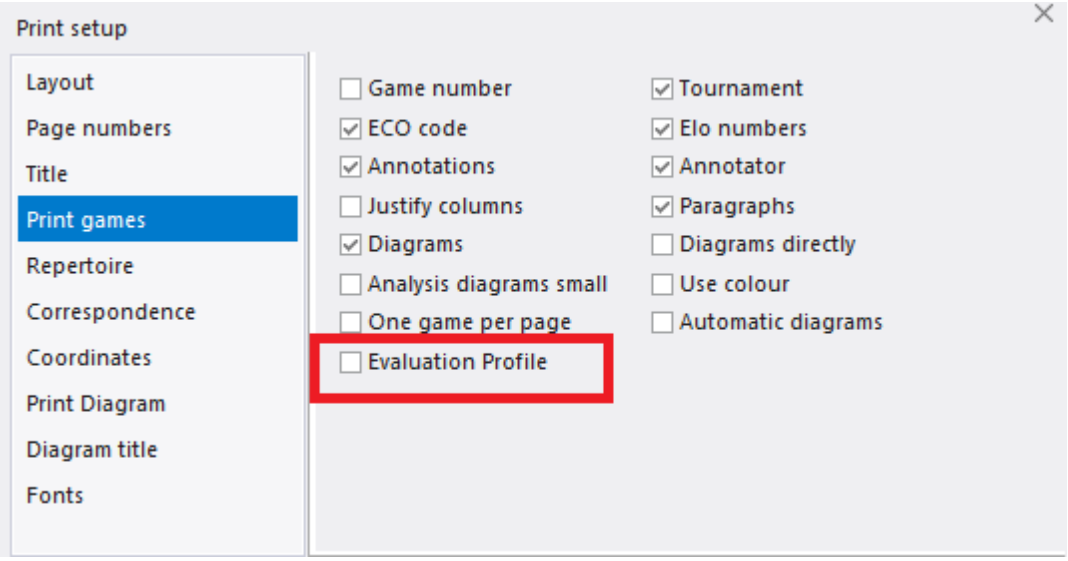
If you load a game from a games list into the board window, an Evaluation profile is automatically created for the said game. Users of Fritz are familiar with this helpful guidance. Using the evaluation of positions the program shows in graphical format the course of the game; with it the user can spot at a glance the point at which "the game swung one way or the other".

In this version of the program the evaluation profile shows transitions, the transition from opening to middlegame then to endgame. The following illustration shows the marks for this with red frames.



2.1.2.3 Print evaluation profile

If a rating profile is saved in the batch, it can be printed.



2.1.2.4 No evaluation profile?

This problem can occur when using a notebook. If the computer is not linked to the net but provide with electricity via a battery pack, no profile is generated either.

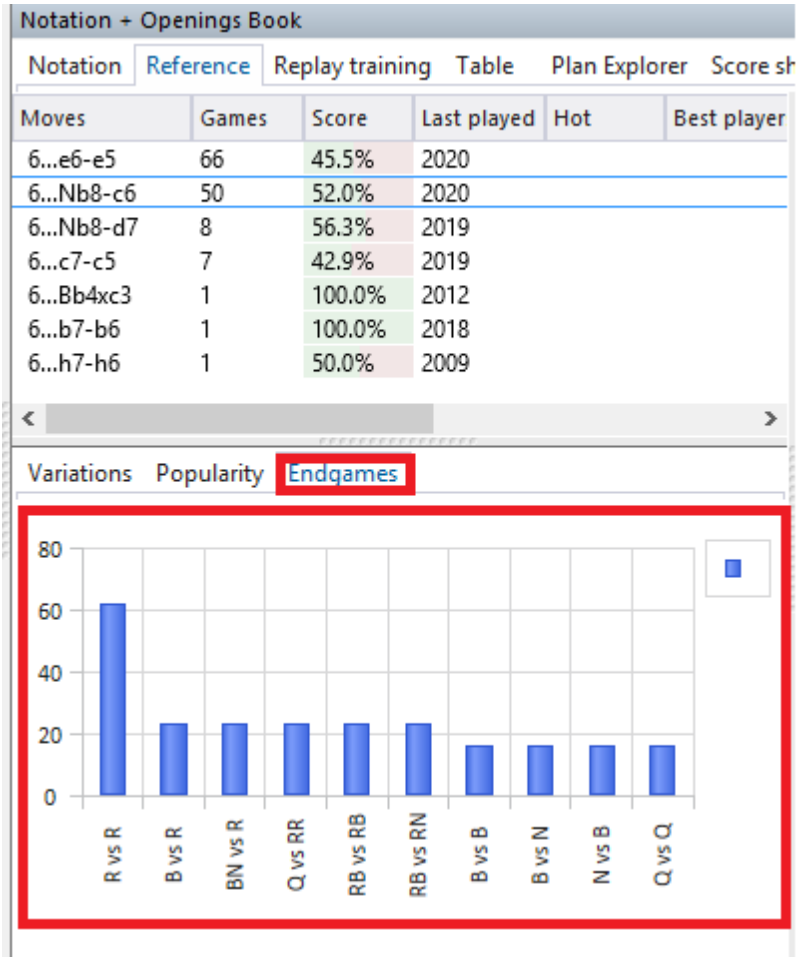
When the program is used on the move all those functions are deactivated which could possibly shorten the computer's running time.

2.1.2.5 Endgame probabilities

In the Reference view the program offers a preview of possible endgame probabilities for a selected opening variation.

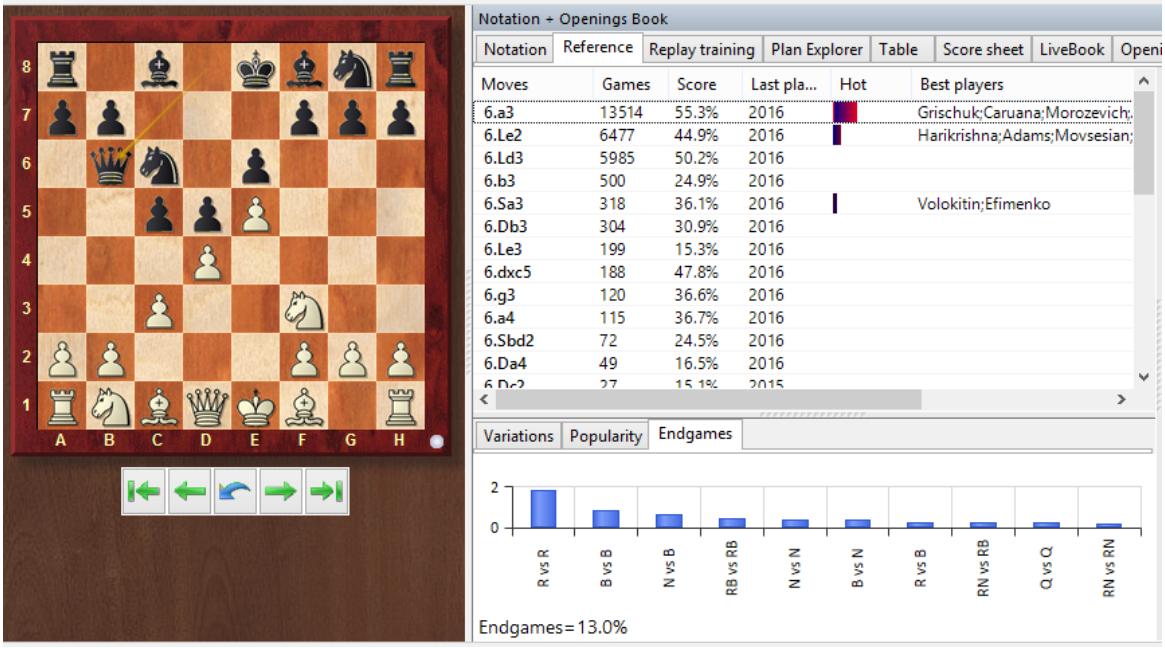
When entering or replaying a game you can check the probability for different endgame types in the current opening variation.

This information is displayed after a click on the tab ***Endgames*** .



The bottom line of the graphic shows the frequently occurring types of endgame, the left-hand axis shows the percentage probability for the possible endgame constellations.

The following screenshot shows the program's evaluation when considering the main line of the Advance Variation in the French Defence after the moves 1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6.



The user can see here that in the endgames which arise from this variation it is particularly frequently rook endings or bishop endings which are the result.

The value *Endgames* shows how high the percentage of games was which resulted in an endgame.

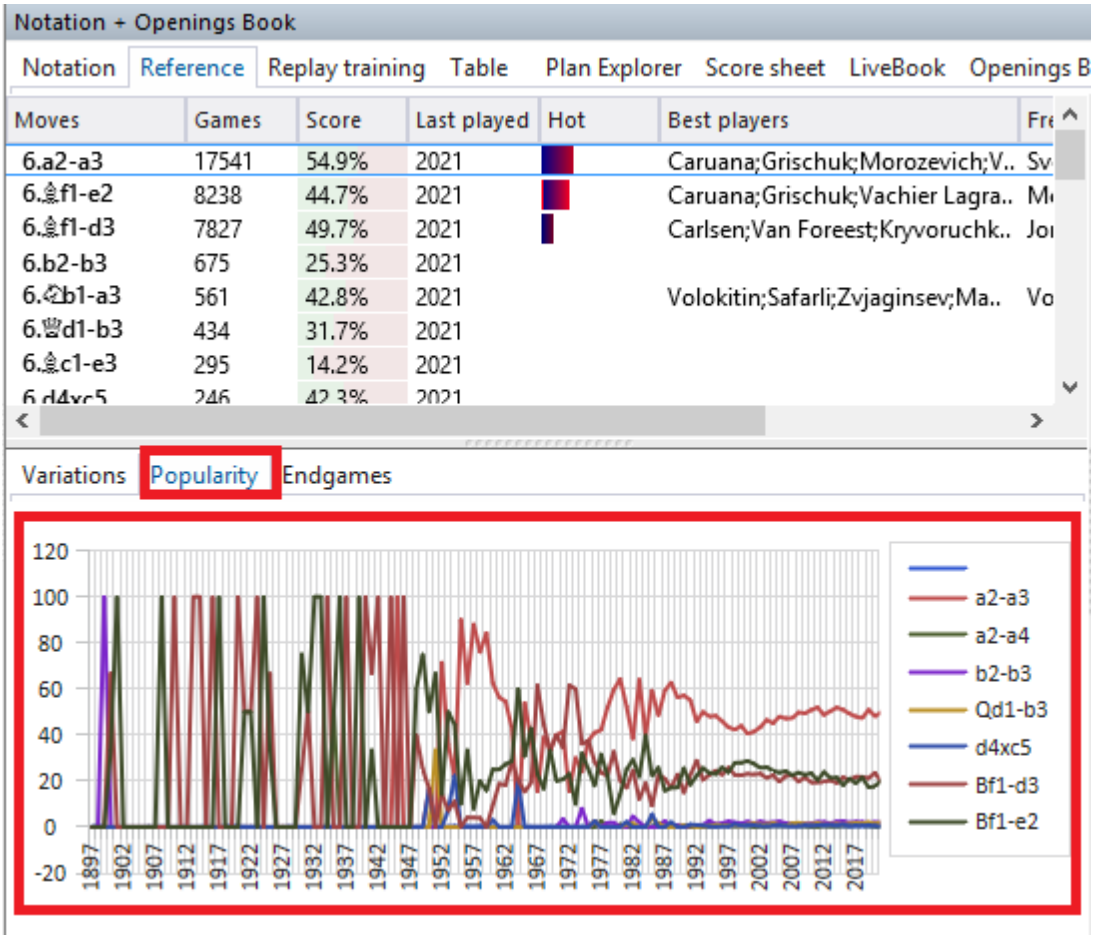
2.1.2.6 Trends

For openings research the Reference search is one of the most important tools in ChessBase.

When you investigate opening variations the program makes available with its access via optimised search routines informative displays for the evaluation of various continuations. Even in searches in the early stages of the game, where of course extremely large numbers of games are collected and evaluated, the search function very quickly produces meaningful displays of information.

The Fashion Index plots the popularity of the current opening variation over time. This can show you how an opening evolved historically.

Below we have an example of a display for the Advance Variation of the French Defence. What is interesting here is the display of the Tab *Popularity*.



What is the significance of the values on both axes?

The horizontal axis represents the various years; the values on the vertical axis are percentages. These refer to all the games which meet the search criteria.

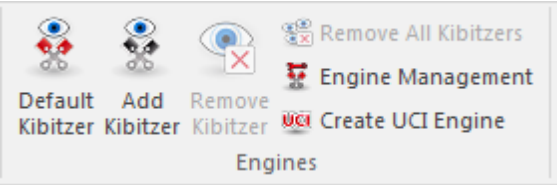
In the example being displayed the user can see at once that the Advance Variation was frequently played towards the end of the 1890s.

2.1.2.7 Display Reference Percentage

If you have activated the reference display of the board window, the performance of the continuation is displayed with a percentage value under the column entry " *Score* ".

2.1.2.8 Engine window

Board window: Add default engine (Alt-F2) – Add Kibitzer (Ctrl-L)



The engine window displays the progress and results of the analysis engines.

This is what the engine window displays:

Top line from left to right:
Engine name; the move currently under investigation (number x of y legal move); stop

engine; increase (+) or decrease (–) the number of variations calculated simultaneously.

Second line from left to right

Fail high/fail low display; position evaluation in pawns (+ is good for White, – good for Black); search depth (full width/selective); time used on current search; number of positions per second (in thousands).

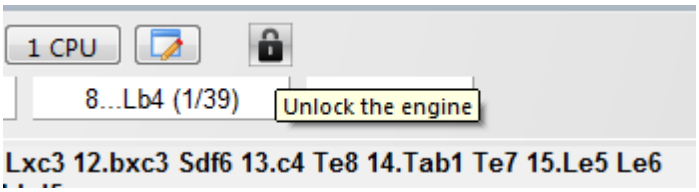
The first three lines are coloured red because the evaluation for White is dropping. There after the lines are in default black because the evaluation does not drop any longer. The evaluation in the header is always the same as in the one in the last line in the variation window, e.g. the last evaluation found.

Functions in the engine window

Right-clicking the variation window produces a function menu for the analysis engine.

- **Engine**: Selects an analysis engine.

- **Lock**: Normally the engine follows the board notation. But you can lock it to a specific position, after which it will ignore what happens on the board.



You can lock the Engine with one single Mouse click.

- **Increase/Decrease number of lines**: You can instruct the engine to calculate the n best lines in the position.

- **Next best**: This is only supported by some engines (e.g. Fritz). The engine ignores the best move found so far and uses its full power to search for an alternative (the next best move).

- **Threat**: Calculates the "threat" in the current position.

- **Clip analysis**: Copies the entire analysis history into the Windows clipboard. It can be pasted into any text editor.

- **Copy to notation**: Copies the best line found so far into the game notation (Ctrl-Space).

- **Scroll main line**: New lines are added to the end of the list. If this is switched off, new lines overwrite the previous ones.

- **Extra search information**: Records evaluation, search depth and number of positions after each main line.

- **Scroll new moves only**: New lines are recorded only if the first move changes.

- **Variation board**: Produces on a small board on which you can replay the main line.
- **Choose font**: Select font and size for the the analysis display.
- **Properties**: Allows you to set the engine parameters.
- **Close**: Closes the window and shuts down the engine.

2.1.2.9 Evaluation display

When you are playing through and analysing a game with the support of a chess engine the program offers useful guidance as to the evaluation of the position then on the board. As it does so, the program makes available as well as Rapid analysis further engine based guidance.

You will find the display with the slider right next to the graphical chessboard.

With it the user can spot at a glance whether one side has an advantageous position or whether the position is level.

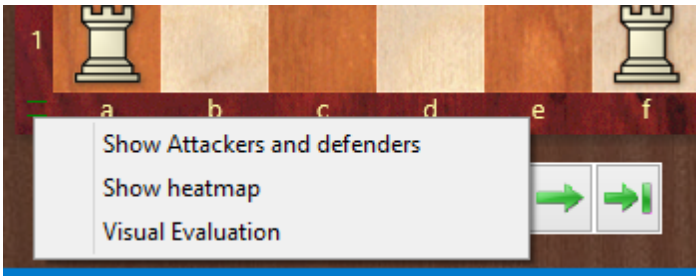
How can the evaluation display by the engine be switched on or off?

You can switch on the display of the evaluation slider as follows. Right click on the chessboard, then from the context menu select – *Board design* .

If you deactivate the option *Evaluation* then the evaluation display at the edge of the board is switched off.

2.1.2.10 Display attack relations

The program can display force constellations and attack relations on the chessboard. In the lower left corner of the graphical chessboard you will find a discreetly added menu.

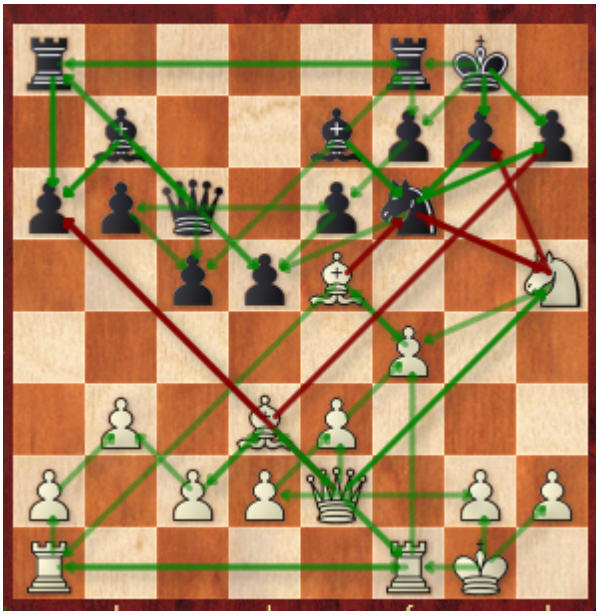


By clicking you can directly start the corresponding function. After you have selected one or more of the three settings, it remains active throughout the replay of the game!

The following options are available - combinable if desired:

Show Attackers and defenders

The program transparently displays the interaction of the pieces on the chessboard with green and red arrows.



The green arrows show a safe effect (defense) to the own pieces, the red arrows show the user possible attack effect to the own pieces.

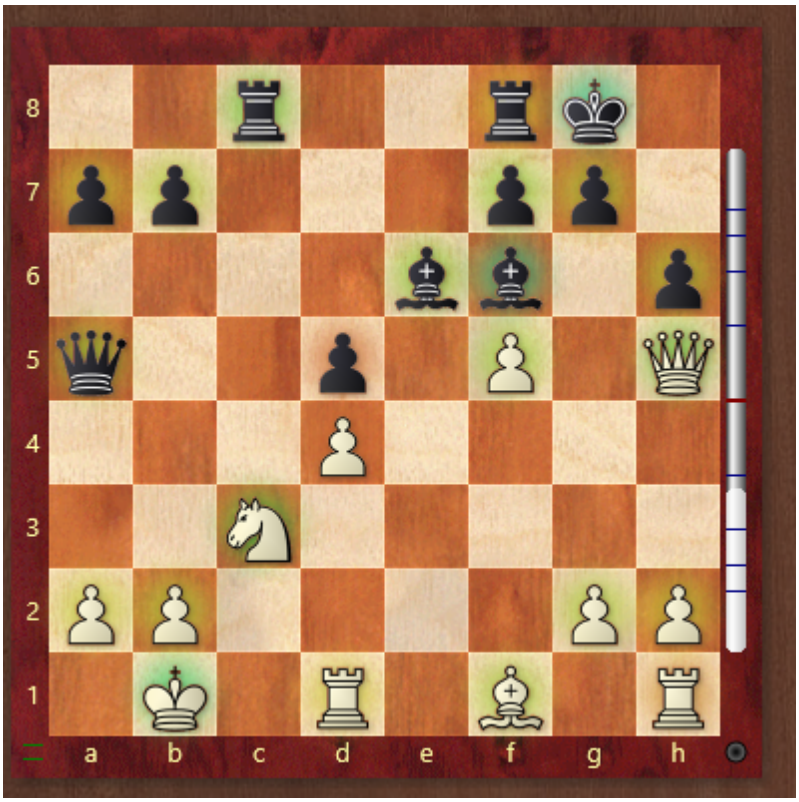
Show heatmap

This function is especially useful as a guide in tactical games. Endangered pieces are marked in dark red, a paler red indicates useful attacking moves.

As with the other two functions, you'll understand the display better and better with simple trial and error.

Visual evaluation

With this function you visualize the placement of the figures.

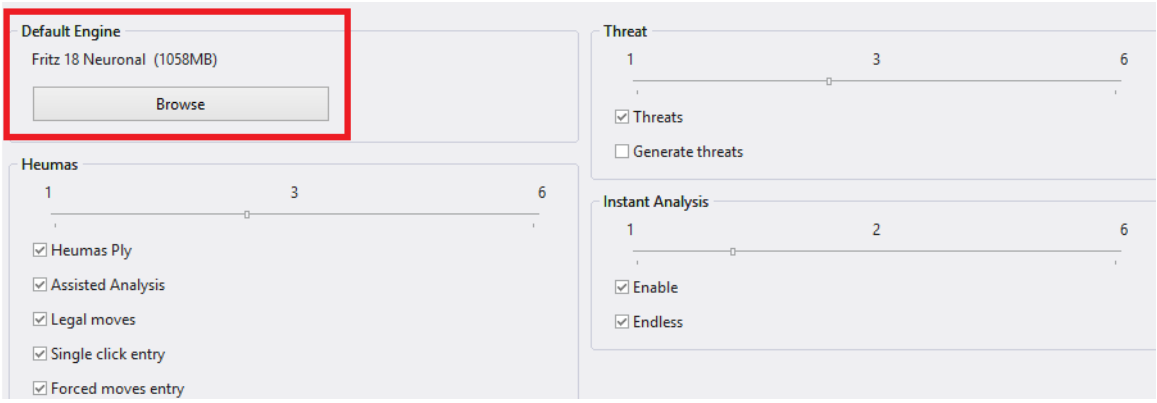


So it is shown with the color markings according to the traffic light principle (green=good, red=bad) how well this is placed on the field.

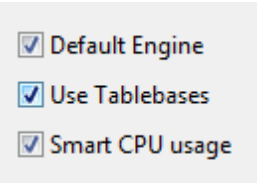
2.1.2.11 Select Default Engine

The default engine is the engine that is used as the analysis engine in the board window with the keys Alt-F2.

Menu *Options - Engine*



In the engine dialog the default engine can be selected.



The option Load Engine appears if you want to start an engine in the board window with *Add Kibitzer*.

The list contains all the engines that have been installed on your computer.

Please note that if you are connected to the Engine Cloud server you can also use cloud engines.

Select on of the engines in the engine list and check the box marked Default Engine.

See also Standard engine ...

Tip : If you select an engine in the list which is not the default engine the tick will be removed from the box.

Note: UCI Engines can also be used as default analysis engines in Chessbase.

2.1.2.12 New ... in selected database

Database window: *Menu File New Board in... / Position in... / Text in...*

This produces a new board, position input or text window which will be stored in the currently selected database (pressing Ctrl-S will automatically store it in that database).

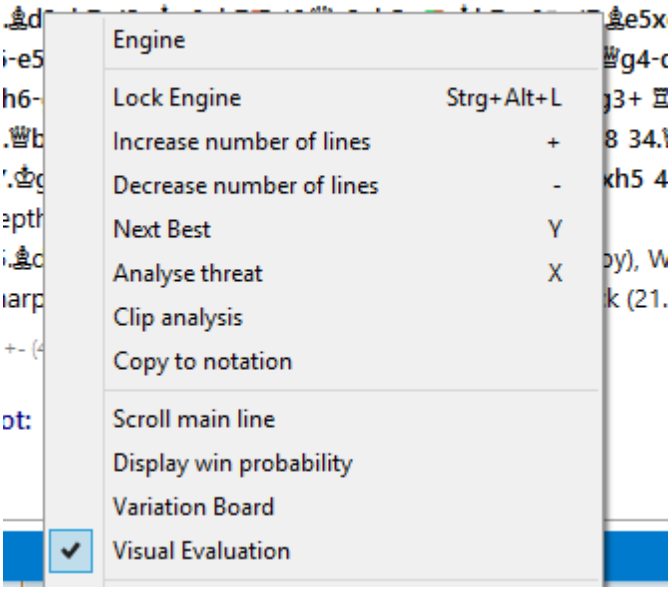
See also: Save game.

2.1.2.13 Extended Engine Information

In Chessbase's analysis mode the standard engine displays new information in the engine window.

Visual Evaluation ...
Buddy Engine ...

Right clicking in the engine window opens a context menu.



Next Best calculates the second best alternative for continuing. While the engine is calculating this information can be accessed faster by typing the key **Y**.

At the beginning of the engine window the best line found so far is displayed in light gray letters.

Tip: This information is at the beginning of the list view. If you cannot see this information use the scroll bar to scroll back to the beginning of the list.

Hint: The next best move option is only available while the engine is only analysing one line !

Display of the current main line
At the bottom of the engine window the line that is currently being examined is

displayed.

The main advantage of this display is that it is constantly updated even if the best line displayed remains unchanged during lengthy processing.

Repeatedly pressing the **Y** key increases the number of rejected continuations at the beginning of the list.

2.1.2.14 Notation window

Board window: View Notation (Ctrl-Alt-N)

In this window you see the game notation with any variations or commentary it may contain.

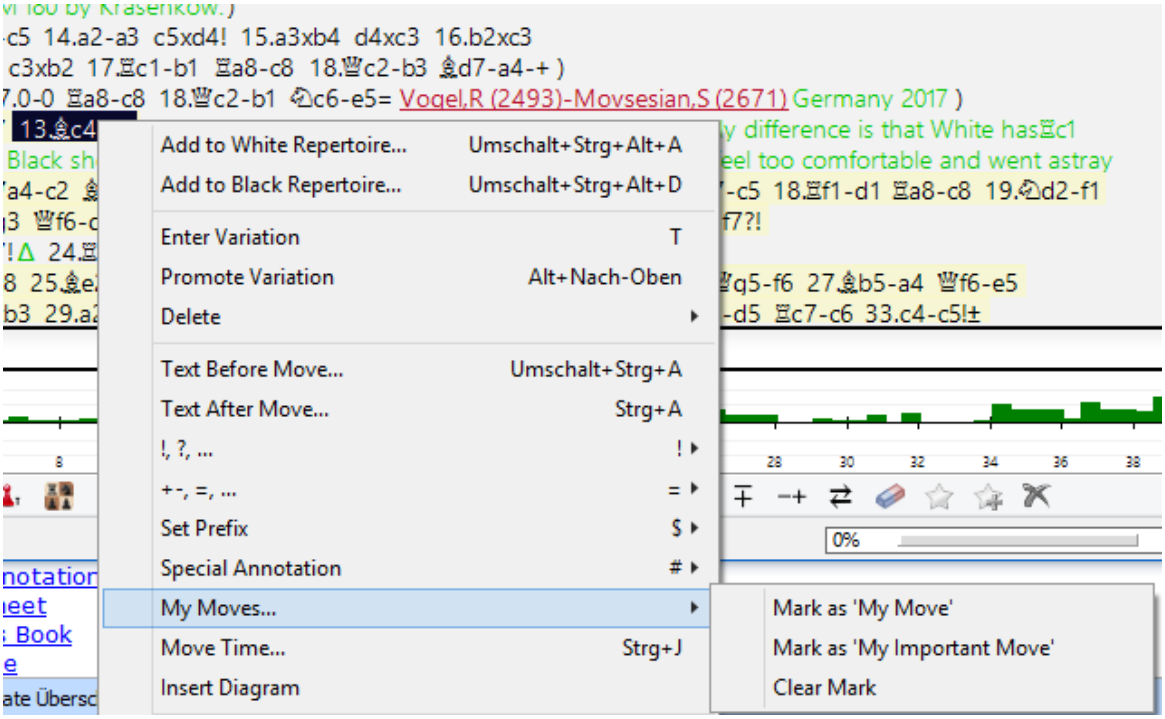
Headers are displayed in a more flexible manner in ChessBase.

They are now made up of three lines and allow the possibility of displaying larger photos from the player encyclopaedia especially when using higher defintion monitors.

There is now much more information in the top line of a game in the board window. Next to the player name a flag and a photo from the game's year are displayed, if available.

In the board window there is a toolbar that contains the most important functions for editing the notation.These buttons allow you to easily enter comments or change the structure of the notation. The program first checks to see if there is any text in the game notation. It first checks the “All” section before going on to check all other languages for comments. If no text is found then the default program language is used as before.

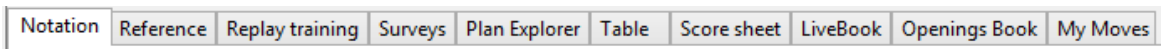
Right-clicking the window opens a menu in which you will find all functions relevant to the game notation.



- You can fold or unfold variations, enter new ones, and promote or delete them. You can enter commentary or mark positions for diagram printing. "Material" displays the material balance at the bottom of the notation window.

- You can also set the font type and size of the notation.

- Clicking any move in the notation window causes the board to jump to that position. A double-click opens the editor to enter text commentary.



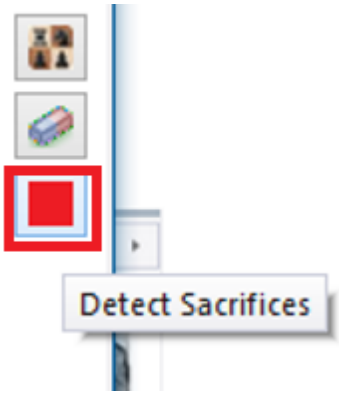
At the top of the notation window you find the following tabs:

Table notation
Training notation
Score Sheet
Openings Book
Reference
LiveBook
Replaytraining
Surveys
MyMoves

Repertoire mark: Black repertoire gets a blue icon, until now both repertoires were red.

2.1.2.15 Detect Sacrifices

The " *Detect Sacrifices*" function can be found in the toolbar right next to the notation .

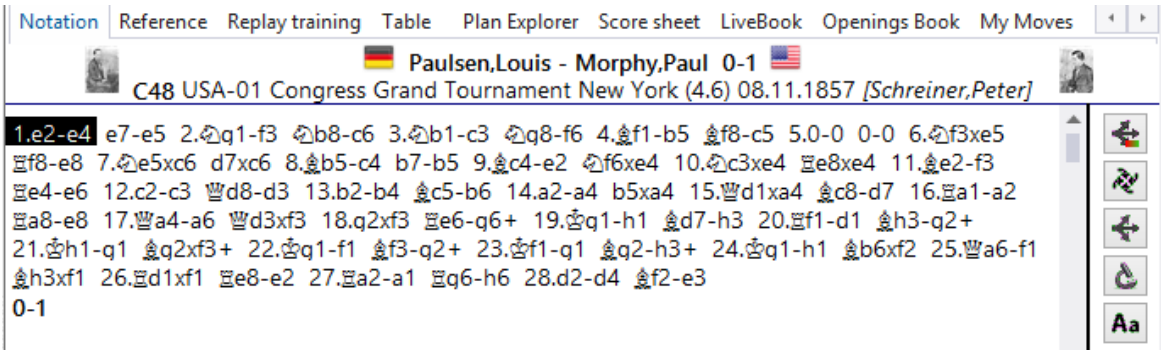


By the way, you can quickly get an indication of the respective function of the individual buttons via mouseover.

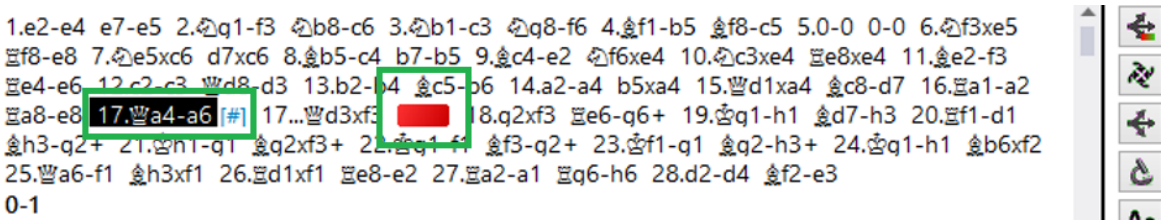
The program "*checks*" the game and marks each party position with a sacrificial move within the notation.

A sacrifice is a move with which the player voluntarily offers (sacrifices) one or more pieces to the opponent for capture. The aim is to at least compensate the material disadvantage resulting from the acceptance of the sacrifice by other advantages (time gain, space gain, positional factors).

Below is the notation window without any marking/commentary with a famous game played by Paul Morphy.



After clicking the "*Detect Sacrifices*" button, the notation looks like this:

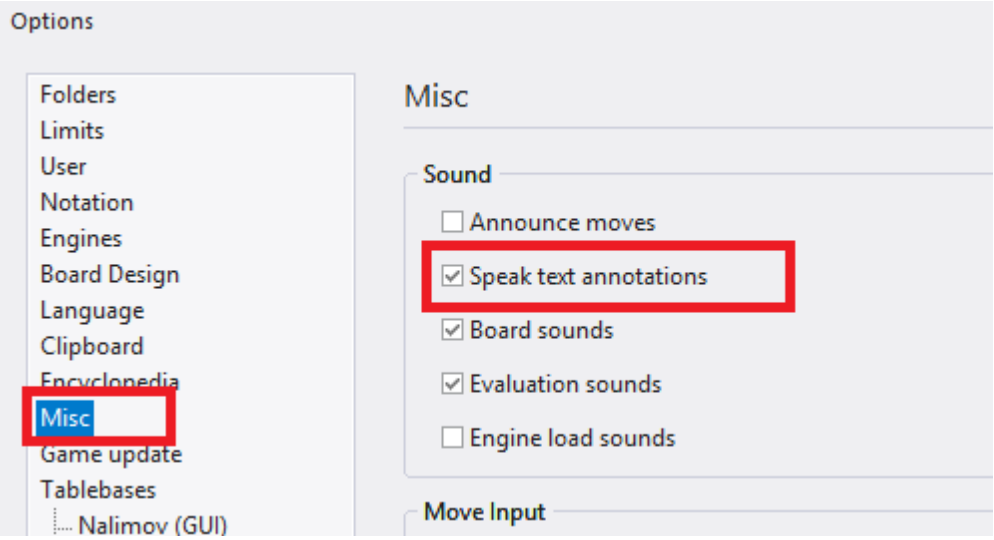


2.1.2.16 Speak text annotations

The user can have the moves and text comments read aloud while replaying a game.

For this to work it is necessary to activate the function.

Menu File - Options - Misc



To activate the function, put a check mark behind "*Speak text annotations*". Click on **Apply** to activate the function. If you now load a game with text comments, both the moves and the text comments are output via voice output when you replay the game.

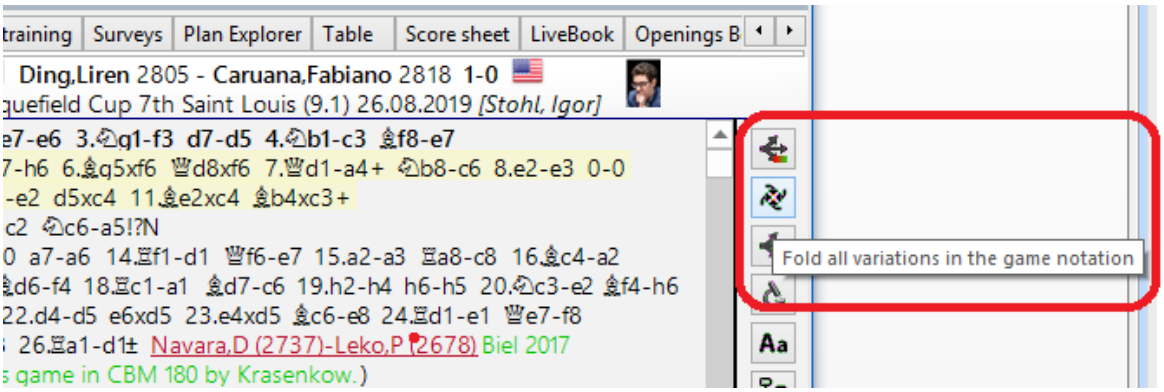
The program detects if a screen reader is active and then does not use the fast display form in notation and lists. This option is useful for visually impaired users.

2.1.2.17 Folding and game hints notation

If you make intensive use of the opening surveys the program creates (according to your settings) very extensive, complex, well-structured variation trees. Also when there is very intensively annotated game notation it can be helpful to switch on or off the display of certain information.

In the notation window directly next to the notation there are now buttons for the hiding of complete branches.

Tip: If you move the mouse over the individual buttons the function is displayed in text format.

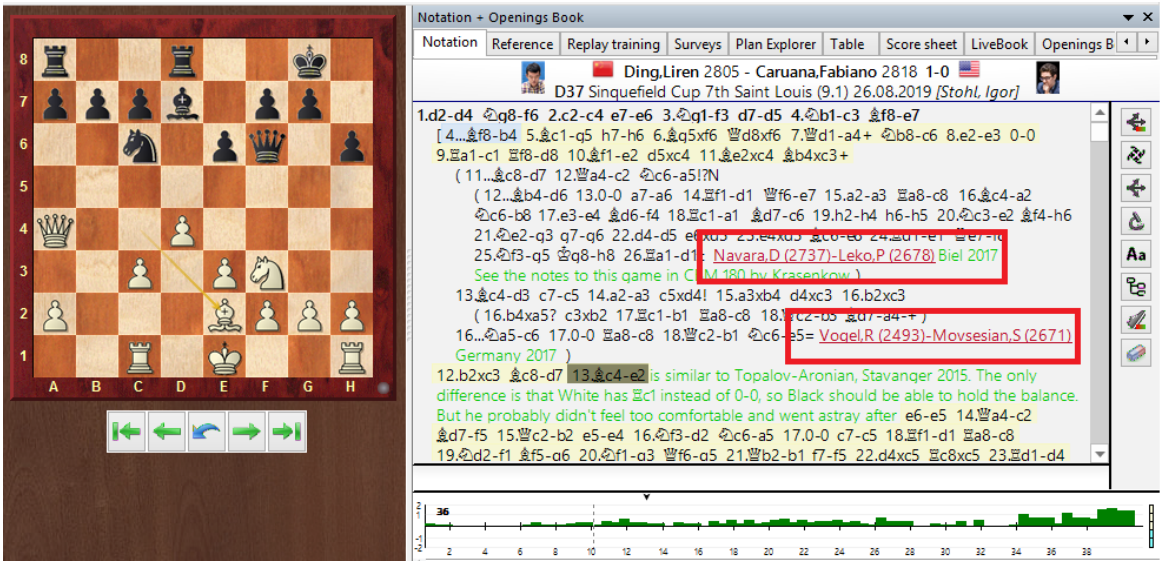


The following Functions (from top to bottom) are available:

- Switch variation folding on/off
- Fold all variations in the game notation
- Unfold all variations in the game notation
- Fold all variations except the current one
- Choose a font size for the current notation
- Switch between different variation structures
- Ask training questions while replaying the game
- Delete all variations and commentary

Tip: If you accidentally activate the final button (Delete all variations and commentary) you can recover things with the key combination **CTRL-Z**.

The program create references to recent top games. They are displayed in the notation.

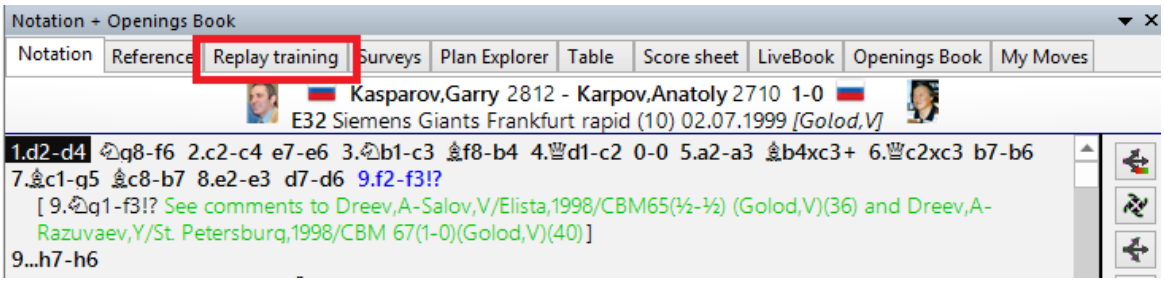


A click on this game reference loads the game from the online database and you can play through it in the board window. The online database is accessed simply to be up-to-date. Regardless of the reference database used, access to the online database ensures that only current games are taken into account.

Clicking on "*Restore game*" in the search window for the online database takes you back to the opening survey.

2.1.2.18 Replay Training

In the notation window you will find the tab "*Replay Training*".



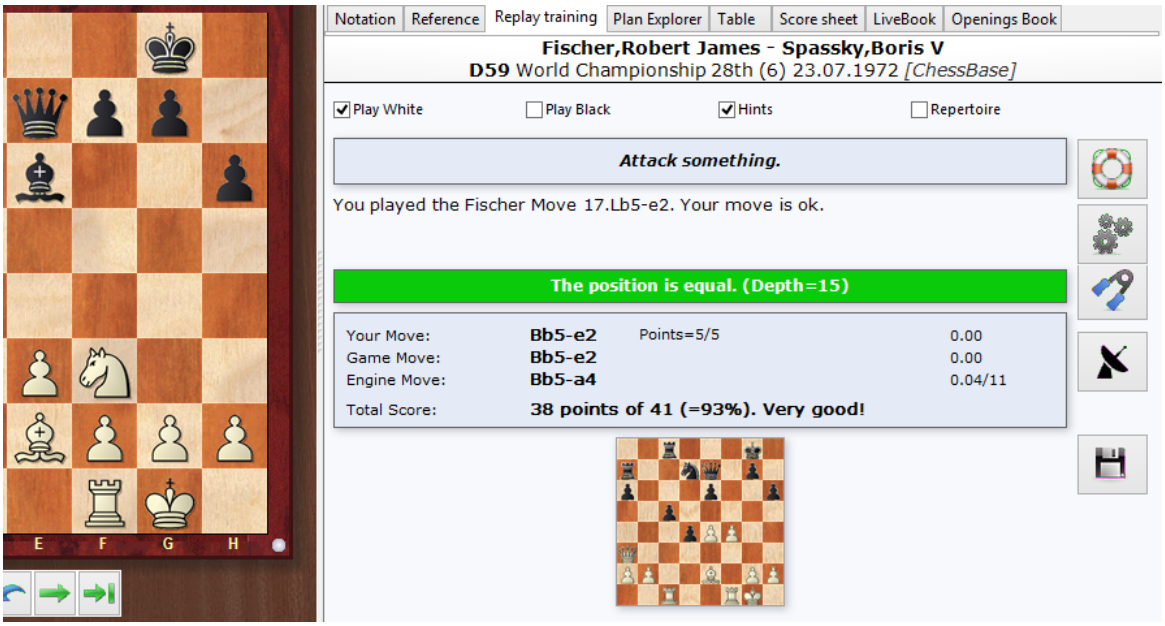
It enables you to switch off the usual overview of the notation and be pushed by the program to work out the game continuations yourself. The intention behind this

function is that. following the watchword *Learning by doing* , the user becomes more intensively involved with the content of the game and that as a result he or she learns more efficiently.

When playing through the game the procedure is generally always the same. The user navigates within the notation and makes use of the numerous ways the program can help, e.g. LiveBook, the evaluation profile or an analysis engine.

The disadvantage: many users often do not get into the content of the game intensively enough and in such a case the effect of the training remains minimal. In training mode the program offers the opportunity to work out the continuations in the game independently and supports the user with decent hints as to possible continuations.

Load a game into the board window and click in the notation view on the tab for " *Replay Training*".



Now set in the window whether you want to find the moves in the game for only one side or for both players. During the analysis there is a chess engine running in the background, calculating both tips and hints.

Your knight is attacked.

You played the Fischer Move 18.Sf3-d4. Your move is ok.

The position is equal. (Depth=13)

Your Move:	**Nf3-d4**	Points=5/5	0.09
Game Move:	**Nf3-d4**		0.09
Engine Move:	**h2-h3**		0.14/16
Total Score:	**43 points of 46 (=93%). Very good!**		

The tips which are displayed give decent hints as to the best continuation possible, but they are never categorical. If the move in the game can be found by simple calculation, the program points it out and does not display a tip.

If you do not want to receive constant help in the form of hints, deactivate the setting for "Tips".

If the continuation you choose is playable, but not identical to the move in the game, then the game move is automatically executed on the board and you can continue with the game.

Attack a pawn.

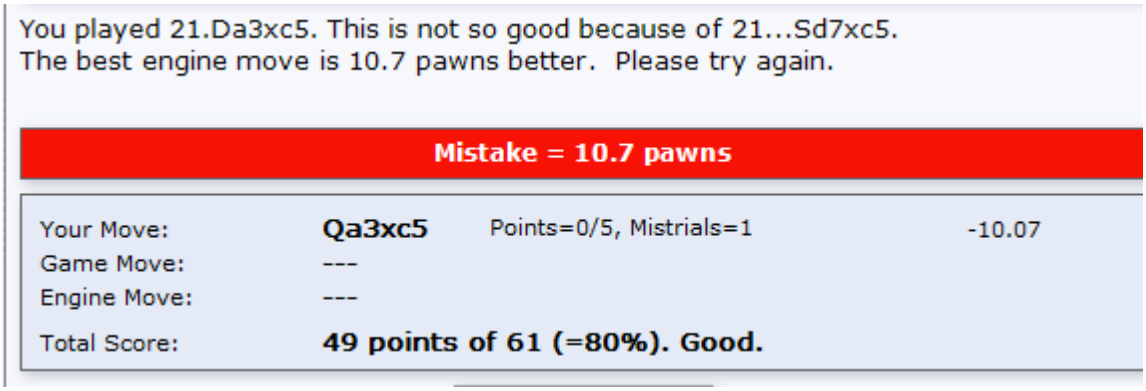
You played 19.Sd4-b3. Your move is ok.
The game continued with 19.Sd4xe6 f7xe6.

The position is equal

Your Move:	**Nd4-b3**	Points=3/5	-0.18
Game Move:	**Nd4xe6**		0.16
Engine Move:	**Qa3-c3**		0.20/14
Total Score:	**46 points of 51 (=90%). Very good!**		

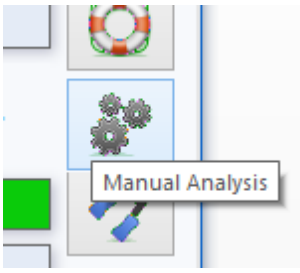
The training dialog constantly displays an evaluation. On the right you will find an evaluation of the moves by the chess engine which is running in the background and the number of points you have scored.

In the event of a blunder the game is not continued and the program offers you a new attempt at working out the correct move or the game move.



This "quiz function" of the program encourages you to work more intensively with the games you have loaded and we recommend that you make intensive use of this opportunity!

One elementary component of practical playing strength is the ability to calculate variations accurately without seeing the board. You can switch on "Blindfold play" with a click on the button for "Supported calculation".



After calculation training has been activated you can then input further moves on the chess board but the actual position on the board remains the same. So the user then sees the follow-up variations in the notation, but not on the graphical chess board.

In that way, at any point within critical phases of the game you can quite specifically target your calculation of variations. With a click within the notation you can start working out alternative variations at a different place and in this way you can produce complete variation trees with alternative deviations.

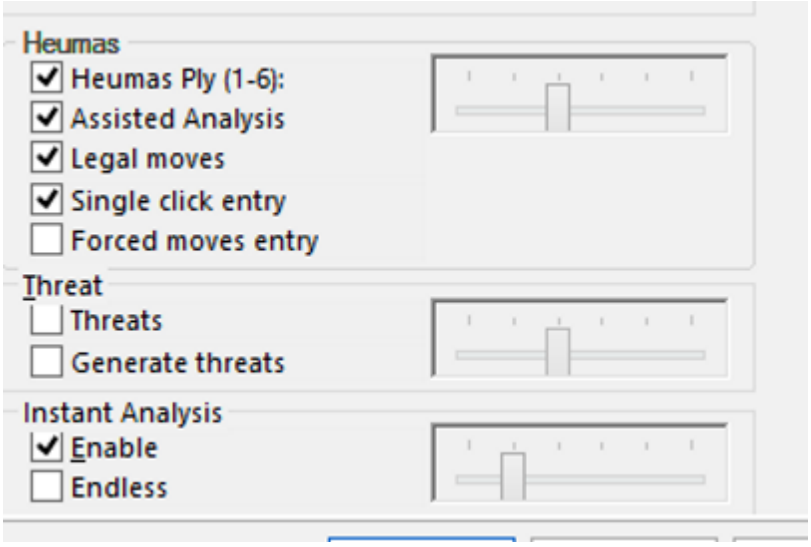
Holding down the right mouse button allows you to control the calculated final position directly on the chess board. It is particularly recommended that you activate this function whenever you reach a highly tactical phase of the game.

As you try out the function you will quickly become aware of its importance for training. The program efficiently supports the exact calculation of variations and with a right click it indicates more clearly the final position of the variations you have calculated. The function focusses totally on the task of calculating a position quite specifically and visualising the final position.

Be aware also of the help available via Assisted Analysis ....

Hint: If while in training mode no tips are being displayed even though the function has been activated, check in the options under Engines whether Assisted Analysis is

active.



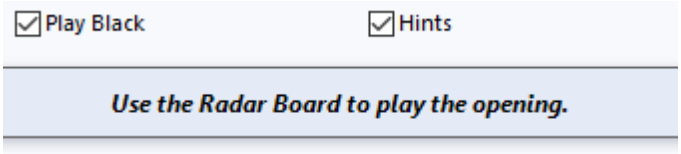
If you choose the function "Manual Analysis", there will be no hints from the program. You enter – as usual – the game moves you wish on the chess board.

Below the dialog with the evaluation there is the "*Radar board*".

The radar board offers a display showing a position three moves (six half moves) ahead of the position actually on the board. It constitutes, along with the tips, useful guidance for working out which moves are available in the game.

Using the preview of the position does not let you spot with absolute clarity which move was specifically played in the game meaning that you are challenged to work out the game move for yourself.

It displays the preview if you follow the known theory.

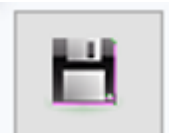


To understand matters better: the Radar board is thus a useful guide which also makes sense in the "Repertoire" mode of replay training.

When the final move within theory is reached, for the first time no preview is displayed on the radar board.

In this case the user can switch the preview on with a click on the function button. We recommend not activating the radar board after you are out of theory so that the "Quiz function" does not become too simple.

Disk Button



The disk button is used to take over the changes you have made. All existing annotations are deleted and the program puts into the notation your own mistaken tries and analyses, so that you can see them there. It is not saved into a database, since mostly you will only want to take a quick look at what went wrong and not save it for eternity.

Summary

In the quiz mode/replay training it is all about finding the correct continuations in the game. The program supports you with hints and a click on the relevant button brings up further hints.

In this mode the program supports only the main continuation, possibly available variations are ignored!

In the opening phase, that is to say within the bounds of established theory, there are no hints. In this case the radar board, which can be switched on or off as you require

it, can be helpful. The radar board offers a preview of the position on the board three moves later; thus the preview helps you find the correct continuation.

With a click on the Notation tab you can at any point get to an overview and if appropriate navigate to another position in the game.

The functions "Manual Analysis" and "Assisted calculation" interrupt replay training; a second click will restart the training.

The disk button is used to take over the changes you have made. All existing annotations are deleted and the program puts into the notation your own mistaken tries and analyses, so that you can see them there. It is not saved into a database, since mostly you will only want to take a quick look at what went wrong and not save it for eternity.

2.1.2.19 Repertoire training

Replay training can be used for more than just a "quiz" for playing through games; it is eminently suitable for examining and training your own opening variations!

Should you – as we absolutely recommend you do – have started your own repertoire databases and use them to organise your "openings card index", you can make use of this within Replay training.

To do so, load a game from a **repertoire database**.

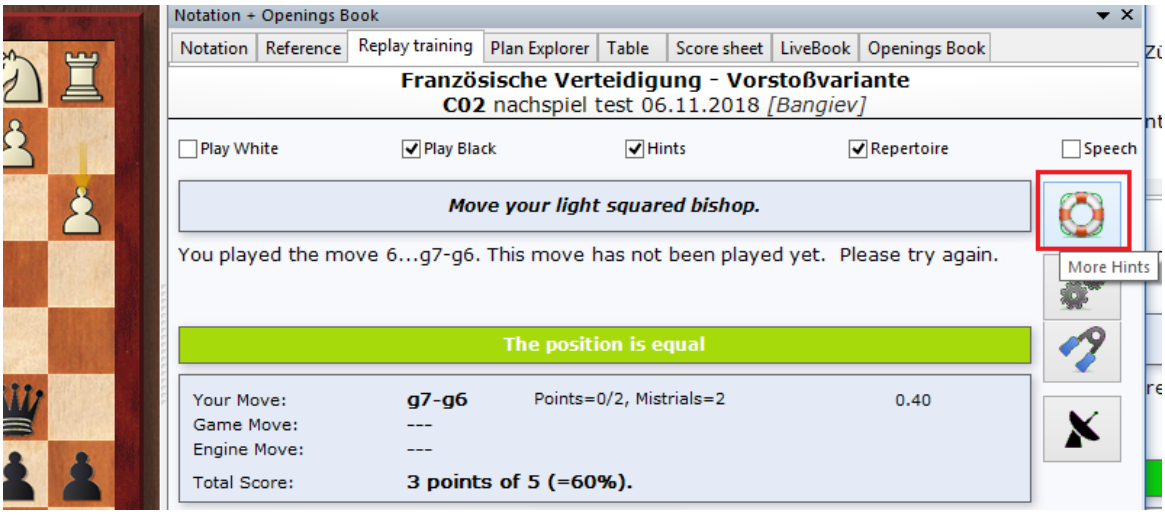
Now click to change to *Replay Training* and activate the repertoire training with a click on *Repertoire* and establish which side you wish to play for;, here it will be the second player therefore *Black* .

Unlike in Replay Training without repertoire the program also takes into account variations contained with the game notation, as is usually the case with structured repertoire games. This difference is important for the understanding of the function.

In Replay training without the *Repertoire* button variations within the notation are not taken into account, with "Repertoire" on the other hand, they are!

If in a particular position there are several alternative moves, the program takes into account the number of moves saved and by preference executes moves followed by deeper variations.

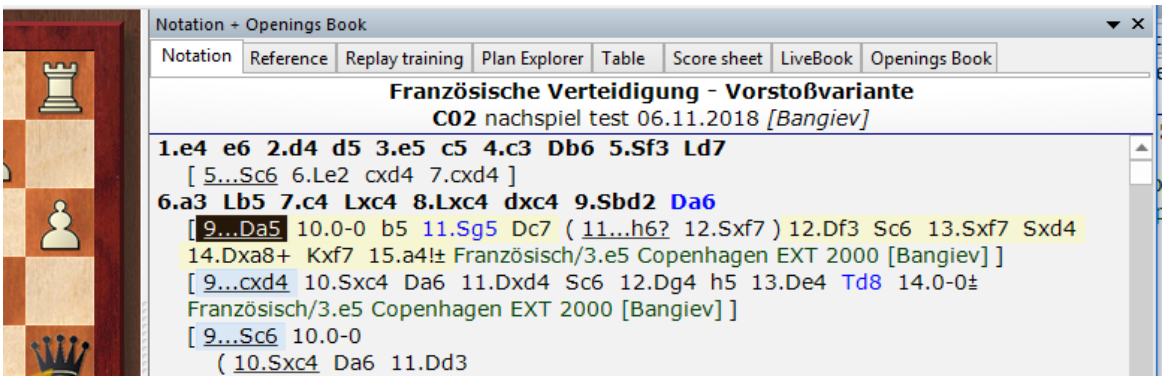
While you are playing through the game even in this mode the program is always there to help you with advice. It consequently displays "Hints" and at any time you can ask for further hints by clicking on the function button next to the chess board.



These are relatively simple, but not too trivial. It is assumed that the user is prepared to try to find the move on his or her own.

This puts at your disposition valuable help for refreshing and memorising your knowledge of the variations in your repertoire.

By changing to the standard notation tab the user can at any point select a move or variation in order to train more deeply in a specific continuation. Control/Navigation is achieved simply by a click on "Notation", when the user will see at first glance exactly where he or she is in the complex of variations.



Choose the variation you wish and simply change back to *Repertoire Training*.

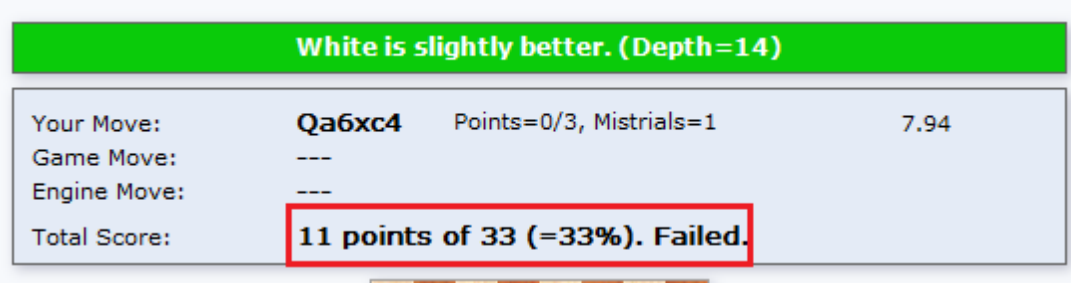
You can then continue directly with your memorising of the variation.

Below the evaluation dialog you will find the "Radar board", which gives you as support a preview of the position after three further moves in the game. Once the end of theory has been reached the program no longer shows a preview of the position on

the radar board.

Otherwise the user is able to switch the preview on or off by clicking on the function button. In any case the training helped by the preview continues in an effective way.

The points system mercilessly exposes the extent of the user's theoretical knowledge within his or her own repertoire.



Negative evaluations should motivate you to study the variations in your own repertoire more closely. If you deactivate the Hints you are to great extent reliant on your own resources. Alternatively, you can simply change here to the mode "*Manual Analysis*". In this mode the Assisted Analysis simply offers you specific hints to what is the best possible continuation!

If you make changes to the game notation, e.g. as a result of manual analysis, the

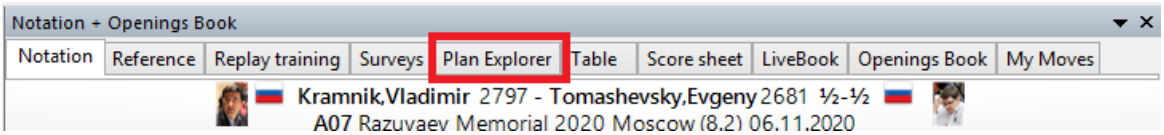
save dialog will be displayed. Here, after confirmation, you have the option to save the changes you have made off to replace them.

2.1.2.20 Plan Explorer

Good theoretical knowledge together with the accompanying rote learning of the most important complexes of variations are indispensable for every ambitious tournament player.

But one aspect of the study of openings is frequently underestimated: in order to play an opening well, it is extremely important to get to know the middlegame positions which arise from it and above all to understand the positional plans appropriate to these middlegame positions.

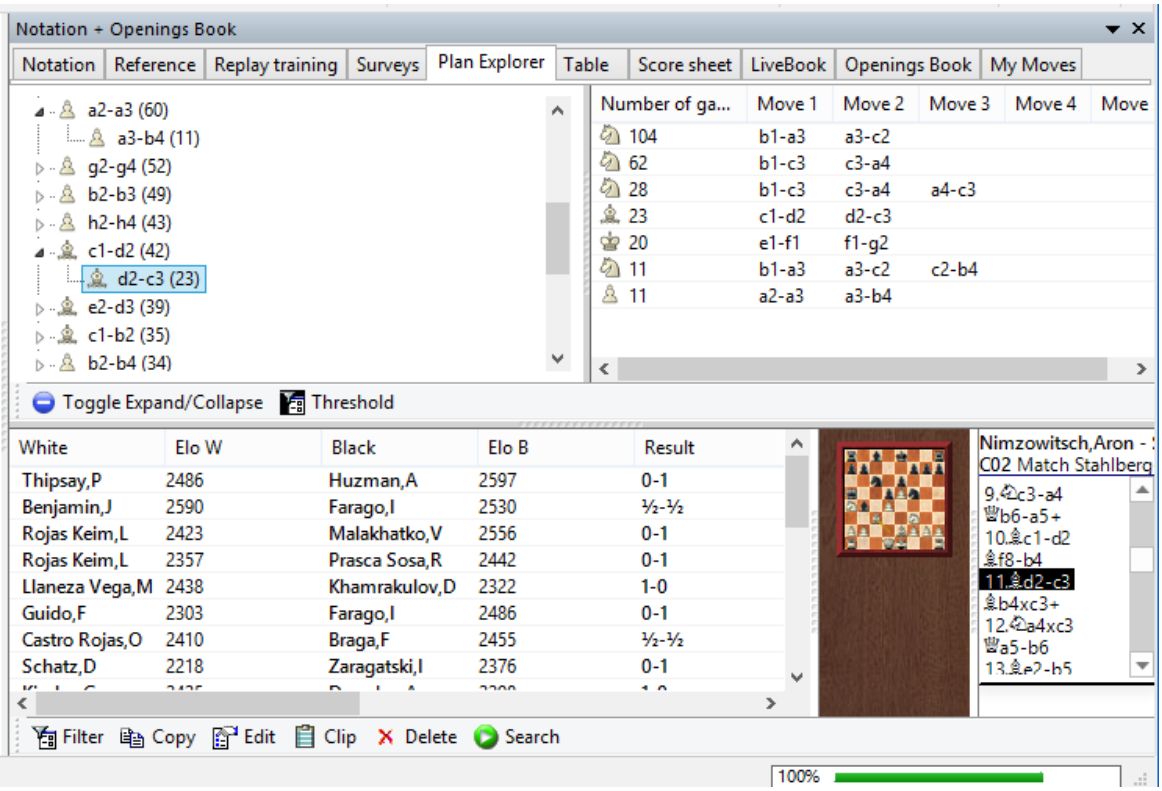
Help is available here with the *Plan Explorer* which lists in a Windows Explorer type view the various plans including the relevant games employing each of them.



The function is started by a click on the tab "*Plan Explorer*" in the notation window.

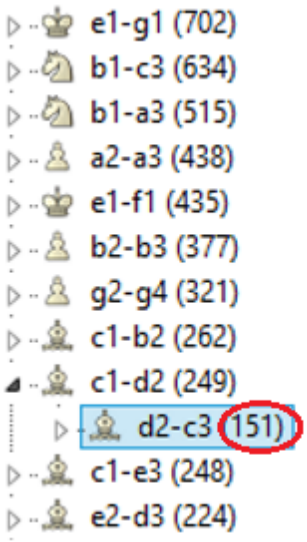
The following example demonstrates the function through the basic position for the Advance Variation of the French Defence, a variation which is rich in strategic plans.

1. e4 e6 2. d4 d5 3. e5 c5 4. c3 Nc6 5. Nf3 Qb6 6. Be2 cxd4 7. cxd4 Nge7



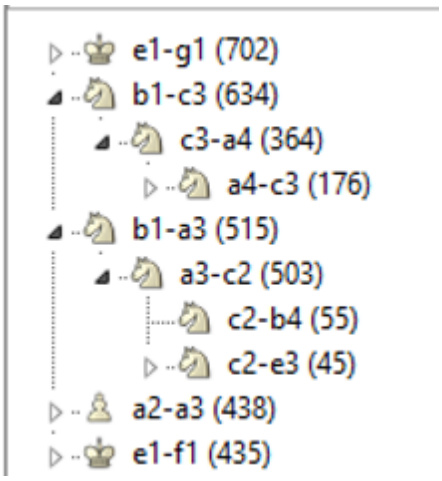
Plan Explorer lists next to the chess board the possible continuations for White whose move it is in the position displayed. The sort order is determined by the number of games taken into account.

The number of games is displayed in brackets beside the move.



As in Windows Explorer the user can see from the small arrow symbol in front of an entry that in this case there is more content to be seen.

A click on the arrow in front of Nb1-c3 opens up the sub-structure:

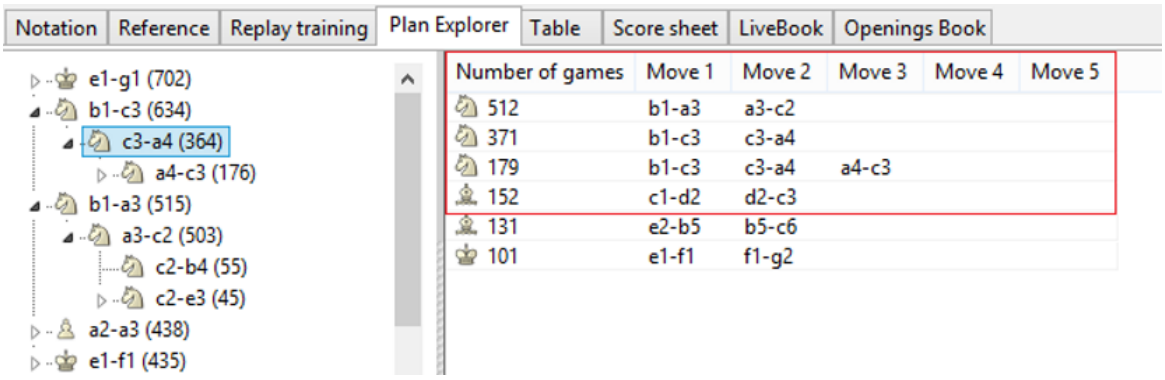


Plan Explorer now lists plausible continuations for the knight in the board position displayed.

The Plan Explorer view then offers further help.

Below Plan Explorer you will find a list of games. There the program lists games in which the search for manoeuvres has found the motifs displayed. Here you will immediately find material to review about how to proceed and you can take a look at how other players have employed the typical plans in their games.

Next to the display of the list with the possible continuations you will find further useful supplementary information.



Plan Explorer creates a points system for those manoeuvres which offer the best prospects of success. With it the user quickly recognises which manoeuvres are particularly promising in the board position which is currently being displayed.

The function offers, e.g., useful hints as to which squares specific pieces are best posted on within a system.

Where is the rook best placed? Where is the best place for me to put the knight?

On the basis of the games evaluated, the program is able to give specific answers to these questions.

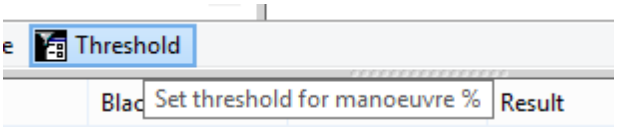
Let us take for example the Exchange Variation in the Queen's Gambit which arises after the following moves.

1. d4 d5 2. c4 e6 3. Nc3 Nf6 4. cxd5 exd5 5. Bg5 Be7 6. e3 O-O 7. Qc2 Nbd7 8.Bd3 Re8

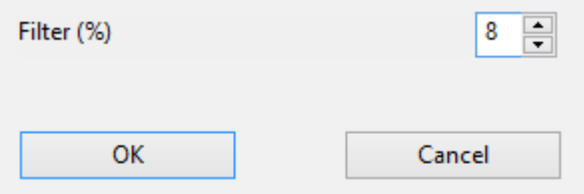
The standard procedure for White consists of the minority attack by means of b2-b4.

In the present position this move would simply give away a pawn and for that reason is displayed neither in the reference search nor in LiveBook. *Plan Explorer* shows the correct procedure here because you can see immediately from the high evaluation accorded to the pawn move that in the given position this way of proceeding is positionally and strategically justified.

In the Plan Explorer you can define a threshold for manoeuvres.



That allows the user to define when a plan is to be displayed in the Explorer.



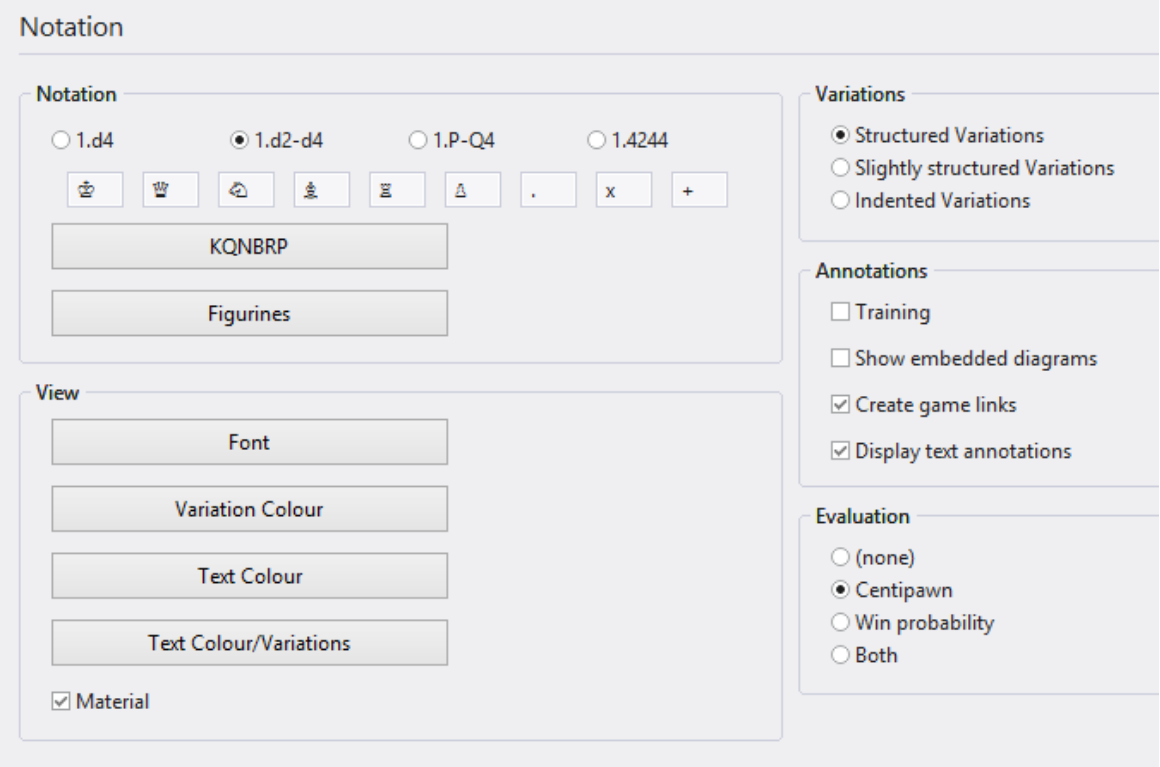
Reference value is the most frequently played plan.

2.1.2.21 Use of colours for variations within the notation!

Games deeply annotated with variations, as e.g. opening analyses, are much more clearly structured with ChessBase and much more readable.

The program makes it possible to steer one's way through deeply nested variation trees; this is enabled with the support of colours.

The settings for how the notation is displayed are chosen under *Menu File Options Notation*.



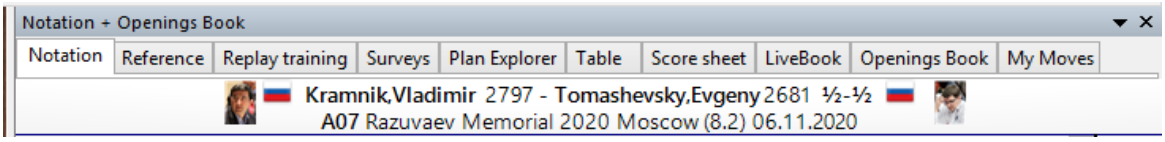
When playing through the game, you spot within the notation alternative moves which are at the same hierarchical level because they are highlighted with the same colour. The alternatives to the present variation are pointed out to you with colour, as are the move order leading to the present position and what the continuation looks like.

It is easy to learn about the function of the button "*Text colour/Variations*" by trying it out. In the colour palette set the colour you wish to be used for textual commentary within variations.

You can immediately check the result in the game notation.

2.1.2.22 Flexible headings in the notation window

Headers are displayed in a more flexible manner in ChessBase.



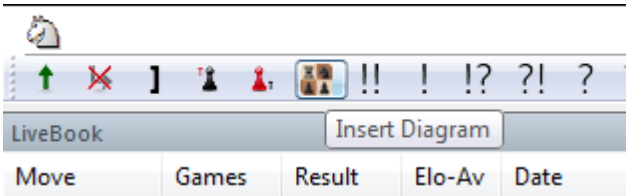
They are now made up of three lines and allow the possibility of displaying larger photos from the player encyclopaedia especially when using higher defintion monitors.

2.1.2.23 Diagrams within notation

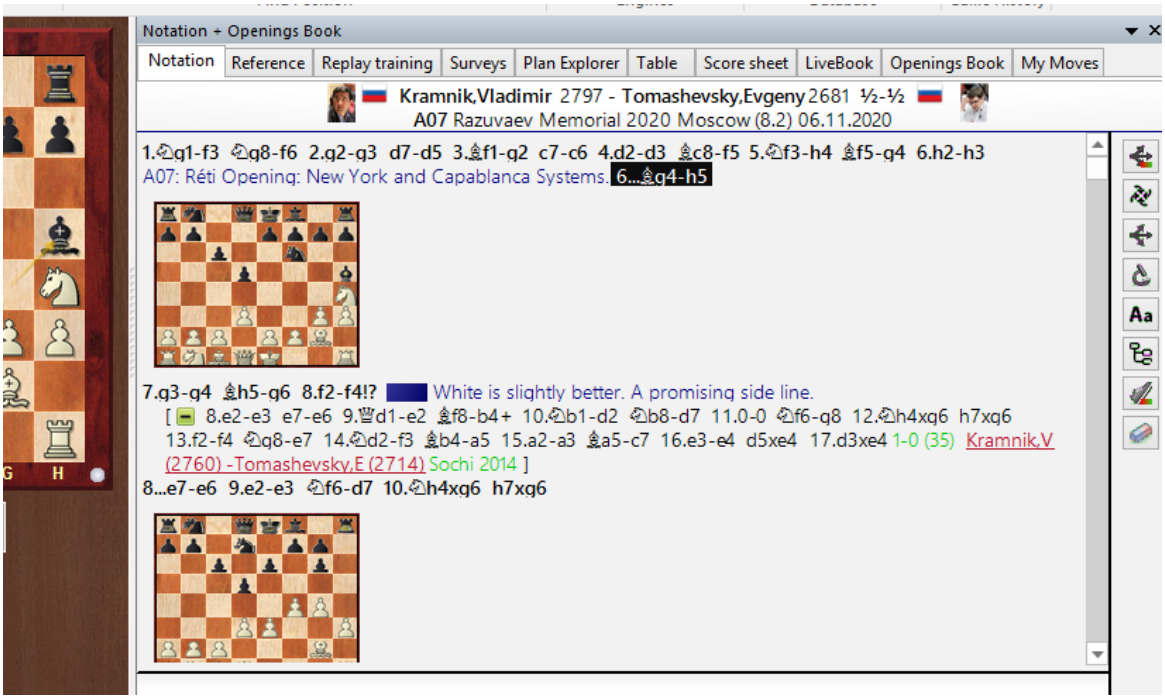
Diagrams represent a valuable resource in the annotation of a game. In general a diagram is always inserted into the notation whenver a position which especially needs to be remarked upon crops up.

A mouse click allows you to position a diagram at any desired point in the notation.

This is achieved via the annotation toolbar below the notation.

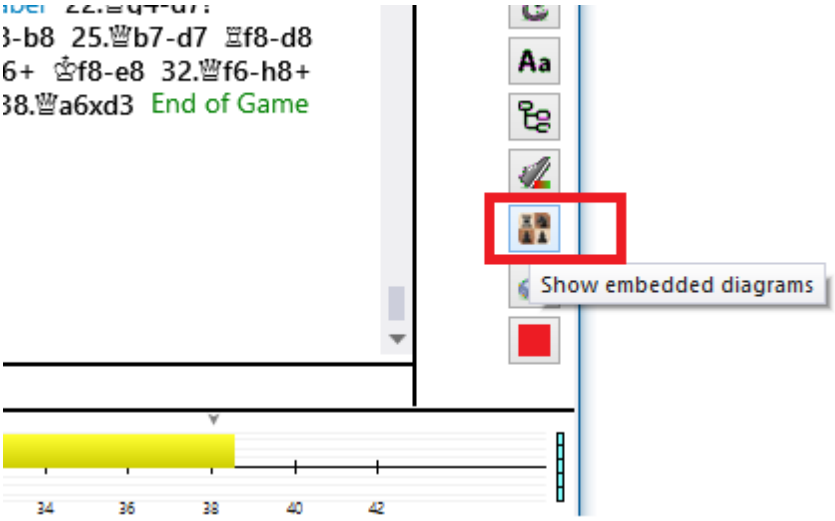


The result appears as follows.



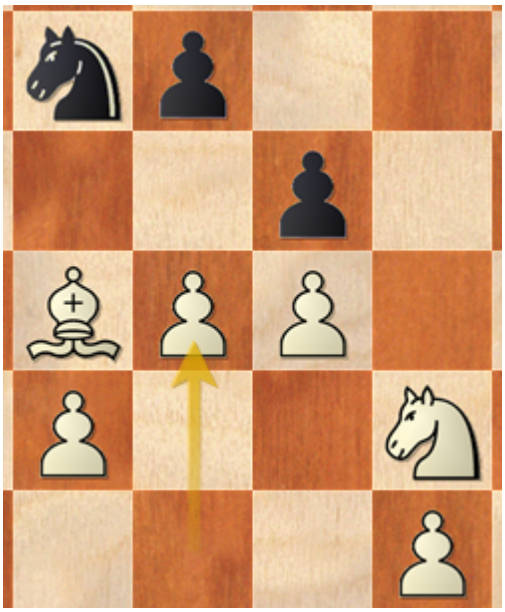
Tip: You can remove the most recently added diagram with the key combination CTRL-Z.

To the right of the chessboard you will find a small toolbar. Here you have the option to switch embedded diagrams in the notation on or off by mouse click.

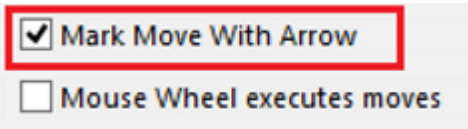


2.1.2.24 Moves highlighted with a yellow arrow

When you load a game from a database and play through it the move which was last played (as in the case of our chess programs) is highlighted on the chess board with transparent yellow arrow.

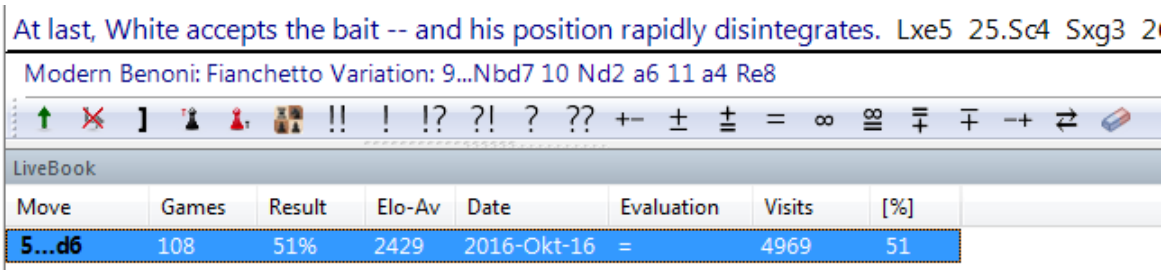


That allows you t see at a glance which was the last move played in the game which is in our view helpful. If you do not wish to see this move highlighted you can deactivate the display under *File Options Misc*.



2.1.2.25 Showing the name of the opening

After you have loaded a complete game into the board window, the opening is displayed by name.

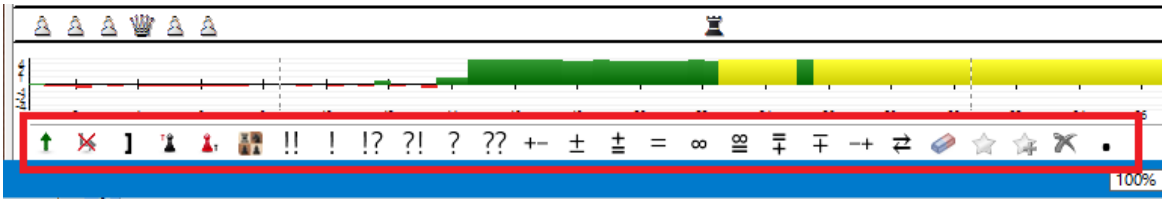


You will find the information immediately above the toolbar along with the functions needed to edit the notation.

In this line you will also find information concerning differences in the distribution of material in the game in question.

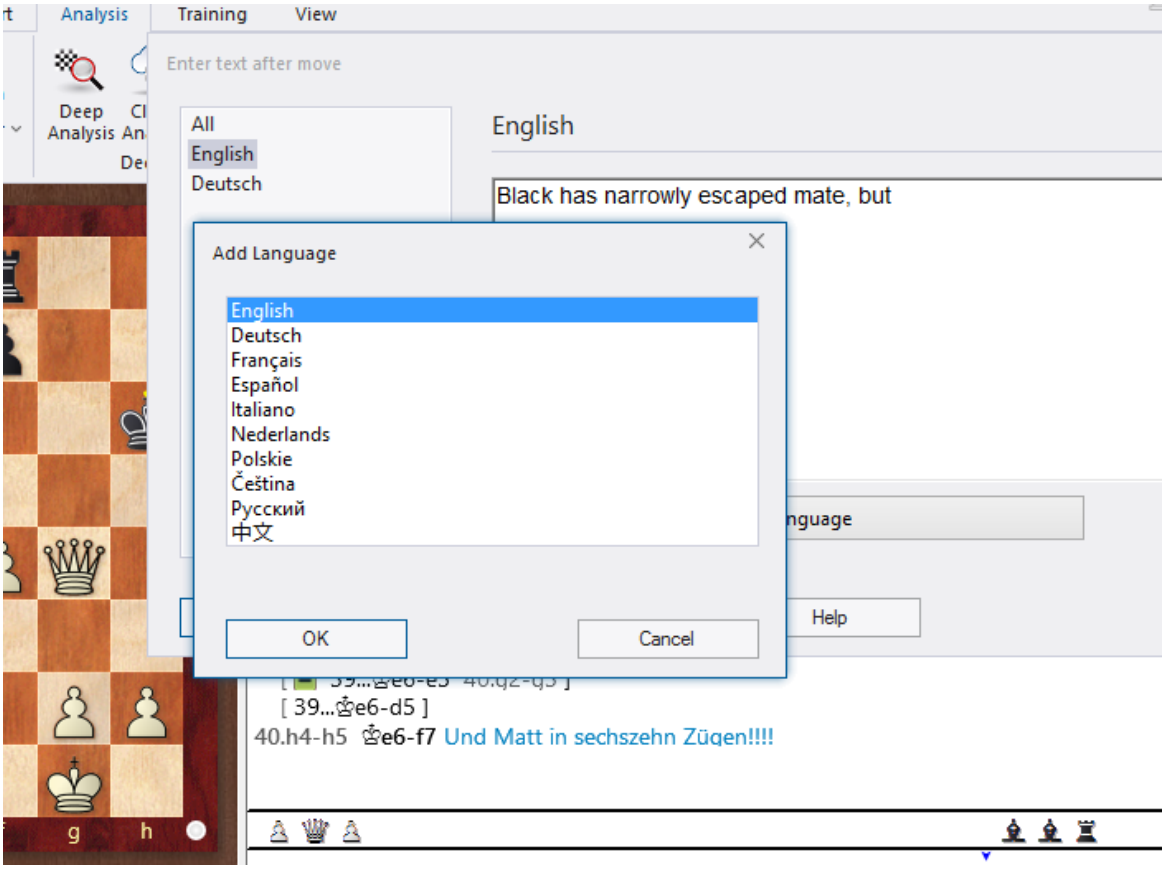
2.1.2.26 Notation Window Toolbar

In the board window there is a toolbar that contains the most important functions for editing the notation.



These buttons allow you to easily enter comments or change the structure of the notation.

The program first checks to see if there is any text in the game notation. It first checks the *All* section before going on to check all other languages for comments. If no text is found then the default program language is used as before.

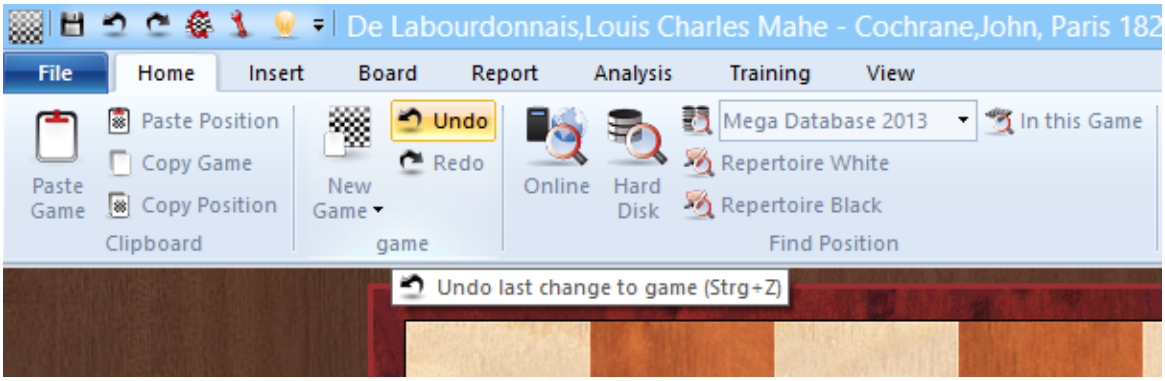


Entering moves has been made much easier.

The variation dialog pops up less often, and if an alternative move is entered in the notation a variation is usually created without a variation dialog being displayed. If the User press the **CTRL Key** when he inserts an alternative Move, then the old Variation dialog with the different options is shown on the Screen.

The variation dialog is displayed if an alternative move to the last move is entered, because this is a case in which errors frequently have to be corrected.

Tip: The menu Home –> Undo takes back the last changes.



It is even faster to use the key combination **CTRL-Z.**

2.1.2.27 DGT Board

Board window: Board DGT Board

The DGT board is a wooden sensor board.

You can connect it to ChessBase for move entry.

The connection of the DGT board and the operation of the driver is described in the DGT manual.

There are different drivers available for the 32-bit and 64-bit versions of our programs.

You can download the appropriate driver from the support pages of the DGT website.

2.1.2.28 Position Setup using the DGT board

The normal chess start up position is automatically detected by Fritz or Chessbase.

If you have a different position on the board and you want Chessbase/Fritz to start from this different position, you have to lift both Kings and put them back on the same position on the board. To determine which colour should do the first move, do place the King of that colour back as last on the e-Board.

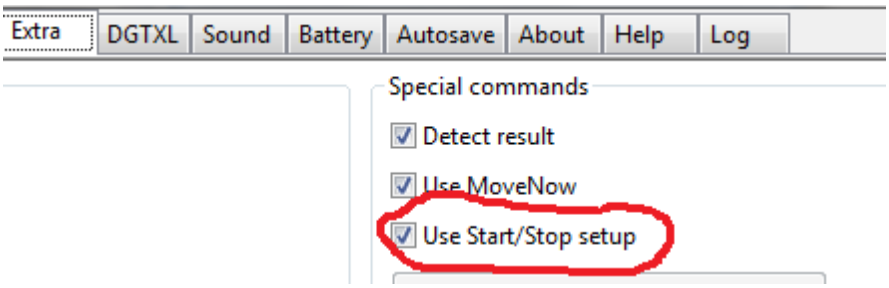
Example: You have to set a position on the e-Board and white is to move first: Lift both Kings, put the black King on the e-Board and then put the white King on the e-Board.

If this is done correctly, all moves played on the e-Board should now be registered correctly by our Programs.

Please keep in mind that there might be positions on the board that will not recognise your move. E.g. the black King is in check and you want to move a different move that does not solve the check. Chessbase does not show anything at that moment as the move is an illegal move.

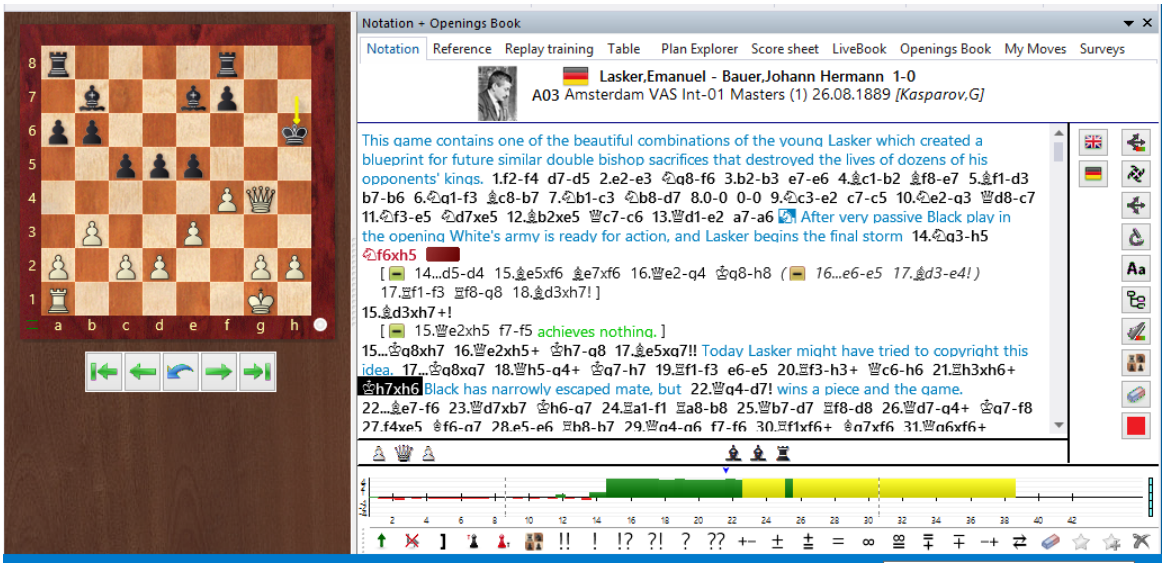
In Fritz you can setup a position in the same way.

Important remark: to make this work you have to enable "Start/Stop setup" in the extra tab of the RabbitPlugin.

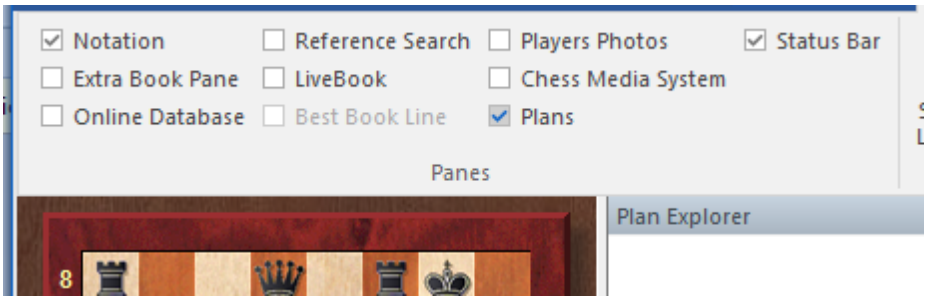


2.1.2.29 Board window

In the board window you can enter and replay games, analyse and annotate them, search for relevant material and generally study chess.



The board window consist of the following "panes" which you can rearrange and switch on or off in the menu **View**.



- Board

This is used to follow or enter moves. Right-click the board to start a position search.

- Notation (Ctrl-Alt-N)

This window has six tabs for full notation, table notation, score sheet, training notation, book and reference.

- Players Photos (Ctrl-Alt-P)

If ChessBase has access to the players encyclopedia this pane will display pictures of the players, the flags of their countries, their full names and their ages. Clicking a picture will produce a more detailed profile.

- Extra Book Pane

A special book window allows you to compare the moves in the notation window and the openings book.

- Best Book Lines

The Best Book Line calculates and displays entire variations from the book.

- Reference search

The best way to search for a position is the openings reference, hidden behind the notation as tab. If you want to see it together with the notation, open the opening reference as extra pane.

- LiveBook

Access to the LiveBook.

- Reference database (Shift-R)

Shows the search results from the reference database.

- Online database

Shows the results of a search in the ChessBase online database (i.e. over the Internet).

- Search result

This presents the search results of any search. You can use Drag & Drop in the list of games that appear.

- Chess Media System

Opens the video window for replaying Chess Media material.

- Engines

In the Window menu you can also switch on the default engine (Alt-F2) or select one of the analysis engines that are currently installed.

- Plans

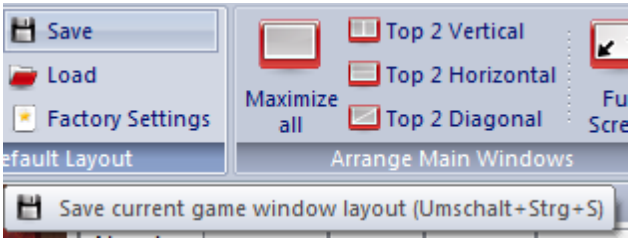
Plan Explorer which lists in a Windows Explorer type view the various plans including the relevant games employing each of them.

You can close windows with a right-click and Close, or you can repeat the keyboard shortcuts given above.

Click here to see how to rearrange panes.

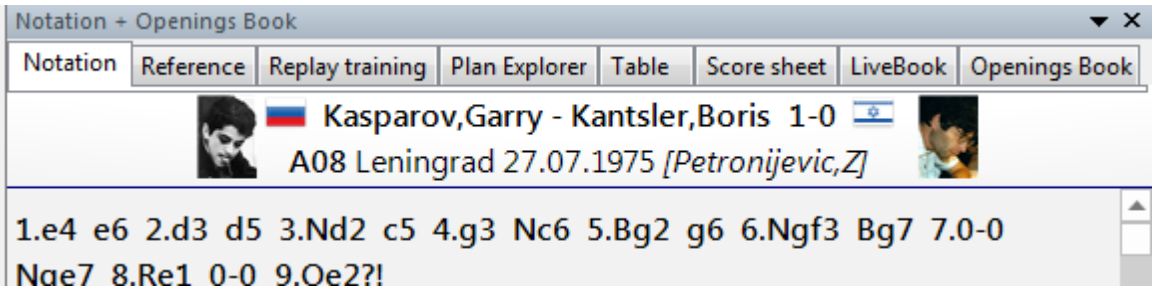
Loading and saving layouts

In the menu ***View*** you can load predefined layouts for different purposes or save your own setup for later use. If you have one or several Kibitzers running, their configuration will be stored as well and they are loaded automatically upon loading this layout.



2.1.2.30 Extended Information in the Board Window

There is now much more information in the top line of a game in the board window. Next to the player name a flag and a photo from the game's year are displayed, if available.



Clicking on these elements displays additional information.

1. A bigger picture of the player.

2. Double clicking on the name displays a description of the player.

3. Double clicking on the tournament displays the results table. You can also open a tournament table by clicking on the tournament data of a game header in the notation window.

In order to display the pictures and the flags it is necessary to have installed the player lexicon or to allow access to the online lexicon.

2.1.2.31 Navigating games with the slider

ChessBase has a intuitive way to navigate games.

The slider below the board can be dragged or clicked, as in a media player, to get to different parts of the game very quickly. This is especially useful in long, commented games.

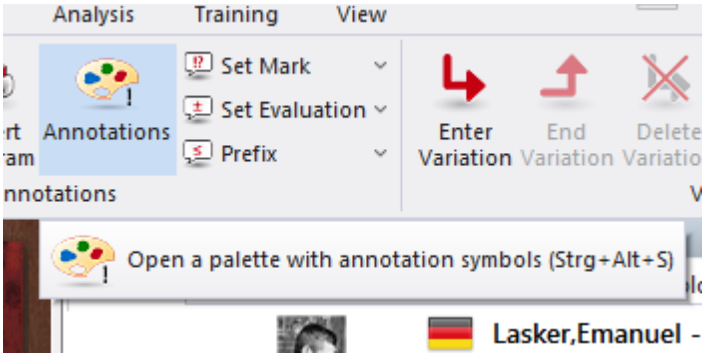
You can install the slider by using the menu right-clicking the board and using Board Design - Slider.

If you would like to navigate quickly through the notation of a game, you can do so very quickly with the mouse wheel.

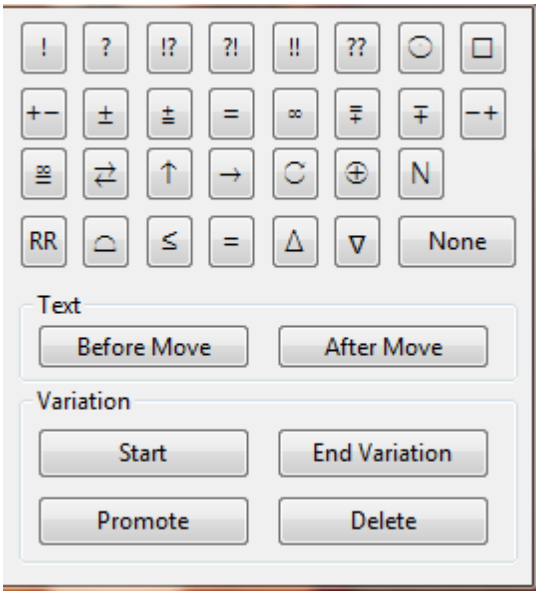
You can activate this function via Menu File – Options– Misc. – Mouse wheel executes moves

2.1.2.32 Annotation palette

Board window: Insert (Ctrl-Alt-S)



There is a special annotation palette that helps you insert chess commentary symbols with a single click.



- The first line contains move evaluations (good move, blunder, etc.) that appear after a move.
- The next two lines are mainly position evaluations (White is better, unclear). They also appear after a move.
- The symbols in the fourth line (better is, with the idea, etc.) are automatically inserted before the move.
- "None" removes any symbols attached to the current move.

When you move the mouse cursor onto a symbol its meaning is displayed.

- **Text before move / after move**

Use this to enter text commentary in front of or behind the current move.

- **Start variation**

Takes back the current move and allows you to add an alternate line (equivalent to pressing "T").

- **Promote variation**

The current variation is promoted to the next-higher level, and the variation there becomes the subvariation. Ctrl-Z will undo this action.

- **Delete variations**

Removes the current variation and all subvariations from the game. Ctrl-Z will undo.

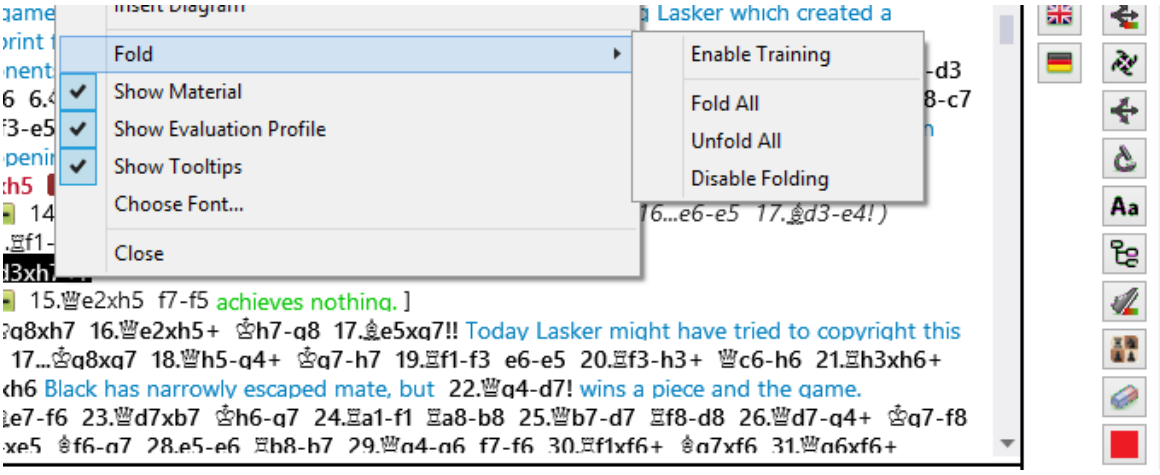
- **End variation**

Ends the variation and jumps to the main line, so you can continue entering the moves of the main line.

See also the Information about Notation Toolbar ....

2.1.2.33 Fold notation

Complex analysis and large repertoire trees often have very deeply nested variations. To make the notation easier to read ChessBase provides a folding facility. This is activated with a right click in the notation.



In the fold menu you can select the following:

- **Fold all:** The notation only displays short lines. At points where sublines are present there is this symbol: . Click on this to unfold individual sublines.
- **Unfold all**: The variations are all unfolded. At the branching points you will find this symbol . Click on this to fold away individual variations.

- **Disable folding:** This switches off folding completely. All folding buttons disappear from the notation.

Some things to note:

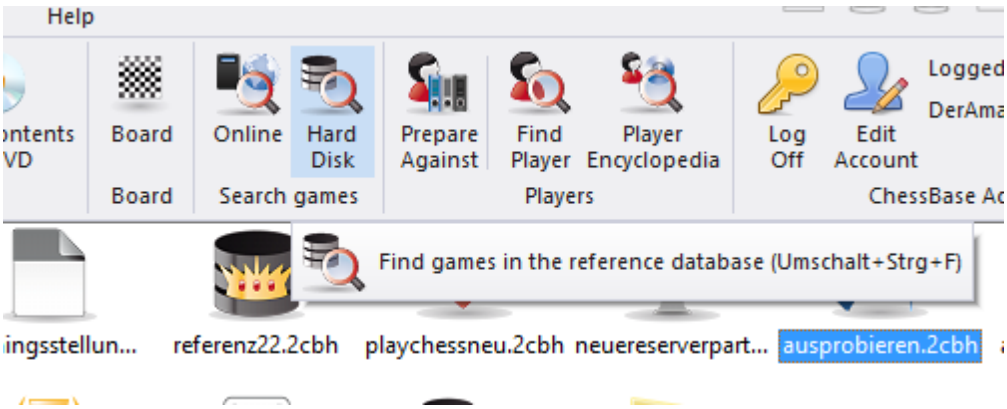
When you replay a "folded" game the variations are still offered in the variation window and are automatically unfolded if you enter them.

Pressing Delete folds the current variation complex and jumps to the last branching point, which appears in the variation menu.

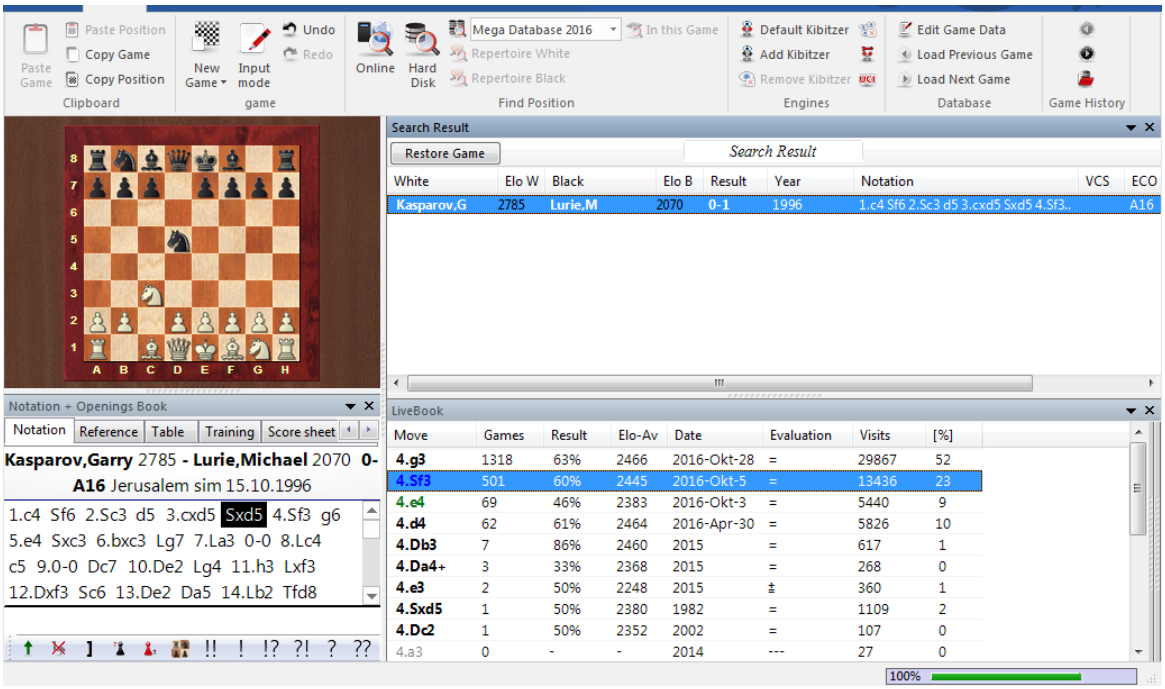
Pressing "+" and "–" fold and unfold the next branch (unless an analysis engine is running).

2.1.2.34 Search result window

Database window: Home - Harddisk ...

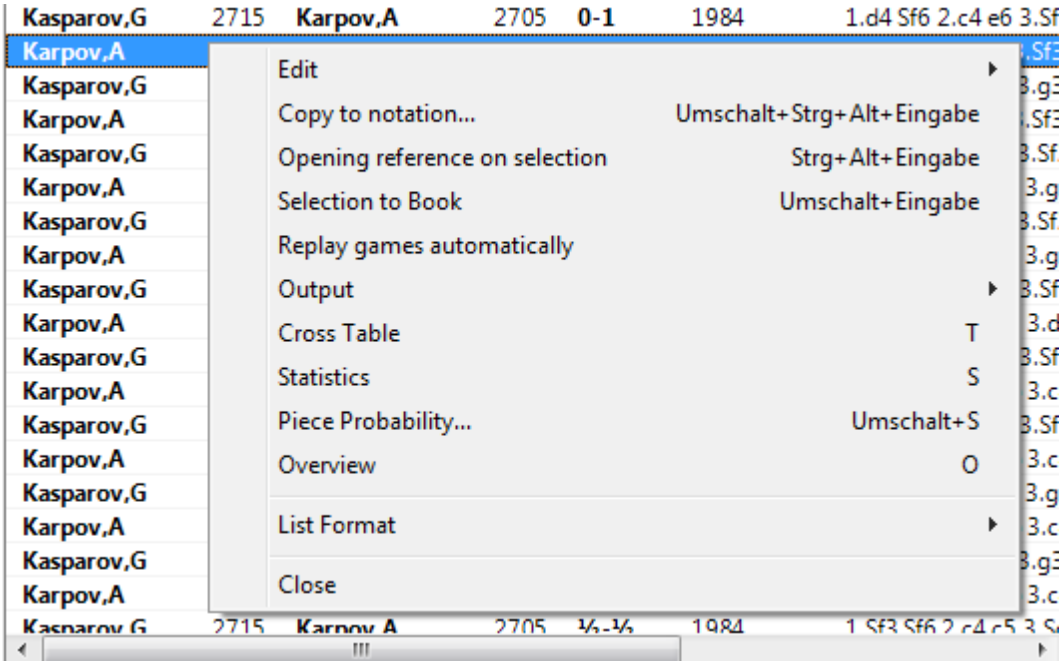


This allows you to start a search in the reference database or in the currently selected database. The search mask appears and allows you enter your search criteria. The results are displayed in a search result pane in the board window.



▸ Clicking on a game displays its notation. The board jumps to the position in which the search criteria are met.

▸ Right-clicking the search result window allows you to perform many different operations, just like in the list window.

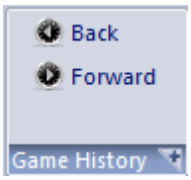


▸ The four cursor keys can be used to browse through the search results. Press cursor up/down to select a game from the list and cursor left/right to play through the moves. Page up/down scrolls entire pages.

2.1.2.35 Game History in the Board Window

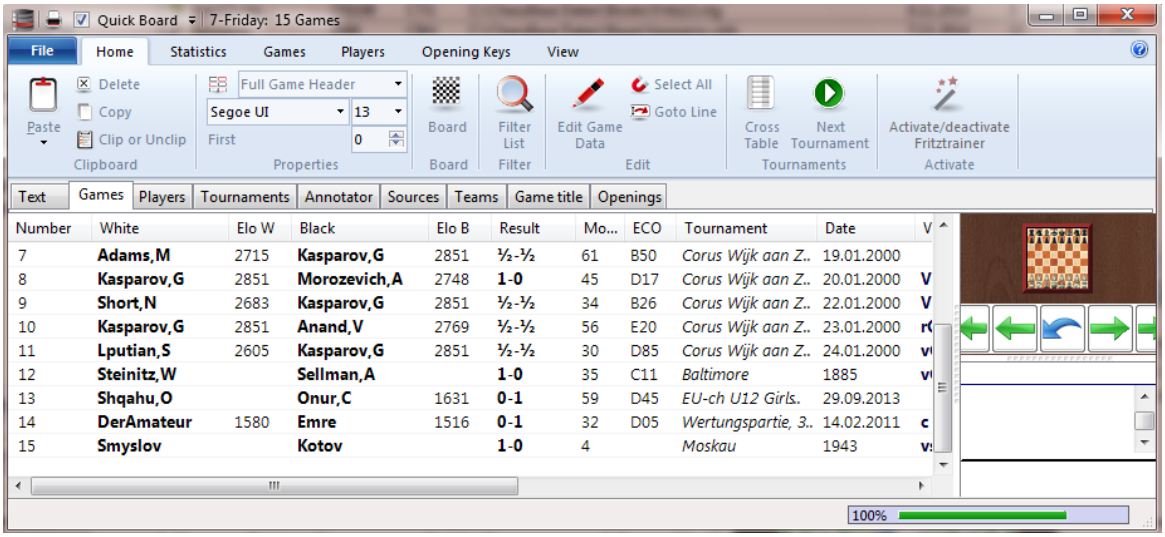
Apart from the database window it is also possible to access the games that you have loaded during the current sitting in the board window.

This is possible by using the *Game History section* of the Home ribbon.



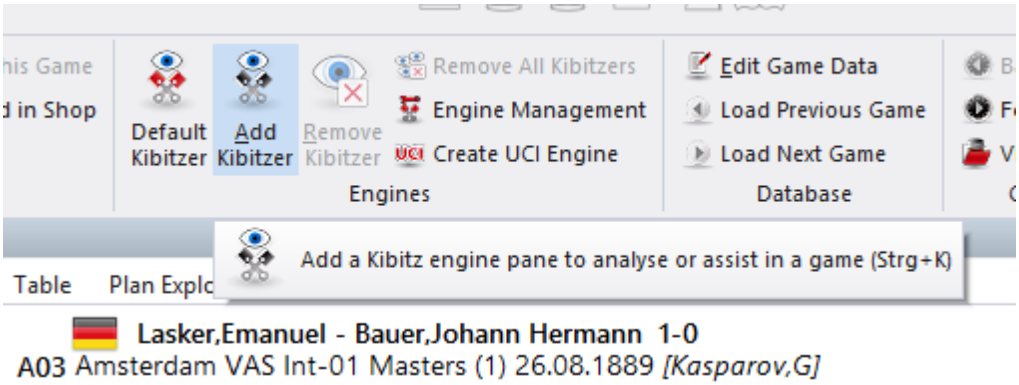
The two arrows, **Back** and **Forward**, allow you to scroll through the games you have loaded in this session. They are loaded directly into the game notation.

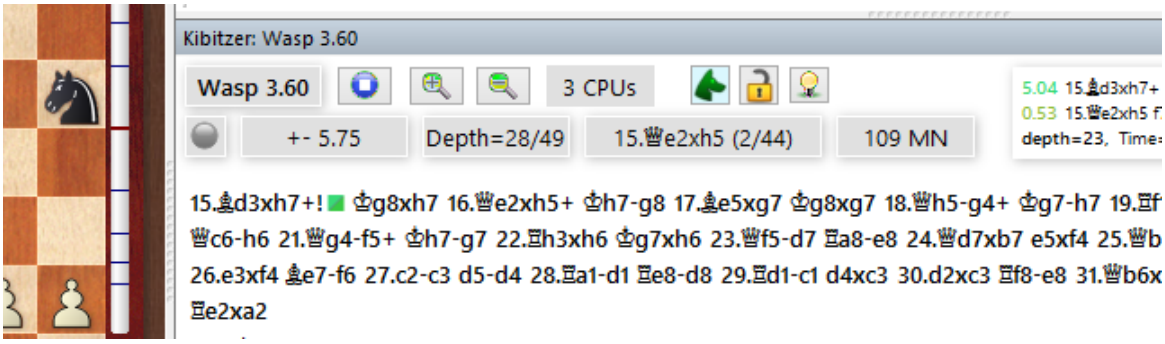
If you click View *Game History* the program opens a game list containing all the games loaded during this session.



2.1.2.36 Add analysis engine

Board window: Window Add Kibitzer

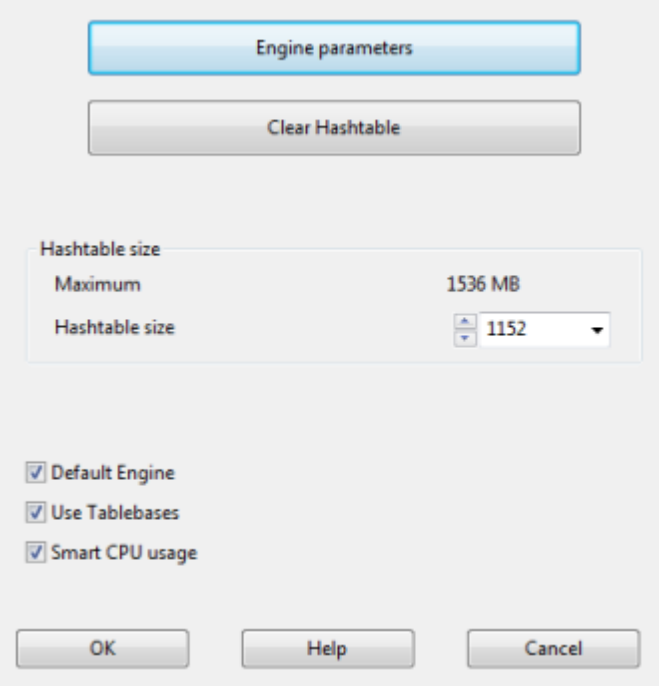




A Kibitzer is an analysis engine which evaluates the board position. You can have more than one kibitzer though the quality of calculation will degrade if engines share the available processing power.

In the dialog you can select the engines (if you have no chess playing programs

installed on your system you will only see two engines instead of the long list shown above). You may want to set the Engine parameters and the Hash table size before clicking Ok.



After you select an engine a new engine window appears in which you can analyse the board position with the program.

You can store the configuration (and the window layout) of one or two (or more on a fast computer) kibitzers. Use *View - Load* to restore your layout including the kibitzers.

The list contains all the engines that have been installed on your computer.

Please note that if you are connected to the Engine Cloud server you can also use cloud engines.

Engine Parameters: Many engines have options that influence the way they play.

Clear Hashtable: This initialises the hash tables, clearing results that might be contained from previous evaluations. Only important for experts.

Hashtable size: This tells the engine how much temporary memory it has to store evaluations.

Use Tablebases: If endgame tablebases have been installed the program can play the best moves from the tablebases without using the engine, as long as a position with five or less pieces is on the board.

Smart CPU Usage

A deep engine starts on a computer with hyperthreading (i7 4 Cores + 4 Hyperthreading) with only 4 Threads/Processors. On a computer without hyperthreading (i5, AMD) it starts with n-1 Threads/Processors. If this option is turned off it runs as in older versions.

Exception: The user has defined the number of threads/processors explicitly, for instance by defining a UCI engine.

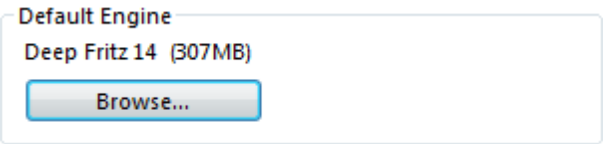
Cloud loads the main window of Engine Cloud so that you can load cloud engines.

If you select an engine in the list that has been defined as not the standard engine the tick before the engine's name is removed.

Note: UCI engines can also be used as the standard engine in ChessBase.

Select Default Engine

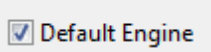
The default engine is the engine that is used as the analysis engine in the board window with the keys Alt-F2.



Menu File - Options - Engine

This is the easiest way to set the Default engine.

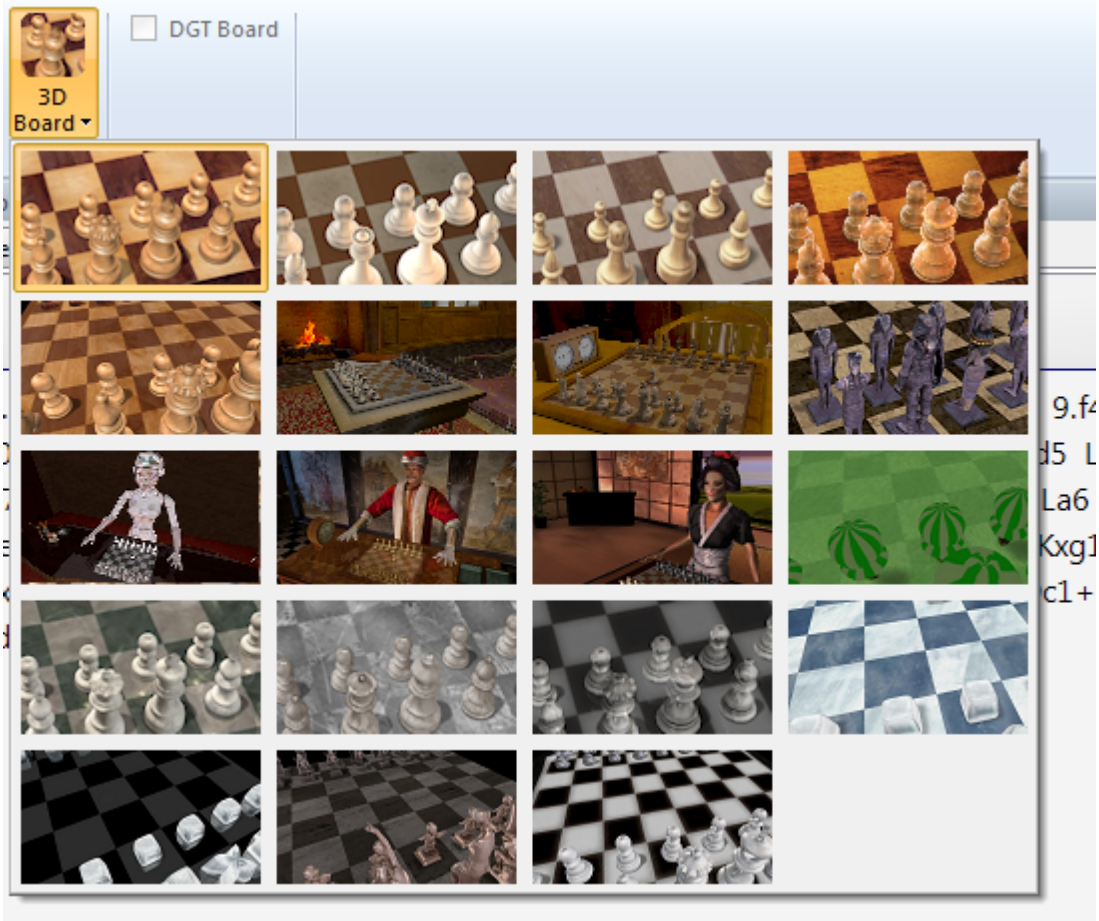
In the engine dialog the default engine can be selected.



Select on of the engines in the engine list and check the box marked Default Engine. If you select an engine in the list which is not the default engine the tick will be removed from the box.

2.1.2.37 Real 3D Board

Board Window: Board - 3D Board



Click Settings to configure the 3D board. Move the board by right-clicking on the margin, then moving the mouse without holding down the button. Click again to release the mouse coupling.

Keyboard navigation:
.: Rotate right
,: Rotate left
9: Move view point to the left
0: Move view point to the right
v: Move board up
z: Move board down
i: Move board closer

Note: There is also a key which moves the board further away, but it has been assigned to "Overview". When you change the shortcut for "Overview" to e.g. Shift-O, by means of menu: Tools - Customize, then the "o"-key will move function.
You need DirectX for the 3D board. Also a fast graphics adapter for smooth operation in real time play.

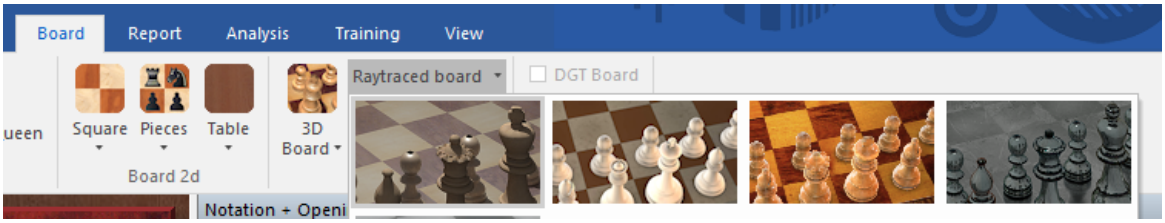
2.1.2.38 Ray Tracing boards

With the new program you get access to new 3D views for the graphical chess board.

Raytracing is used above all for 3D computer graphics and most realistic representation possible 3D views.

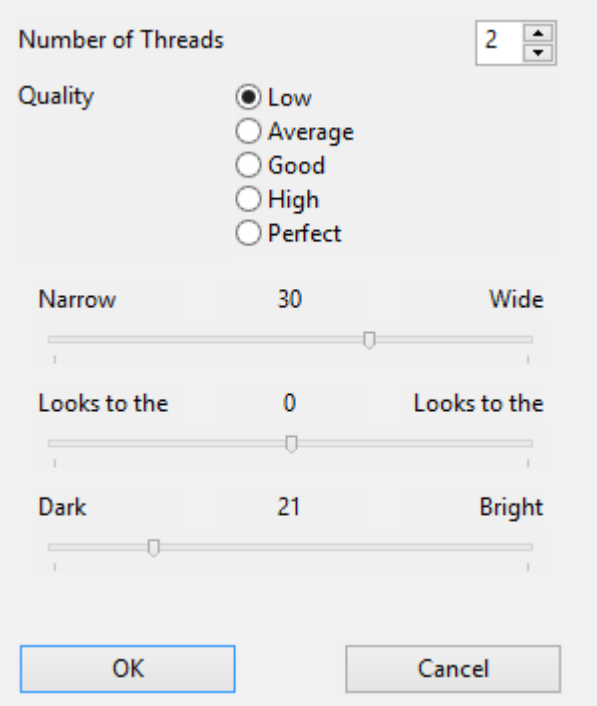
Calculating the graphical representations is demanding and presupposes a high performance computer setup. The result of this technology is very attractive with perfectly calculated shadows and reflections which make these views very realistic.

The 3D views are available under *Board Raytraced Board*. That is where you can load the style you wish.



You can also make use of the graphics for documents related to chess. Via *Start Copy position* the graphics are copied into the Windows clipboard.

Below the 3D board you will find the button *Settings*. A click starts the settings dialog.

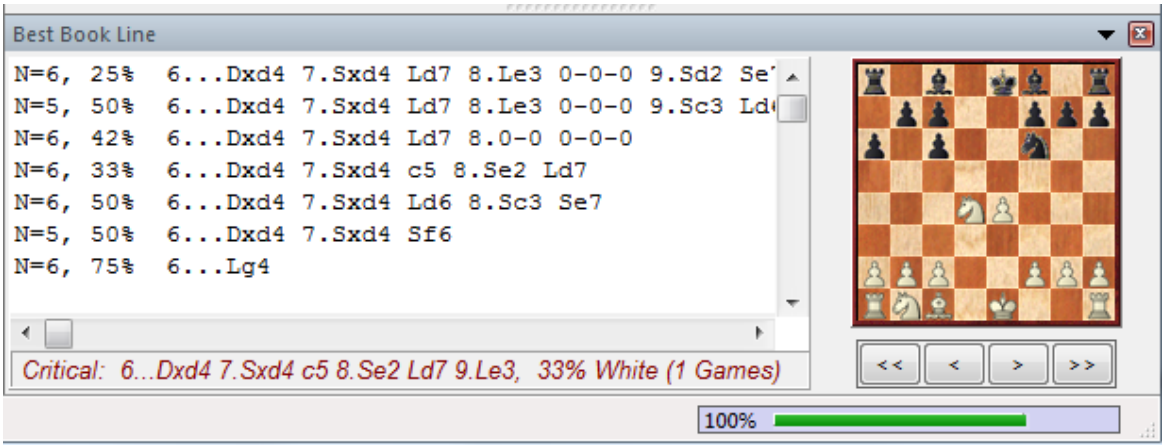

Number of Threads
2
Quality
Low
Average
Good
High
Perfect
Narrow
30
Wide
Looks to the
0
Looks to the
Dark
21
Bright
OK
Cancel

2.1.2.39 Book analysis window

Board window: View Best Book Line

The openings book displays all moves that were played in any given position, including statistics, in the book window. It is often much more instructive to see full variations. These are displayed in the book analysis window. Before you can use it you have to open a book or generate one by merging games into a temporary book (mark all games from an openings variation and hit Shift-Enter).

This is what the book analysis window looks like:



Beside each variation you can see the number of games ("N=") and the success in percentage from the point of view of White. Double-clicking a line jumps to the end of the variation and inserts it into the game notation.

If you right-click the book

analysis window you get a menu with the following options:

- **Min %**
Only variations with a minimum on n% of the games are shown (you will be prompted to enter a numer).

- **Copy to notation**
Copies the right-clicked variation into the notation of the current game.

- **Copy all to notation**
Copies all variations displayed into the notation of the current game.

- **Variation board**
Opens a small board which allows you to play through the highlighted variation.

- **Critical line**
The critical line is the one in which both White and Black make the statistically most promising moves. It is displayed in red at the bottom of the book analysis window.

- **Font**
The font can be set to a different size than that of the main game notation.

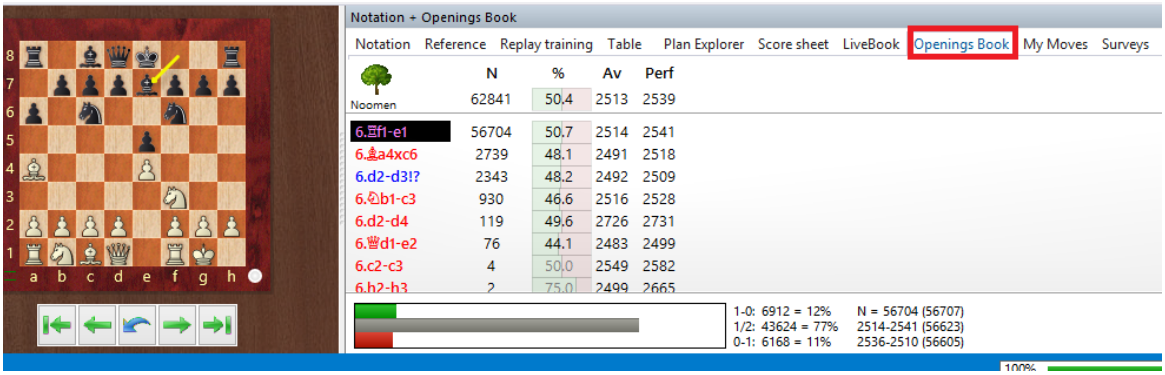
- **Close**
Closes the book analysis window.

2.1.2.40 Book window

Board window: *Notation Openings Book*

Menu View *- Extra Book Pane*

The book window displays the moves and statistics of an openings "tree".



This is what the book window displays:

- **N: Number of games.** At the top you see the total number of games which led to the current board position. In the column itself you see the number of games in which each move was executed.

- **%**: The percentage score achieved by the move is always given from the point of view of the colour to play. If the number of games is low then the percentage is given in grey because it does not have great statistical significance.

- **Av**: The Elo average of the players who used the move. If only a small percentage of the players had a rating then the number is given in grey.

- **Perf** : The Elo performance of the move is the rating a player would have achieved in a fictitious tournament playing the move in all his games.

- **Statistics**: For any highlighted move the program displays at the bottom the exact number of games that were won, drawn or lost. The bar graphics on the left make it easy to take in the information at a glance. On the right you can see the total number of games in which the move was made, plus the average ratings of the players. (You need to have switched "statistics" on in the properties of the bookwindow in order to see it.)

If you right-click a blank area of the tree window you get a menu in which you can sort the list (you can also click the column headers), search for games that led to the current positions, set the font size, delete the entire book, etc. Properties allows you switch the statistics, the retro move and unplayed transposition display on and off

You can browse around the book using the cursor keys or clicking moves.

Right-clicking a move opens a menu in which it can be annotated.

"Tournament move" determines whether Fritz and other ChessBase programs will consider the move in tournament mode or not.

Forbidden moves are displayed in red.

2.1.2.41 Maximum size of the tree of positions

The program plays the first moves of a game from the "Openings book" which comes with it. That is a folder of approximately a million opening positions in which the program finds how frequently specific opening moves have been played and how promising they are.

In addition the program can also store in the file its own experiences with opening variations – it learns from its successes and its defeats.

In the program the openings book is also called the "tree of positions" (tree of variations). The files which make it up are quite big – the program requires approx. 70 Bytes per position.

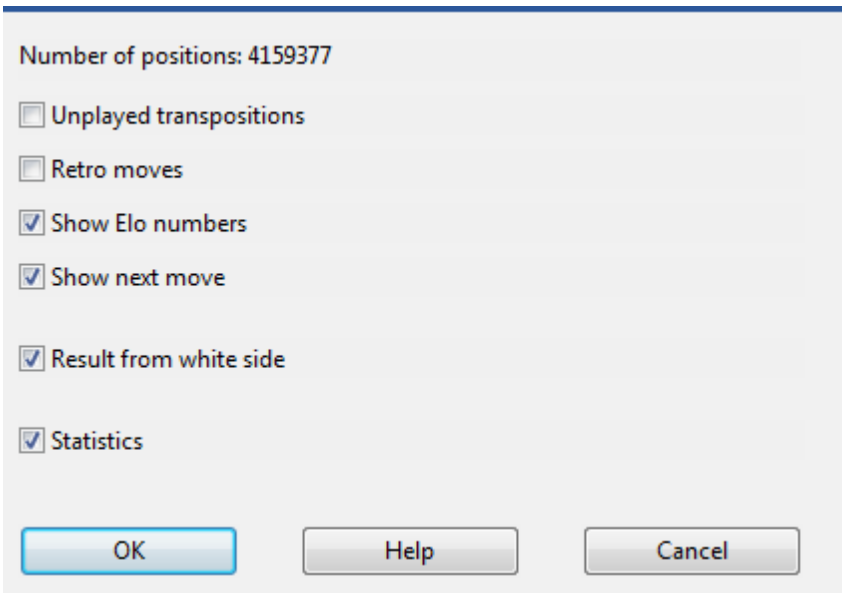
Question: Apart from the hardware resources is there any limitation to the size of the tree of positions? If so, what happens when this is reached?

Answer: At the moment the limit for the size of the tree is 16 TB. So far, no user has

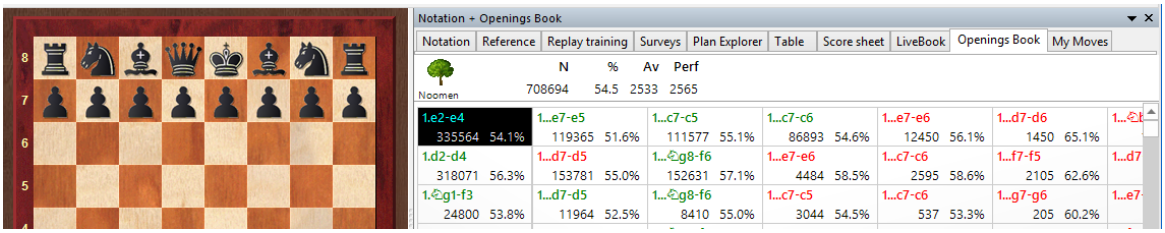
managed to generate a tree of positions of that size. Theoretically nothing happens if the limit is exceeded, but this has not yet been tested in practice.

2.1.2.42 Extended Book Display

In the book options you can use „***Show Next Move***" (Rightclick) to change to an informative table display.



This makes it easy to see the continuations and statistics that are stored in the position tree.



Inside each box a move is displayed, the number of games in which this move was displayed, and the success rate as a percentage.

If the percentage is displayed in gray it means that not enough games were played to provide a meaningful statistic.

Tip: The subsequent moves are displayed next to one another. If you click on the next move, both moves are entered on the board. This can be tested by using the start position. Click on the move that follows 1.e4, which is 1...c5 in the Fritz 12 opening book.

Both moves will be entered on the board immediately.

2.1.2.43 Different Statistical Displays in the Opening Book

The program has access to an opening book in which a variety of proven opening moves are saved. A ChessBase opening book is a database which exclusively contains positions. For this reason the format of the opening book is also referred to as a positional tree.

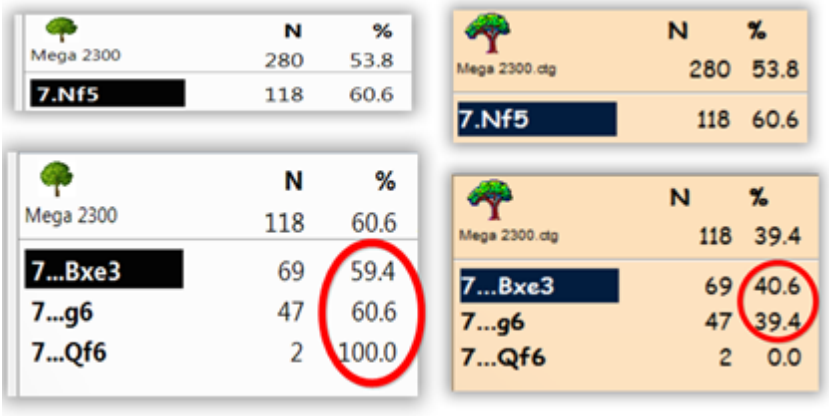
A positional tree offers the following advantages when studying openings:

For any random board position you receive an overview of all the moves which have been played including detailed statistics.

This concept allows the reliable recognition of move transpositions. Some users are irritated by the new version because various statistical information is displayed.

Here's an example:

1.e4 e5 2. Nf3 Nc6 3. d4 exd4 4. Nxd4 Bb4+ 5. c3 Bc5 6. Be3 Bb6 7. Nf5



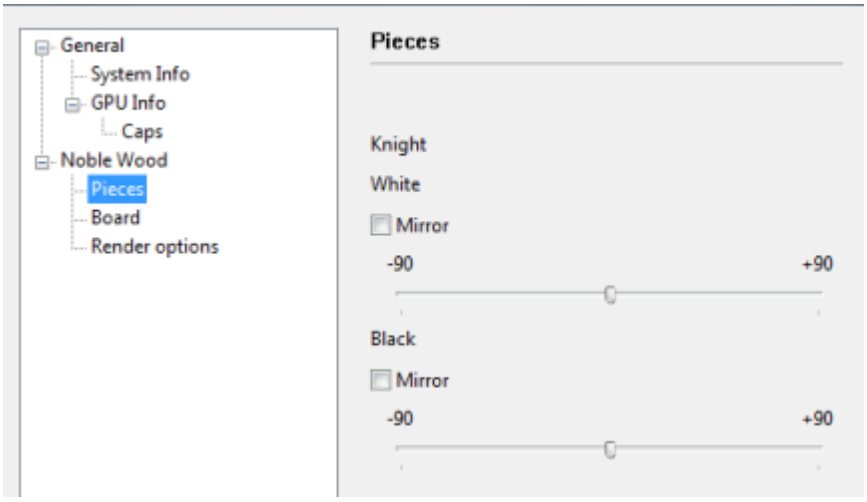
The diagram shows the various positional evaluations with ChessBase 9 and the current version of ChessBase.

What is the reason for these differences?

ChessBase always shows all the results and evaluations from the white side. This is the critical difference compared to previous versions. The diagram from the white side makes more sense when analysing a position with a chess engine.

2.1.2.44 3D Board Settings

To configure the DirectX-based real 3D board, either click Settings in the tool bar below the board:



Material
Select the material of your board. ChessBase comes with the wooden piece set "Modern". If you have a reasonably fast machine and graphics adapter, try to use the highest resolution (Texture resolution) for best quality.

Effects
Set the shadow type. Recommended is Rendered as compromise between speed and aesthetics.
You can experiment with the different reflections, though usually the default values yield best results.
The slider Animation determines the speed of animated moves. If you have a strong graphics card, try moving the slider to the right.

Geometry and Board
Square Size determines the ratio between board and king height. A small square size creates a somewhat crowded board.
Knight controls the orientation of the knight's heads.

Gamma
The gamma values control the color intensity of your monitor. This is only visible in Extreme 3D Mode.

Info
Shows technical information about your graphics adapter. This is important if you experience problems with your 3D board. You can measure the performance of your hardware. A decent card should yield a frame rate of 25 frames per second with the Modern board.

2.1.2.45 Game overview

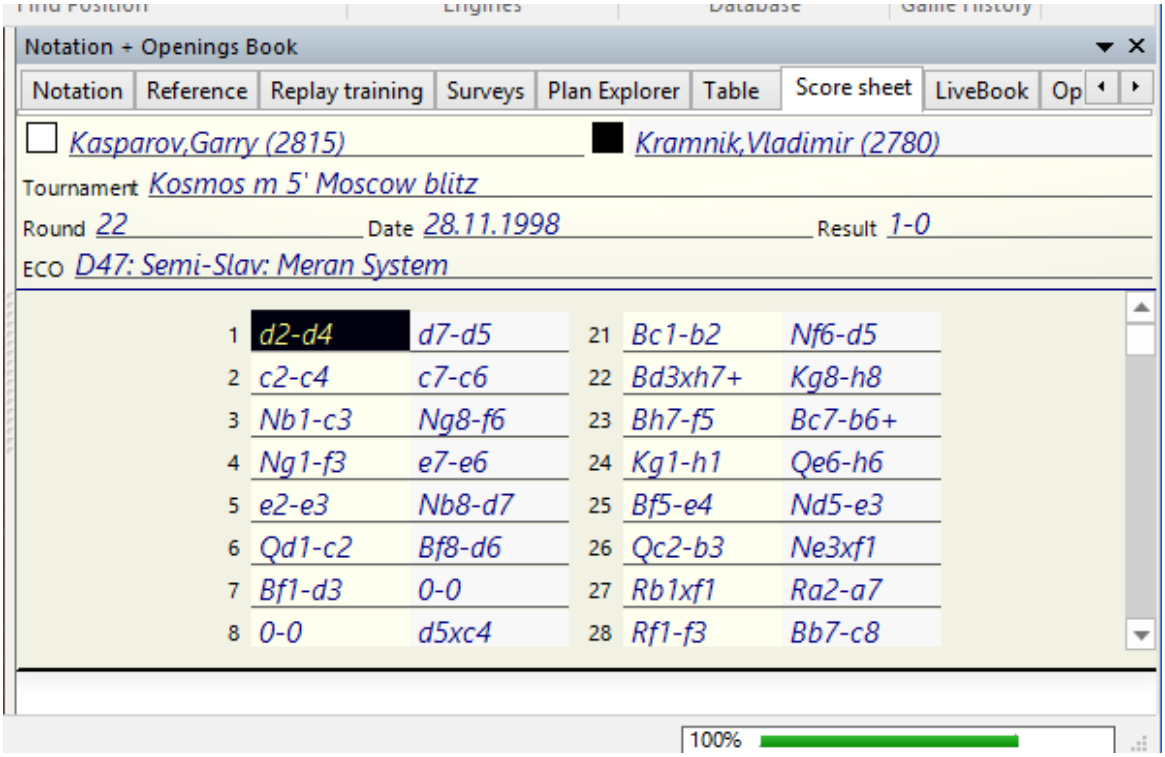
Right-clicking a game and selecting Overview (or pressing O) produces an overview of the game in small diagrams.

The number of moves between the diagrams is the same. You can click any of the boards to load the game and jump to that position in the notation.

The button Board at the bottom cycles through different sizes of diagrams.

2.1.2.46 Score Sheet Notation

Click Score Sheet in the notation pane of the board window to see the score sheet notation.



This is in the style of a hand-written score sheet used in over-the-board chess.

You can also print this with ***Menu File Print Score Sheet*** (also handy to print empty score sheets for a quick game at home).

2.1.2.47 Table notation

Clicking the **Table tab** in the notation window converts the notation to table form.

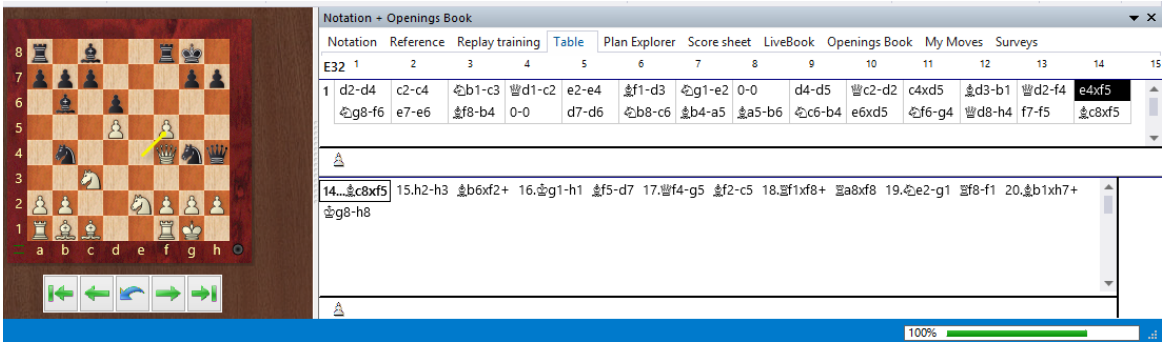


Table notation is useful in games that have very dense opening lines. You should also use it if you merge a number of games from a particular variation.

At the bottom of the table notation you will find the "footnote" window: clicking a

move in the table displays the rest of the game and all variations here. If you are using the cursor keys to navigate, the cursor will jump into the footnote when you hit the right edge of the table.

The fonts of both sections of the notation can be modified independently.

Printing
Using the print repertoire function will produce a printout that looks much like the table notation.

2.1.2.48 Goto Fritz

Board window: *Menu File Goto Fritz*

This fires up the chess program Fritz and hands over the complete game. Fritz has advanced analysis functions such as natural language annotation, blunder check, correspondence chess analysis, etc. You can also simply play out the game against Fritz.

In order to use this function you will need a copy of Fritz, Hiarcs, Junior or Shredder. In the programs mentioned there is the corresponding command ***Menu File Goto ChessBase***.

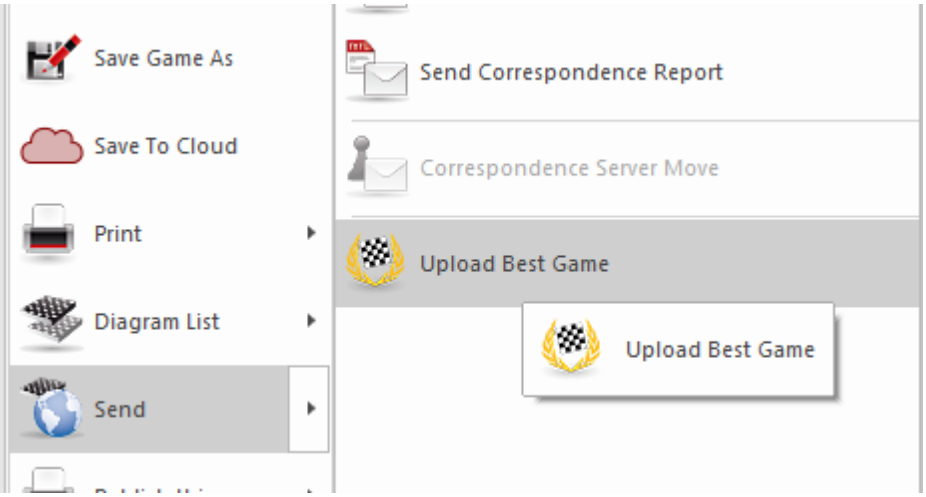
2.1.2.49 Best game

You have played a particularly good game and are of the opinion that this game should be made available to a wider public?

ChessBase offers an interesting function for sending a selected game to the editors of Mega Database, which is recognised as the standard reference database.

Load you game into the board window.

Then via the menu item *File Send Upload best game* you can carry out the upload.



Then a dialog box is displayed in which you can check, correct and then send the data.

Submit then immediately sends the game to the editors of Mega.

See also ....

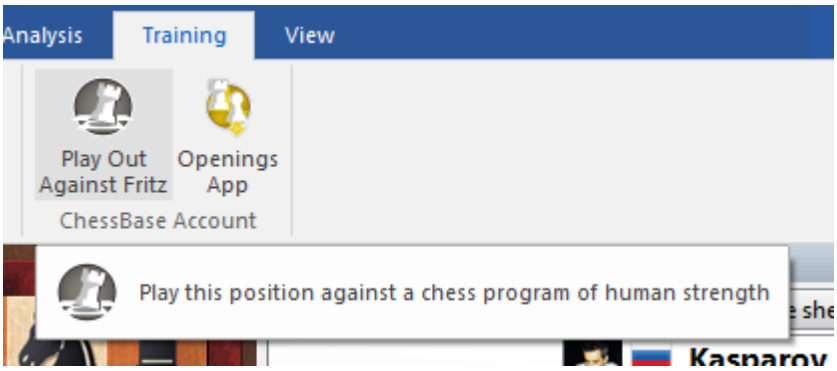
2.1.2.50 Sending games to the web app Fritz

You have several possibilities for investigating in practical fashion against a chess program a game which you have loaded.

In the board window Menu File – Goto Fritz allows you to analyse or to continue to play through the game with Fritz.

Within CB14 we have integrated direct linkage to our web apps. One example of this is the possibility to send a game which has been loaded to the online version of Fritz.

Menu Training Play Out against Fritz



Be sure that you have logged into the database window with your ChessBase account name! if transferring does not work with your user name, before continuing the game enter your user name and the level Club Player.

You can now continue your game against the online version.

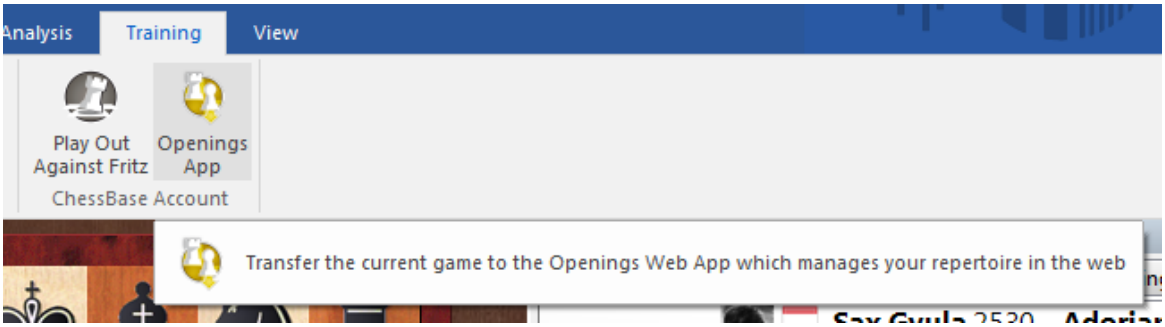
Why then transfer the game to the online version when it is possible to make use of the very strong Fritz stored on your own hard disk?

Going to "*Online fritz*" makes sense above all when you take into account the function of "Calculation training".

With calculation training you simply input the variation via the chess board whereas the position from the real game remains unchanged. In addition within the notation you get information about how the program evaluates the position. Click again on Calculation training and you go straight back to the game and can simply continue from where you left off. With this function the program is offering a valuable support for the learning of how to calculate variations accurately, one of the most important preconditions for success in competitive chess!

2.1.2.51 Passing on to the openings app

In the ChessBase board window it is possible to transfer directly to the openings app and interesting game which is relevant for your own opening repertoire.



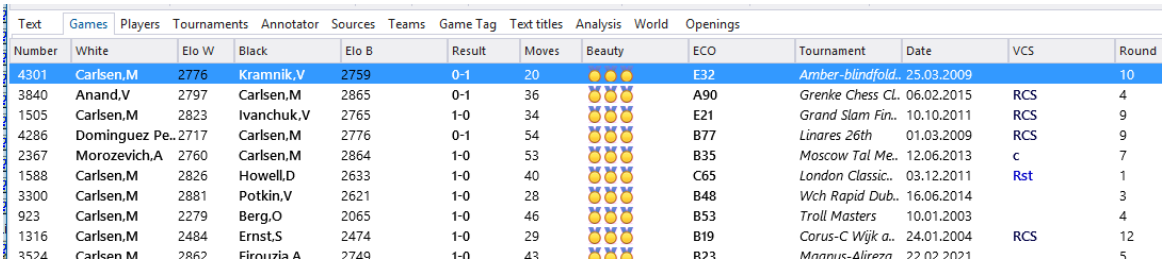
Menu Training Openings App.

This transfers the complete game directly to the openings app. There you can continue to work on the game, e.g. mark individual moves as being relevant for your own repertoire.

2.1.3 List Window

2.1.3.1 List window

Double-clicking a database symbol opens a list window. You can also click and hit Enter.



The list window has a number of tabs at the top which take you to the different indexes for the games of the database.

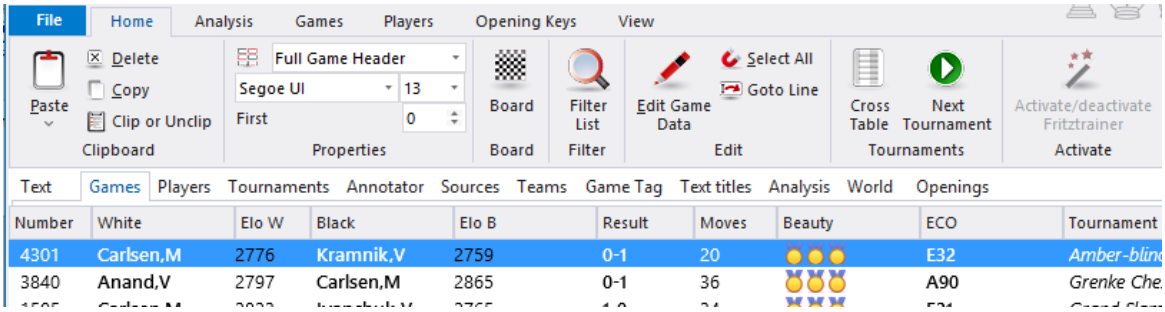
The "Games" tab produces the games list with all entries in the order in which they are physically stored in the database. You can scroll up and down the list, filter or sort it.

The other indexes are all described in their own sections:

Default Text
Players index
Tournament index
Annotators
Source index
Teams
Openings key
Theme keys for tactics, strategy, endgames and general themes.
Game Title A new Index.

Note: Theme keys are only available optionally. Searching for similar endgames or similar structures is more precise and delivers much more exact results.

The Ribbons



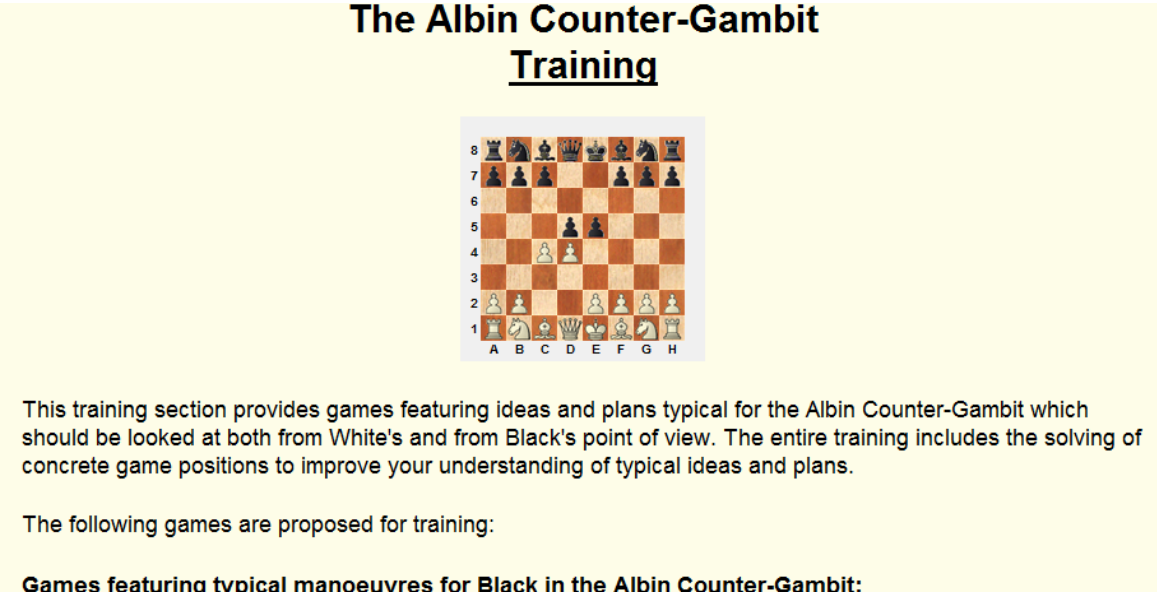
The Ribbons at the top of the list window offers direct access to frequently used functions. If you move the mouse onto a button, after a second or two a description

of the function appears. For example:

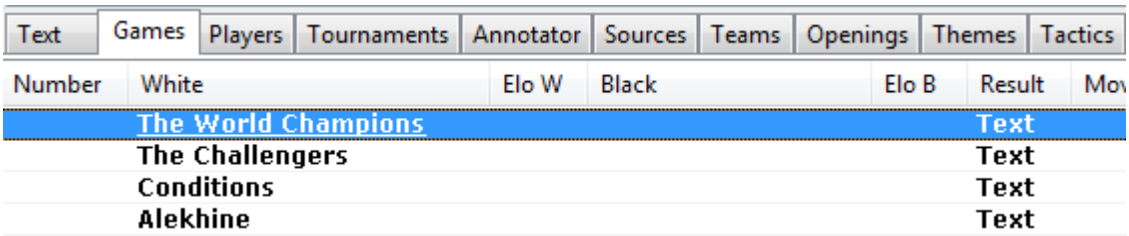
Copy selected games, i.e. mark them for copying
Paste games which were marked for copying
Filter games, i.e. use the search mask to list specific games
Edit the game data of the selected game
Compress a database into a single file for backup purposes
Generate tournament table
Show statistics for selected games

2.1.3.2 Default Text

When a database contains a database text at the first position, you can open this by clicking on the text tab in the database list window:

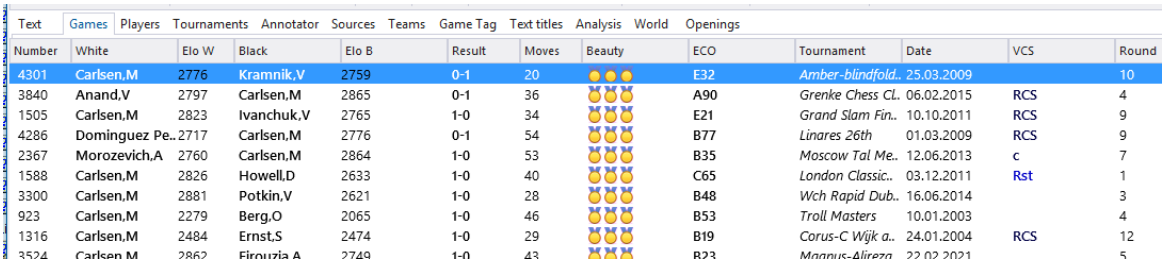


There is no language selection tab in this editor, the text is shown in the program language. To switch between possible other languages, load the database text by double-clicking it from the games list:



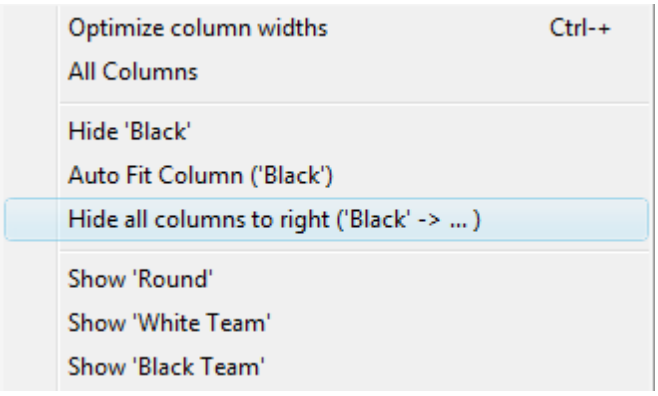
2.1.3.3 Games list

Naturally the games list is the most frequently used window type in ChessBase. You use it to browse a database, a search result, contents of an openings key, game of a player and so on. Please try to understand how to configure a games list, it will considerably increase the usability of the program for you. Other lists (players, tournaments) work the same.



Use the separation marks between the column headers to resize columns. Drag & Drop columns to a new place. The program will remember any changes in the configuration of the games list.

Obvious but important: You sort the list by clicking on the column title. Right-click on the column title to get a menu for toggling single columns:

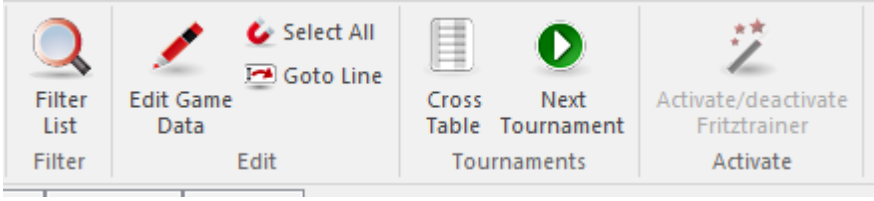


Hint: your mouse over symbols like ECO, medals, annotation types and get a tool tip explanation.

Most important in the games list is the right-click menu. It offers standard column layouts and a lot of functions on selected games.

You can select games with Ctrl-click or Shift-cursor keys. Use Ctrl-A to select all elements of a list.

At the Top of each game list, you find the Ribbons:



Click ***Filter List*** to filter the games list with a search mask Click ***Copy*** to prepare the selected games for copying to another database. Click Edit to enter game data for one or more games. If you select more than one game of the same player, the player name is offered for editing. Clip copies the selected games to the clip database. Delete marks the selected games for deletion.

2.1.3.4 Tips Game list

The most important thing. To open a game always double click on the game item in the list.

This open the board window with the game!

Selection of more than one game in the game list.

Click with the left mouse button on the first game you want.

Press the Ctrl key and hold it down. Now you can click on any other games to highlight them.

Release the Ctrl key and you have all desired games selected.

Selection of a small range of games in the game list

Click the first game with the left mouse button.

Now hold the Shift key down (not the CTRL Key !!!) and press it down.

In the next step click on the last game you want to highlight.

Release the Shift key and the selection is done!

Selection of a large range of games in the game list

Click the first game with the left mouse button.

Now hold the **Shift** key down (not the CTRL Key !!!) and press it down.

In the next step press the key „ Page Down " to select the games.

Release the Shift key and the selection is done!

Selection of all games in the game list

This could be done with **Ctrl-A**.

Note: you can easily unselect a selection with a simple mouse click in the game list.

2.1.3.5 Customising the display of information

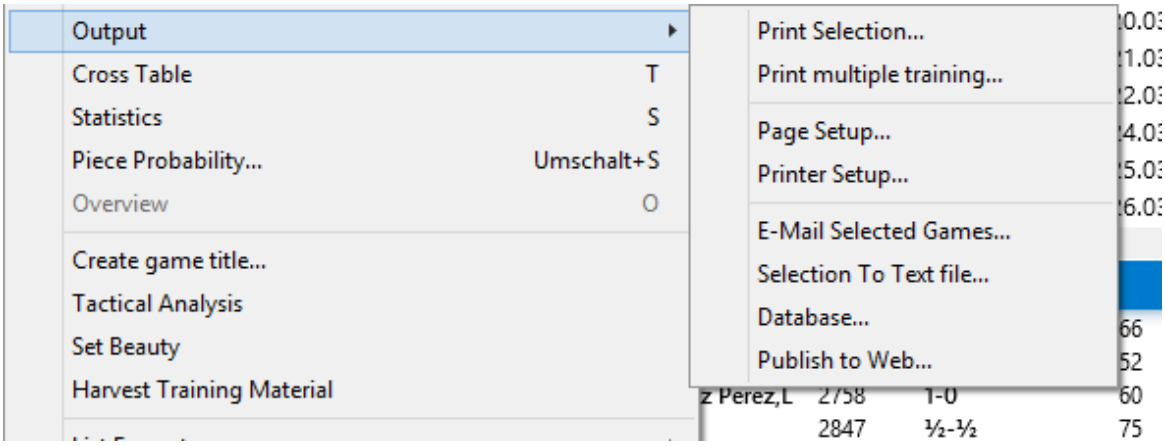
Problem: In previous versions, the parameters chosen in the games list were the ones which were installed for all new databases. Thus if I chose for one database to hide the entries for team, White or source, these headings were automatically hidden whenever I set up a new database. After one of the most recent updates, these headings now appear in every new database. How can I hide these annoying headings once and for all?

Answer: Try to do so with the function "*Hide all columns to right*". Within the present session, then the information will also be hidden within new databases insofar as the new database is created during the same session. If you switch the computer off and then back on again, all the column headings will be displayed once more. Basically that is what is intended to happen. The user should be provided with the maximum amount of information.

2.1.3.6 Copying games with a right click

The program makes it possible for you to copy into a new database games which you have selected (highlighted) from the games list.
To do so you proceed as follows.

In the games list of the database, highlight the games you wish to copy into a separate database. You are able to highlight games with *Ctrl+mouse click* or *SHIFT+mouse click*.



Then right click – Output – Datenbank starts the Windows file selection dialog, from where you can select the target database into which you want to copy the new

games.

After the choice of the target database the game(s) are immediately copied.

2.1.3.7 Top Games in the Database Game List

In a database game list there are some new columns.

Theoretical Weight	Players (CBF)
●	Anand,Viswanathan 2
●	Carlsen,Magnus 2826

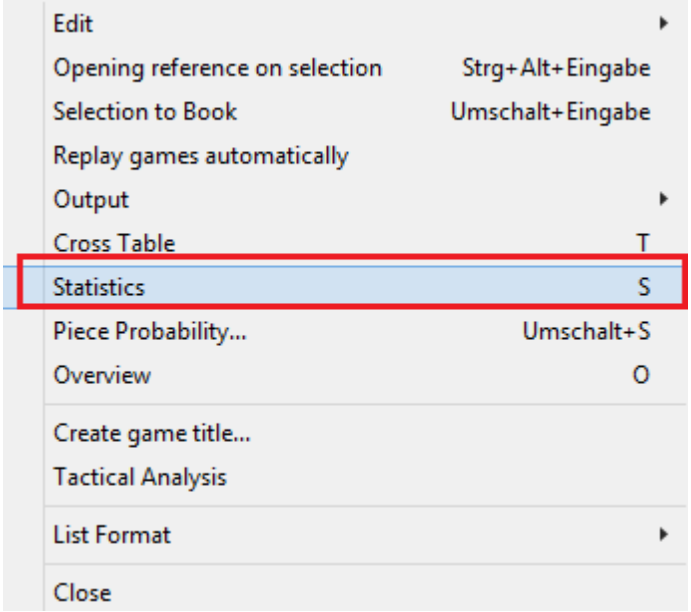
Sorting by the ***Top Game*** uses only the search criteria evaluation, ie the average Elo of the players.

Top Game
Top Game
Top Game
Top Game

Sorting by the ***Theory Weight*** takes into consideration not only the Elo values of the players, but also when the games were played.

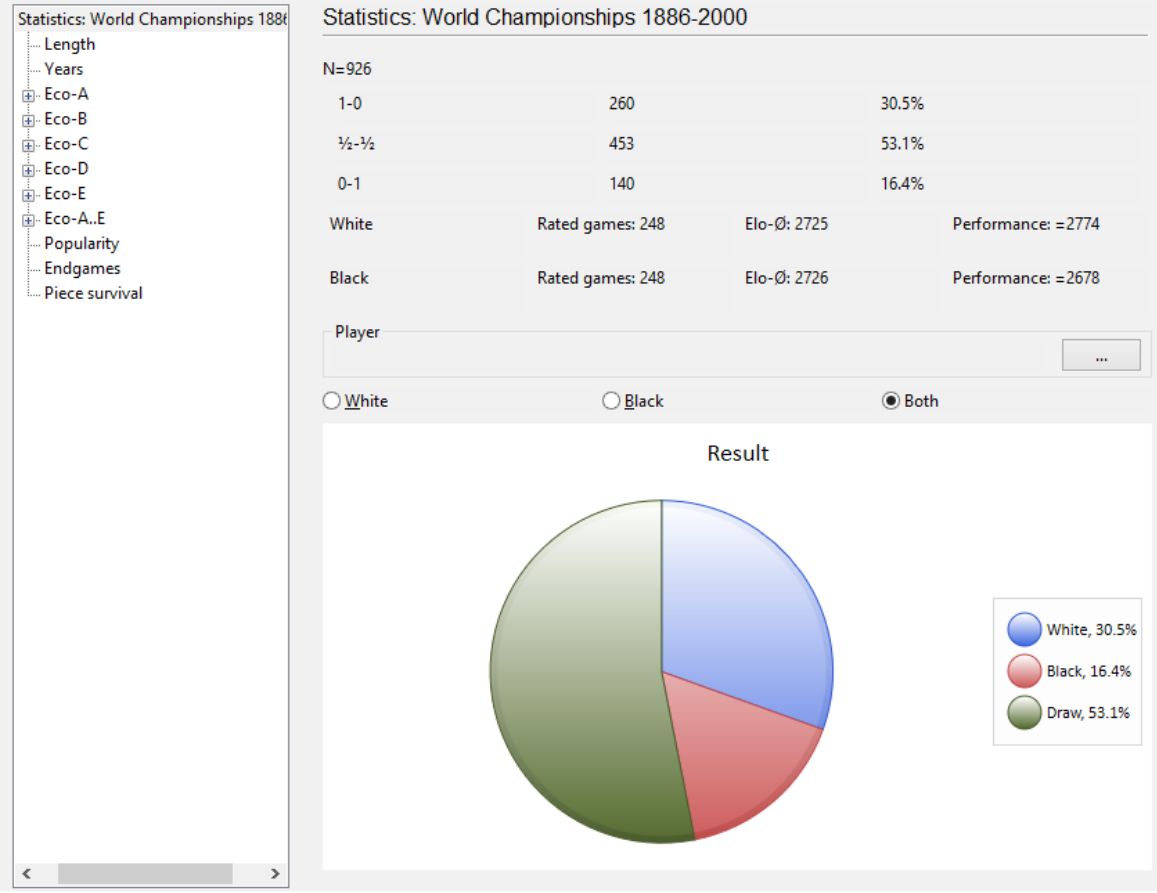
2.1.3.8 Database statistics

Whenever you open the games list of a database you can immediately access statistical information about the database you have loaded.

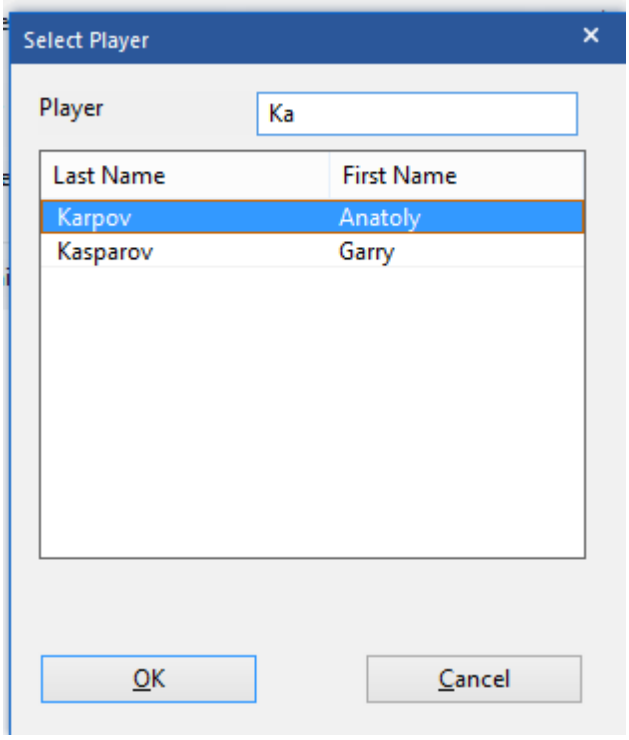


Right click Statistics or key S

In the start dialog the statistics function shows a great deal of information, e.g. the number of games, results and the average rating for the database loaded.



It is possible to search directly from the dialog box for the results of a specific player

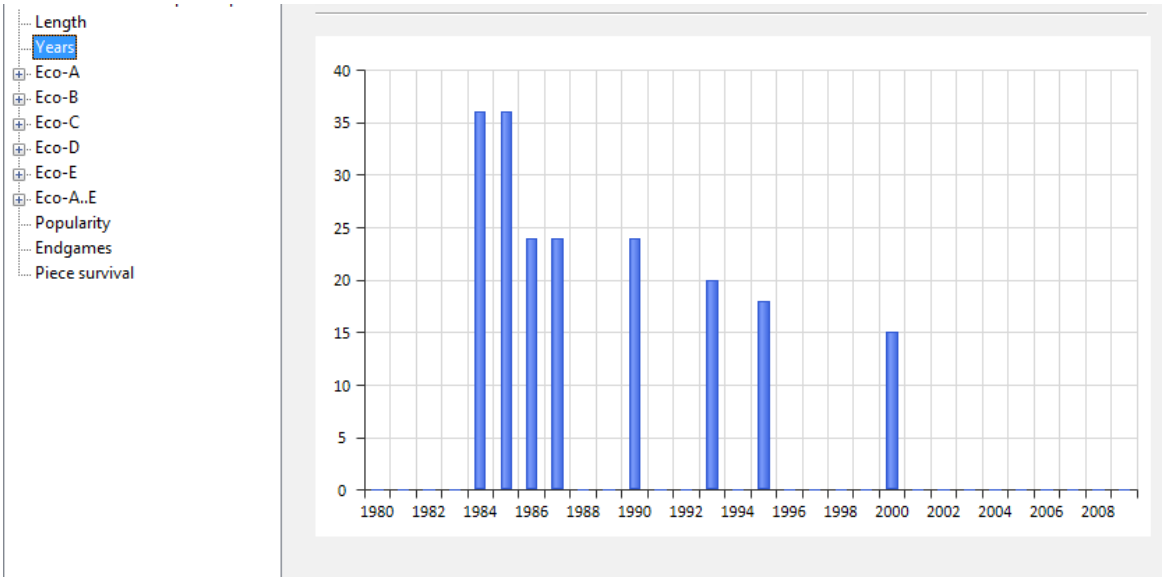


As soon as the player's name has been input, the relevant entries from the list of players are displayed from the index and the individual results are listed opposite the player.

The choice of colours is selected under "White/Black" or "Both".

The headings Length/Years/ or Eco show the length of games, the number of years in which they were played or an overview of the games according to the classification system of the Chess Informant. The interpretation of the results is self-evident.

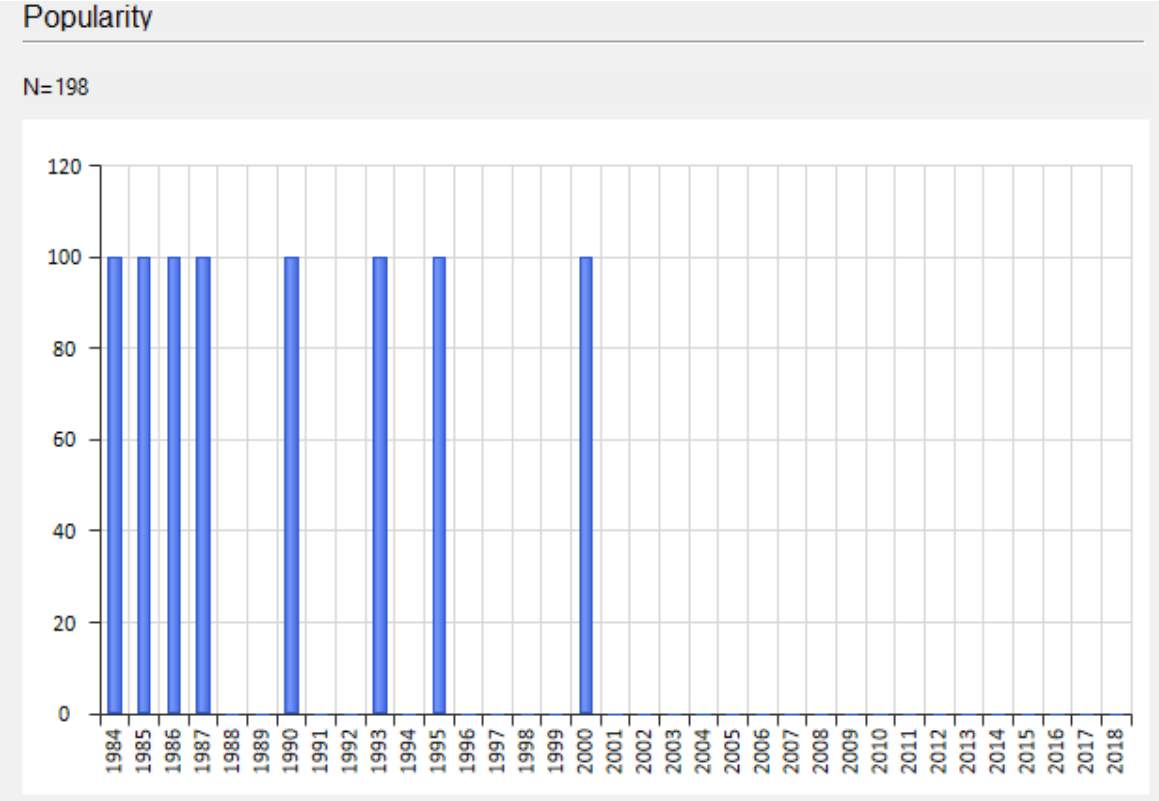
Here is an example of the division of the games according to the years in which they were played.



In the chart the bottom axis gives the year, the left-hand one gives an overview of the number of games played.

Within the games list of a database you can play through games directly without having to specifically load these into the board window. This alternative option is especially useful when you are taking a quick look at games in a database.

Are you interested in statistical information on games which were played in a specific opening variation?



The position serving for the classification is displayed including the distribution of the ratings and the number of games. Under Endgames you see the possible endgames which occurred in the games n the database with the selected opening variation.

How long pieces remained on the board is shown by the statistics function.

Take the example of the black rook on a8. How do we interpret the values displayed? The rook on a8 survives in 67% of the games and remains on the board until the end of these games.

2.1.3.9 Beauty of Games

The current program version offers the possibility to classify games according to the criterion "*beauty*". This criterion is also taken into account for the game search, for example. Now, as is well known, the perception of beauty is a matter of taste and often lies in the eye of the beholder.

How is the criterion beauty defined within the program and what concrete benefits does this classification scheme bring to the user?

The program defines beauty in terms of sacrificial tactical games. You have our large reference database with many millions of games, how do you find these exciting games with ChessBase?

In earlier ChessBase versions you could search specifically for sacrifices or combinations, for example. The present program version classifies each game by beauty if desired, the degree is indicated by zero to three orders in a column of the game list.

This makes each database sortable by beauty, i.e. the spectacular games are at the top of the game list.

Tournament	Date	VCS	Beauty	Round	Medals
Amber-blindfold..	25.03.2009			10	
Grenke Chess Cl..	06.02.2015	RCS		4	
Grand Slam Fin..	10.10.2011	RCS		9	
Linares 26th	01.03.2009	RCS		9	
Moscow Tal Me..	12.06.2013	c		7	
London Classic..	03.12.2011	Rst		1	
Wch Rapid Dub..	16.06.2014			3	
Troll Masters	10.01.2003			4	
Magnus-Alireza..	22.02.2021			5	
World Cup blin..	19.10.2007	RCS		8	
Corus-C Wijk a..	24.01.2004	RCS		12	
Corus-B Wijk aa..	15.01.2006	RCS		2	

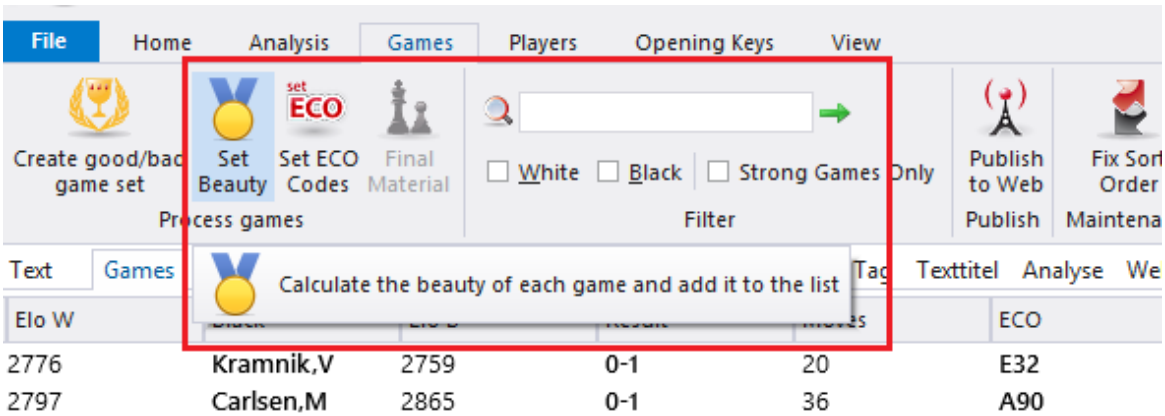
Note: setting beauty values works exclusively with the new *.2cbh data format.

2.1.3.10 Set beauty

Just set beauty values once for a database, ideally for your large reference database.

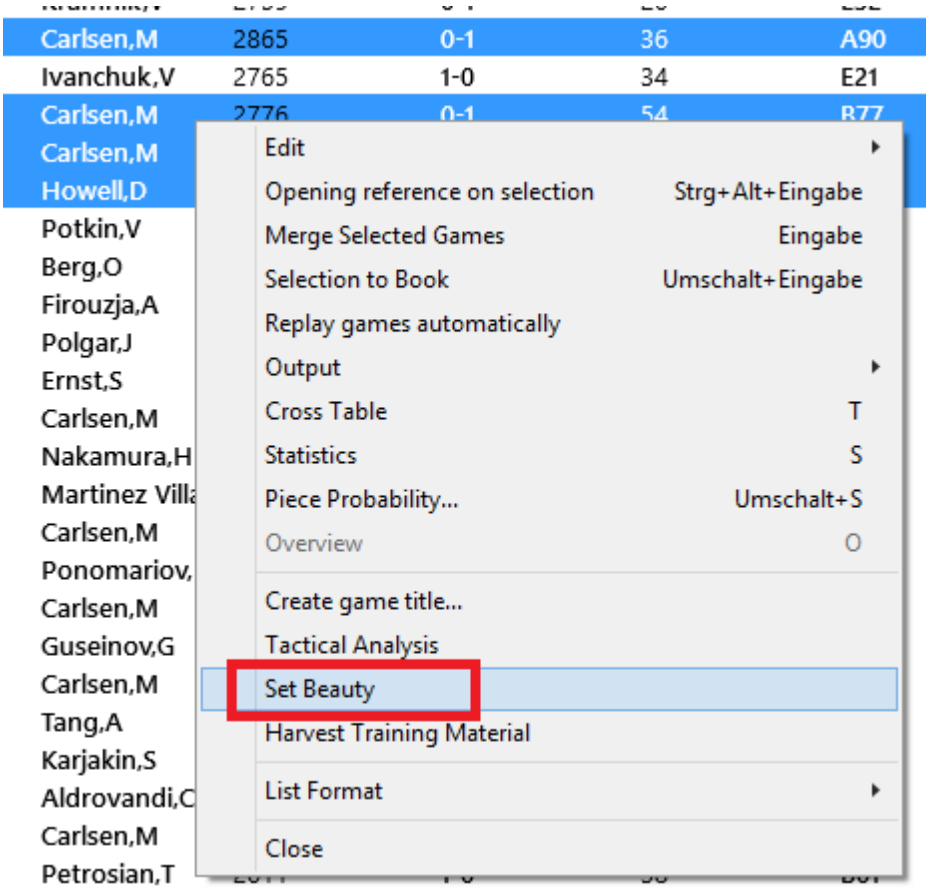
There are several ways to Rome, also in the program you can set beauty values with different methods.

Gamelist - Set Beauty



You want to set the beauty values for selected games only?

Game selection in the game list - *right click - context menu - Set Beauty*

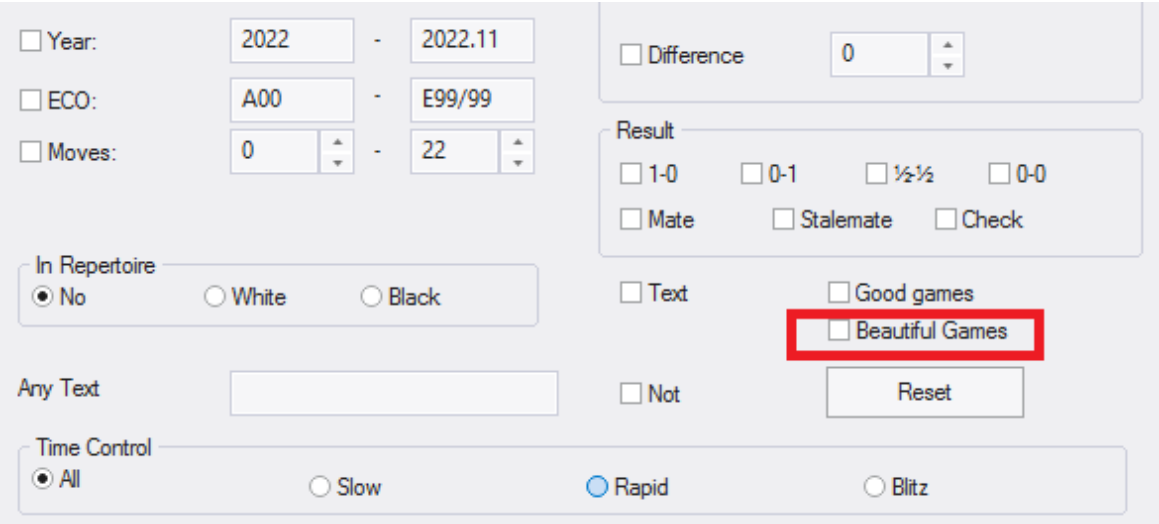


You should set the beauty values once for your large database. This can take several hours, because every game has to be replayed and every position has to be briefly examined for tactical motives. A fast computer can handle about 600 games per second. Another possible application is to create a database with games of a certain player and to classify them with the beauty value. You will then immediately see the tactically most explosive games at the top of the game list, based on the column sorting.

The functions described above are only available in the new data format **2CBH**.

On all database types (also Cloud or PGN) you can search for nice games:

To do so, click on "Beautiful games" in the advanced search mask.



This finds all the lots with at least one Order of Beauty.

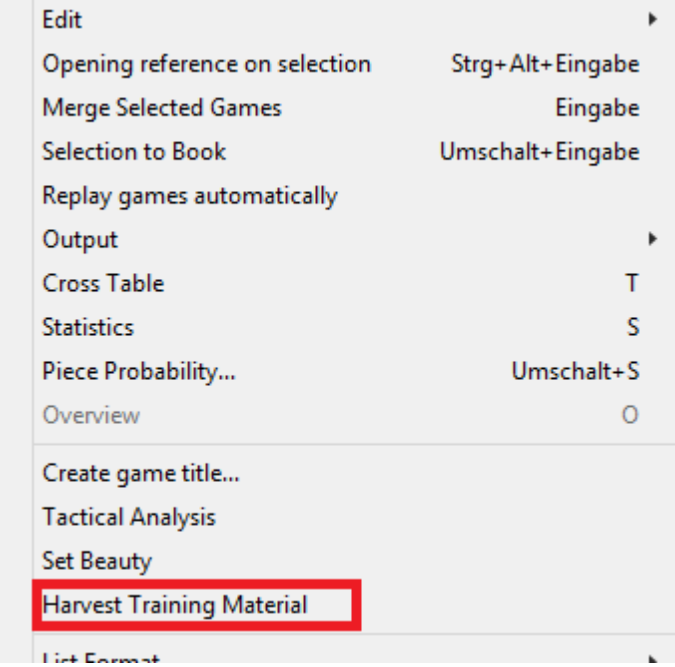
2.1.3.11 Harvest training material

You want to compile a database with selected games/positions for tactics training with just a few clicks?

Within a game list, mark the games that should serve as the basis for the training database to be created.

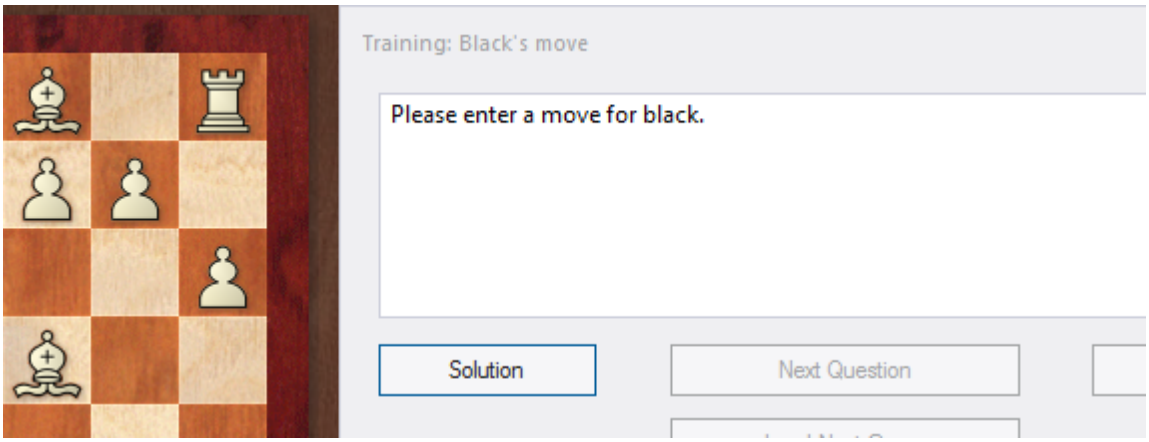
You do not have to limit yourself to selected game entries, alternatively mark all games in the database.

Right-click on the marked game entries - *Context menu - Harvest training material*

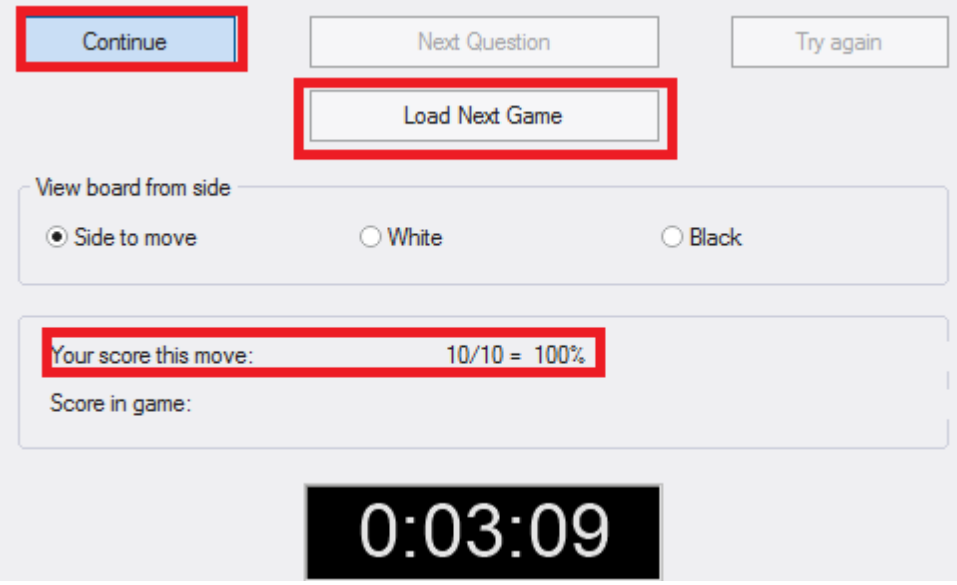


You can save the results in a new database in the next step. The standard engine performs a quick check and saves matching positions with training questions within the database.

When you load an entry from the database list, the party position incl. training question is displayed. Therefore activate under *Training - Activate training*.



In the dialog you can see that the program keeps statistics about the results, you can also go directly to the next position.

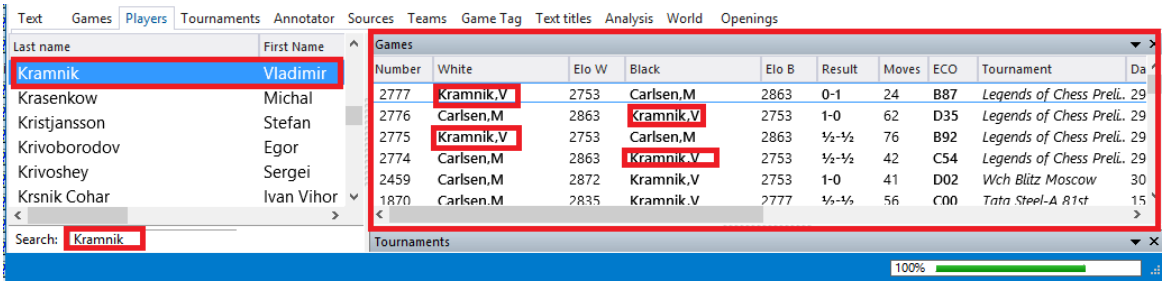


This an application situation that is certainly interesting for many users is, for example, that he checks from his tournament games with the function and tries critical positions again in the training mode.

2.1.3.12 Player index

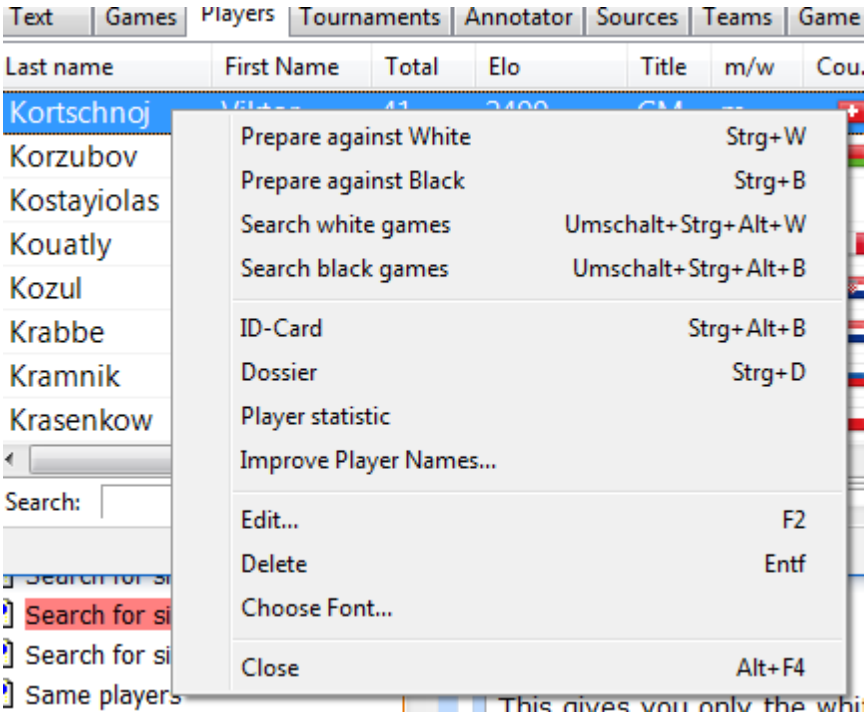
*List window: Click **Player** tab*

The players index is sorted alphabetically.



Type the first letters of a player into Search below the list to find a player.

Right-click a player to get the following menu:



Search White/Black
This gives you only the white or black games of the player.

ID-Card, Dossier
This calls up the ID-Card or generates a Dossier of the player.

Player statistic
This shows statistics of the player's games in the current database (opponents, results, openings).

Edit
This allows you to edit the player's name. If there are a number of entries of the same player with different spellings mark them all with Crtl-click and use Edit to unify them. But be careful: if you include a different player by mistake you will not be able to find him again after you have changed the names.

Most of the above functions are also in the Tools and Edit menus.

See Player preparation by mouse click ....

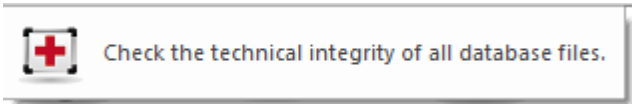
You can close the games list or tournaments list panes by right-click close. To reopen them, use menu Window -> Panes. You can rearrange the window panes in the usual fashion with the splitter bars.

2.1.3.13 No games displayed in Player index

Problem: When clicking on the Player/Tournament tab no games are displayed in the right view for the corresponding game list.

If you are confronted with this problem it is recommended that you carry out maintenance on the database by executing an integrity test.

Select the database in the database window and select the menu ***Maintenance - Integrity test***.



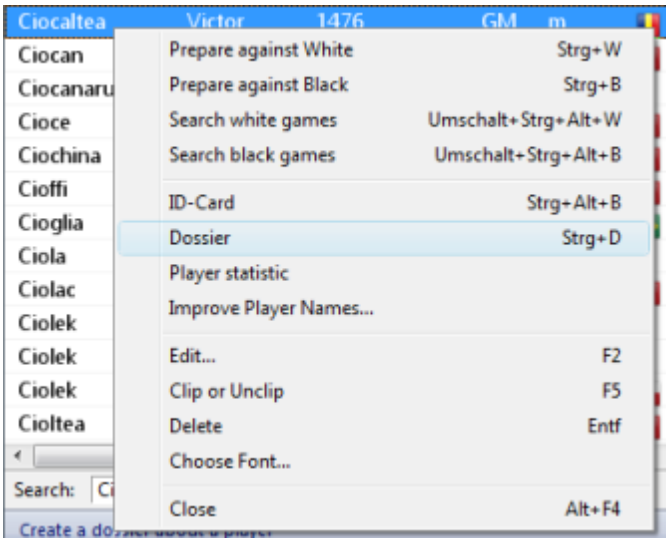
Alternative: Delete the Search Booster and create a new one.

2.1.3.14 Player preparation by mouse click

Apart from the dossier Chessbase 10 offers another way for you to prepare to play against a particular player.

Open the player index in a database list and select the player against whom you want to prepare yourself.

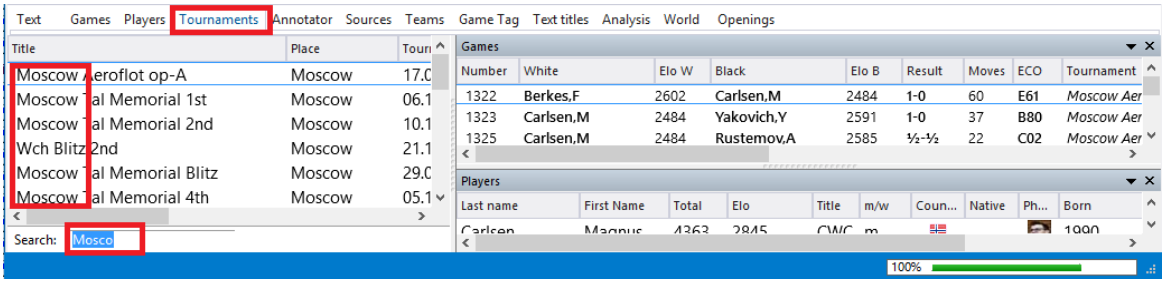
Right clicking on a player's name opens a context menu that offers amongst other things the options ***Prepare against White*** and ***Prepare against Black***.



The same information is displayed as in the Opening Reference. The contents of the display have to do with the white and black repertoires of the selected player.

2.1.3.15 Tournament index

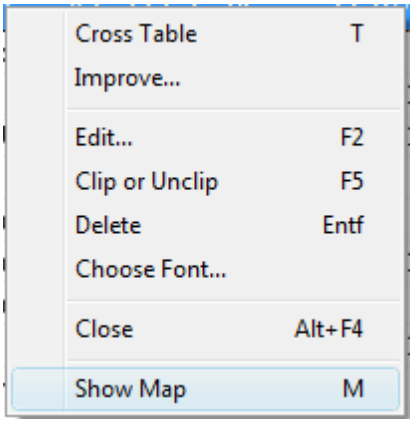
List window: Click Tournament tab



The tournament index window has three panes. You can switch off e.g. the players pane with right-click -> Close. To resize or rearrange the player and games list pane, use the mouse on the splitter bars.

Full text search in the Tournament list is possible ....

Right-click a tournament to get the following menu:



- **Cross Table**
  This produces a tournament table of the selected tournament.

- **Clip or Unclip**
  Copies the games from the selected tournaments to the clip database.

- **Improve**
  Automatically completes tournament data like category and number of rounds if they are missing.

- **Delete**
  Marks all games from the selected tournaments as deleted.

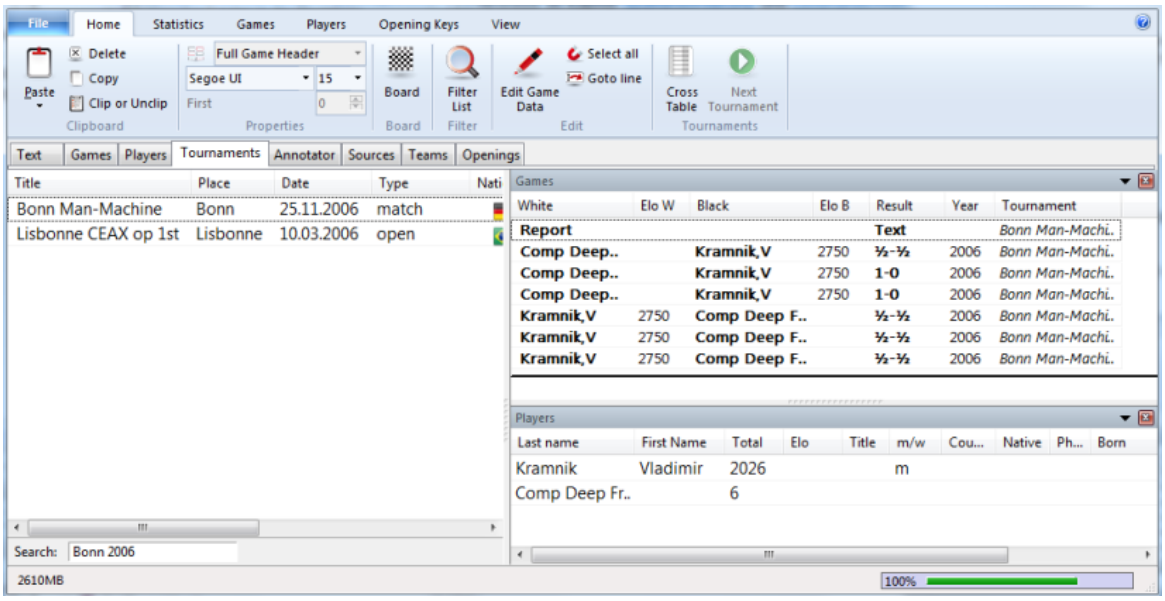
- **Edit**
  This allows you to edit the tournament data. If there are a number of entries of the same tournament with different spellings mark them all with Crtl-click and use Edit to unify them. But be careful: if you include a different tournament by mistake you will not be able to find it easily after you have changed the name.

Show Map
Display the Location of the Tournament on the World Map

You can copy a tournament by Drag & Drop with the mouse to another database.

2.1.3.16 Full text search in the Tournament list

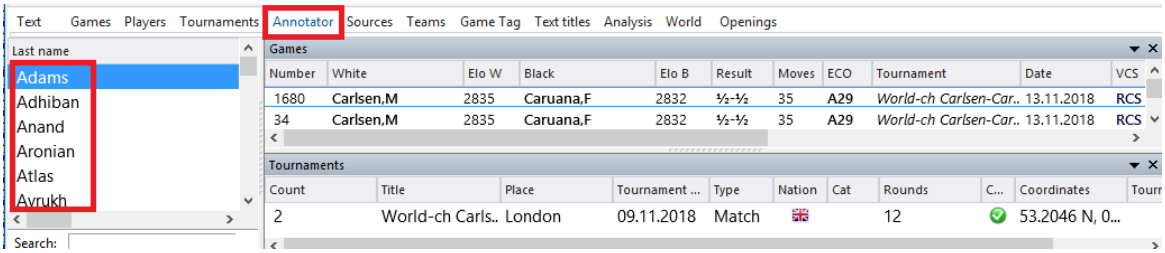
For instance, type "Candidates 1953", "Bonn 2006" or "Linares".



Only a second after finishing typing the search begins automatically.

2.1.3.17 Annotator index

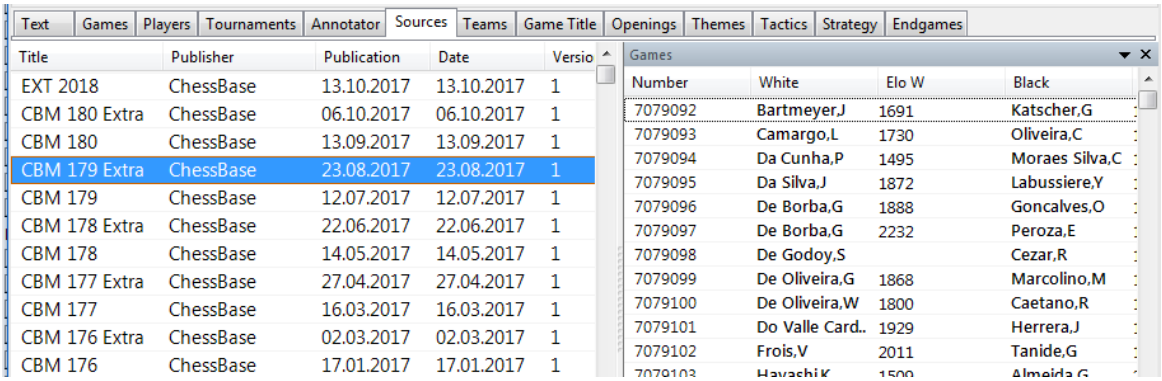
*List window: Click **Annotator** tab*



The annotator is entered in the save mask when you save or replace a game. If you yourself add commentary to a game that was not previously annotated, ChessBase will automatically insert your name as the annotator in the save mask.

2.1.3.18 Source index

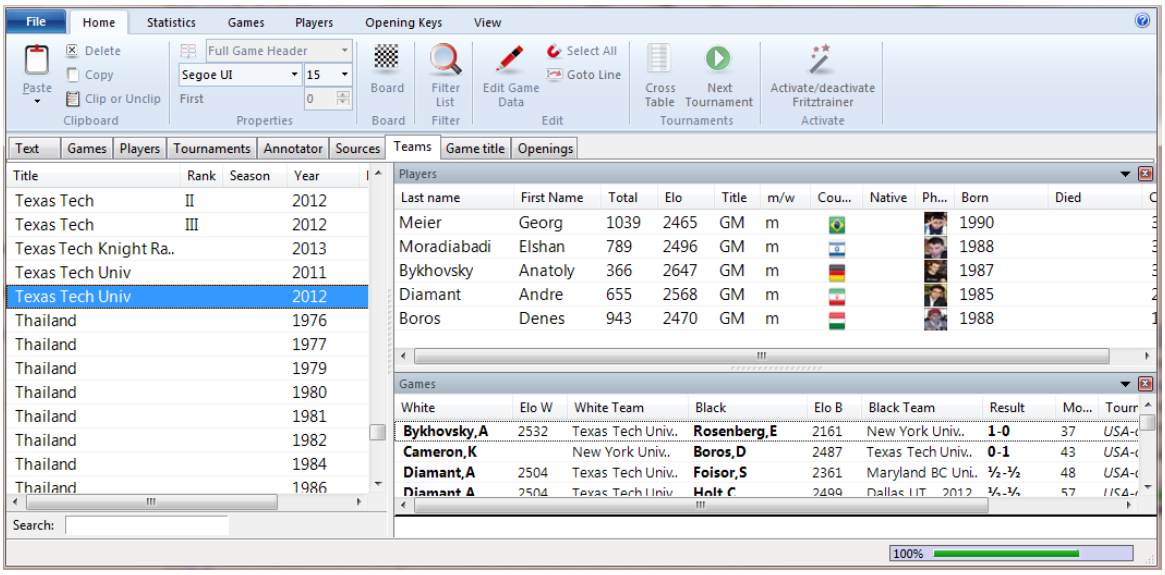
*List window: Click **Source** tab*



Any game may contain information on its source, i.e. the place where it was originally published. The source index lists all sources in alphabetical order.

2.1.3.19 Teams index

*List window: Click **Teams** tab*



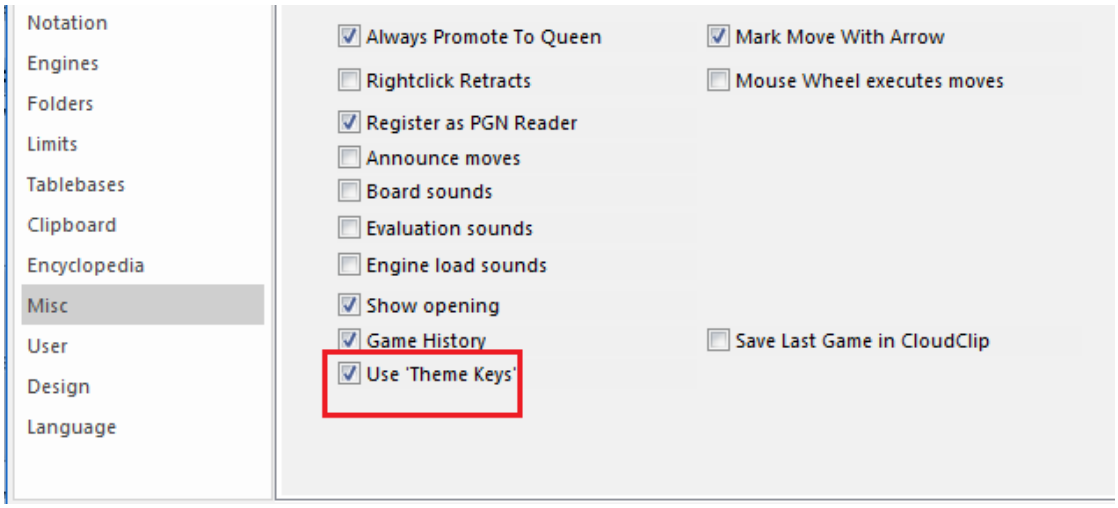
This displays a list of all games which were played by the members of a team.

When a team championship game is entered this is specified in the save mask. If all the team championship games are correctly specified and have the same tournament name then a correct tournament table can be generated in the tournament index.

2.1.3.20 Endgame keys

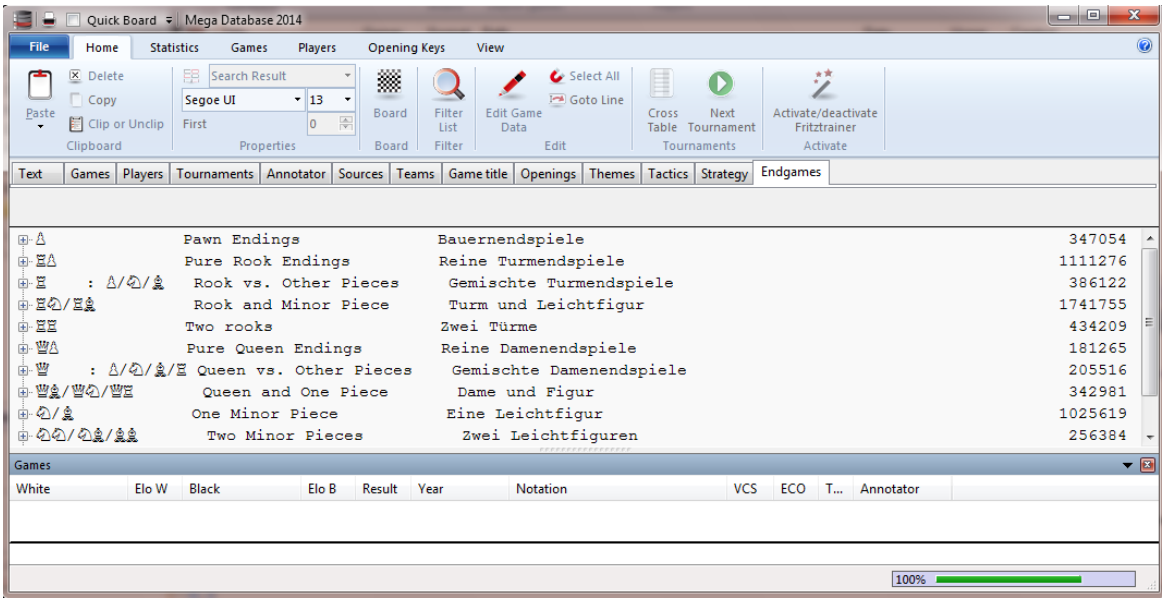
*List window: Click **Endgame** tab.*

Note: Theme keys are only available optionally. Searching for similar endgames or similar structures is more precise and delivers much more exact results.



Theme keys are only available optionally. Searching for similar endgames or similar structures is more precise and delivers much more exact results.

The endgame key is like any theme key, in which each entry is defined by the search mask. The contents of the endgame key are generally devoted to the different material configurations and the different tactical and strategic motifs found in the endgame.



➧ If you load a game from an endgame key the program will jump to the position that led to the match (if that is possible).

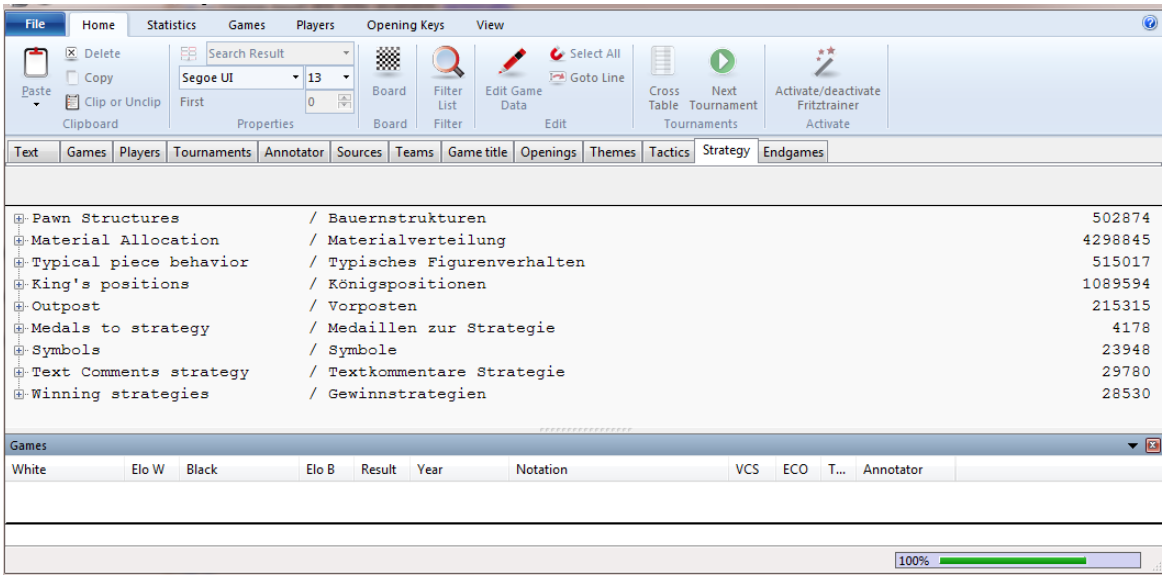
See also Endgame Classification ....

2.1.3.21 Strategy key

*List window: Click **Strategy** tab.*

The strategy key is like any theme key, in which each entry is defined by the search mask. The contents of the strategy key generally concern pawn structures and strategic ideas.

Theme keys are only available optionally.



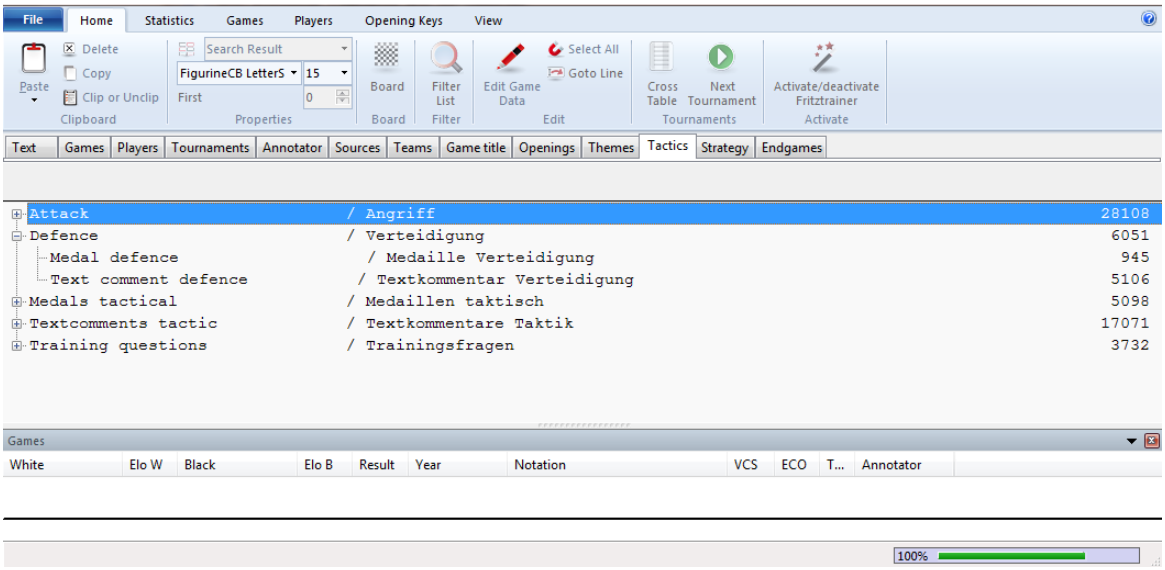
➧ If you load a game from a strategy key the program will jump to the position that led to the match (if that is possible).

2.1.3.22 Tactics key

*List window: Click **Tactics** tab.*

Theme keys are only available optionally.

The tactics key is like any theme key, in which each entry is defined by the search mask. The contents of the tactics key generally concern sacrifices combined with positional fragments and manoeuvres.



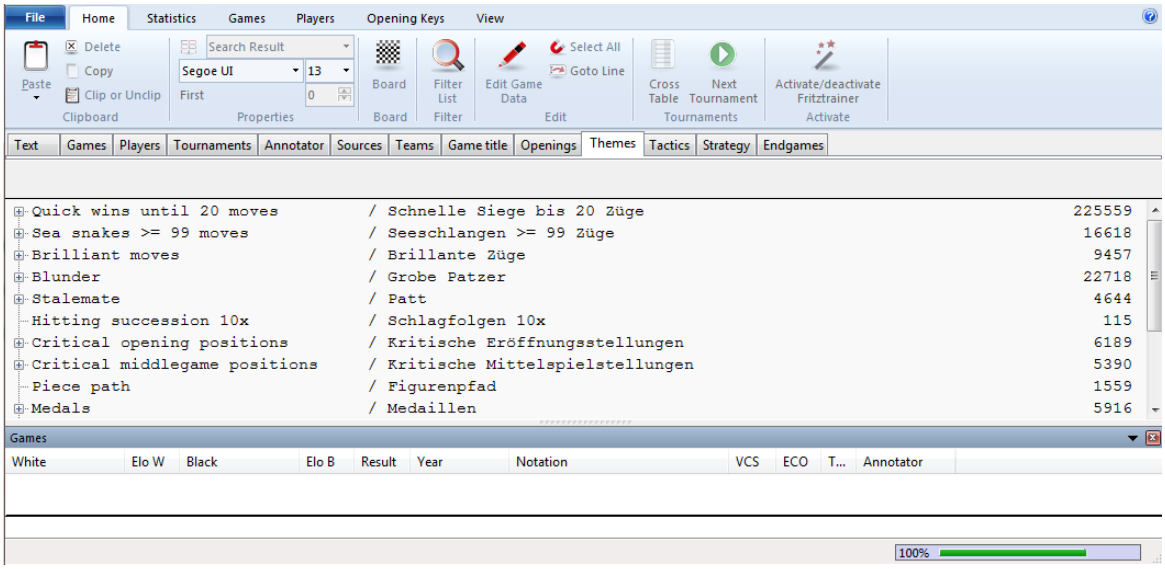
➧ If you load a game from a tactics key the program will jump to the position that led to the match (if that is possible).

2.1.3.23 Theme keys

List Window - Themes

Theme keys are only available optionally.

ChessBase has two main methods for accessing a database. On the one hand the search mask offers you a flexible method of searching by various criteria; on the other the keys (openings, players, endgame, etc.) give you a structured means of access which has the additional advantage of being virtually instantaneous.



The theme key of ChessBase combines both methods. A key is defined by the contents of the search mask, and this definition is permanently stored with the key.

So the key can be used to classify new games or even a completely different database.

The classification keys for themes, strategy, tactics and endgames can all be viewed by clicking tabs in the list window. When you classify a database each game is examined to see whether it matches all the search criteria in the theme keys.

➧ If you right-click an entry in a theme key and select Edit (F2) you will get the search mask that defines the key. You can change it to modify the criteria for games to be classified into that key.

➧ If you load a game from a theme key the program will jump to the position that led to the match (if that is possible).

I want to transfer a thematic classification key that I have created myself to another database.
Unfortunately, this only works with opening keys. The "Transfer" option cannot be selected from the thematic key context menu. Transfers don't work for any other keys (other than opening keys). The program does not support the transfer of thematic keys.

2.1.3.24 Endgame Classification

There is a new menu "*Endgames*" under the Games option in the database window.

This adds an endgame classification to the games in a database.

The endgame key can be found in the folder "***Documents\ChessBase\Key***".

The classification is not entered in the key, but in the game itself. There is a new column "Endgame", in which the longest endgame in the list can be seen, for instance RB-RN. This column can also be sorted.

The classification is used in the openings overview and in the player report. There is a new item called "*Endgames*":

The most common endgames in the list of games is displayed, as well as the deviation as a percentage from the games in the reference database.

Apart from this the deviation from the lengths of the endgames in the reference database is displayed.

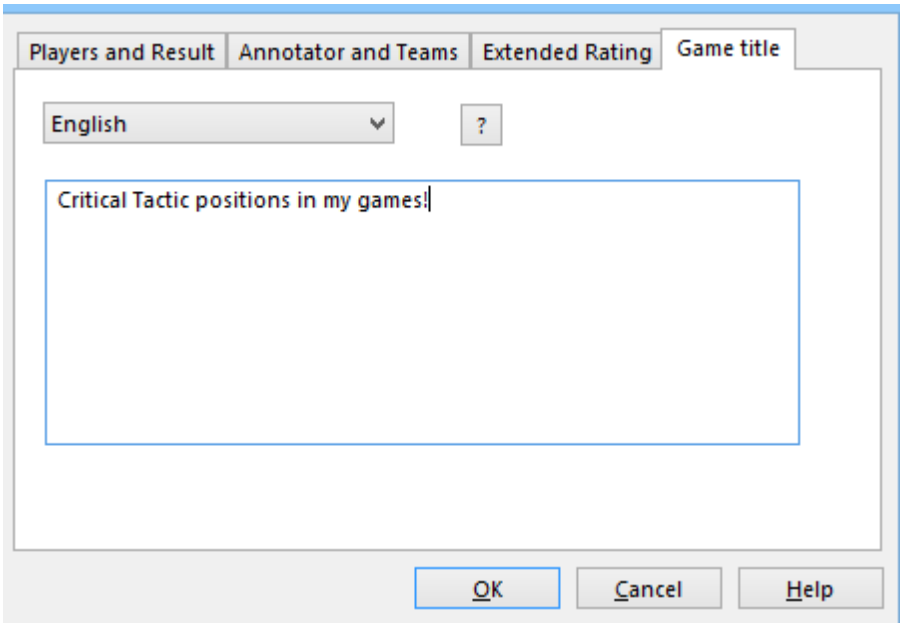
RB-RN (+8.9) means that the endgame RB-RN occurs about 9% more often than in the complete database.

This is an indication of factors such as a certain opening position leading to a particular endgame, or a player preferring a particular endgame.

2.1.3.25 New Index

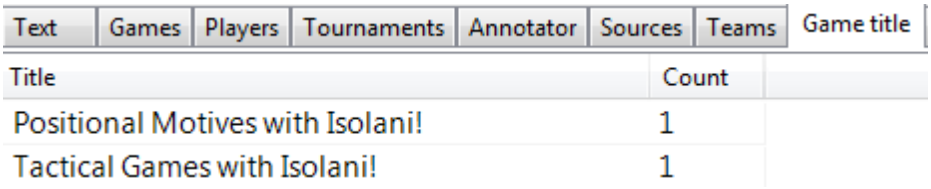
When a game is saved a description text can be added to it, dependent on the default language. The dialog has been extended to take this into account.

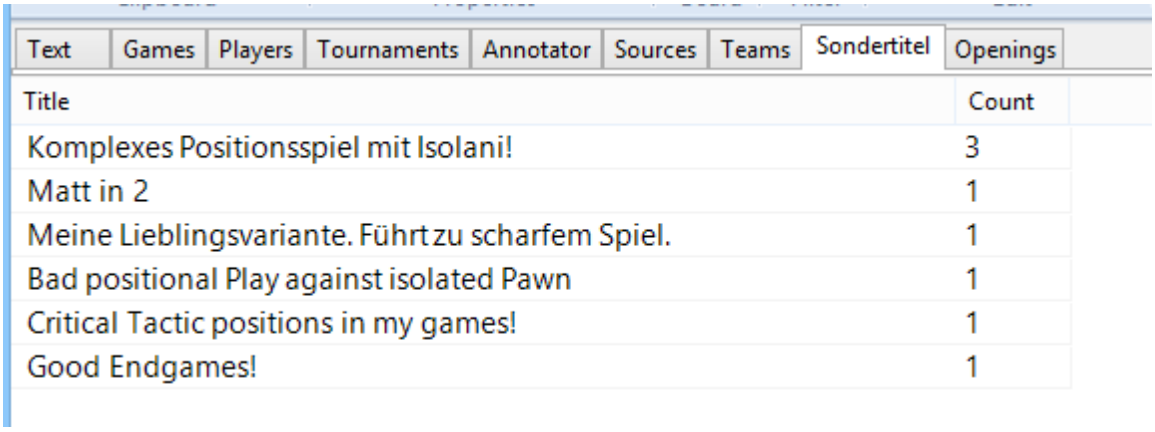
Under the "*Game Title*" the text and the language in which it is to be displayed are input.



These texts can be used to quickly find certain types of games. The texts that you have created are listed in the game index and player index to reference games.

These texts are displayed when you click on the button "*Special Titles*" in the menu *Player - Games - Tournament Index*. This gives you the possibility to freely classify games however you want without having to access them via the player names. This gives you another way to quickly access games of a specific type.



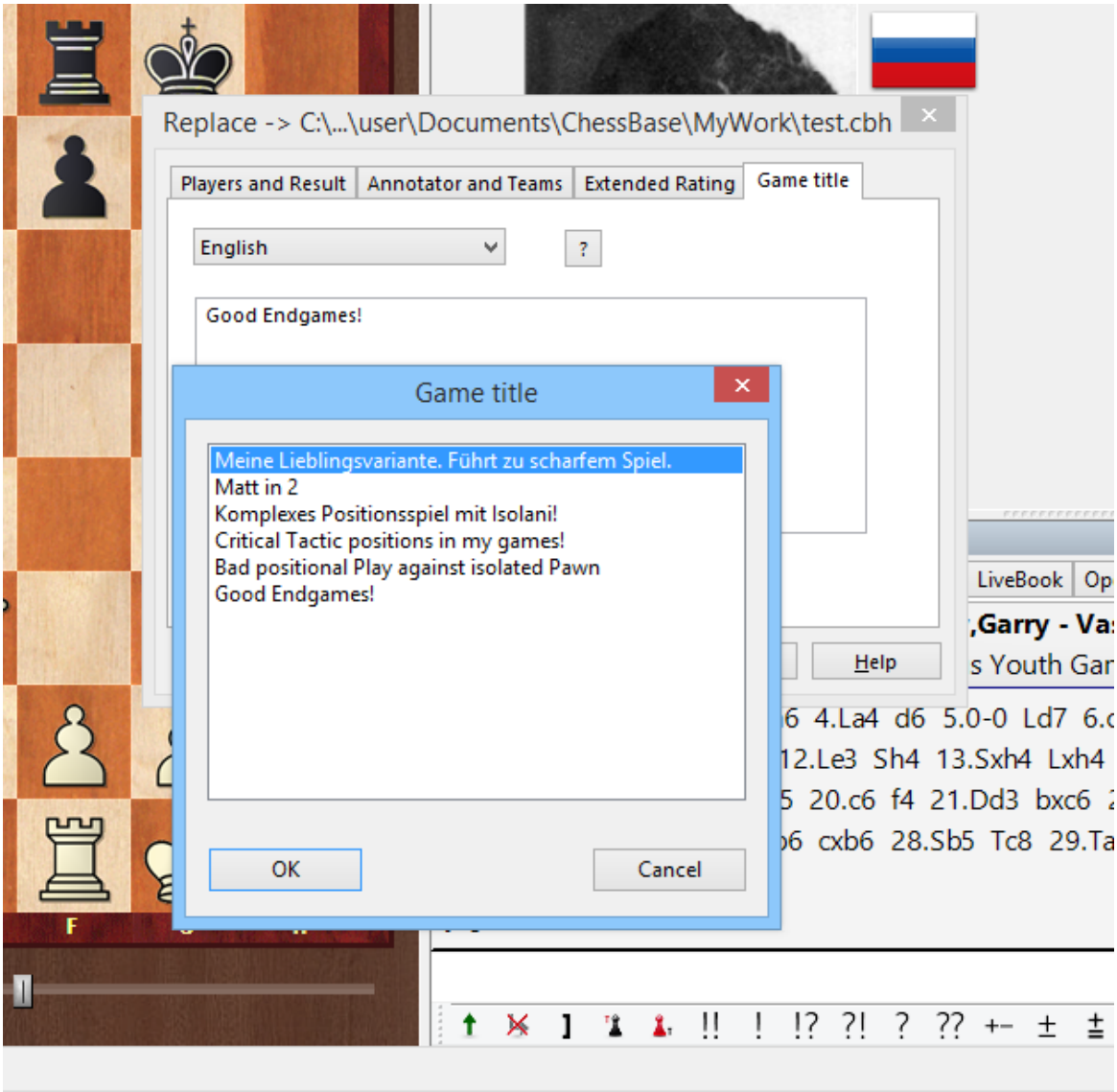


Double clicking on a text entry opens a game list with the games that have this text description. Typical examples are "Mate in 3" or the difficulty level of training examples.

The new index is excellent for the easy classification and access of games which might be very difficult to filter with other options.

> **Tip**: In the dialog there is a small question mark next to the pull down menu for the language selection. This makes it easy to be consistent in the way you describe the classifications.

Clicking on the question mark opens the dialog "Game Title".



Now choose the appropriate classification text and confirm it with OK. The game is now classified, and you can easily find it in the index because the text has been written consistently.

2.1.4 Dialog Boxes

2.1.4.1 Search mask

2.1.4.1.1 Interactive search mask

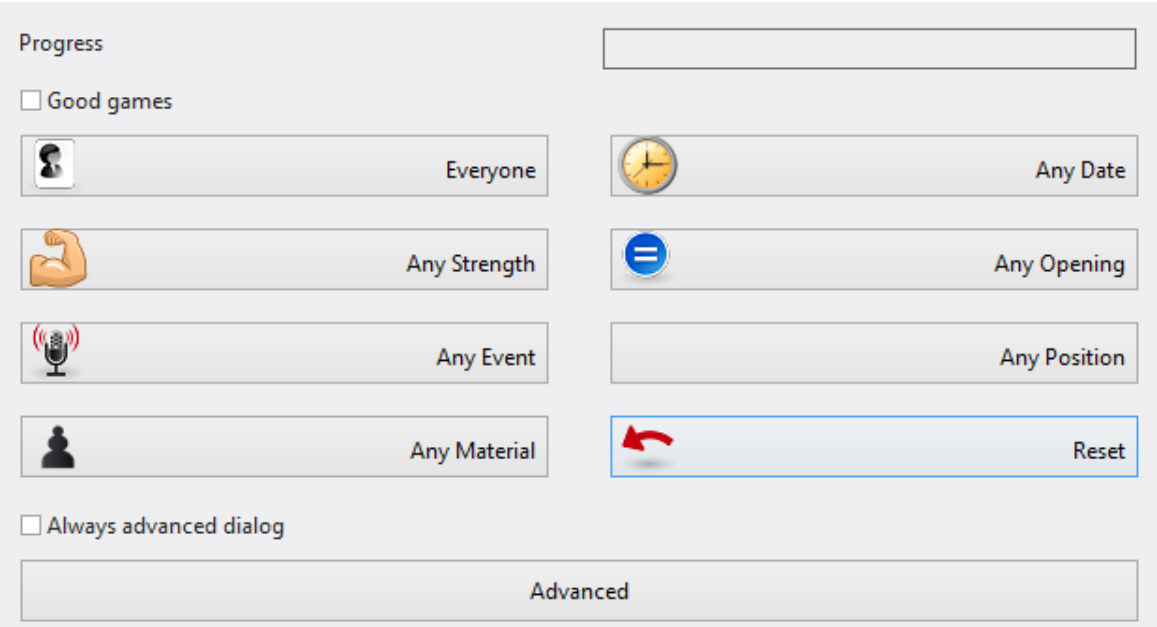
A ChessBase database can contain several million games. Our MegaDatabase contains about 10 million games, many played by top players, but also by amateurs. Thus these databases offer an enormous fundus concerning openings, player biographies and in principle a complete overview of tournament chess! In order to evaluate this amount of data in a meaningful way, there is already since the first versions of the program a sophisticated search mask, which allows the user a targeted evaluation of the data

material.

Note: the search mask works in its complete functionality in combination with databases, which are stored locally on the hard disk.

The present program version offers with the *Interactive Search Mask* an even easier to use tool for searching within one or more databases. When compiling the available search parameters, we have taken into account the search criteria preferred by most users.

As in the classic search mask, the search criteria can be combined.



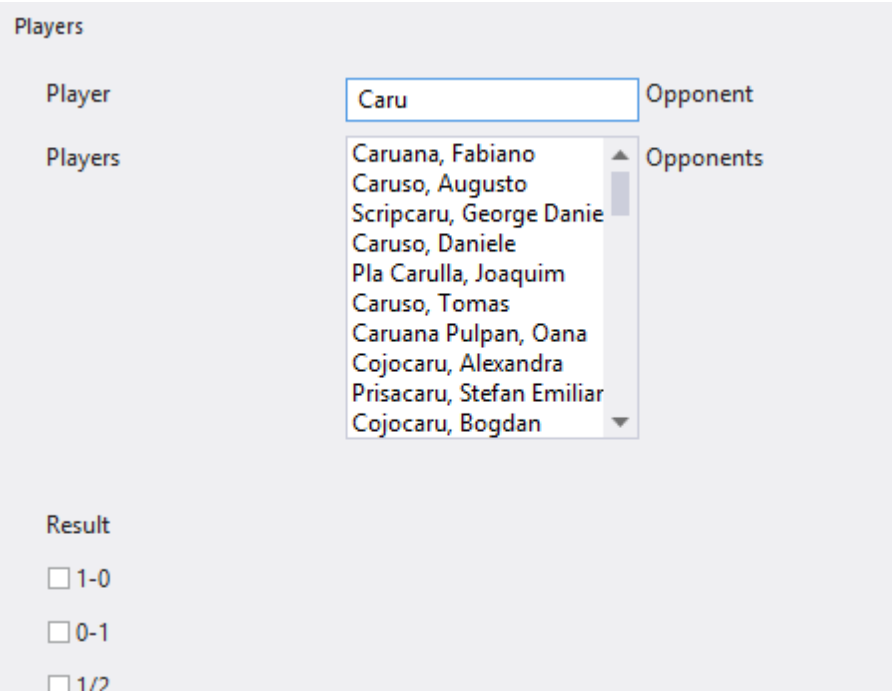
Note: the functionally extended search mask, which you know from the earlier program versions, can be started by clicking on the "***Advanced***" button. Interactive indicates that information about the expected number of games is already offered before the actual search process. Make sure that the database to be searched is in the current data format ***.2cbh**.

The important search criteria *player*, *tournament*, *ECO*, *material* and *position* are offered. Let's have a look at some examples how the interactive search mask works.

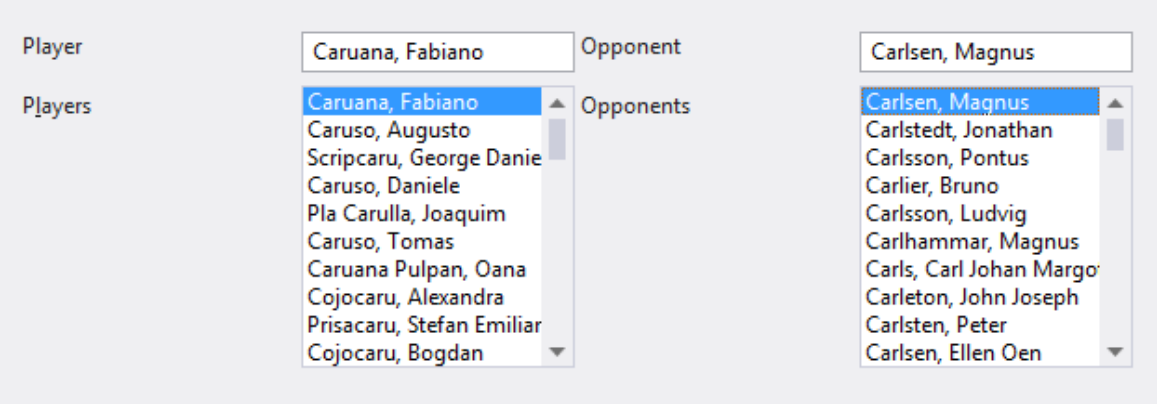
2.1.4.1.2 Interactive search mask-Everyone

The player search works differently from the old search: If you enter "*Caru*" under player, the classic search mask finds games by "*Carucci*", "*Caruso*" and "*Caruana*".

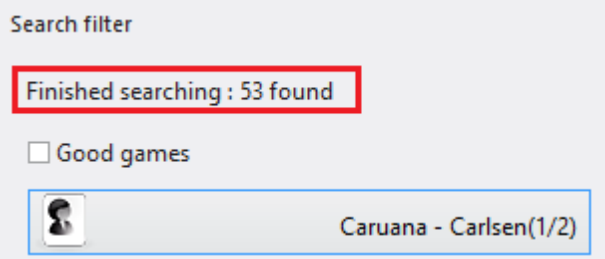
With the new search mask, a selection list of the players stored in the database appears:



If you simply click OK, the first player in the list (the one(s) with the highest number of games) will be taken. Of course, you can also specify the opponent in the search. The procedure is identical.

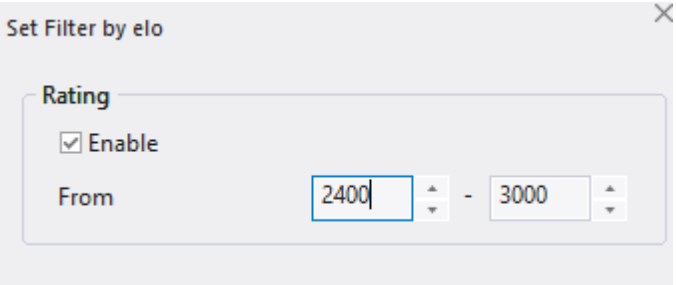


In addition, you can perform filtering by result in the subdialog.



2.1.4.1.3 Interactive search mask-Any Strength

In the dialog you can limit the Elo range for the search.



The example in the figure limits the search to players in the database who have a rating in this range.

2.1.4.1.4 Interactive search mask-Any Opening

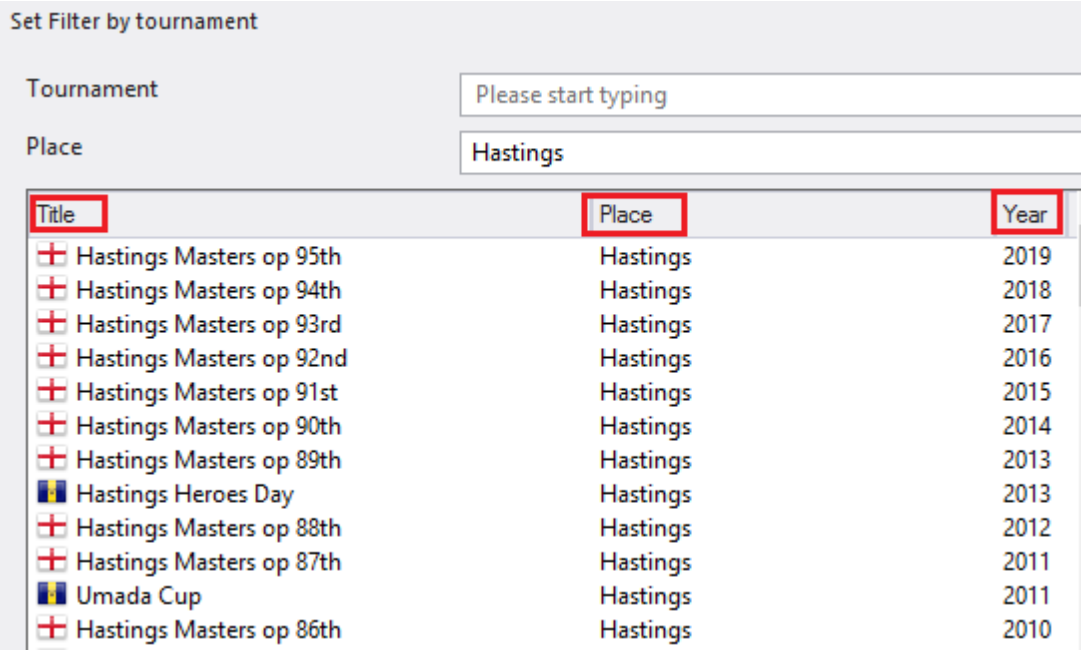
With this you search/define games from an interval of opening classifications by ECO code.

Either you select the ECO code from the named list or alternatively you type the ECO code directly into the input line.

2.1.4.1.5 Interactive search mask-Any Event

Searching for tournaments works differently.

For example, if you select a tournament specifically, only the games of this tournament will be considered. If you leave the tournament field empty and enter a location, the search will refer to all tournaments played in that location.



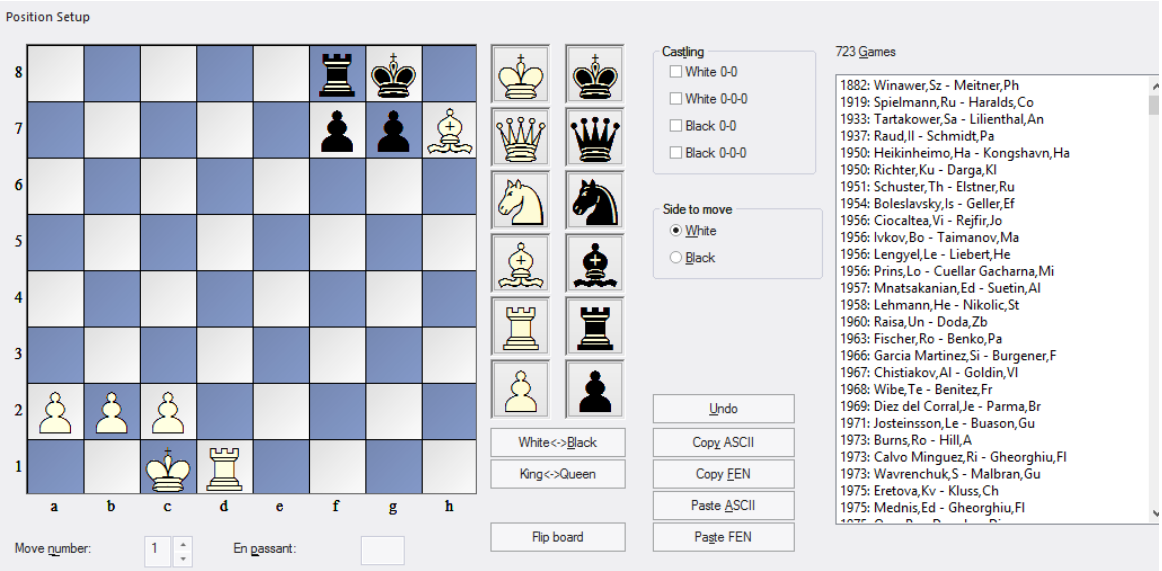
Tip: The column sorting in the dialog can be used to sort by the criteria title,location and year.

2.1.4.1.6 Interactive search mask-Any Position

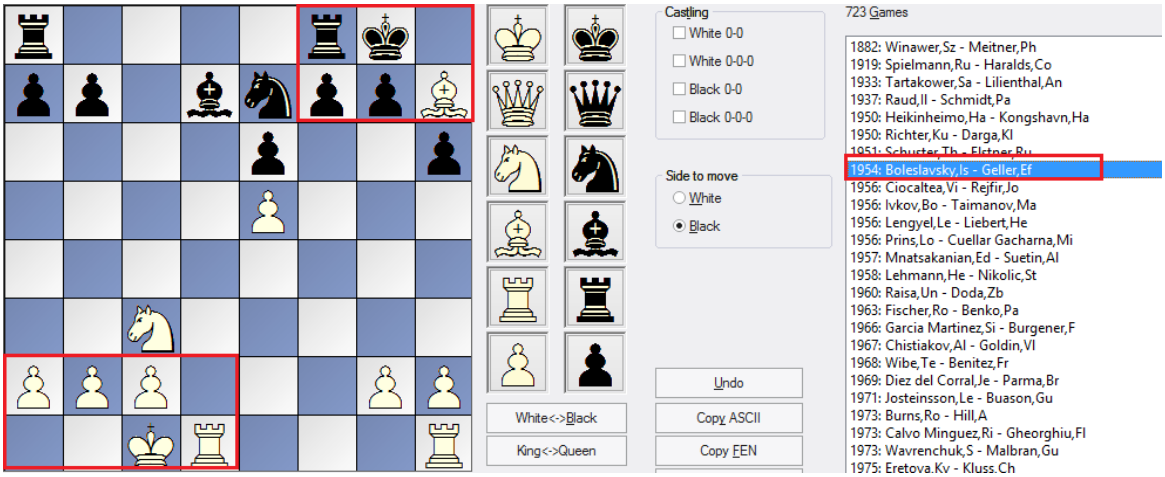
This powerful search option in combination with the new data format offers an especially easy way to find games with predefined positional motifs. The dialog Build position is started and you can simply enter a certain material constellation by setting the pieces.

Please read also Position Setup ....

Example heterogeneous castling with bishop sacrifice on h7.



In the right part of the window, all games in the database are listed in which this constellation has occurred.



By clicking on a list entry you can easily extend the search criteria. On the board always the first game constellation is built, in which the search criterion occurred.

On the input board you can further refine or change the search criterion by removing or repositioning the pieces.

2.1.4.1.7 Interactive search mask-Any Material

Here you can search for specific material distributions/constellations.

Simply place the pieces you want to search for on the board.

The example below filters all games from the database in which there was a knight-

(black)-bishop(white) endgame and there were three pawns on each side.

Below the input board you will find the number of games with the search criterion.

"*Any number of pawns*" means that only after the piece constellation is performed regardless of the number of pawns per side.

Under "*Endgame*" you can directly select from a list of special eye-catching endgame constellations.

2.1.4.1.8 Interactive search mask-Other Options

Reset

With this you delete previously made search criteria.

Good games

This makes an automated preselection regarding the quality of the displayed games. For example, the function only considers games in which at least one player was the holder of an IM / GM title and no blitz, rapid chess or simultaneous games are considered for the evaluation. Short draws under 20 moves are also not considered.

Always advanced dialog

This option hides the interactive search mask and takes you directly to the extended search mask.

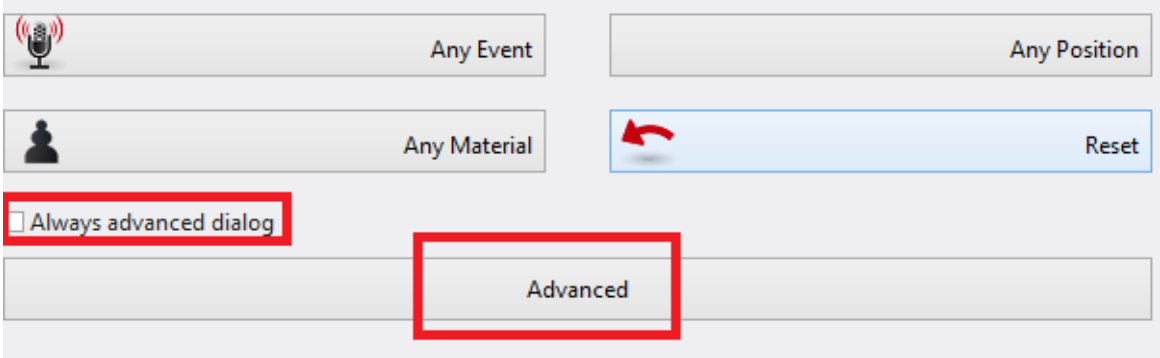
2.1.4.1.9 Search mask

The *search mask* is used to retrieve games that match some specific criteria. It is a filter that allows games which fit the criteria to pass and appear in the list, while others are held back.

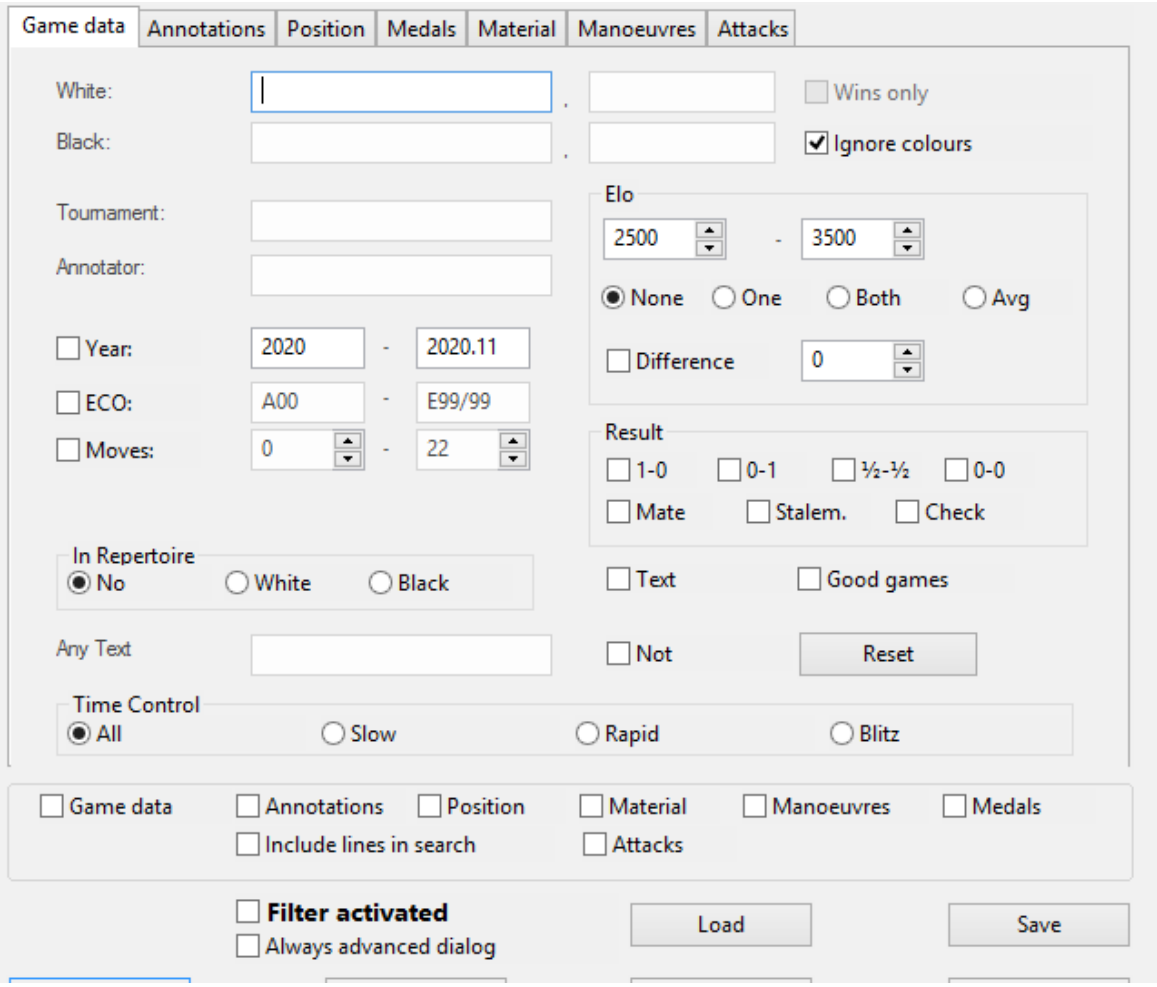
There are two different applications of the search mask. One applies to a games list and the other to one or more databases in the database window. Both searches can be started with ***Ctrl-F***.

The first step is to start the interactive search mask. You can get to the more detailed view by clicking on "*Advanced*".

If you want to use the advanced mask permanently, put a check mark behind "*Always advanced dialog*".



This produces a search mask with a number of tabs.



- Game data

Search for players, tournaments, years, results, etc.

- Annotations

Search for different types of commentary contained in games.

- Position

Search for positional fragments, themes and sacrifices.

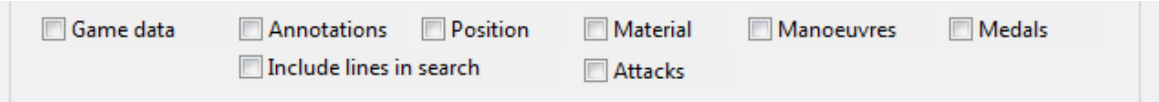
- Material
Seach for material distribution and balance.

- Manoeuvres
Search for manoeuvres.

- Medals
Search for medals.

- Attacks
In addition to the search for manoeuvres and material constellations, in any database the program can conduct a targeted search for pre-defined defensive – or attacking – motifs. In the search mask you can define the search criteria you wish via the tab *Attacks* .

All of these sections are connected with a logical "and". This means that if a number of criteria are defined all of them must be fulfilled in order for a game to be retrieved. When there are definitions present in any section a check box at the bottom of the search mask is switched on. You can unclick it to switch off that section.



Include lines in search
Causes ChessBase to search not just in the main lines but also in the analysis contained in the games.

Reset
Clears all sections of the search mask completely.

Calling up the search mask

Database window: Click Ribbon Harddisk - Search games in – Reference database.
Database window: Rightclick - a database symbol, Search.
List window: Edit – Filter games.
List window: Right-click list, Edit – Filter games.
Board window: Rightclick Chess board – Find position in reference database.
Board window: Rightclick Chess board - Edit – Find position in (selected database).

The program offers the option of permanently saving pre-defined searches and loading them again when required. Above all that saves a lot of time with frequently used searches and speeds up your work with the program.

Either start the games list of the database which is to be searched or right click on a database symbol - > Search. Define your search criteria.
Click in the search dialog on the "Save" button. The file dialog is now brought up via which you can save the settings for your search. The file extension for search files is ***.dbsearch**, the standard pathway to the saving of search criteria can be found in the sub-directory "SearchMask" in the user directory.
Take care than when choosing a name for your search that it is a meaningful one so

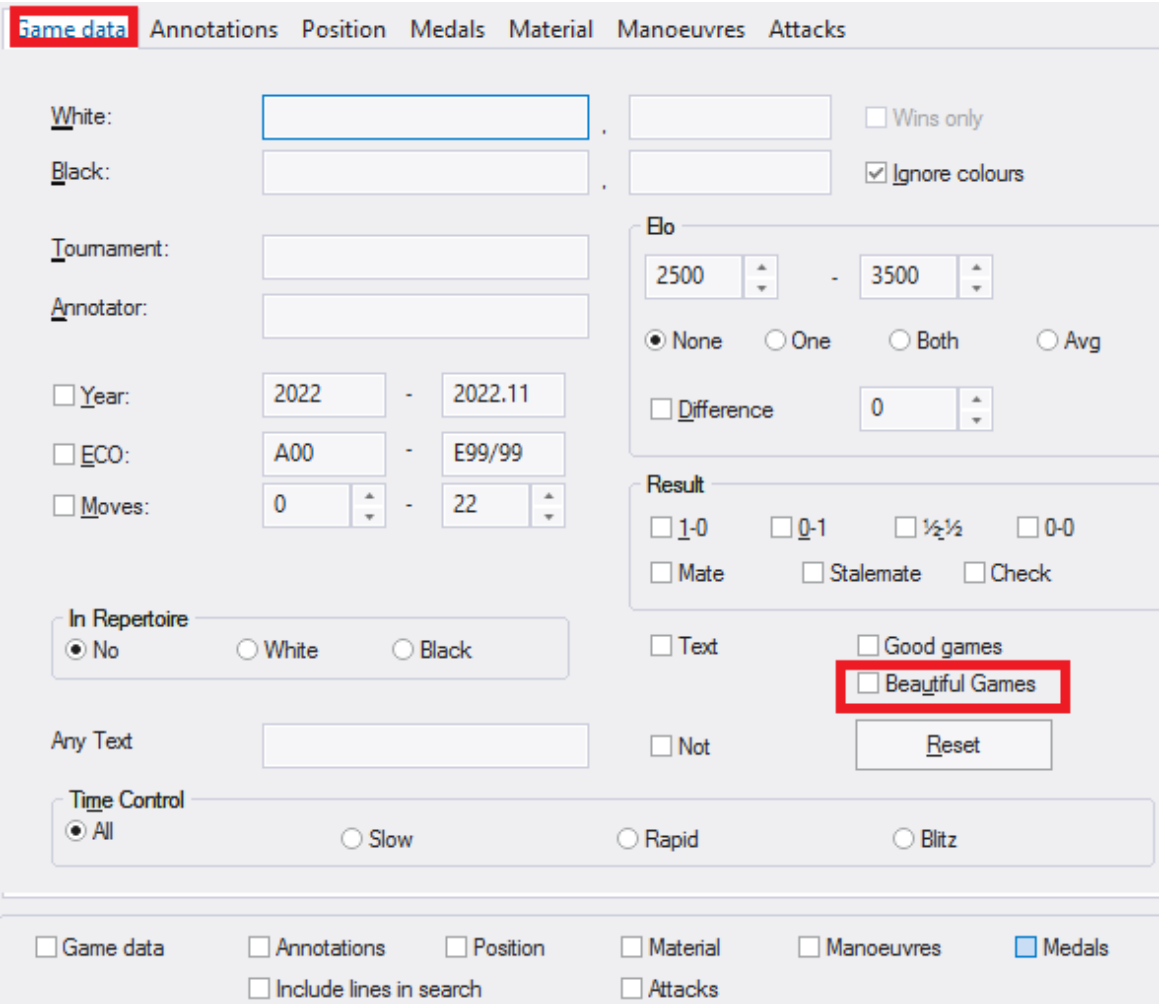
that when you have a lot of them it is easy to pick out the one you are looking for.

The program offers the option of permanently saving pre-defined searches and loading them again when required. Above all that saves a lot of time with frequently used searches and speeds up your work with the program.

Either start the games list of the database which is to be searched or right click on a database symbol - > Search. Define your search criteria.
Click in the search dialog on the "Save" button. The file dialog is now brought up via which you can save the settings for your search. The file extension for search files is *.dbsearch, the standard pathway to the saving of search criteria can be found in the sub-directory "SearchMask" in the user directory.

2.1.4.1.10 Search mask – Game data

Search mask, Game data.



Search for players (White/Black)

- All games of Kasparov:
  Type in White: "kasparov" or "kasp", leave Ignore colors on.
- White games by Kasparov:
  Type in "kasparov" or "kasp", switch Ignore colors off
- All games between Kasparov and Kramnik:
  White = "kasparov", Black = "kramnik", switch Ignore colors on.
- White games of Kasparov against Kramnik:
  White = "kasparov", Black = "kramnik", switch Ignore colors off.

You can use wildcards in the search, e.g. "H*bner" to retrieve both Hübner and Huebner, or "?ussup" if you are uncertain whether it is Yussupov, Jussupov or Jussupow.

Tournament

The search for tournaments and annotators is similar to the search for players. Here too, the search is case sensitive. If the tournament data contains the search string not in the title but in the place, the games will still be retrieved.

Elo

When you search for the games of players within a certain Elo range (e.g. "2600 – 2875") you can also determine whether the average rating of both players, that of at least one player or the individual ratings of both players must lie within the given range.

Year

You get games from a particular year or period (e.g. "1997" – "2000").

ECO

This allows you to search for games from a specific ECO code – in conjunction with other criteria, for instance all D20 games played by Vishy Anand.

Moves

You can specify the minimum and maximum lengths of the games you wish to retrieve. This is usually combined with other criteria, e.g. all white games of a certain player that are less than 25 moves long, all short wins or draws.

Any Text

Find this text in any of the game data field, including tournament details, teams, etc.

Result

Click on any of the checkboxes to search for white wins, black wins, draws, games without result, mates, stalemates and games that ended with a check.

Mate, Stalemate, Check

All games in which the final position was mate (or there was a forced mate ahead); all games which ended in stalemate or with a check.
Chess training: Do a mate search on the latest issue of ChessBase Magazine or TWIC. In the search result window switch the notation to training. Use cursor down to put one game after another onto the screen. ChessBase will always jump to the position just before the forced mate, which you must try to find. In this way you can go through dozens or even hundreds of games in quick succession, sharpening your eye

for mating positions.

Difference
In the search mask the program offers the possibility of targeting your search on games played between a particularly strong player and an opponent with a drastically inferior rating.
Such searches can be carried out with the aid of the button "Difference" in the search mask. Let us assume you are interested in those games of Garry Kasparov which he played during his active career against players whose Elo rating was clearly much lower than his.

Text
All database texts.

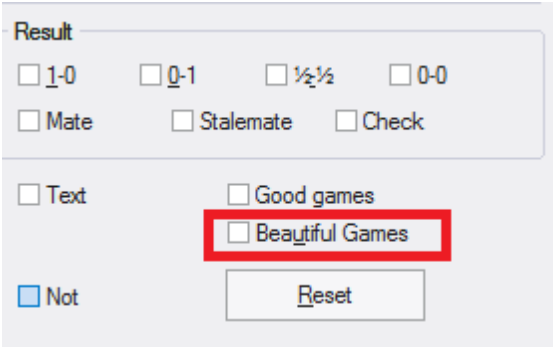
Good Games
In the dialog for game search Chessbase 10 offers the parameter „Good Games". Using this parameter the results can be greatly be improved by considering the quality of the games in the list. For instance, this function only considers games in which at least one player has an Elo rating above 2350 or one player had an IM or GM title. This function excludes blitz, rapid and simultaneous games. It also excludes games with less than seven moves and drawn games with less than 20 moves.

Not
Find all games not matching the search criteria for game data.

In Repertoire
All games which contain lines from your openings repertoire (as defined in the repertoire database).

Reset
Remove all data from search mask.

One of the innovations of the program is the classification according to the criterion "beauty". The search mask can filter those lots from the database that are classified with this criterion.



2.1.4.1.11 Tip Search mask

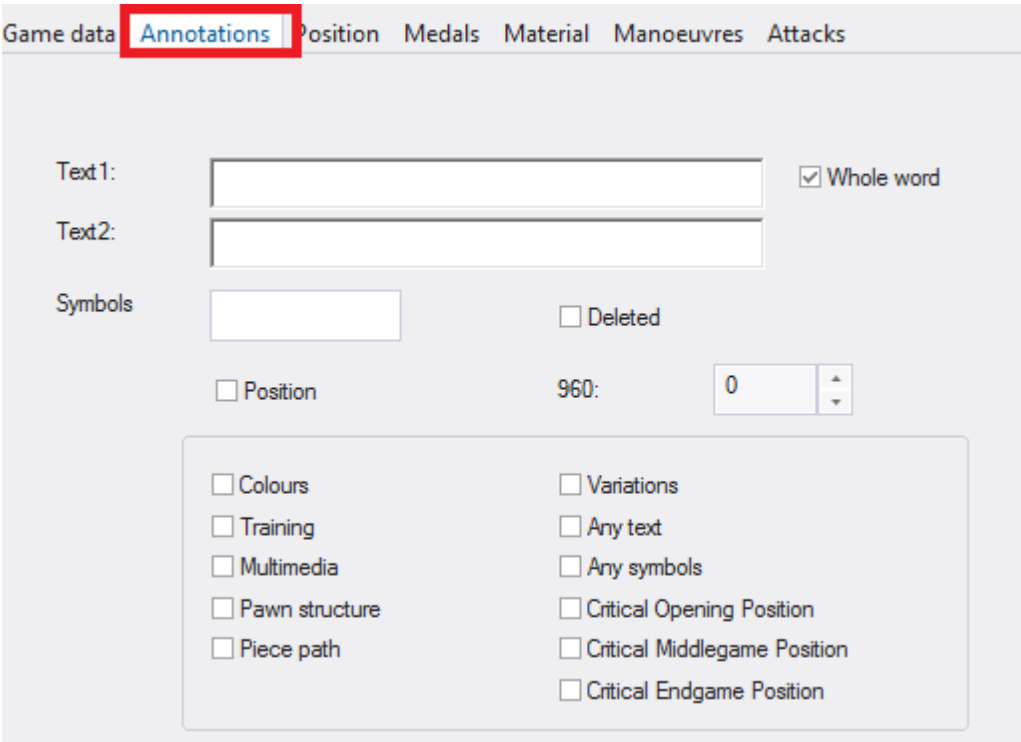
Suppose you have a collection of games where the same name is spelt or recorded differently in a database, e.g. "Mueller" and "Müller". If you search for Müller's games as White by entering "M" under the first and last names (with "Ignore colours" active), then only the games where the player was recorded as "Mueller" are returned, or in which Black also had a name beginning with M.

This is due to the way that the program has been implemented - it operates on the assumption that players' names can only be composed of letters from A-Z and does not include other characters, such as umlauts other diacritics.

Solution: Use the * wildcard and enter "M*" instead of "M"

2.1.4.1.12 Search mask – Annotations

Search mask, Annotations.



- **Text1, Text2**

You can enter two text strings, and ChessBase will retrieve all games in which either is contained. All variations and all languages are considered. "Whole word" will retrieve only games in which the word stands alone, i.e. "dramatic" will not find "dramatically".

Please note: If you only enter a blank character as Text1 ChessBase will retrieve all games that contain a lot of text commentary.

- **Symbols**

Enter commentary symbols like "!!", "??", "+–", etc. and ChessBase will find all games

that contain these symbols. There are special keyboard shortcuts for entering commentary symbols.
Chess training: You can use this function to search for games with "!!". Set Training notation and move the cursor down the list in the search result window. Each game is displayed with the position before the brilliancy on the board. Try to find the brilliant move.

- **Deleted**
Search for games marked for deletion.

- **Position**
Search for games which start from an entered position.

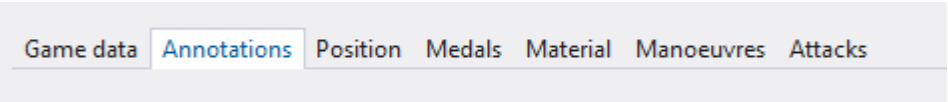
- **Other criteria**
You can search for other criteria such as games which have coloured squares and arrows ("Colours"), training positions, multimedia elements, graphics commentary for pawn structure, piece paths, critical positions, games with variations, games with any text commentary and games with any commentary symbols.

2.1.4.1.13 Search mask – Manoeuvres

Search mask, Manoeuvres.

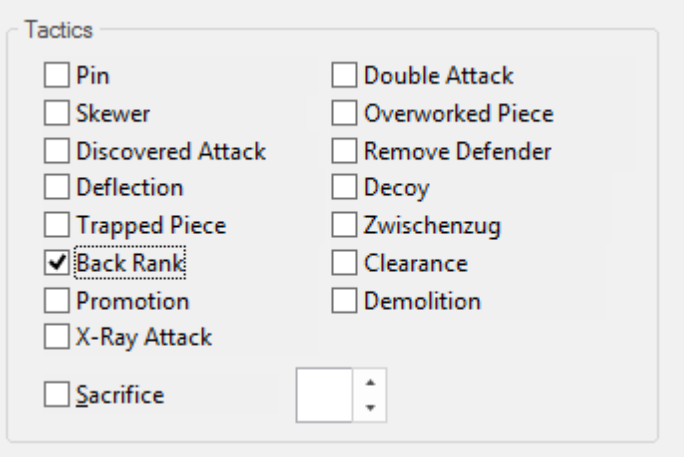
Quick-witted spotting of tactics is an important component of practical playing strength. The program offers a plethora of options for filtering out of a database games in which tactical motifs are present.

The program can find games containing all common combination motifs. This is part of the new and extended search. Just open the search mask, click "*Advanced*" and then the *Manoeuvres* tab, click on one of the motifs and hit Enter to start the search.

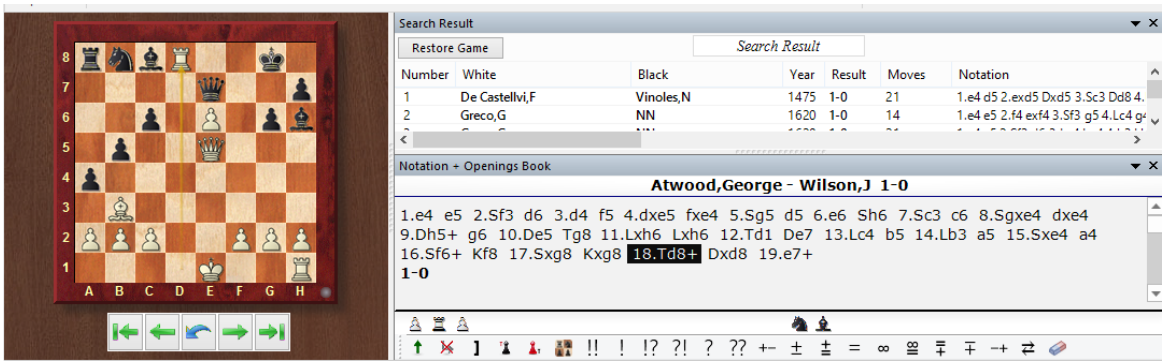


For targeted training in clearly defined tactical motifs there is a useful extension to the tab for *Manoeuvres* in the search mask.

Here you simply select by ticking the desired motif and after a click on OK the database is immediately searched for the tactical motif.

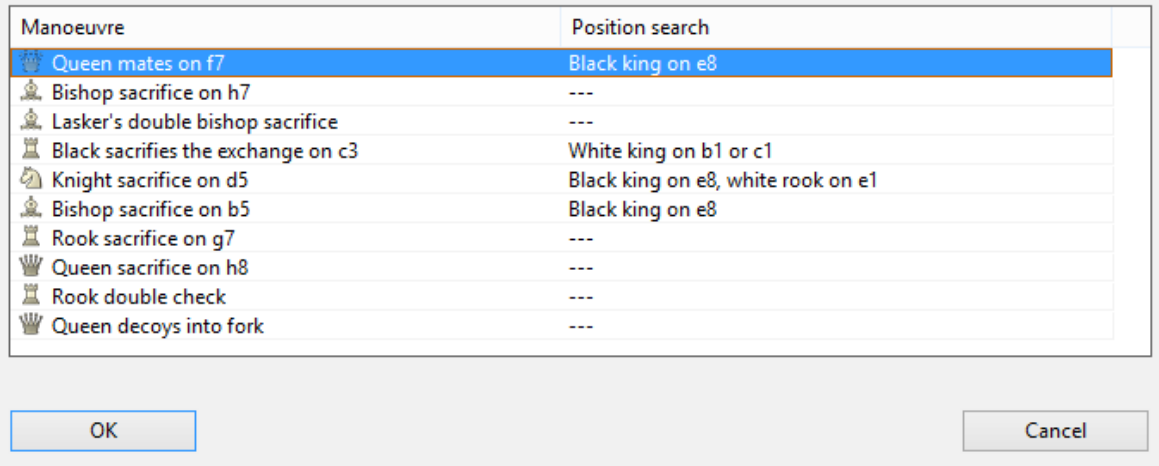


It jumps to the relevant position when you click any of the games.The program lists the relevant games in the window for Search result. A click on an entry in the list and the game is displayed on the board with the program "leaping" directly to the key position in the game with the tactical motif you were looking for.



This function offers above all to chess trainers a simple option for putting together appropriate instructional material. Alternatively it makes it possible for every user to search through his or her own games for these elementary tactical motifs.

The material and manoeuvre parts of the search mask were always a bit difficult to understand. Both have now been enhanced with a long list of samples, containing relevant motifs



The Manoeuvre search finds specific sequences of moves. Unlike the position search it also looks for the starting squares of the pieces.
On the left of the input mask there is a list in which the moves of the manoeuvre appear. This is where you enter the individual moves (should the move order be respected, activate Check move order; should manoeuvres with pieces of the opposite colour be searched for, then e.g. B??xh7 to also find B??xh2, activate Mirror).

This function offers above all to chess trainers a simple way to compile suitable teaching materials. Alternatively it allows every user to search through his or her own games for these elementary tactical motifs.

The definition of a manoeuvre is not always a trivial matter. The pre-defined motifs in the dialog box cover a great deal of ground and in addition the user is able to modify these.

With a click on the example you can load other pre-defined searches.

After your selection you will see in the dialog box specifically how the manoeuvre you have selected has been defined. This will help in the understanding of how to define search criteria.

Searching for manoeuvres retrieves sequences of moves. This is unlike the position search which provide a static picture and is insufficient when you interested in finding out how a certain position has come about. In addition, the manoeuvre search can be used to find a wide range of tactical motifs.

How to define a manoeuvre

- **Colour:** The boxes W, B and WB select which side makes the move in question.

- Piece: The piece type is selected from the list of pieces that appears when you click the arrow down symbol. Use the question mark to denote an arbitrary piece.

- Squares: The start and destination square are given in long notation ("e2e4"). Use the question mark as a joker: For example, "?3?3" means any move along the third rank, "??h7" means from anywhere to h7. You must first delete a question mark before entering a number or a character in its place.

- Capture: If the check box between the squares and the destination piece is clicked on, then the move must be a capture. You can specify which piece is to be captured in the pull-down menu on the right. Once again "?" means any piece, and "0" means that the move only counts when it does not capture anything.

- Promotion: You can specify whether the move should be a promotion and to what piece.

- Sacrifice: Click the "sacrifice" checkbox and give a material value (in pawn units) to find manoeuvres in which material was sacrificed for a certain period of time (this must be specified under "Length"). The program checks whether the moves defined won or lost material to the specified extent.

- Move window: This defines the area of the game in which the program is to search for the manoeuvre in question. The "length" value refers to the maximum number of ply (half-moves) in which the whole manoeuvre must occur.

- Check move order: In a manoeuvre over a number of moves you may or may not want to restrict the search to games in which the moves occurred in a specific order.

- Not: Switching this on will retrieve games in which the defined manoeuvre did not occur. Example: White promotes to a knight and Black does not capture it in the next five moves.

Examples

A. Kingside attack with Qg3/Qg4 and Bh6
wQ??g?
wB??h6
Suggested move window settings: 5–40, length 8.

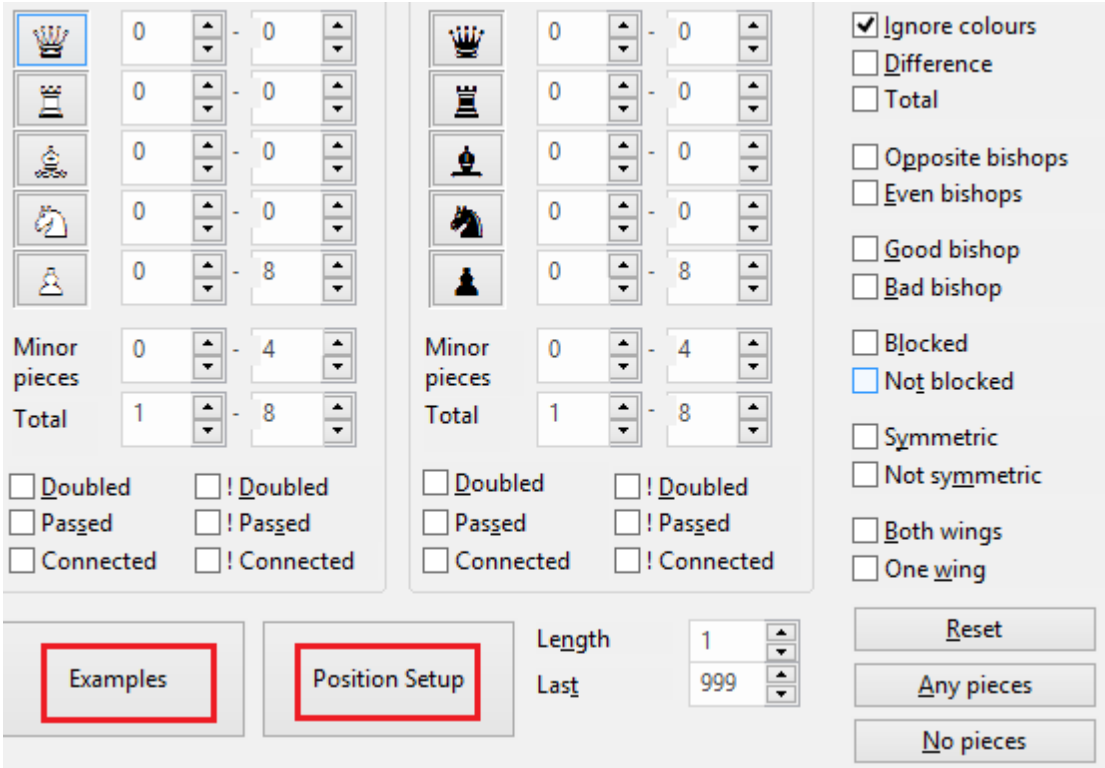
B. Knight manoeuvre f3-e1-c2-e3-d5
wNf3e1
wNe1c2
wNc2e3
wNe3d5
and perhaps also:
b???d5xN
wP??d5x?
Suggested move window settings: 5–50, length 20.

C. Bishop sacrifice on f7 followed by knight check on g5
wB??f7xP
bK??f7xB
wN??g5
Suggested move window settings: 5–40, length 3.

2.1.4.1.14 Search mask – Material

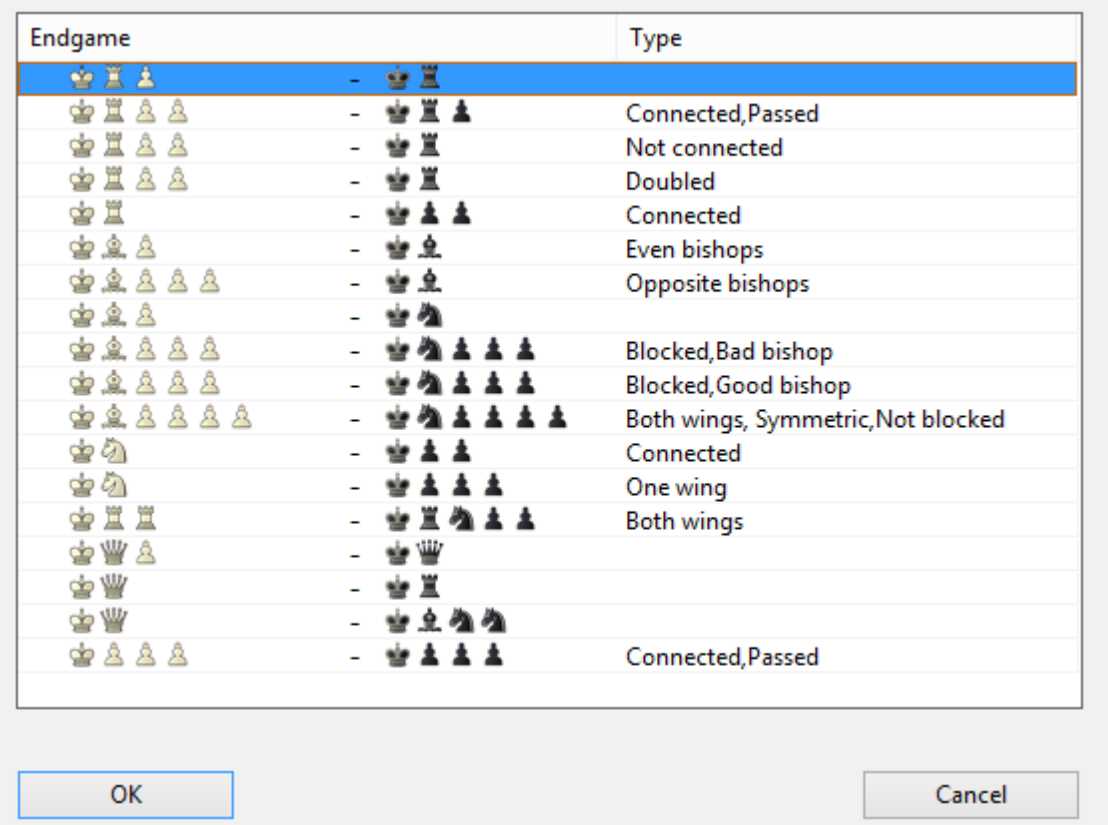
Search mask, Material.

Searching for pre-defined constellations of material has been simplified. In the search mask you define you define your search for specific distributions of material via the tab *Material*.

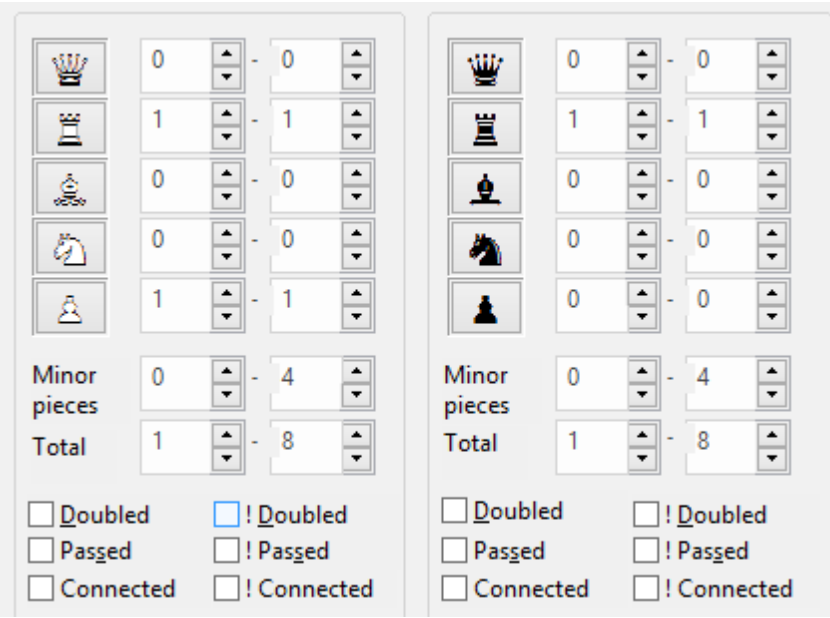


The search for material was and is an efficient tool, but in earlier versions the definition of the search parameters was in no way easy. Here CB 15 offers some functions which help to make this efficient tool simpler to use.

A click on *Examples* in the dialog box offers a selection of typical material constellations, which are frequently the object of searches:

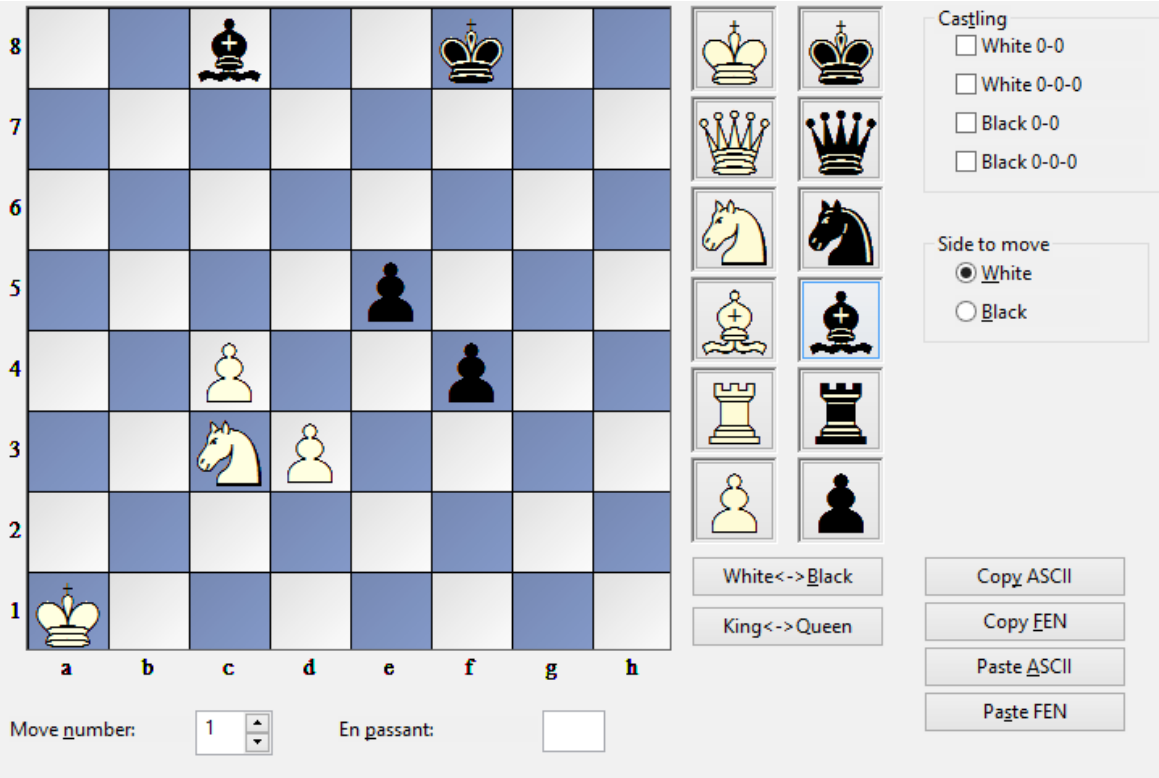


Let us take as an example the first entry for the distribution K+R +B – K+R. A double click on the entry and you will see the required parameters transferred into the search mask.

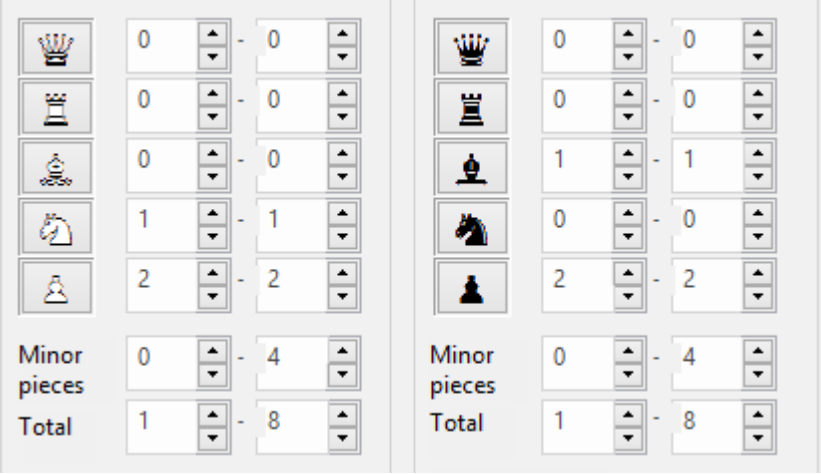


There is an important function for the button "*Position setup*". With it you start to set

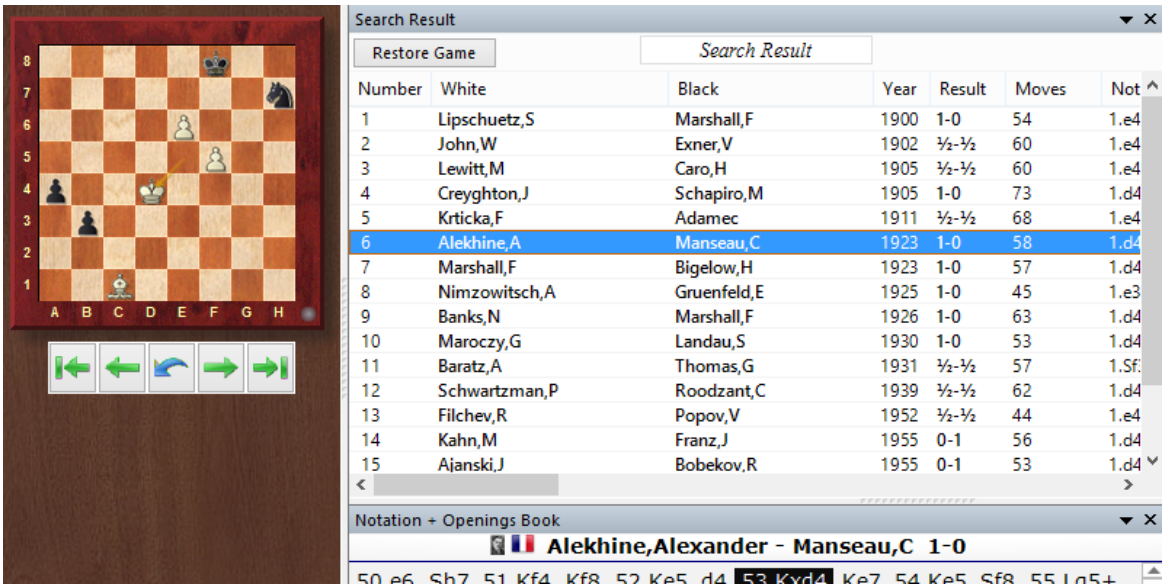
up a position and simply enter the desired material constellation.



After inputting the position and OK you will also see the effects it has in the search dialog.



At any point you can make use of the additional parameters in the search dialog in order to fine-tune your search. The result of the search will be displayed in the window *Search result*. A click on a list or game entry loads the game immediately with the key position according to the search criteria in the board window.



How to define material distribution

- The search for material distribution is usually used to look for specific endgame types. You can specify what material should be on the board. For each white or black piece you can set the minimum and maximum numbers that must appear on the board.

- "Any pieces" and "No pieces" are used to switch on or off all pieces without having to do this manually for each.

- If the range for white pawns is set at "0–8" it does not matter how many white pawns are on the board. If it is set at "3–4" only positions with at least three and at most four white pawns are retrieved. "1–1" pieces means that exactly one piece of that kind must be present.

- "Ignore colors" allows you to search for material distributions with the colours reversed. If you have entered "Knight: 1–1" for White and "Bishop 1–1" for Black (and all the other piece values are set at zero) the "ignore colors" option means that the program will find endgames with a white knight against a black bishop, but also endgames with a white bishop against a black knight.

- You can include criteria like "Black has a pawn for the exchange" or "Queen against three minor pieces" by using the option "Difference". When you switch this on the values given for the black pieces have a different meaning. They denote the difference in material value between the white and black pieces.

Examples

1. Search for material imbalance in which Black has two or three pawns less:
   Click "Any pieces" and then "Difference"
   Enter a difference for black pawns: minus three to minus two.
   Deactivate the "Ignore colour" option, otherwise you will also get games in which White was down by two or three pawns.

2. Search for positions in which one side has a pawn for the exchange:
Activate “Difference”
White rooks: “1” – “2”, difference: “-1” – “-1”
(one side has one or two rooks, the other a rook less).
White Bishops: “0” – “2”, difference: “-1” – “2”
White knights: “0” – “2”, difference: “-1” – “2” (these two lines are not important and simply set upper limits for each minor piece type).
White pawns: “0” – “8”, difference “1” – “1”
(the side with a rook less has an extra pawn).
White minor pieces: “0” – “4”, difference “1” – “1”
(the side with a rook less has an extra minor piece).

These last two lines are crucial for defining “pawn for the exchange”.

Other criteria

Doubled, passed and connected pawns

Under both the white and black material you can specify whether doubled, passed or connected pawns may or may not be present. “Doubled” means that doubled pawns must be present, “!Doubled” that they may not be present, i.e. a match will only occur if no doubled pawns (for that side) occurred during the game. The same applies for "!Passed" and "!Connect".

Opposite/Even bishops

Both sides have a single piece each on the different or same coloured squares.

Good bishop/Bad bishop

At least one bishop is present with a majority of the opponent’s pawns on the same colour and a majority of its own pawns on the opposite colour squares. “Bad bishop” is the opposite. If you click on both the program will retrieve games in which one side had a good and the other a bad bishop.

Blocked/Not blocked

All pawns of one side are blocked. “Not blocked” means that a majority of the pawns are not blocked. If both are clicked on then at least two thirds of the pawns of one side must be blocked.

Symmetric/Not symmetric

Both White and Black have the same number of pawns on each file. “Not symmetric” means there is a difference on at least one file.

Both wings/One wing

There is at least one pawn on the queenside (a to d files) and one on the kingside (e to h). “One wing” means that all pawns are on one side only.

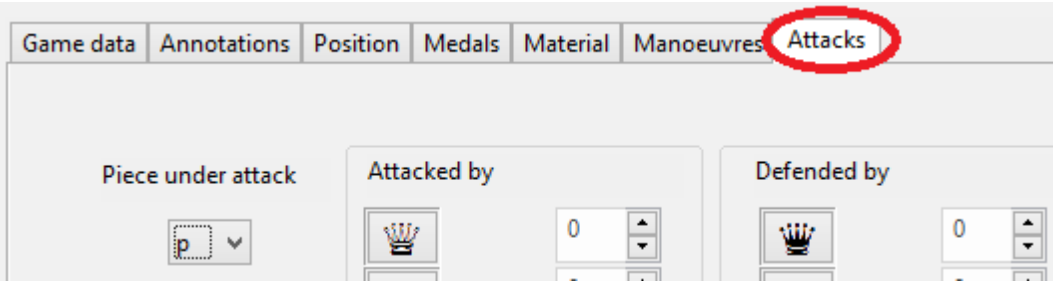
Length

The material balance must be on the board for at least n moves.
The definition of these criteria may not seem easy or immediately intuitive, but it is extremely flexible and allows you formulate a vast number of different kinds of material distribution.

2.1.4.1.15 Search mask - Attacks

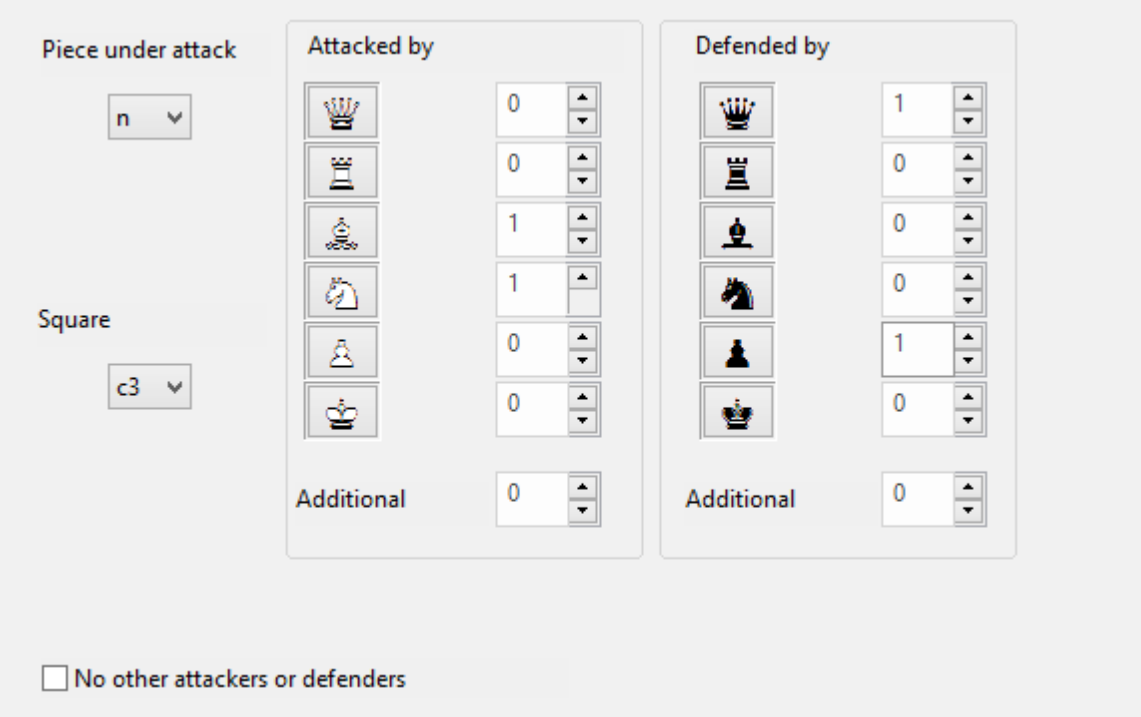
In addition to the search for manoeuvres and material constellations, in any database the program can conduct a targeted search for pre-defined defensive – or attacking – motifs.

In the search mask you can define the search criteria you wish via the tab *Attacks* .



An example of how to use this: you would like to find games in which the knight on c3 is attacked by a knight and a bishop; the knight which is under attack is to have the queen and a pawn to defend it.

The definition of these search criteria appears as follows in the dialog box:

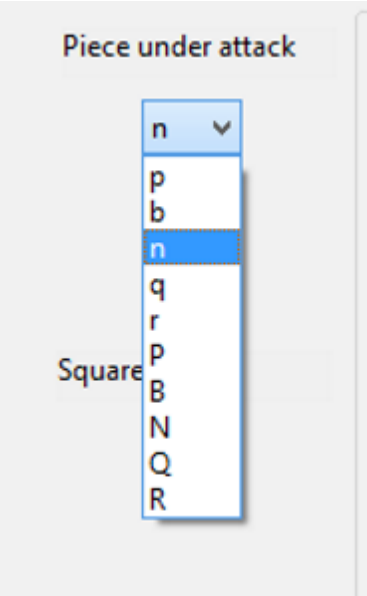


In the box for the piece you specify the type of piece which is specifically "*under fire* ". In addition you can also determine the square on which that piece stands, in our example that would be c3.

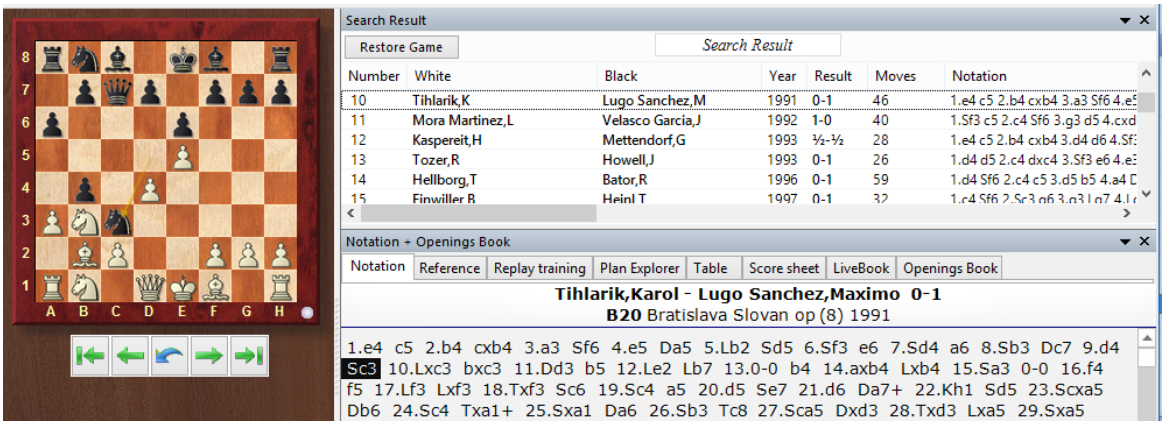
As the next step you specify the types of piece which are attacking and defending and start the search with OK. As in all other searches the program displays all the

games which fulfil the search criteria. A click loads the game with the pre-defined position from the "*Search result*" window.

Hint: Be aware that in the box for selecting the piece the colour is defined by whether you use a capital or a small letter!



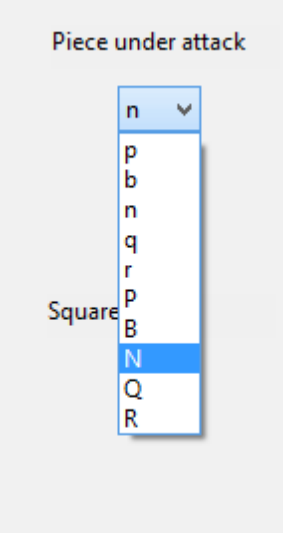
Let us take a look at how the setting "n" (small letter) works out with our pre-defined example.



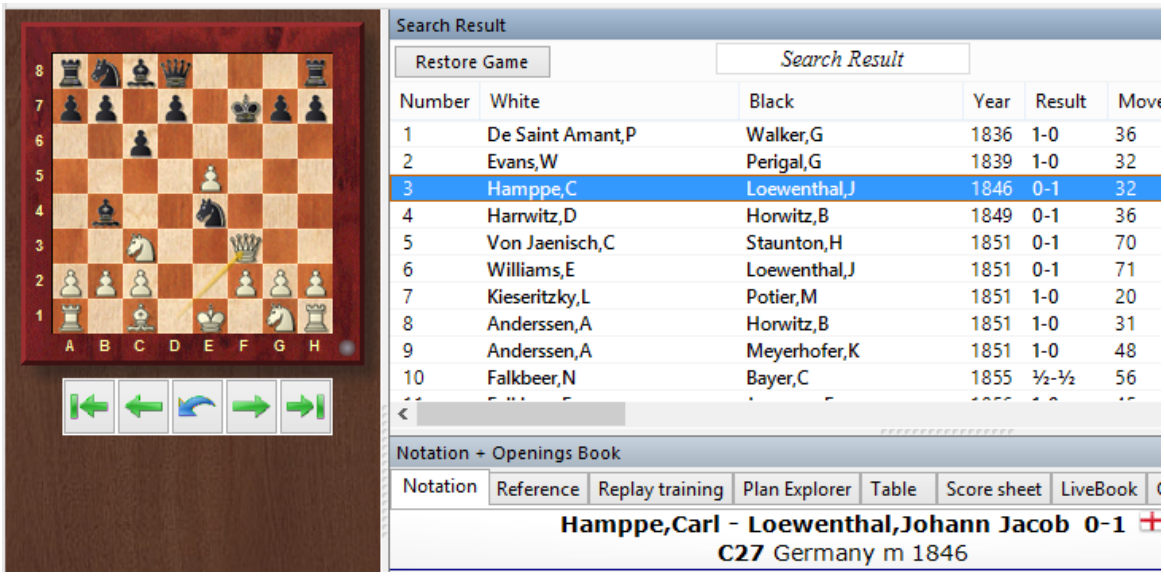
All the games in the list do meet the chosen search criteria, but only when there is a black knight on c3.

Anyone who plays against the Nimzo-Indian as White will be interested in constellations in which the white knight on c3 is attacked by the black knight from e4/d5 and the bishop from b4. How can we find those games in which the knight is of the "correct" colour?

In that case in the dialog box you go for the capital letters.



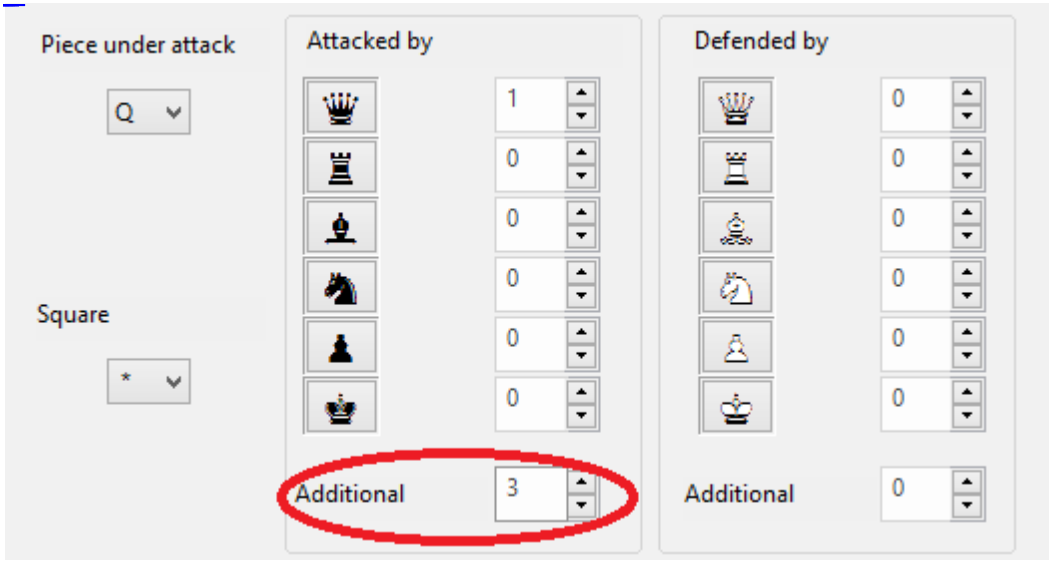
The search results window now displays games with a white knight on c3.



Hint: The search criteria from the *Attacks* tab can be combined with any other search criterion, e.g. Game data.

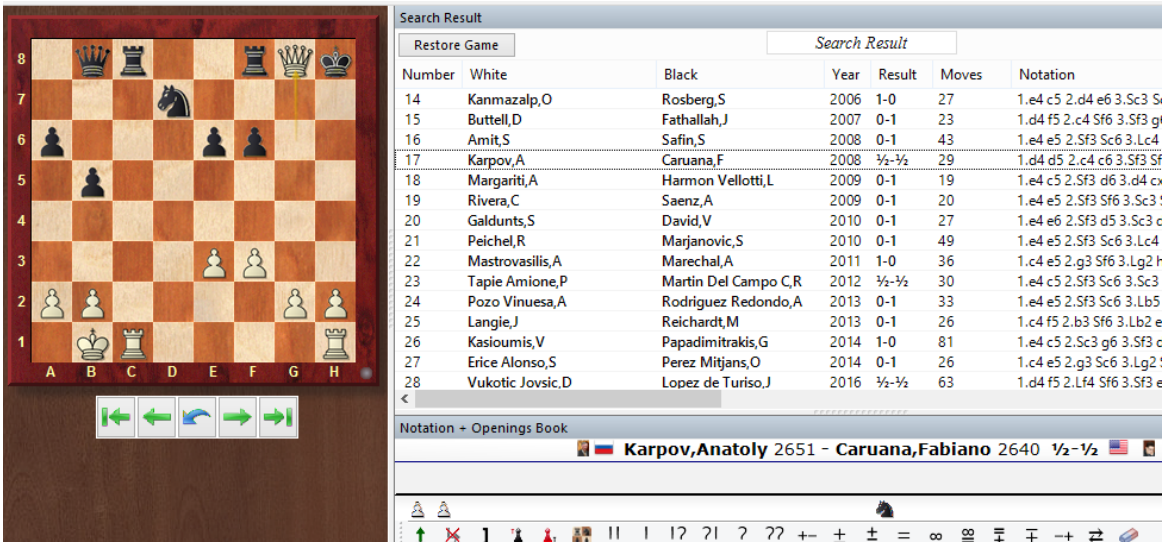
Under *Additional* one can enter unspecified additional attacking/defending pieces.

"



The following motif is the object of our search: all games in which the white queen is attacked by the black queen. In addition, three unspecified attacking pieces are entered under *Additional* .

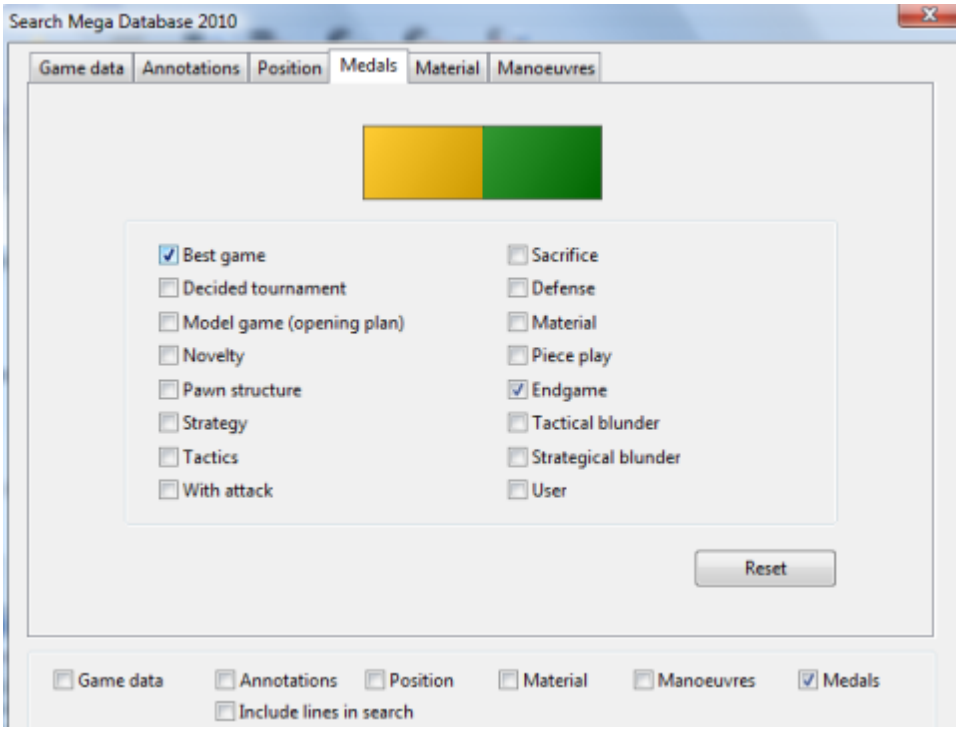
The search finds the relevant games and lists them in the *Search result window*. A click on an entry in the list displays the game directly on the graphical chess board at the relevant position according to the pre-defined search criteria.



The entry "*No other attackers or defenders*" defines exactly the relationship between attacking and defending pieces. If this button is deactivated, the number shown for the pieces will be interpreted as a minimum.

2.1.4.1.16 Search mask – Medals

Search mask, Medals.



Searches for medals. If you click more than one medal type then only the games which were awarded all the selected medals will be considered.

2.1.4.1.17 Search mask – Position

Search mask, Position.

This allows you to search for positional fragments, including strategic and tactical manoeuvres based on pawn structures and piece constellations.

There are **<u>three definition boards</u>**:

- The "Look for" board: Here the pieces are set on the squares on which they must be in the positions you are looking for.
- The "Or" board: This allows you to define fuzzy positional fragments such as "all positions in which piece x is on square a, b or c".
- The "Exclude" board: With this you can establish which pieces should not be on specific squares in the positions you are looking for.

To put a piece on a square, first select a piece type on the right. A click on the square on the board will put the piece there. Clicking with the right mouse key will insert a piece of the opposite colour. The **"joker" symbols** on the bottom mean any white and any black man (pieces or pawns).

On the Exclude board you can place up to four different pieces on a square. To remove any one of them press Crtl and click it. The same also applies to the Or board.

Mirror horizontal/vertical
The "Horizontal mirror" and "Vertical mirror" reflect the board horizontally and vertically. In the above example the horizontal mirror will ensure that games with a black bishop penetration on h2 will also be retrieved.

First, length, last
These options define when and how long the positional fragment should be present during a game. If the positional constellation appears in the game before the "first" or after the "last" move specified than it is ignored. "Length" refers to the minimum number of consecutive ply (half-moves) the pieces must be on the board.

Sacrifice
This specifies if a sacrifice combination must be involved.

Get board
This inserts the position from the last active board window.

Examples of strategic themes

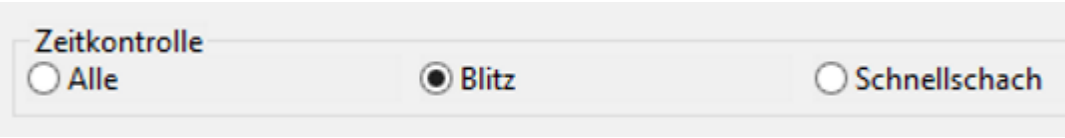
A.Rook on open c-file
Search board: wRc1.
Exclusion board: White and Black jokers on squares c2-c7
B.White isolated pawn on d4
Search board: wPd4
Exclusion board: wPc2-c7,e2-e7,d5-d7
C.White passed pawn on e5
Search board: wPe5
Exclusion board: bPd6,d7,e6,e7,f6,f7

2.1.4.1.18 Searching for time controls

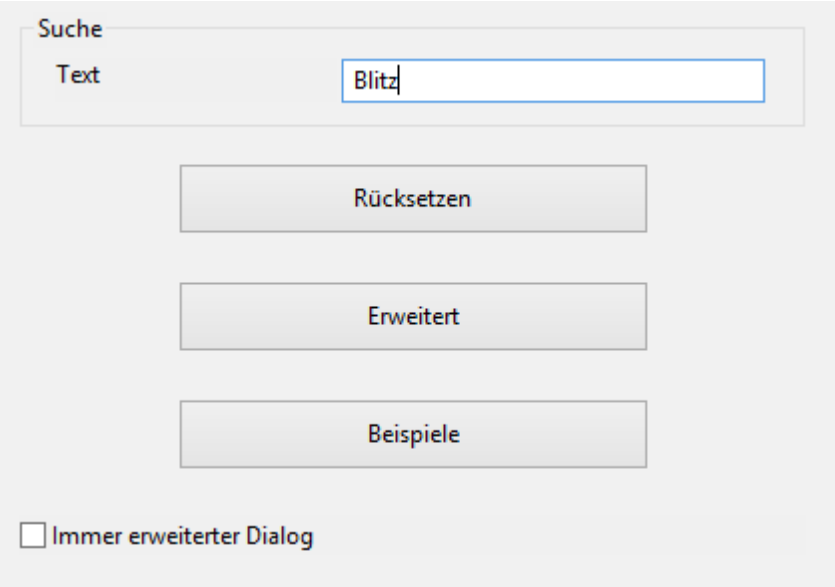
In recent years many chess tournaments have been played with shortened time controls.

On the chess server the majority of games are played with short thinking times. The games of these Blitz and rapid chess tournaments are also recorded and stored in Mega.

In the search dialog for game data you can also filter out from the database those games which were played in blitz mode.



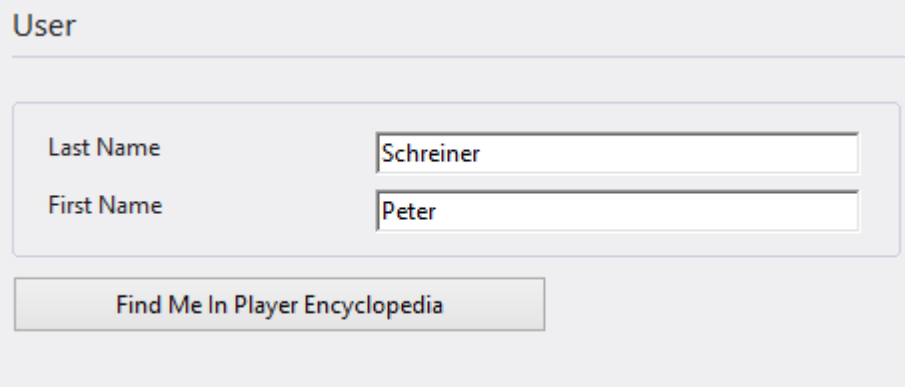
Alternatively the search for blitz games can be initiated via the input box.



2.1.4.2 Options

2.1.4.2.1 User name

Menu: Tools Options User



At certain points ChessBase uses your name – for instance when you annotate a game or send an email, or when it looks after your repertoire. You should enter your name here.

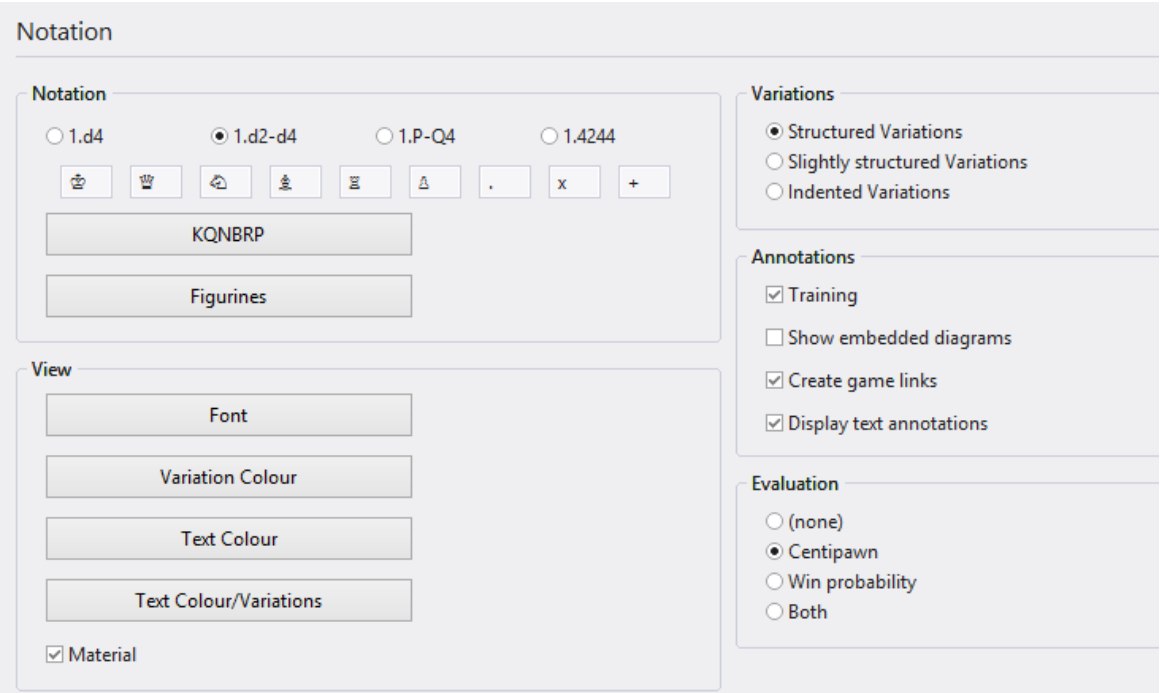
Find me in player encyclopedia / Update my encyclopedia entry

Check whether your picture is included in the player encyclopedia. If it is missing, or the pictures are too old or not nice, you can click "*Update my encyclopedia entry*" and send us a picture to us through the ChessBase web site.

Your picture will be included in the next update of our player encyclopedia.

2.1.4.2.2 Setting the notation

Menu: Tools Options Notation



Here you can set the game notation.

- **d4**
Short algebraic notation.

- **d2-d4**
Long algebraic notation.

- **P-Q4**
Anglo-American descriptive notation, which is to be found in old chess books.

- **KQNBRP**
Notation with piece letters. You can type in other letters.

- **Figurines**
Notation with figurines.

- **. x +**
You can choose to include or not to include capture or check signs (x, +) and the period after the move number. If you choose the underline character ("_") instead of the period, ChessBase will insert a period and a blank after the move number (45. Kg3), which is preferred for some typesetting purposes.

- **Justify**
The notation is right justified, with blanks inserted for this purpose.

- **Paragraphs**

For each main line a new paragraph is used. If you switch this off the entire notation, commentary and all, is given as running text.

Alternative Format
A different style of variation numbering and indentation which you might have got used to in version six of the program.

Dye Actual Variation
we have the heading "*Dye Actual Variation*". It is easy to find out for yourself how it works by giving it a try. There follows an example with the setting "Structured variations" but without the present variation being highlighted in colour.

Material
Should the "material balance" be normally displayed below the notation? You can switch this display on or off by right-clicking the notation window.

Beep at end of variation
If you are using the cursor right key to replay a game you will hear a beep when you reach the end of the variation, and the replay will stop. This prevents you from suddenly jumping from a very complex line back into the main line of the game. If this is not a problem you can switch off the beep and the cursor will simply move into the next line.

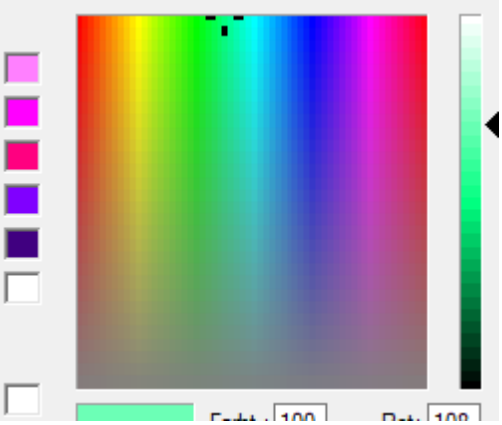
Text color
Select a colour for the text commentary.

Variation color
Select a colour for variations (second level or deeper).

Font
Select font type and size for the main notation. The fonts for table and training notation can be set separately by right-clicking in the corresponding notation windows.

Colours for text and variations
It is easy to learn about the function of the button "*Text colour/Variations*" by trying it out.

In the colour palette set the colour you wish to be used for textual commentary within variations.

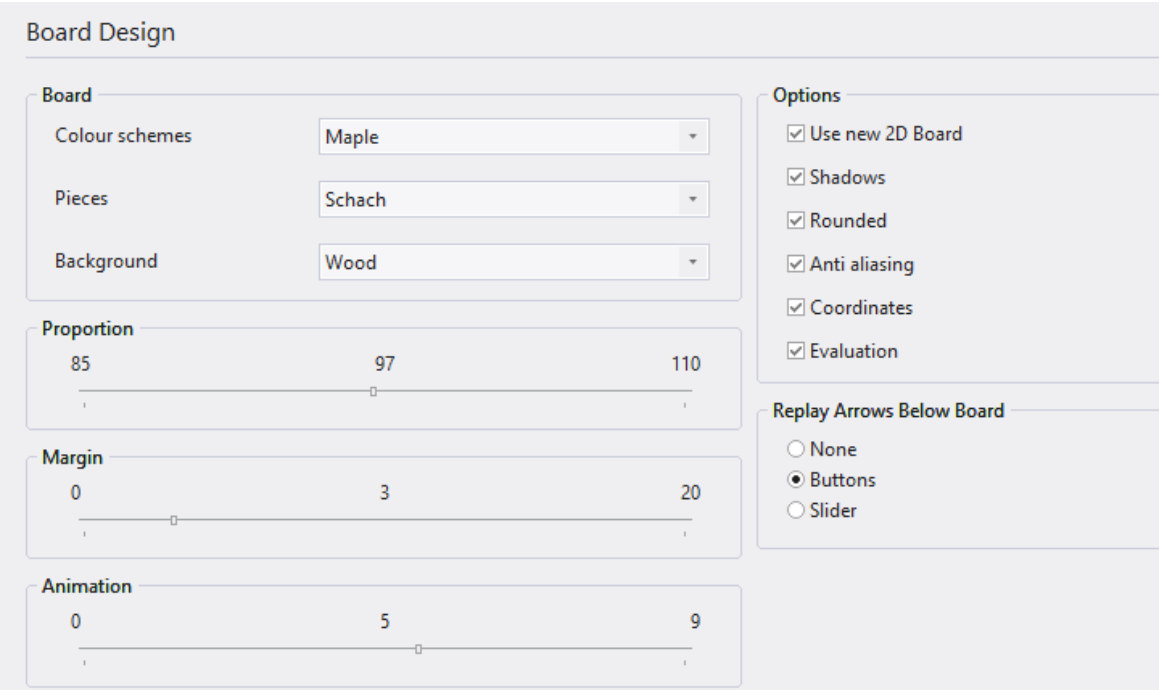


You can immediately check the result in the game notation.

4.♘xd4 d5 Delaire,H 'Une innovation risquée'
[4...e6]
[⌓4...♘f6 5.♘c3 d6]
5.♗b5
[5.exd5 ♕xd5 6.♗e3 e6 7.♘c3 ♗b4 8.♘db5 Rubinstein-Nimzowitsch, Karlsbad, 1923. ♕e5!]
[5.♘xc6 bxc6 6.exd5 ♕xd5! 7.♘c3
(7.♕e2 ♗f5= Adams,J)
(7.♘d2 ♘f6 8.♗e2 e6 9.0-0 ♗e7 10.♗f3 ♕d7 Adams,J)
7...♕xd1+ 8.♘xd1= (27) Schulz,J-Kostic,B Trencianske Teplice 1926']
[5.♘c3! dxe4 6.♘xc6 ♕xd1+ 7.♔xd1 bxc6 8.♘xe4 ♗f5 9.♗d3 0-0-0 10.♔e2 e6 11.♗f4 ♔b7
12.♖ad1 ♗e7 13.f3± Adams,J]

2.1.4.2.3 Design Dialog

Menu: Tools Options Design



- Background

You can set the background of all windows and menu bars. You can use plain colours or any of the textures given. "User BMP" allows you to select your own picture or texture for the windows background. Create a square picture of 64x64 pixels in a drawing program.

- Background – Board

Sets the background of the board window.

- Board design

This opens the board design dialog.

- 3D Board Settings

Opens the 3D Board Settings dialog.

The following options are available in the dialog:

- Color scheme: Selects preset colors for the light and dark fields of the board. If you want to specify colors yourself, select Uniform color. Then use the White, Black, White fields and Black fields buttons to specify the colors.

- Furthermore, you can also specify the material of the board squares and border yourself: Under Color scheme, select the last entry User BMP, and in the following dialog, specify three image files in BMP format.

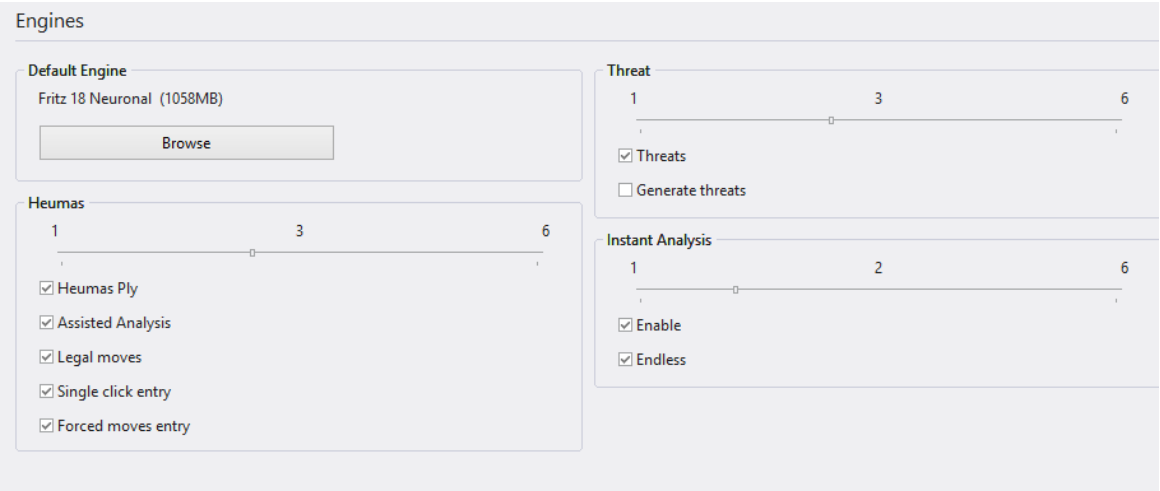
- Figures: Different figure sets are available: Fritz is the default, USCF is a figure type often found in American chess publications. Oldstyle are pieces in the old style as

often seen in antiquarian chess books. Habsburg corresponds to the diagram type often used in books and magazines in this country. Crystals will appeal to lovers of simple, clear shapes.

- The representation of the pieces on the chess board is realized with the help of True Type fonts. You can change the set of pieces at any time.
- In the dialog you will find Figures in the PullDown menu. You can now choose among different sets of figures.
- Proportion: Controls the size of the pieces relative to the field size.
- Border width: The board has a border of variable thickness.
- Animation: Controls the speed at which the figures glide across the board.
- Shadow: Gives the figures a slight shadow, making them stand out vividly.
- Rounded: The figures appear slightly rounded to make the board more visually alive.
- Background: Selects the material of the board background. Again, the unit colors you specify or user bitmaps are available.
- Coordinates: Provides the board with the coordinate labels a-h, 1-8, on which the notation of the chess game is based.
- Evaluation: When replaying and analyzing a game, the chess program provides a useful guide for evaluating the current board position. You will find the display with the sliding bar directly on the graphical chess board. This allows the user to see at a glance whether one side has an advantageous position or whether the position is balanced.
- Post-game arrows under board: places five arrows under the board, which have the meaning from left to right - Jump to start, Undo move, Undo move, Execute move, Jump to end.
- Slider: is an intuitive navigation option for games.This allows you to jump to a specific game phase faster than using the notation by selectively clicking or moving the handle. This is especially useful for long and annotated games.
- With a click on the Apply button, you can directly check the settings you have made and firmly apply them.

2.1.4.2.4 Standard engine and Heumas

Menu File Options Engines



Select your standard engine and the hash table size (ChessBase will suggest a reasonable value for this).

See also Default Engine ....

Heumas

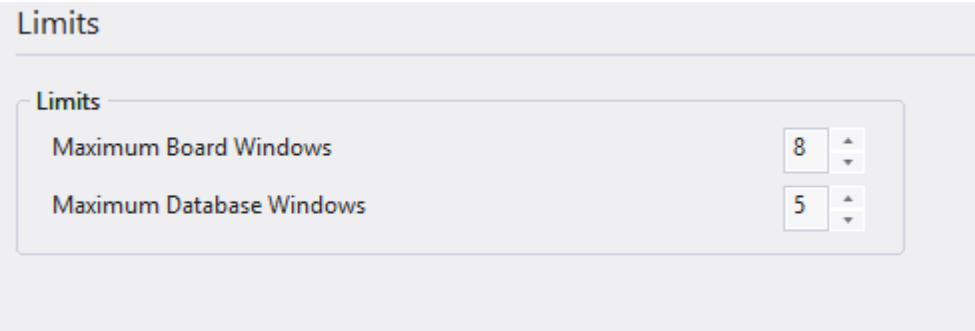
Heumas is the move input assistant and is itself a small, fast chess engine. You can switch it off if you want. "Heumas Ply" determines how deep Heumas looks into the position. With depth the quality improves, but this also requires more processing power.

- **Heumas Ply** sets the search depth for the Heumas function.
- **Assisted Analysis**: switches on or off this analysis function.
- **Legal moves** carries out a search for legal moves.
- **Singe click-entry:** This corresponds to what in older versions was the version of the Heumas function which was implemented. This works with or without Assisted Analysis. With Assisted Analysis the function can be activated with a right click while holding down the left mouse button. Should Assisted Analysis be deactivated, then instead of it the legal moves of a piece can be shown. In this case all the squares are highlighted alike, in grey. If a piece only has a single move, one-click entry can then be activated immediately.
- **Forced Moves entry**: Insert the only possible move

Threats
Set a search depth for the threat animation in the board window.

2.1.4.2.5 Limits

Menu File Options Limits



Maximum board windows
This determines how many board windows may be opened at any one time. When you load a new game ChessBase will automatically replace the previous game when the limit is reached. This helps you keep the desktop manageable.

Maximum database windows
Determines how many list windows can be opened simultaneously. Again ChessBase replaces the last one when the maximum is reached.

Number of recent games
This determines how many recently loaded games should be displayed in the *Menu File Recent games.*

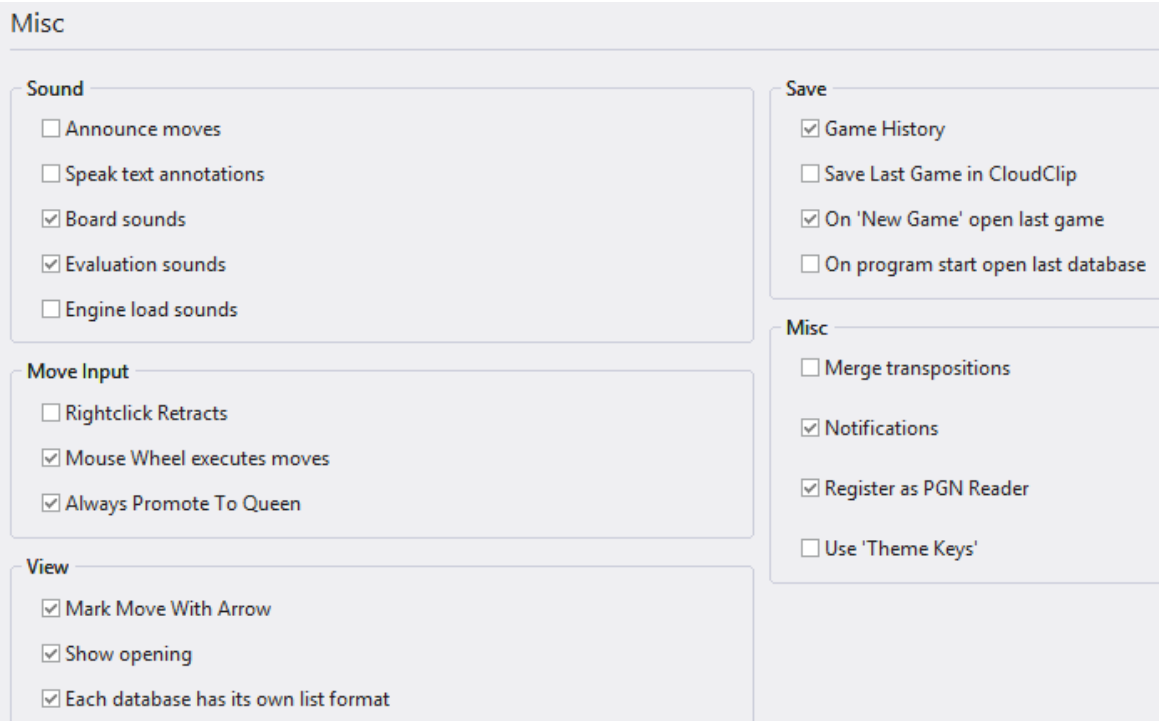
Number of recent databases
This determines how many recently loaded databases should be displayed in the *Menu File Recent databases*.

RAM
Displays how much memory is available on your system. It refers to installed, not free memory.

Cache for reference database
ChessBase reacts to repeated searches in the reference database by caching (holding) large chunks of the database in memory, making all operations much faster. If you have a lot of RAM (512 MB or more) most of the reference database will be cached. After the first search you will notice that there is no more hard disk activity, and that the search has speeded up by a factor of more than ten.

2.1.4.2.6 Merging transpositions

From the menu *File - Options - Misc* there is the function *Merge transpositions* .



This function has to do with the merging of games. In ChessBase the user can highlight several games in a games list and bring them together in a variation tree.

E.g.

1.e4 d6 2.d4 d5
1.d4 d6 2.e4 d5

You can choose to merge these games with the function, or not; we are dealing with frequently occurring transpositions of moves.

2.1.4.2.7 Tablebase Path

Menu File Options Tablebases

The Endgame Turbo vol I - vol III contain five and six-men endgames for perfect play. You can configure the paths where you have installed your endgame turbo tablebases and the amount of memoy for caching.

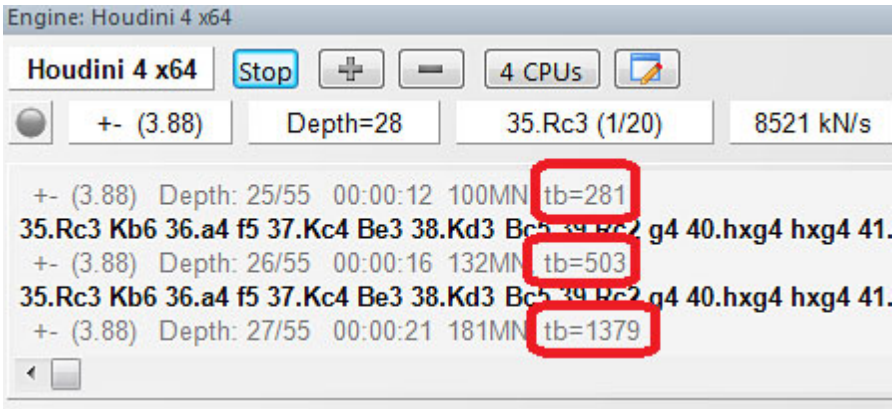
2.1.4.2.8 Syzygy Tablebases

ChessBase supports a relatively new endgame database format, the ***Syzygy Endgame Tablebases***. Older versions only supported the Nalimov Endgame Tablebases, which are still supported in this version. The new format was designed by ***Ronald de Man*** from Holland. Most new chess engines already support this format.

You can activate the Syzygy Endgame Tablebases in the program settings, in the menu *File Options TableBases More*.

Enter the path of the folder where the Syzygy tablebases are stored in the "*GUI*" and "*Engine*" tabs. Clicking on the button with the three dots activates the standard Windows dialog to select the folder. Click OK to confirm the settings, and the program will now use the information in the tablebases.

You can check whether the access is working by looking at the output of a chess engine.



In this example you can see entries "tb= xxx", which show how often the Houdini chess engine is accessing the endgame tablebases. A big advantage of the Syzygy Endgame Tablebases is that they are much smaller. The 6-man Syzygy tablebases need 150 GB disc space, whereas the Nalimov tablebases need more than 1 TB.

The Syzygy Endgame Tablebases pay attention to the 50 move stalemate rule. If there are 50 moves without a piece being taken or a pawn being moved, the game is drawn. Since the data can be accessed in RAM very fast and effectively the Syzygy Endgame Tablebases are now used exclusively by many modern chess engines.

For instance, the Komodo chess engine only uses the Syzygy tablebases during the search, but it also uses the Nalimov tablebases when a position is on the board. It is to be expected that the Syzygy tablebases will become increasingly popular with engine developers.

The best way to get the complete Syzygy Endgame Tablebases is to buy the Endgame Turbo 4 from our online shop.

Because of the size of the tablebases it is best to install them outside of the Documents folder, for instance in **C:/Tablebases/**.

There are two different types of Syzygy tablebases.

WDL (Win-Draw-Loss).
In these files only information about the result of the position is stored. This is the only information used in the search. Based on this information the chess engine cannot tell how many moves it will take to win the game. The engine is merely informed whether the position is a Win, a Loss or a Draw.

DTZ (Distance to zero).
These tablebases are used by the GUI to generate a value which states how many moves it will take to win the game. Some engines use this information during the search.

The Syzygy tablebases support bitbases in both WDL and DTZ format. The latter format is only used when an exact position is already on the board. However, only the number of moves to reach another endgame (or sometimes checkmate). Another endgame begins after any move that resets the 50 move rule. By this definition, every time a piece is taken or a pawn moves a new endgame has begun and the count is set to 1. If a pawn keeps advancing, after every move the count is 1 again. That means that the count is reset after every move which changes the position irreversibly.

This means that the Syzygy Endgame Tablebases are different to the tablebases that have been used until now. This means that the moves to mate are not necessarily displayed, but the moves to the transition into another endgame. When sorting the moves pawn, capture and promotion moves are put first, because these are the moves that bring the game forwards.

For example, if you are using the Komodo 8 engine to analyse a 5 or 6 piece endgame that can definitely be won, the Syzygy tableBases might give an evaluation of +250. There is no longer a display of "Mate in x moves".

As in the case of the Nalimov tablebases there are 290 files for the 3/4/5-piece endgames, but they are differently distributed. The Nalimov tablebases have two files per endgame, one for "White To Move", one for "Black To Move". The Syzygy tablebases only need one file, regardless of who is moving, but there are two versions of each tablebase: one contains the WDL (Win-Draw-Loss) result and the other contains the DTZ (Distance-To-Zero) result.

2.1.4.2.9 Gaviota EGTB files

The program integrates the Gaviota EGTB probing code © Miguel A. Ballicora + the Nalimov EGTB probing code © Eugene Nalimov.

Gaviota EGTB

For the Gaviota EGTB support you'll need to download the Gaviota EGTB files. At the time of writing this text they are available for download at the address http://www.olympuschess.com/egtb/gaviota.

Download all 145 files and save them in a directory on your hard disk. The total disk space required is about 7 GB.

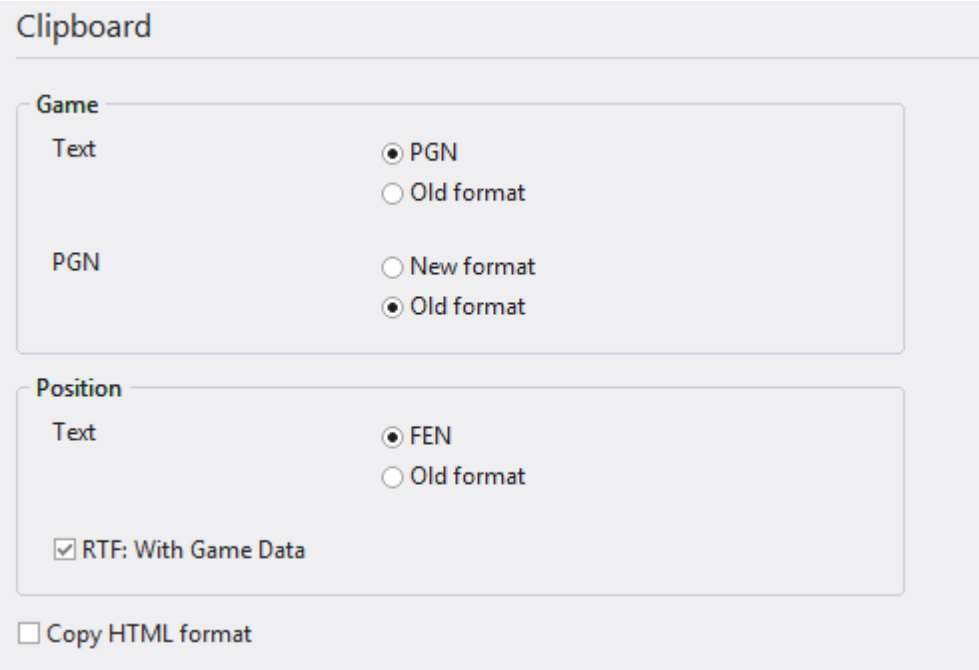
Menu File - Options - TableBases Gaviota

The location of the Gaviota EGTB files is specified in the TbPath option.

2.1.4.2.10 Clipboard PGN Options

Menu: Tools Options tab Clipboard

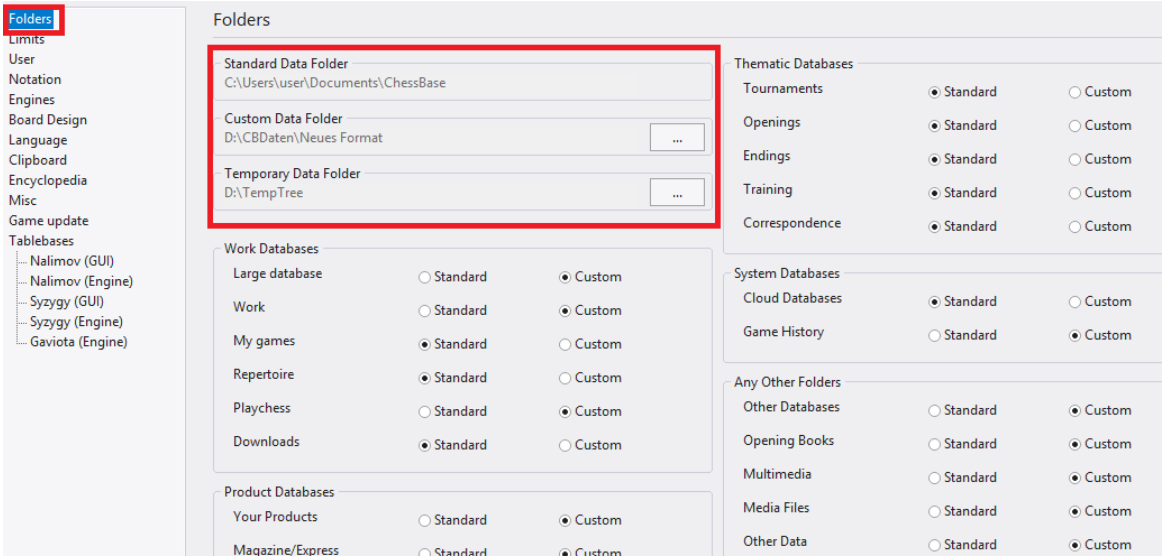
Configure the format of text and PGN which you put in the Windows Clipboard with Board Window: Edit - Copy - Copy Game.



2.1.4.2.11 Folders

Menu File Options Folders

The most important conceptual innovation in the now clearer Options dialog is the introduction of two folders: "*Standard*" and "*Custom*".



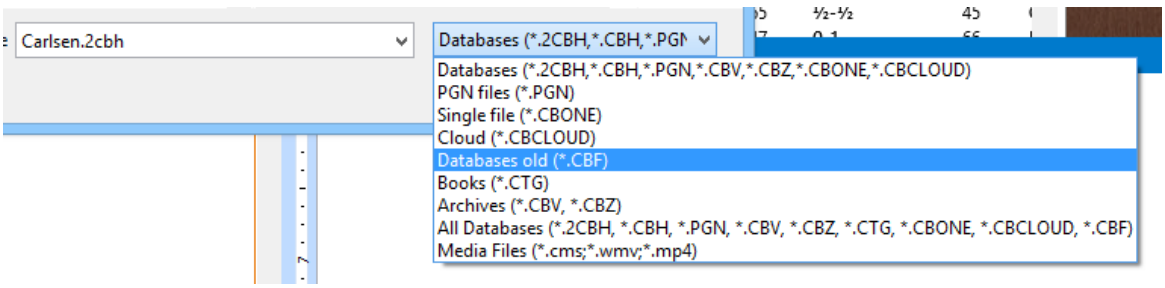
Default is given by Windows and is located under the path <User>/Documents/ChessBase. Because Microsoft now mirrors the document folder in OneDrive, this causes problems with large databases.

Therefore, you can user-define your own path, and specify for each typical location whether it should be in the documents directory or elsewhere ("Custom").
For example, you can place the large database on another disk, while all the smaller stuff is managed by Windows and then available, for example, via OneDrive on other computers.

This dialog appears automatically at the first program start.

2.1.4.3 Database file selector

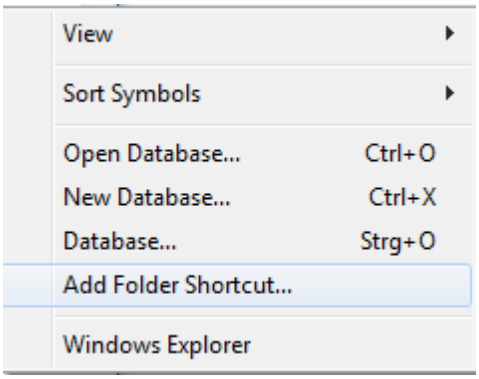
The *file selector* is used to open a database, create a new one or add it to the database window.



Look in: allows you to find a drive and directory. The window displays directories and ChessBase database files. A double-click on a file will open it directly.

Folder Shortcut

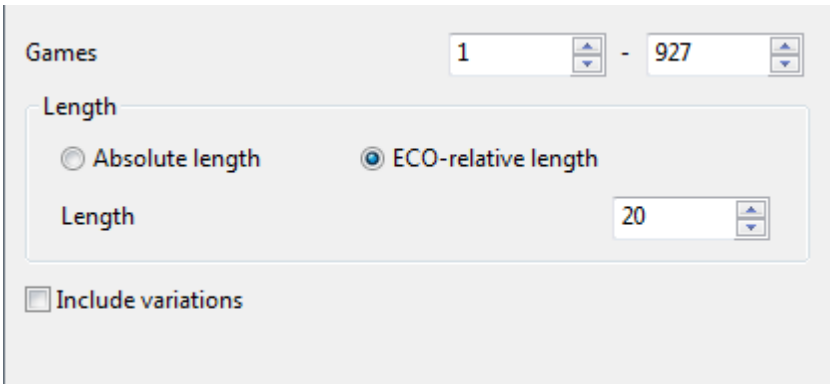
Database window: Right-click, Folder shortcut



This is used to add a folder shortcut to your My databases window.

2.1.4.4 Copy games to book

You can copy games into an openings book to extend it. You can drag & drop another database symbol onto the book symbol, or drag & drop a selection of games list or opening keys onto it.



Games
You can set the number of games you want to copy.

Length
Crucial for the size of the resulting tree is the length of the variations which are put into the tree. It is not very meaningful to put entire games into it, so you should truncate them at a specific point.
ChessBase allows you to limit the length of the variations in two different ways.

1. You can specify that the absolute length of every variation should be exactly "n" moves.

2. It is usually much more sensible to limit the length of the variations relative to the ECO classification. This results in long variations for theoretical main lines (ECO

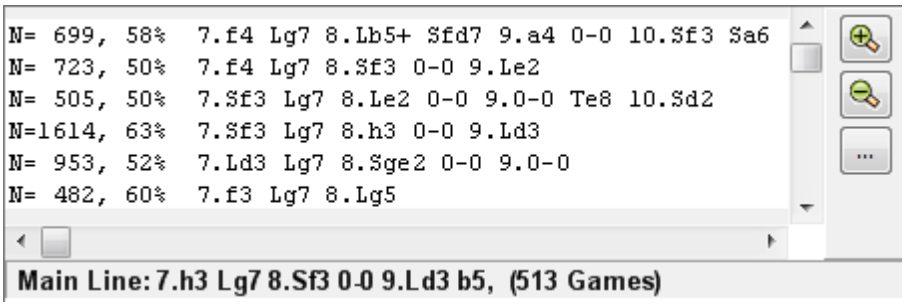
classification position found late in the game) and short variations for side lines i.e. early deviations.

Obviously, if you choose a shorter length the tree will be compact. But then you are liable to lose some valuable information. If you choose a very large value then the tree will be gigantic, and it will contain a lot of superfluous information. A good practical value for adding games to the tree is the default of ECO + 20.

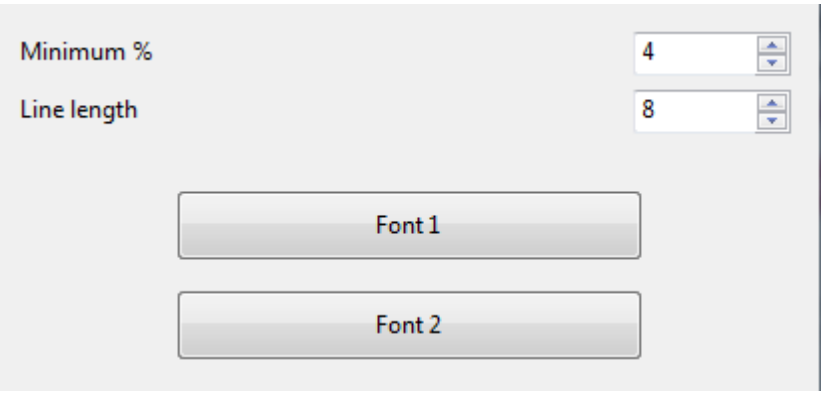
Variations
You can also include variations, i.e. analysis that might be included in the games. But these are not included in the statistical analysis.

2.1.4.5 Parameters for Reference Search

In the Opening Reference the number of common variation lines can be altered by using the + and – buttons.



Clicking the button next to the list opens the Parameters tor Reference Search dialog.



These values have the following meaning:

The smaller **Minimum%** is, the more variations are displayed. (The buttons + and – alter this value).

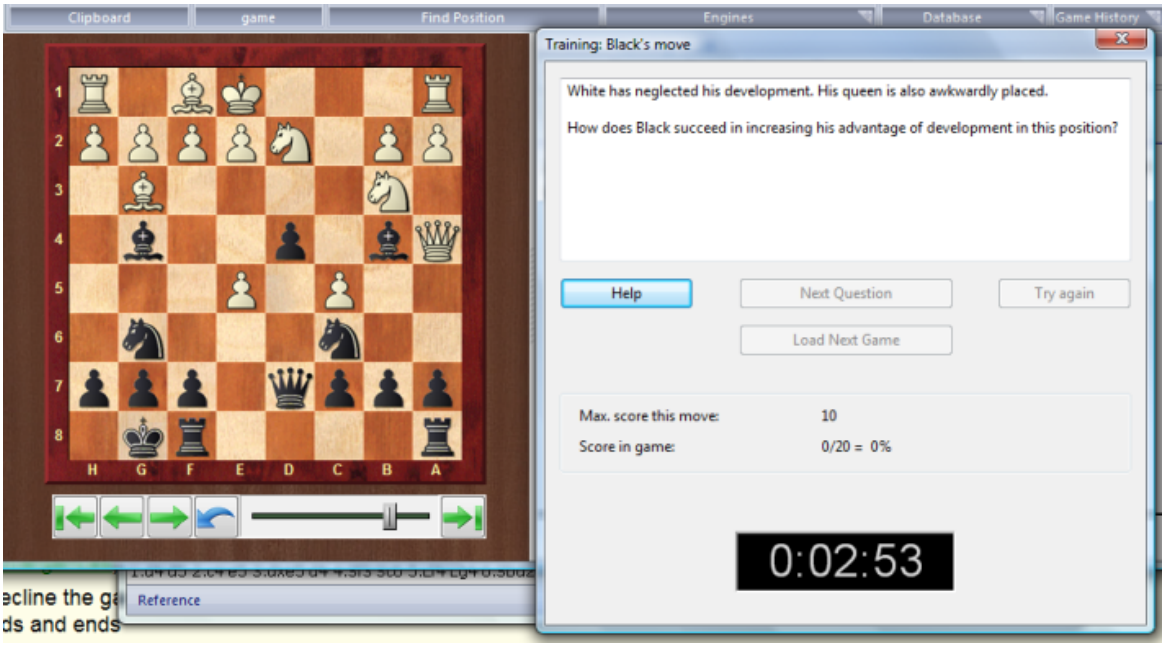
The higher the value for the **variation length** is, the longer the displayed lines are. High values for this setting mean a lot of calculation is necessary and the processing will take longer.

Font 1 + Font 2 -> Select a Font for the display.

2.1.4.6 Feedback for training positions

ChessBase allows you create chess training material in which the teacher inserts quiz questions into a game.

In such lessons you enter feedback for each correct solution. If you do not ChessBase will provide standard answers.



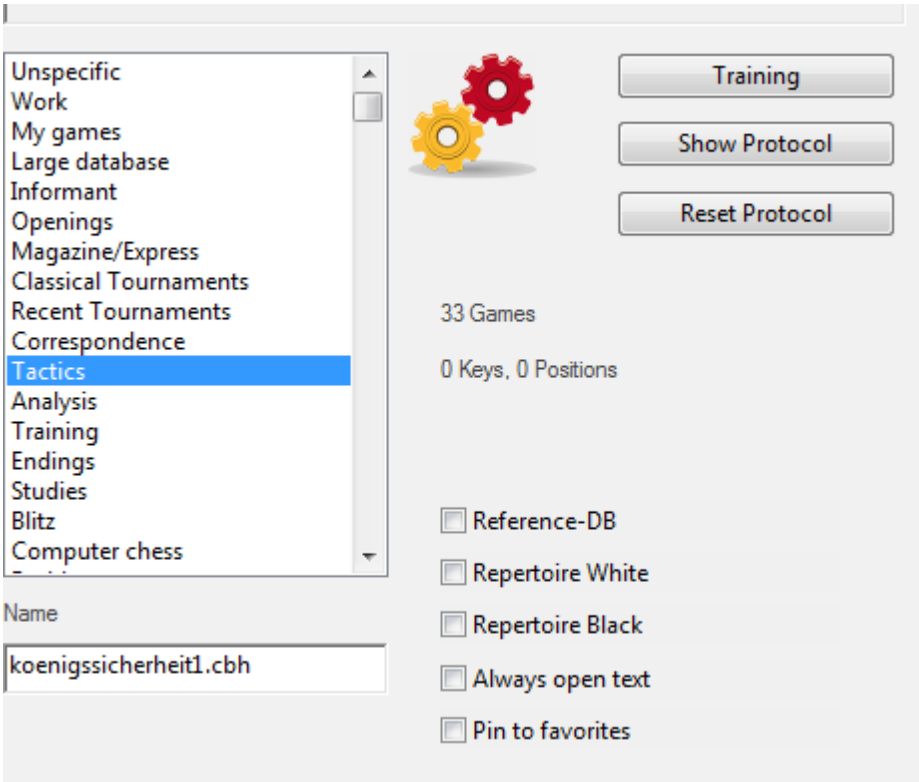
In the help dialog you can add coloured squares and arrows on the chessboard to demonstrate themes. You can even remove pieces (by dragging them off the board – click the original square to get them back).

You can type in the feedback, which will be displayed, but you can also click the microphone button and record it. You can also use coloured lines and squares by pressing the Alt and drawing on the board.

2.1.4.7 Training questions including those being timed

In ChessBase training questions integrated into a training database are presented somewhat differently from the way they were in previous versions. In order to indicate the thinking time for a task (as, e.g., was customary in earlier versions) you have to do a little preliminary work in preparation.

First of all give to the database which contains the stored training questions the attribute "Training" or alternatively "Tactics". This can be done quite simply with a right click on the database symbol in the database window. -> *Right click -> Properties*

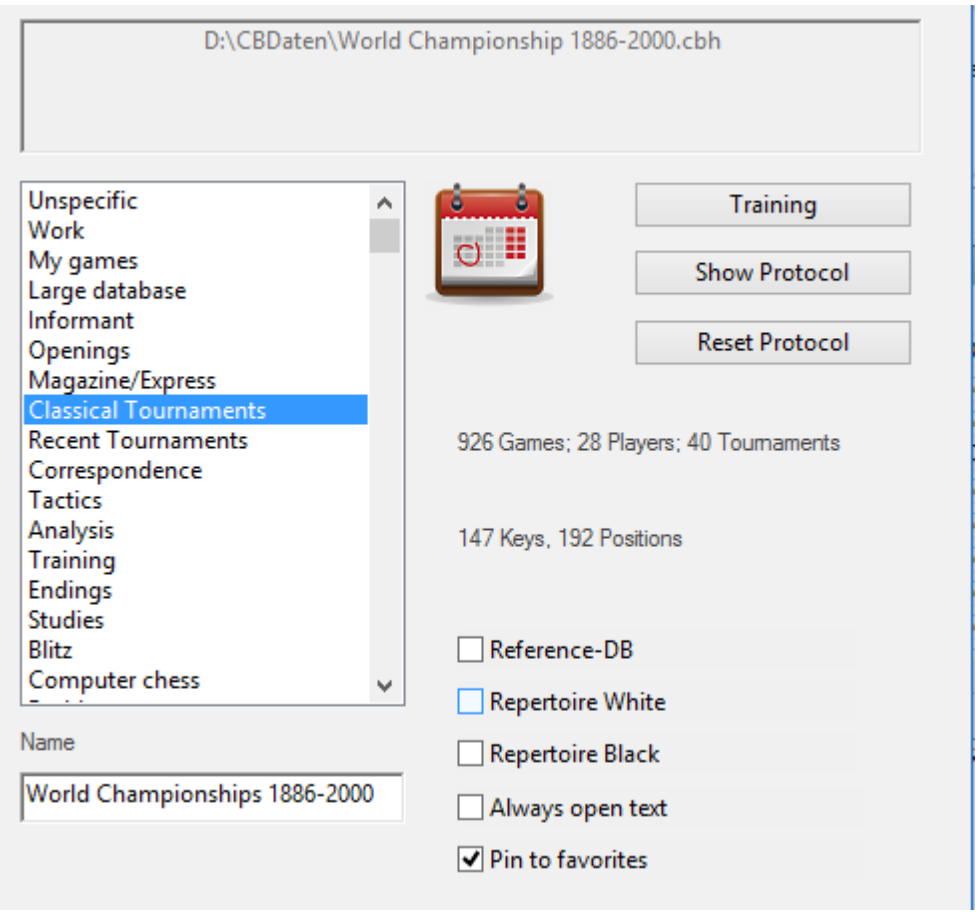


Now when you open a game which contains a training question, you can move forward by clicking on the right arrow key.

The training question is shown in the well-known dialog form including a clock for the thinking time.

2.1.4.8 Database types

You can set the database type by right-clicking the icon in the database window and selecting Properties. The type you select determines which icon is associated with it.



You can also set a number of other options for a database in the Properties menu.

- **Name**
The descriptive name under the database icon can be different from the more technical filename.

- **Training**
Makes it a special trainings database where you store lessons, while ChessBase keeps track of the score.

- **Show protocol**
This displays all the databases that were copied into the current one (the "import protocol").

- **Reset protocol**
Clears the import protocol, e.g. before the publication of a database.

Reference database
This makes it a special Reference database which ChessBase consults on all major questions (unless you specify otherwise).

Repertoire database
This is a database in which ChessBase looks after your Repertoire.

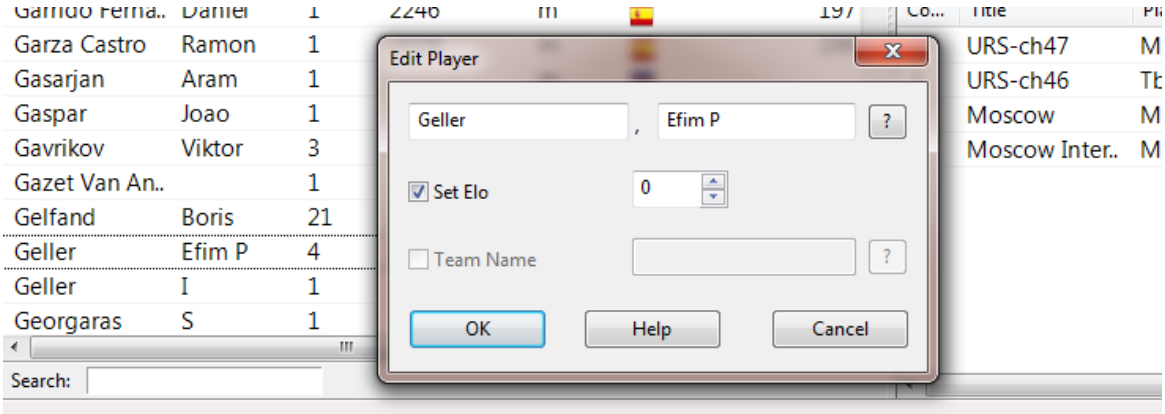
Always open text
When the first entry in a database is a text report it is automatically opened when you first start the database. After that you can only open the text manually. You can click this option to make it open every time you start the database.

Pin to Favorites
This entry allows you to determine which database will be offered when you are saving a game.
Whenever the user saves a new game, instead of the file dialog box what is displayed first is the Favourites list. By following the procedure described previously the user can permanently enter a DB so that it can be immediately selected in the dialog box for saving.

See also database formats.

2.1.4.9 Edit player's name

If you select more than one game of a player in the Player Index, this dialog will allow you to edit the name in all games:



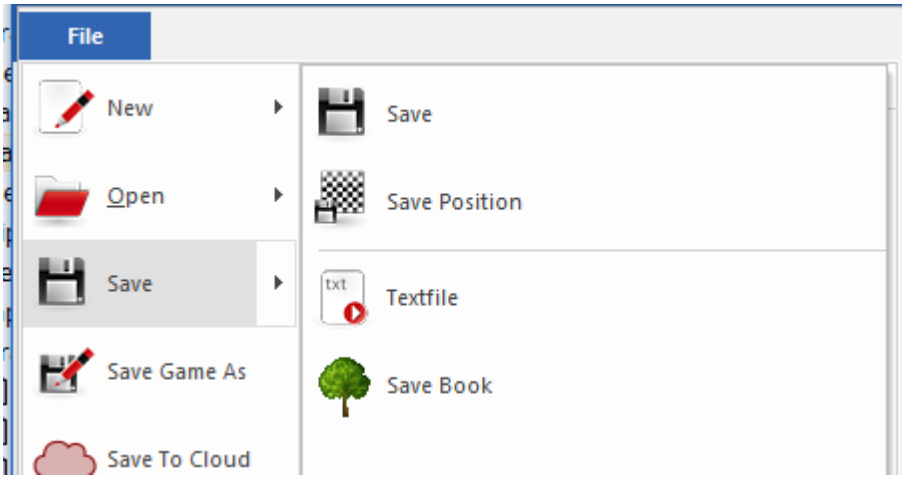
Enter the last and first names of the player. The "?" button allows you to consult the player encyclopedia in order to check the spelling. If you use this function on more than one entry it will unify the spelling of them all. In this case you can also change the Elo rating.

2.1.4.10 Save mask

When you save a game a special save window appears in which you can type in all the relevant data about the game.

Please read also "Saving Games ...."

Save Games as Analysis ...



You can also call up the save mask and enter all the game data in advance, i.e. long before you actually save the game. In the board window click *Edit* *Edit game data*. You can also edit the game data in the games list, without actually loading the game. Right-click it and select Edit – Edit game data (or press F2).

Players' names (White/Black)
Type in the last name and first name(s) of the white and black players. Try to use the standardized spellings. To facilitate the standardization of names you can use the players encyclopedia which contains the names of over 100,000 players – practically everyone who has an international rating. Type in a name or part of it and then click the question mark button on the right. A list of names appears from which you can choose the correct one.

Tournament
In the tournament line you normally enter the name and place of the tournament. If you want to do it properly you should click Details. A special tournament data dialog appears where you can add a number of other important details.

ECO code
The ECO code is automatically inserted by ChessBase. You can correct it if you disagree with the program.

Elo ratings
Enter the ratings for White and Black, if available.

Round, subround
Specify the round and, in case of knockouts or Grand Prix, the subround.

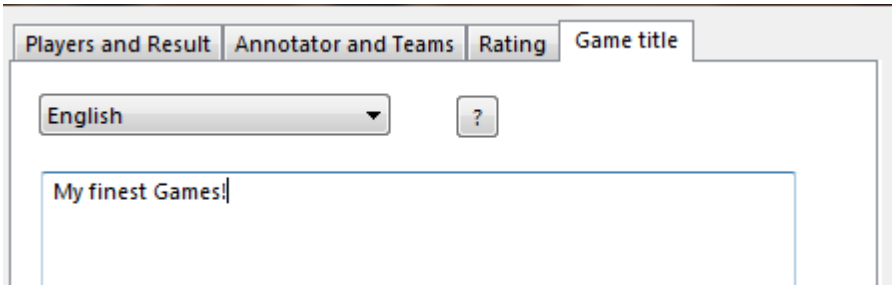
Date (year, month, day)
Here you specify the year, month and day on which the game was played. This is not to be confused with the tournament date (see tournament data). If the exact date is not available leave the day or month empty.

Result
Enter 1-0 (White won), ½-½ (draw) or 0-1 (Black won). If you haven't entered a complete game, i.e. if the moves merely represents analysis, then you may want to use an evaluation symbol instead of the result. By clicking the arrow in the result box you get the menu shown on the right of evaluation symbols from which you can choose.

Reset
This clears all data from the save mask.

Click the tab Annotator and Teams to enter additional game data.

When a game is saved a description text can be added to it, dependent on the default language. The dialog has been extended to take this into account. Under the "Game Title" the text and the language in which it is to be displayed are input.

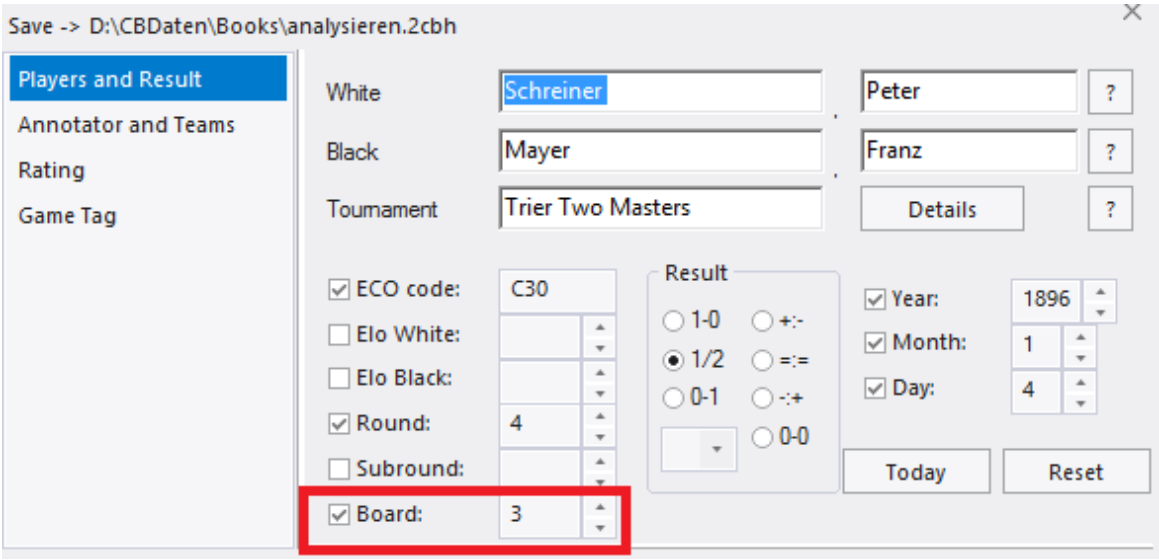


These texts can be used to quickly find certain types of games. The texts that you have created are listed in the game index and player index to reference games.

2.1.4.11 Save mask board

If you save a game in a database in the new **2CBH format**, you can indicate in the dialog for the game information on which board the game was played.

In team matches, a consistent distinction is made between board 1, board 2 and so on.

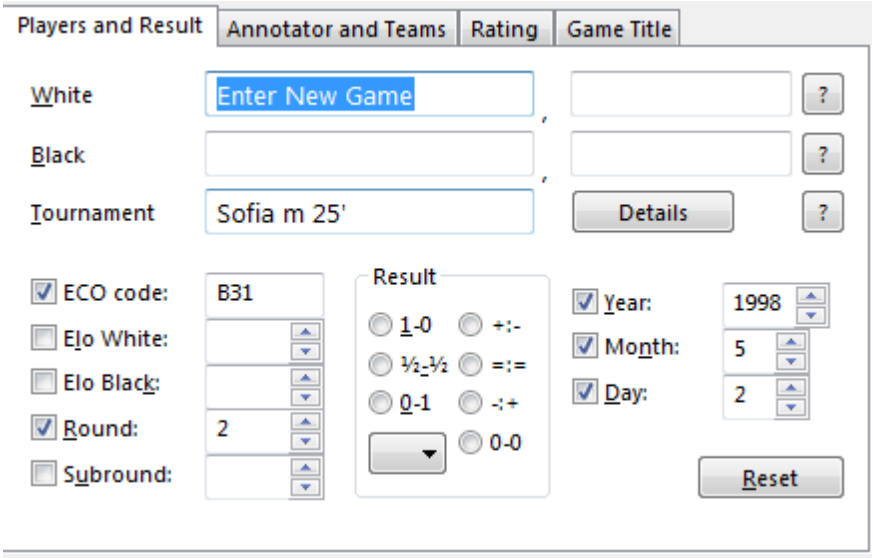


You can set this information in the dialog for the lot characteristics.

Note: this information can be stored only in databases in the new 2CBH format. The older data formats do not support this function.

2.1.4.12 Save Mask - Annotator and Teams

You reach the second page of the save mask by clicking the *Annotator* and *Teams* tab.



- **Annotator**

If you have entered variations and text annotations you should type in your name

here. ChessBase will automatically offer you the user name that is entered in the menu Tools – Options – User. A list of all annotators appears in the annotators index of a database.

White/Black teams
If a game is part of a team championship you should enter the names of the teams here. They are displayed in the teams index of the database.

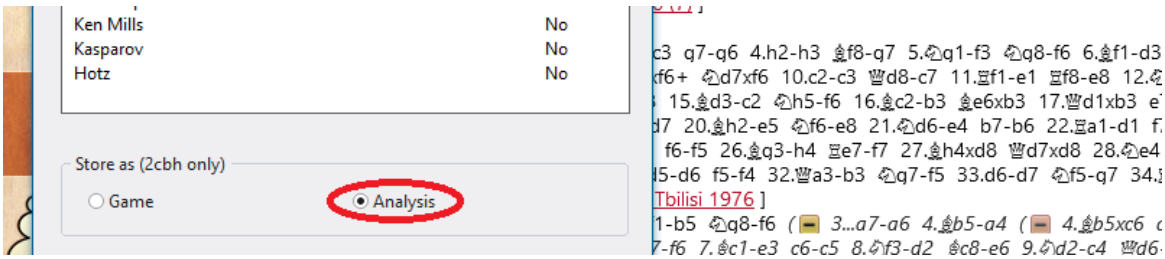
Source
You can give a source for the game. If you want to do so properly you should click Details for the source edit dialog. The source is given in the source index of the database.

You can also set the Rating and the Game Title.

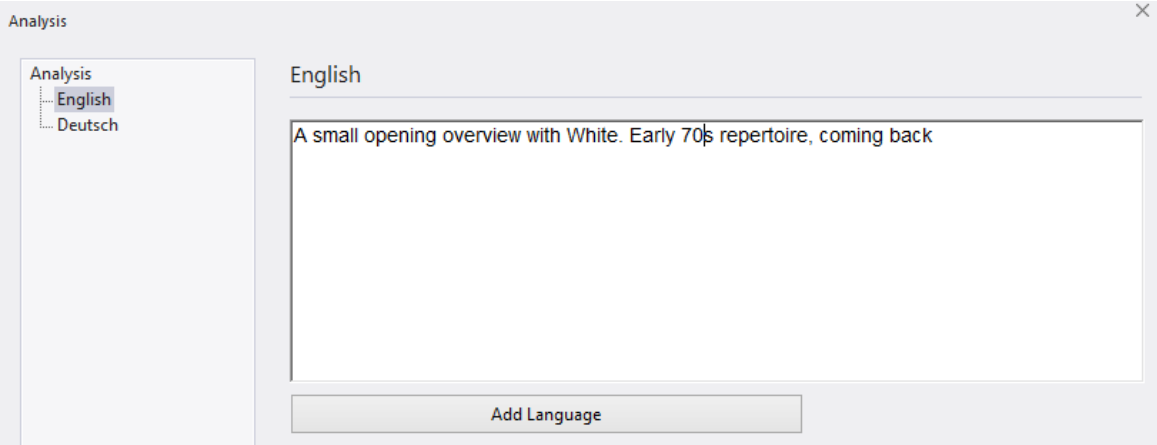
2.1.4.13 Save games as analysis

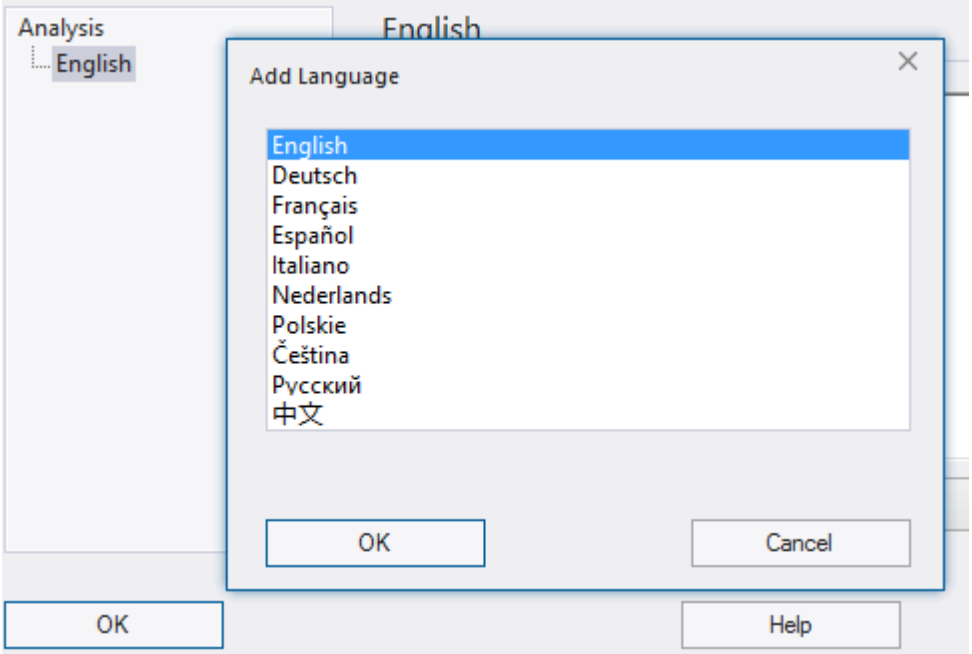
The new data format ***.2cbh** offers a new feature for saving games/analyses. When creating game notations, it is now easily possible to merge thousands of games and save the resulting position tree as an analysis. The resulting deeply nested game notation is still easy to handle. This means that there are no longer any limits to huge variant trees for storage as an analysis.

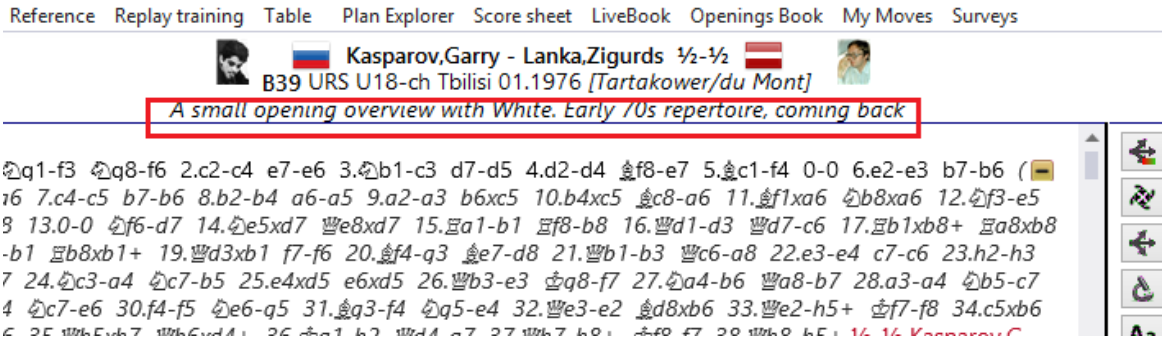
If you select, e.g. a variant tree - under "*Menu File - Save as New Game*", you will find the following new feature compared to previous program versions:



Activate the entry "*Analysis*" and the following dialog will appear.







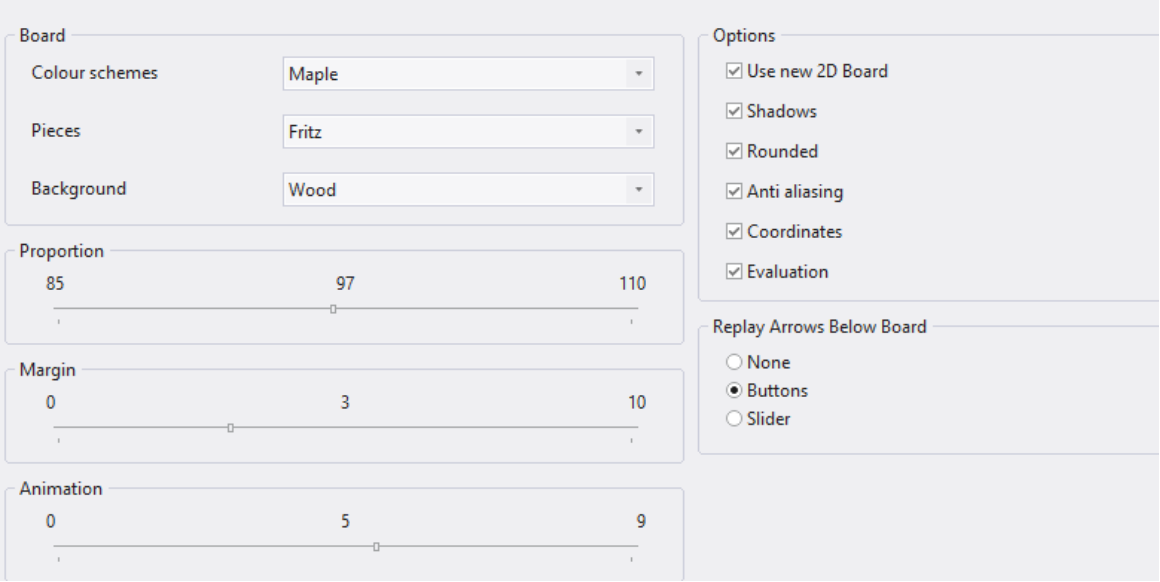
Tip: We generally recommend saving the generated analyses in one or more separate databases for a better overview.

You can specify additional language versions using the "Add language" button.

2.1.4.14 Board design

Board Design (right-click the board)

The "Board design" is used to change the appearance of the board.



You can choose different materials (wood, marble, etc.) and colour schemes for the light and dark squares, and also for the background. You can have co-ordinates around the board and replay control buttons below it. There are also a number of different pieces styles. Here are the specifics:

- **Color schemes** selects the colour and texture of the dark and light squares of the chessboard. If you want to mix your own colours click "Plain color" and select the colours you want for the squares and pieces. You can also give a different material by clicking "User BMP" in the colour schemes.

- **Pieces:** There are at least three piece sets to choose from. "USCF" is a set in the style of American chess publications, and "Oldstyle" a nostalgic set that was used in books earlier in this century.

- **Proportion** regulates the relative size of the pieces with respect to the board.

- **Margin width** determines how wide the sides of the board should be.

- **Animation** determines how fast the pieces glide over the board.

- **Shadows** gives the pieces a shadow, so they appear to be slightly raised above the board.

- **Rounded** makes the pieces appear slightly rounded.

- **No scaling** switches to fonts with fixed sizes. This switches off background textures and other effects.

- **Background** is used to change the area surrounding the board. Here too you can use your own "User BMP".

- **Coordinates** switches on the board coordinate 1–8 and a–h.

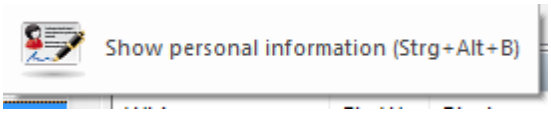
- **Replay arrows** below board puts recorder-style replay and forward buttons below the board.

Functions: Load previous game in game history; jump to beginning of game; take back move; cancel move (take back and overwrite with next move entry); one move forward; jump to end of game; load next game from game history.

2.1.4.15 ID-Card

In the **ID-Card** of a player you can find all the information available in the player encyclopedia.

Player Index - ID Card

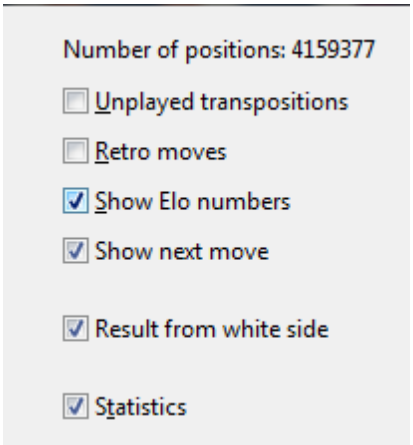


For the pictures there is a date and the name of the photographer. Click <– or –> to browse through all the photos available.
If you click on Elo profile you can track the Elo development.

The Dossier function goes through the games of your reference database to create a player dossier.

2.1.4.16 Options in the book window

Right-click the book window and select Properties.



- **Np**

The number of different positions contained in the book. White and Black are not differentiated, nor are positions mirrored on the middle axis. Try entering the moves 1. e3 e5 2. e4 Nf6 3. Nc3 Bb4 and how this becomes a reverse Ruy Lopez.

- **Unplayed transpositions**
Shows moves that have never been played in the current position but which lead to another position known to the tree.

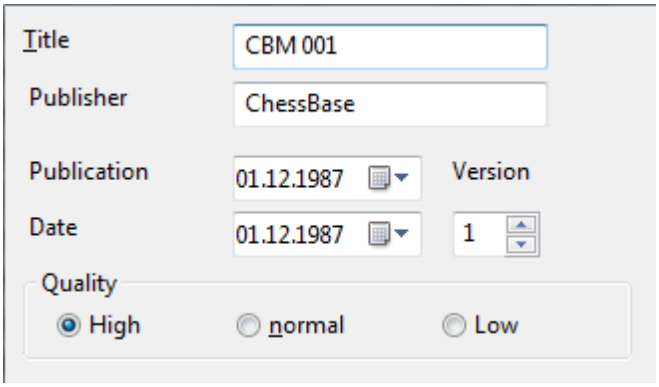
- **Retro-moves**
Displays all moves that lead from positions in the tree to the current board position.

- **Statistics**
Displays bar graphs of the move statistics, and also gives the exact number of Elo rated games.

Show next move ....

2.1.4.17 Source edit dialog

The source of a game is entered in the save mask. The details are stored in the source index of a database.



- **Title**
This is the name that appears in the source index.

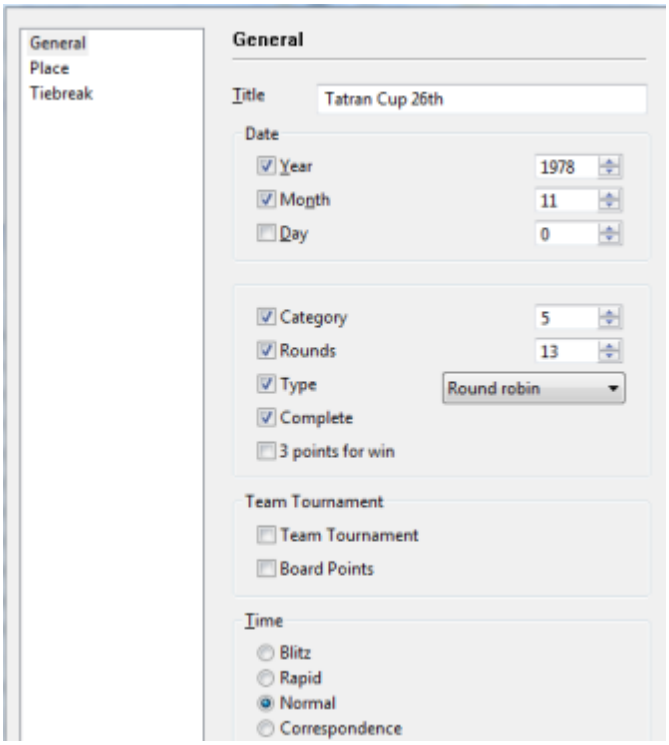
- **Publisher**
Who is publishing this game?

- **Publication/Version dates**
This is used for internal records and for the final publication.

- **Quality**
Enter your estimation of the quality of the data (moves, results, names, spellings).

2.1.4.18 Tournament data

The *tournament data* of a game appears in the tournament index of the database.



Title, Place
Type in the official name and place of the tournament. If the tournament has no name (e.g. New York 1924) then enter the place in both lines. Only one will appear in the games list.

Date
The year, month and day are for the tournament, not the individual game (this is entered in the save mask). Usually the day of the opening ceremony or the first round defines the tournament date. If the exact date is not available you can leave the month and day empty and ChessBase will only store the year.

Complete
This should be clicked on if you have all the games of a tournament. A tournament marked as complete will have the (green) check mark shown at the right in the tournament list.

Nation
Click the pull-down button on the right to produce a list of national abbreviations and select the one you want.

Rounds
Enter the number of rounds. In special tournaments (like knockouts and Grand Prix) you can specify "subrounds" in the save mask. This allows the program to sort games properly according to rounds. It can also generate clean progress tables in open tournaments if the rounds are properly entered.

Category
Enter a category between 1 and 25. This is displayed in the tournament list.

Type
Here you can specify match, tournament, Swiss, team, knockout, simul, etc. This too is displayed in the tournament list.

Time controls
Here you can specify the speed of play (blitz, rapid, normal or correspondence chess).

2.1.4.19 Serial Number

Please type in a serial number after the Program start. They are eligible for updates.

The serial number is needed for the first program start. After entering the serial number the program has unlimited access to the online database.

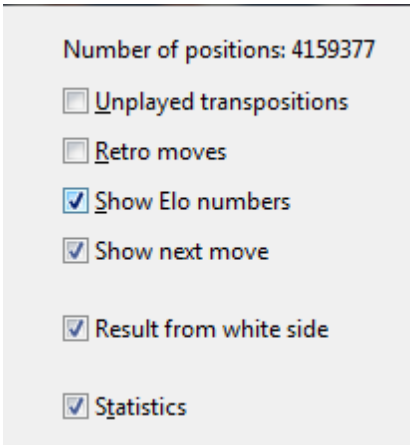
Some program functions require access to the fast, up to date online database. To do this the program has to be activated online via the Internet.

The Internet activation is carried out with the program's *Menu File*.

2.1.4.20 Book Window Options

This configures the book window.

This is the menu *Right Click Menu - Properties* In the book window.



The format of the position tree can be configured by the user. The dialog for this can be started by right clicking in any empty area of the book window, then clicking Properties.

„Number of Positions" is the number of unique positions in the book. White and Black are not differentiated. Left-right mirroring is also ignored. Try it by inputting 1.e3 e5 2. e4 .

„**Unplayed Transpositions**" displays moves which did not occur in the games, but would have led to known positions in the games.

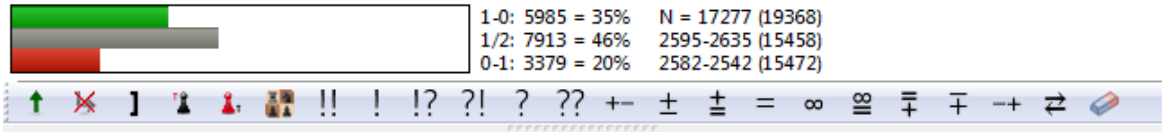
„**Retro Moves**" displays moves which lead from known positions to the position on the board.

„**Show Elo numbers**" integrates the strength of the players into the statistical data of the games.

„**Show next move**" displays in table form the next moves with statistical data for every possible continuation from this position.
See Extended Book Display ...

„**Result from white side**" means that the result of every move is always displayed from White's perspective.

„**Statistics**" displays the win/loss/draw statistics as a graph, with an exact count of the games that were evaluated by Elo.

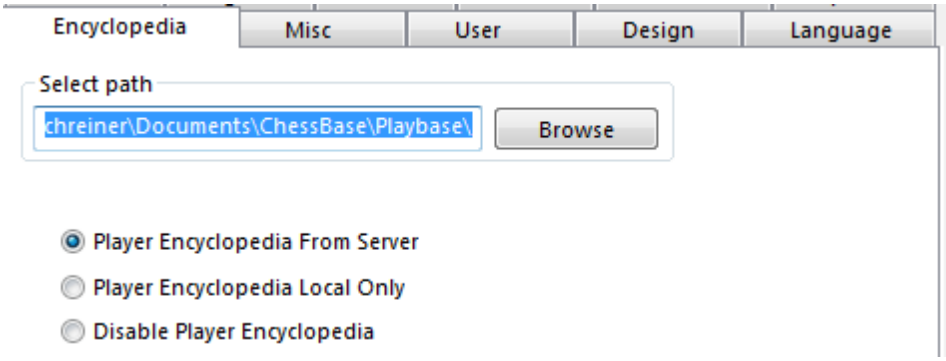


Retro moves are the moves leading to this position from other positions in the trees. Unplayed transpositions are moves which have not actually been played in the games which were merged into the tree, but which would lead to another known position. Those unplayed moves appear grey. With the checkbox for Show Elo numbers you can toggle the display of the columns Av(erage) and Perf(ormance).

Statistics shows additional statistics at the bottom of the window.

2.1.4.21 Options Player Encyclopedia

Menu File - Options - Encyclopedia



You can automatically update the player encyclopedia that you have installed. We regularly publish an updated version of the encyclopedia with new players and updated Elo ratings. Depending on your settings the program accesses the encyclopedia on the server and updates the enclyclopedia that you have stored locally.

Off = No player encyclopedia

This option is useful for slow computers with very little free disk space.

Local = Use the installed player encyclopedia

This option should be used on a computer that has no Internet connection, or a very slow Internet connection.

Server = The program accesses the data on the server and gradually updates the locally stored encyclopedia.

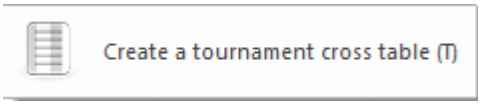
Path = Where the local player encyclopedia is stored. If the path is left empty an empty encyclopedia is created which will be filled with data from the server.

Note: If you start with an empty player encyclopedia you will only see the data in the main window that has already been received from the server, i.e. the cache. In case of doubt use the locally installed encyclopedia, because it will automatically be improved by the server data.

2.1.5 Tournament tables

Right-click an item in the Player index and select ***Cross table*** to get a full table of the current tournament.

You can also open a tournament table by clicking on the tournament data of a game header in the notation window.



ChessBase knows the following kinds of tournaments and is able to generate correct tables for them:

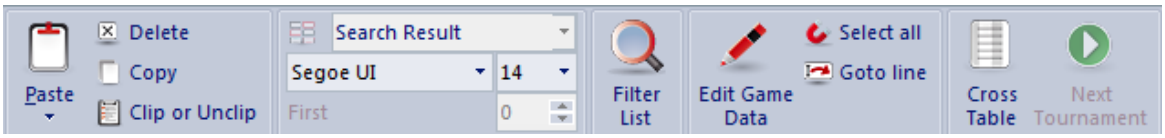
- Round robins (cross tables)
- Individual matches (match tables)
- Swiss tournaments (progress tables)
- Team championships (list of individual results)
- Scheveningen system (double cross tables)
- Knockout system (Knockout tree)
- Simultaneous exhibition (list of individual results)
- Incomplete tournaments (simple ranking list)

If the players encyclopedia is available the flags of the players will be displayed.

Tatran Cup 26th 1978

			1	2	3	4	5	6	7	8	9	10	11	12	13			Perf.	+/-
1	Ftacnik,Lubomir	2380	*	½	½	½	0	1	1	1	1	1	1	1	½	9.0 / 12		2555	+28
2	Plachetka,Jan	2470	½	*	0	½	½	½	1	1	1	1	½	1	1	8.5 / 12		2511	+7
3	Peresipkin,Vladimir	2430	½	1	*	½	1	½	½	0	1	½	½	½	1	7.5 / 12		2449	+4
4	Treybal,Dusan	2200	½	½	½	*	1	1	½	½	1	0	½	½	½	7.0 / 12		2438	+38
5	Djuric,Stefan	2350	1	½	0	0	*	½	½	½	1	½	1	0	1	6.5 / 12	37.50	2396	+8
6	Joksic,Sinisa	2405	0	½	½	0	½	*	½	½	0	1	1	1	1	6.5 / 12	33.25	2392	-2
7	Cvetkovic,Srdjan	2390	0	0	½	½	½	½	*	½	½	1	½	½	½	5.5 / 12	30.00	2335	-9
8	Moehring,Guenther	2405	0	0	1	½	½	½	½	*	0	0	½	1	1	5.5 / 12	29.25	2334	-12
9	Franzen,Jozef	2290	0	0	0	0	0	1	½	1	*	½	1	1	½	5.5 / 12	27.50	2343	+9
10	Sikora Lerch,Jan	2415	0	0	½	1	½	0	0	1	½	*	½	½	½	5.0 / 12	28.00	2304	-19
11	Banas,Jan	2385	0	½	½	½	0	0	½	½	0	½	*	1	1	5.0 / 12	26.00	2306	-13
12	Ujtelky,Maximilian	2280	0	0	½	½	1	0	½	0	0	½	0	*	1	4.0 / 12		2253	-5
13	Novak,Ivan	2355	½	0	0	½	0	0	½	0	½	½	0	0	*	2.5 / 12		2135	-33

Double-clicking a result will load that game.



With the buttons on the top right you can:

- browse to the next/previous tournament in the database
- force a round robin display of an incomplete tournament ("RR");
- copy the table into the Windows clipboard (ChessBase will ask whether to format it with tabs or spaces);
- print out the table;
- generate an HTML table;
- set the font size.

Sort Table

In Chessbase tournament tables can be sorted by player. This function is called by ***Sort by Player Name***.

5	6	7	8	9	10	11	12	13	
0	1	1	1	1	1	1	1	½	9.0 / 12

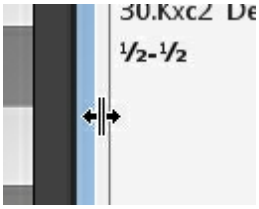
It is also possible to sort by **player name**.

2.1.6 Rearranging windows

The following is essential for usability of ChessBase software: The individual elements of the windows (the "panes") can be moved and resized. A pane will "dock" when you move it to a place which makes sense. This ensures that you will never “lose” a window or have it partially covered by another one.

Changing the size

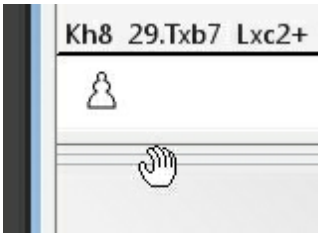
Move the cursor onto a horizontal or vertical separation bar. It will turn into a “resize cursor”.



You can now press and hold down the left mouse button to resize the window. ChessBase will adjust the other elements correspondingly.

"Docking" windows

If you move the mouse cursor onto the two parallel lines below the separation bar, it will turn into a hand.



Press and hold down the left mouse button. You can now drag the window to some other place on the screen. Watch the window outline – when it snaps into place you have a proper docking place.
Once you have arranged everything the way you want you can save the layout in the menu Window – Layout – Save.

Finally, if you release a menu in a non-docked state, it will be laid over the other windows, until you click the close box in the top left.

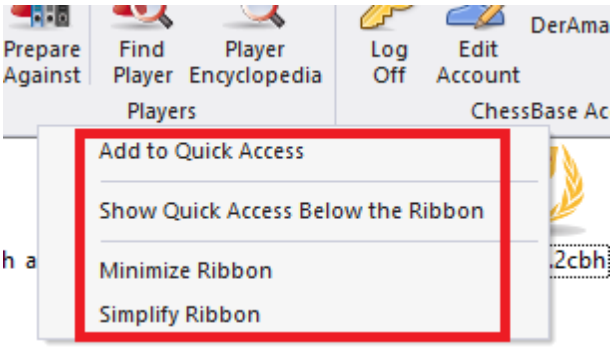
Note: The program offer the useful shortcut **Ctrl-F6**

When you have opened a lot of windows whilst working with ChessBase 14, you can switch between opened ChessBase windows with the key combination (hotkey) Ctrl-F6. That is the same hotkey as in Microsoft Word.

The advantage of this solution compared to the task manager is that here you are switching only between the windows opened in the current application (here CB 14). With task manager all open windows are displayed; changed to the desired window there is more laborious.

2.1.7 The Menu Bands

The menu ribbons have different options: *Normal, Minimized, Simplified*.

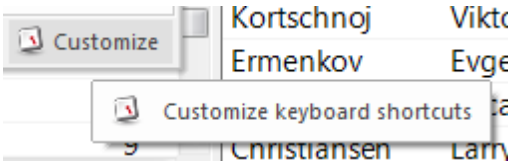


This allows you to customize the user interface, or the retrieval of the available functions, according to your own preferences.

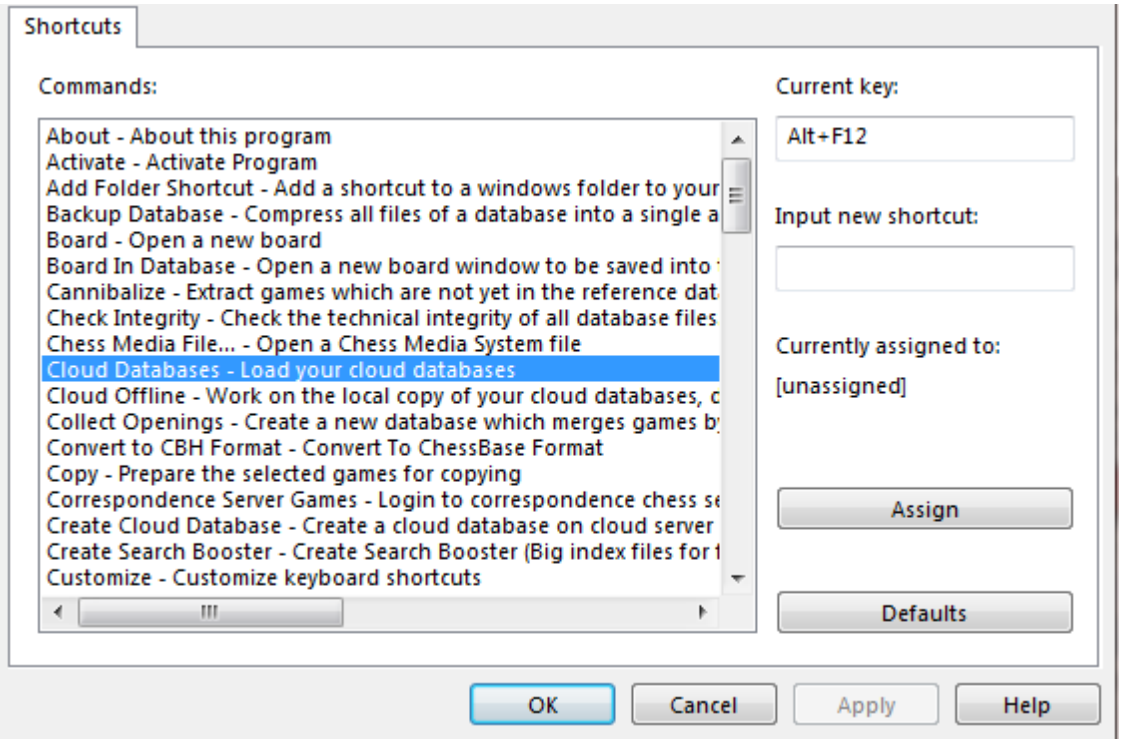
2.2 Keyboard Shortcuts

2.2.1 Customize Shortcuts

Menu File - Customize



You can customize ChessBase by assigning a keyboard shortcut to each menu function:



Select the function in the Commands list. Click in the edit field Input new shortcut. Click Assign to link this shortcut to the function.

This is also a useful command reference.

Click the button Copy to copy the list of shortcuts into the windows clipboard so that you can paste it for printing in your text processor.

2.2.2 Keyboard shortcuts for commentary symbols

When you type in text commentary, key names or game data you can use chess figurines and the special symbols used to annotate games. This assumes that the ChessBase fonts have been correctly installed and selected for that purpose. Here are the symbols you can use and the keyboard shortcuts to input them:

Ctrl-K	¢	King
Ctrl-Q	£	Queen
Ctrl-N	¤	Knight
Ctrl-B	¥	Bishop
Ctrl-R	¦	Rook
Ctrl-P	§	Pawn
Ctrl-A	‚	Attack
Ctrl-I	ƒ	Initiative
Ctrl-Shift-C	„	Counterplay
Ctrl-Alt-I	…	With the idea
Ctrl-S	†	Space
Ctrl-Shift-Z	‟	Zeitnot (time trouble)
Ctrl-Alt-D	†	Development
Ctrl-L	‘	File (line)
Shift-Ctrl-D	’	Diagonal

Ctrl-Alt-Z	‡	Zugzwang
Ctrl-Alt-C	″	Centre
Ctrl-Shift-W	×	Weak point.
Ctrl-O	™	Only move
Ctrl-W	a	with
Ctrl-Alt-W	o	without
Ctrl-Alt-Q	«	Queenside
Ctrl-Alt-K	»	Kingside
Ctrl-E	v	Endgame
Ctrl-Alt-P		Pair of bishops
Ctrl-Alt-O	®	Bishops of opposite colour
Ctrl-Alt-E		Bishops of same colour
Ctrl-M	°	With compensation for material
Ctrl-1	±	White has the upper hand
Ctrl-2	²	White stands somewhat better
Ctrl-3	÷	Unclear
Ctrl-4	³	Black stands somewhat better
Ctrl-5	µ	Black has the upper hand
Ctrl-Alt-B	¹	Better is
Ctrl-Alt-R	½	Draw
Ctrl-Shift-P	þ	Passed pawn.

2.2.3 Keyboard shortcuts in games lists

Home/End	Jump to beginning/end of list
Shift-Cursor down / Ctrl-click	Mark games
Shift-Page down	Mark page-full of games
Shift-End	Mark all games to end of list
Ctrl-A	Mark all games
Return	Load/merge marked game(s)
F10 / Ctrl F10	Load next/previous game in list
Ctrl-Cursor left/right	Automatic scrolling
Page up/down	Scroll page up/down
Cursor up/down	Move highlight bar and scroll
Ctrl-G	Go to game number
Alt-Q	Toggle list format, e.g. show notation/ game data
Ctrl-J	Set start move
S	Show statistics for marked/all games
Shift-S	Show piece probability for marked/all games
F5	Copy marked games into clip database
O	Game overview in many diagrams
T	Generate tournament table
Ctrl-F	Call up search mask to define search
Tab	Switch search mask on/off. If no search mask is defined, next game index

+ (plus key)	Set user medal for game.
Delete	Mark selected games as deleted
Ctrl-C	Mark selected games for copying
Ctrl-V	Paste games marked for copying

2.2.4 Keyboard shortcuts in the board window

Ctrl-F	Flip board
Cursor keys	Play moves forwards and backwards.
*	Replay games automatically
Ctrl-G	Go to move number x.
Ctrl + move (mouse)	Make the move a variation without query
Shift + move (mouse)	Overwrite next move without query
T	Takeback move, make next move a variation ("T-Note")
Ctrl-Alt-0	Enter null move
Ctrl-Y	Delete variation
Ctrl-Alt-C	Classify game according to opening in reference database
Ctrl-Alt-Shift-C	Classify game according to themes
Shift-F6	Find novelty/compare in reference database
Shift-F7	Show Opening Reference for board position
Tab	Switch notation
M	Close variation
+ / –	With the analysis engine on: increase/decrease the number of lines calculated.
Page up/down	Scroll one page up/down in the notation
Home / End	Go to beginning/end of notation
]	Cut remaining moves
[	Cut previous moves
Ctrl-Shift-Y	Remove all variations and commentary
Ctrl-A	Enter text commentary after move
Ctrl-Shift-A	Enter text commentary before move
Shift-1 or "!"	Annotate with !, ? etc.
Ctrl-Alt-Y	Delete all graphic commentary
Ctrl-Alt-M	Enter training commentary
Ctrl-Alt-W	Enter correspondence chess header
Ctrl-W	Annotate correspondence chess move
Ctrl-S	Save game

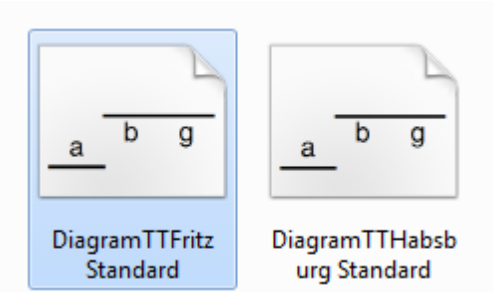
Ctrl-R	Replace game
F10	Load next game in list
Ctrl-F10	Load previous game in list
Alt-F2	Start/stop the default analysis engine
Space	Insert best engine move into notation
Ctrl-Space	Insert best variation of all engines into notation
x	Show threat
y	Calculate next best move(only Fritz engine).
Ctrl-Alt-B	Open/close photos window
Ctrl-Alt-N	Open/close notation window
Esc	Close window
Ctrl-Z	After deleting or reordering variations: Undo

2.2.5 Keyboard shortcuts in the database window

Tab	Switches between window "panes"
F3	Next higher directory level
Ctrl-F12	Go to My databases
Enter	Open selected database/start training.
Ctrl-F	Search for games in selected database.
Ctrl-Alt-L	Switch database preview pane on/off.
Ctrl-O	Open database and add it to My databases.
Ctrl-X	Create a new database in the current directory.
Ctrl-Z	Archive current database.
Ctrl-L	Show games list of the selected database.
Ctrl-P	Show players index of the selected database.
Ctrl-T	Show tournament index of the selected database.
Ctrl-A	Show annotator index of the selected database.
Ctrl-S	Show source index of the selected database.
Ctrl-K	Show openings key of the selected database.
Ctrl-C	Mark all games for copying.
Ctrl-V	Paste all games marked for copying in the selected database.
Ctrl-D	Display databases as detailed list.
Ctrl-I	Display databases as large icons.

2.3 Fonts

ChessBase automatically installs *TrueType fonts* on your system.



For example :

Fonts for notation (including commentary symbols):
FigurineCB AriesSP
FigurineCB LetterSP
FigurineCB TimeSP

Fonts for diagrams:
DiagramTTFritz
DiagramTTUSCF
DiagramTTOldStyle

2.4 Drag & Drop

Drag and drop is the action of clicking something – a database symbol, a game or a piece on the chessboard – holding down the mouse key and letting go somewhere else. ChessBase makes extensive use of Drag & Drop:

- **Copy all games from one database into another**

Simply drag the symbol of the database onto the destination database and drop it there.

- **Copy games from the clipboard into a proper database**

In the database window drag the clipboard onto the database symbol.

- **Copy selected games from a games list into a database**

Mark the games in the list (Ctrl-click or Shift-cursor keys). Now move the mouse cursor onto one of the marked games and hold down the mouse key. Drag the games onto a database symbol or into another games list.

- **Merge selected games into the current game notation**

Mark the games in the list and drag them into the game notation of the board window. The games will all be inserted as variations of the current game.

- **Copy a variation from one annotated game into another**

Use the function Window – Compare notations (or F8) to make both games visible together on the screen. Grab the first move of the variation by clicking with the mouse and drag it into the notation of the other game. It will be inserted as a variation.

- **Copy a player or tournament**

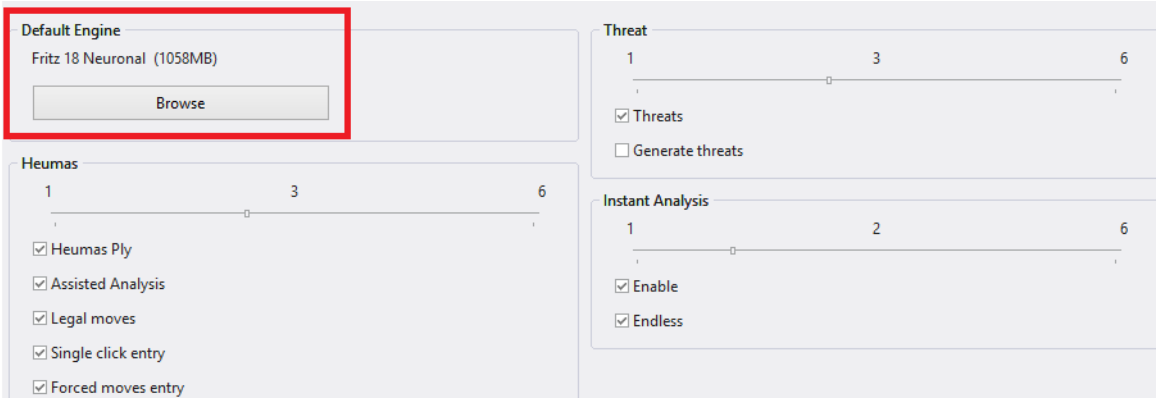
Copy a player from the player index or a tournament from the tournament index to another database.

3 Reference

3.1 Entering and Annotating Games

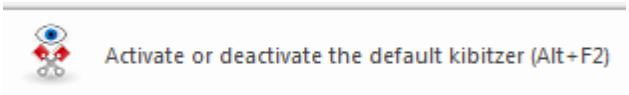
3.1.1 Analysis engine

An analysis engine or kibitzer is a chess playing program that runs in the background and always analyses the current board position. When you install the program you will normally get Fritz and Crafty to analyse with. You can add more engines, which are available as stand-alone chess playing programs.

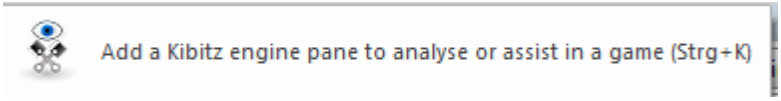


To start an engine you must open a new "pane" in the board window. This is done with *Home - Default Kibitzer*. You can also press Ctrl-K. Finally there is a Ribbon for the engine in the tool bar (right).

You can add a number of engines and set them to work simultaneously on the position.



But remember they have to all share the processor power and will therefore not be able to analyse so deeply.



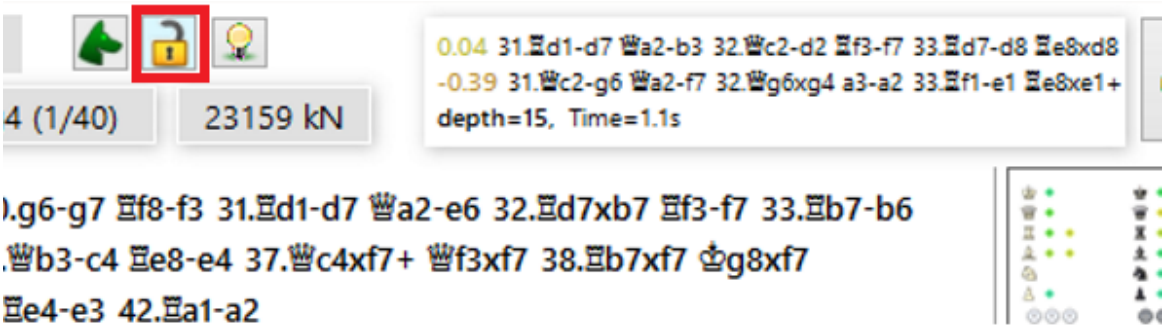
Keyboard shortcuts:

Ctrl-K = add new analysis engine.
Alt-F2 = start default engine.

Locking an engine to a position

Right-click the engine window and select Lock
This will lock the engine to the current position.

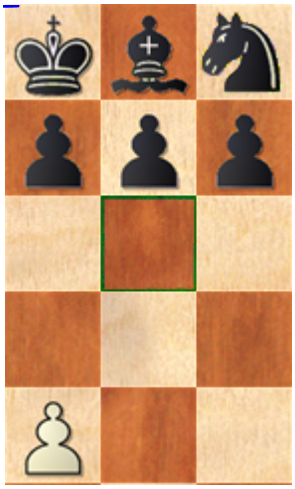
You can do this also with a simple Mouse click on the Button in the Engine window.



After that you can move to another position on the board, while the engine continues working on the original position. You can start a second engine and lock it to a different position. The only limit to the number of engines running in parallel is processor power. If you have a multi-processor board each engine can run at 100% speed and use the full power of a processor. If you run two or more engines on a single processor ChessBase will divide the processor power equally amongst the engines.

3.1.2 Enter moves

Move the mouse cursor to the piece you want to move, press and hold down the left mouse key, and place the piece on its destination square. You will notice that when you click the piece ChessBase suggests a destination square. This is done with a "Heuristic move assistant" (Heumas).



If the suggestion is correct simply let go, if not drag the piece to the destination square.

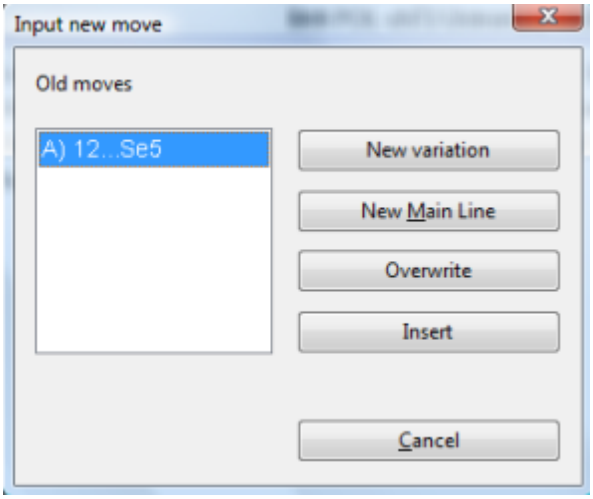
Note: To put games into ChessBase 14 rapidly you can opt for a special input mode. Begin by opening a new board window. Either by clicking on the ribbon "Board" in the database window or with the key combination Ctrl-N. There you will find the ribbon "Input mode".

PLease take also a look to the function *Assisted Analysis ...*

You can also click the destination square first. Heumas suggests a piece to move there. If it is correct simply let go, if not move the cursor to the correct piece and then let go. In both cases you can also hold down the left mouse key and click the right one to cycle through possible destination squares or pieces. Let go when you hit the correct one.
To cancel the move drop the piece off the board or on an illegal square.

Variations

If you enter a move in the middle of the game and this deviates from the text move ChessBase will ask you what to do with it.



- **New variation** will start a different line of play that will appear parallel to the original moves;
- **New main line** will enter the move as the main line and make the original game a variation;
- **Overwrite** the original moves and replace them with new ones;
- **Insert** the new move into the game, i.e. retain as many of the moves that come after it as possible.

The last function is useful when you have entered a number of moves and discover that one was incorrect (wrong rook or knight, wrong destination square). Instead of entering all moves again use Insert, which will retain as much as possible. Naturally ChessBase will make sure all moves are legal.

Express correction

The express retraction button under the board suppresses the above query and assumes that the next move you enter should overwrite the previously entered ones.

Useful keyboard shortcuts

T	Take back move and enter new one without query
Ctrl-move	Hold down the Ctrl key and enter move to start variation without query
Shift-move	Hold down the Shift key and enter move to overwrite without query

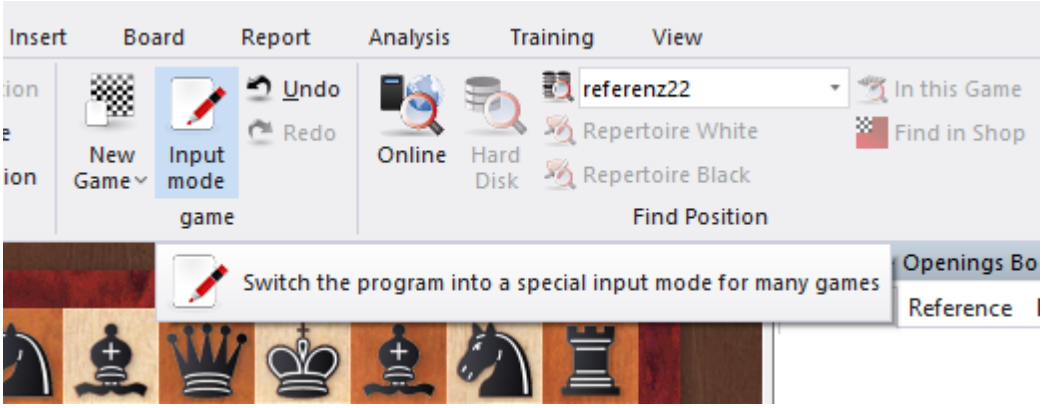
See also: How to correct moves during game entry

3.1.3 New input mode for games

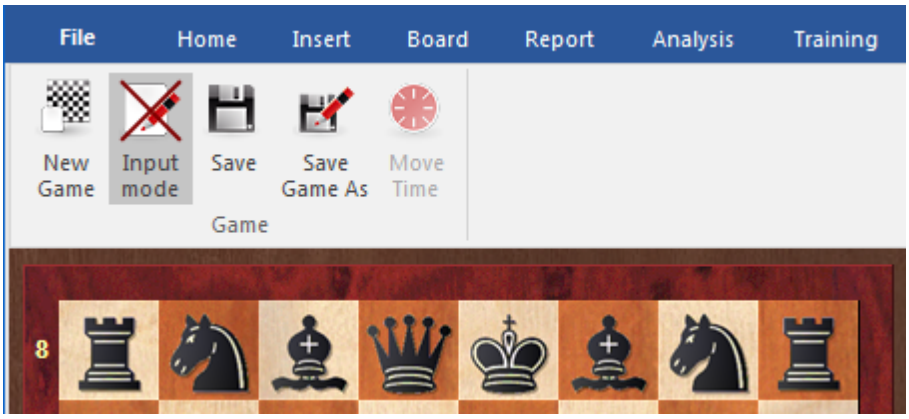
To put games into ChessBase rapidly you can opt for a special input mode.

Begin by opening a new board window. Either by clicking on the ribbon "Board" in the database window or with the key combination **Ctrl-N**.

There you will find the ribbon "*Input mode*".



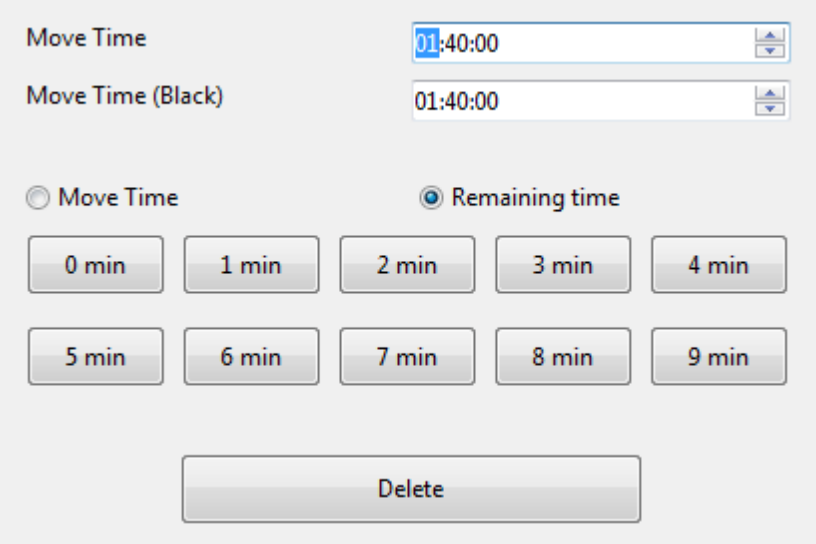
The function is also available after you have loaded any game from a database.



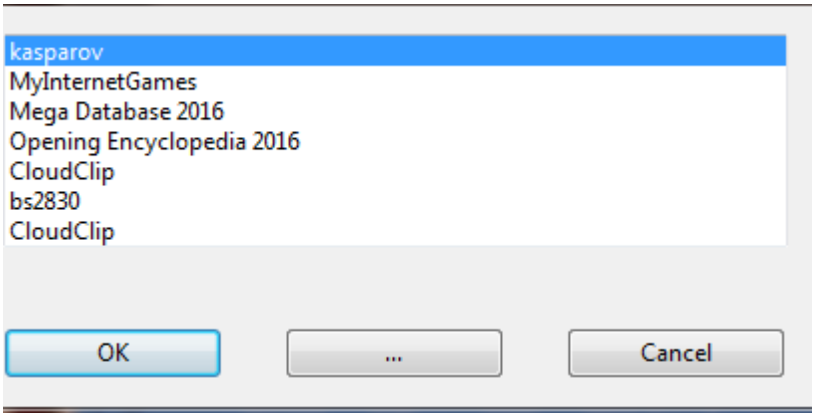
The differences from the standard input are:

- The analysis function "Assisted Analysis" is switched off.
- Unlike in standard input mode, the variation dialog is logically displayed when there are deviations in the moves.

There is the opportunity to set thinking time.



In this mode the program retains to a great extent tournament information after a new game has been started. So this input mode is ideally suited to those users who, e.g., would like to continue adding games from the same tournament.

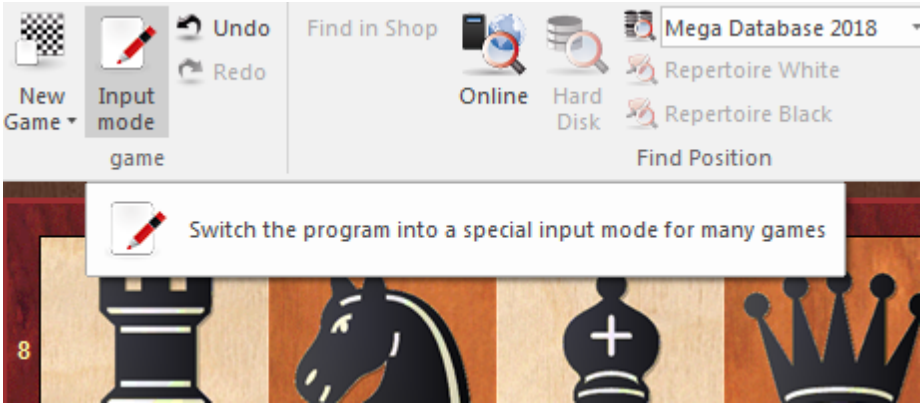


3.1.4 Rapid input of games

Within the Mega Database you will find at the moment over 7 million games which you can make use of for the numerous statistical functions on offer in ChessBase. This impressive number of games is only possible because for many years the program has been employed for the entering of tournaments. The input and storing of games has always been very smooth, but with a new input mode the new ChessBase 14 makes things even more easy for tournament organisers who wish to enter and publish the games of a tournament.

The decisive difference from the input mode you have known until now is that information contained in the game data is transferred automatically with a consequent saving of time. Let us take a look at how this works with a practical example.
You will find the new method for rapid input of games in the board window. First of all start a new board window either by clicking on the ribbon "Board" in the database window or by means of the key combination ***Ctrl-N***.

There you will find the ribbon "Input mode" with which you start this special mode.



Moreover, this function is also available after you have loaded any game from a database.

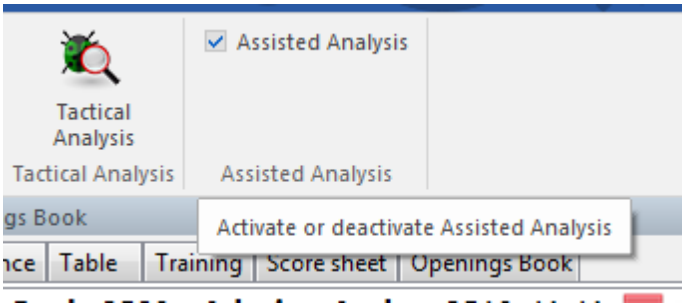
Be aware that in this mode the "Assisted Analysis" function is switched off. Here the focus is on the rapid input of game notation. Another difference from standard game input is that when there is a point at which moves diverge, the variation dialog box is consequently displayed.

In this mode the program retains to a great extent information about the tournament for which a new game has been started. For that reason this input mode is ideally suited to users who, e.g., would like to continue entering games for the same tournament.

3.1.5 Assisted analysis

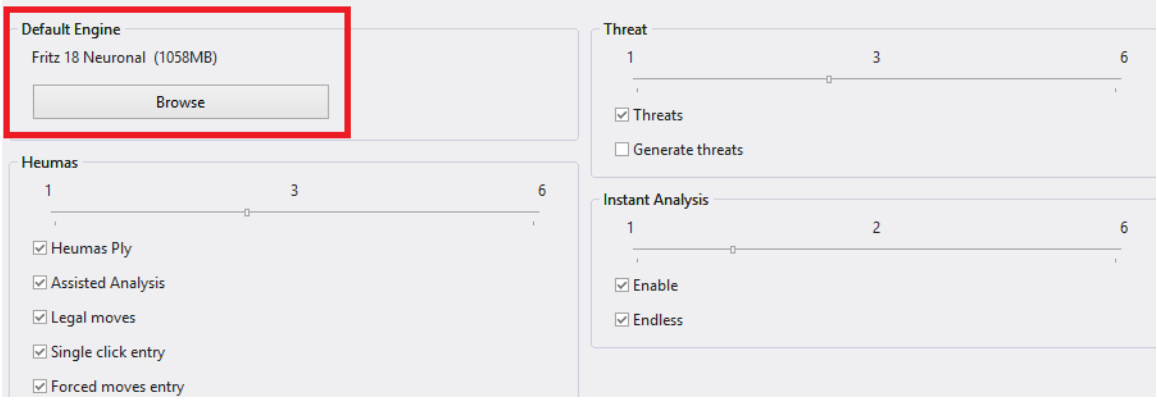
A new function for ChessBase 14 is "*Assisted Analysis*", which provides valuable hints to the tactical consequences of a possible move by means of coloured highlights on the board.

Board window *Analysis menu* *Assisted Analysis*



Tip: Make sure that this function is also activated in the options dialog under Engines! Make

sure that this function is also activated in the options dialog under Engines!



This function is available to you when you are entering games or when you are analysing games which have already been saved, for example when adding your own variations. When entering moves, if you click on a piece all the squares it can possibly go to are highlighted with different colours.

The idea behind this analysis function is that in tactically complex situations present day chess engines frequently come up with the best move in mere millisseconds. When you click on a piece, the consequences of a move to all possible target squares are evaluated and each evaluation is highlighted in colour on the board.

The sample diagram shows all possible squares to which the black queen could go. Those marked in green are safe and indicate a good move. Squares highlighted in yellow point to a mediocre, but nevertheless playable move, and the squares highlighted in red a clear mistake. The colour blue represents moves from an opening book and black indicates mating moves. Neutral moves are highlighted in orange.

This function is an extension of the classic way an analysis engine has worked until now when a move in entered. The user inputs the move whilst the chess engine is working in the background and displaying the evaluation of the actual position on the board. It is only then that the user has to decide whether to take back the move or to pursue his analysis.

The decisive difference from the new Assisted Analysis is that the evaluation of the move which has been played was only available after it had been played. The new function therefore makes a more efficient use of the analytical capacities of modern engines and shows the user an evaluation before the move has been played on the board. Thus it quickly becomes apparent whether there is a better move than the one which was originally intended.

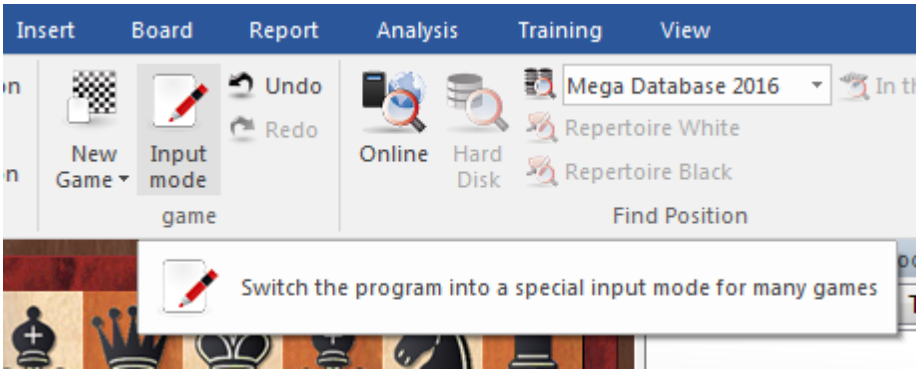
This procedure is a less laborious way of discovering alternative continuations. An additional positive effect is that the user is continuously being encouraged to hone his or her calculation skills. Whenever you click on a piece and see that what was presumably a plausible target square is outlined in red, this leads to your searching for the refutation of that move and stimulates you in chess terms whereas the classical engine evaluation tends rather to lead to a passive approach to your chess.

Let us sum up the advantages of the Assisted Analysis function:

- You recognise immediately how a move is to be evaluated in terms of quality.
- Whist you are inputting the move, you can focus your whole attention on the chess board without continually looking at what is being displayed in the evaluation window of a running chess engine.
- The function stimulates the calculation of variations and in doing so promotes/trains the user's chess ability.

Tip: Assisted Analysis is not compatible with one-click move entry. If the function is active, it is frequently not the most likely move which is made. The reason for that consists in the fact that Assisted Analysis leads to the user clicking on several pieces one after the other to test how good they are. To avoid such conflicts a new input method has been implemented which is conceived exclusively for the rapid recording of games.

Board window -Start menu Input mode



Alternatively you can set it simply for rapid move input by clicking on the target square.

3.1.6 Trying Out Moves

When you are replaying games it is often interesting to see what reply would have been made if a different move had been made. The board window offers various functions to find this out quickly.

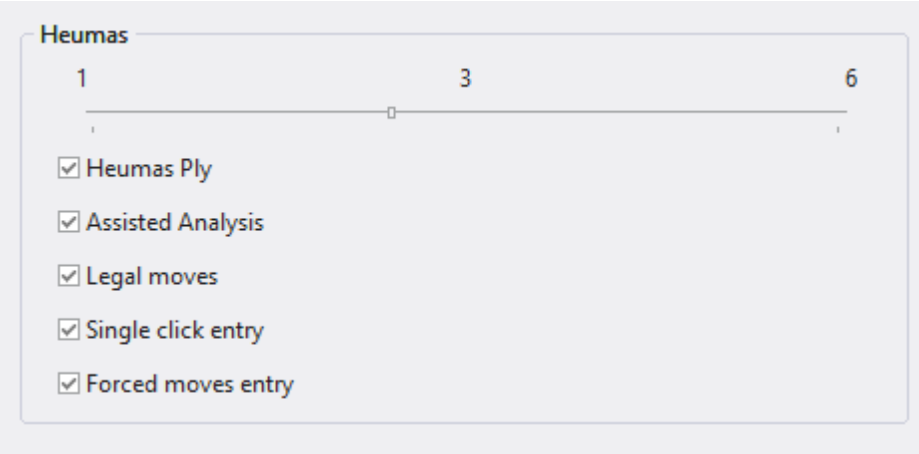
Let us take the following position as an example:

What would happen if White captured the black pawn with his knight on e2? Move the white knight from e2 to d4 without letting go of the mouse button. The following information is displayed on the board with arrows:

In the opinion of the program the most likely continuations would be Na6 or Nb6. This is shown with green arrows on the chess board. These are not necessarily the best continuations, because only a quick search is made, but the information is a useful help while entering or replaying games.

3.1.7 Enter moves with single clicks

The heuristic move assistant "Heumas" is responsible for suggesting plausible moves during game entry.



It is an embedded full-fledged chess program. Using Heumas allows you to enter most moves with a single click of the mouse.

- **Click on a piece (not recommended)**

ChessBase will suggest a plausible move. If you accept this suggestion just release the mouse button. If not you can cycle through other alternatives using the right mouse key. Or you can drag the piece onto its destination square.

- **Click on a square (usually scores best)**

Alternatively you can click on a square or an enemy piece and Heumas will highlight the piece which it thinks should move to that square. If the suggestion is correct simply let go, if not move the mouse to the piece you intended while holding down the mouse button. You can also use the right mouse button to cycle through other possibilities.

The quality of Heumas's move suggestions depends on the search depth and can be set in the Options – Engine menu.

How to correct falsely entered moves.

3.1.8 Correcting moves

One wrong move

- Retract the move and enter the correct move. Click Overwrite in the variation window that appears.
- Retract, hold down the Shift key and enter the correct move.

Retract with the express retraction button and enter the correct move.

One wrong move in the middle of the game

Click on the move before the wrong move in the notation, enter the correct move and

click Insert.

Wrong line in the middle of the game
Enter the correct moves as a variation. Click Insert – Variations – Exchange moves. The moves of the variation replace moves in the game. Naturally all the rest of the moves must be legal, otherwise they are cut off.

Missing moves in the game
Click on the position before the missing moves, enter the move pair or pairs (always an even number of moves) as a variation. Click *Insert Variations Insert* into game.

ChessBase will insert the moves and add as much of the rest of the notation to it as makes sense.

3.1.9 How can you insert a possible continuation into a saved game?

There are two ways to do this.

a) You can insert a variation from the last move and repeat the last move in the variation.

b) You can insert a null move (Ctrl-Alt-0) after the last move and then input the analysis as a variation.

3.1.10 Enter position

Menu File New Position Setup ("S").

More information about the interactive position input ....

Take board
You can take over the current board position into the position input.

Flip board
Rotates the input board, the black pieces are displayed at the bottom of the board.

You can also use Position in... if you know which database you are going to save it in.

- Pieces are selected from the piece bars on the right. Click one or more squares to deposit pieces there.

- The left mouse key gives you the selected colour, the right key the opposite colour.

- Click a second time to remove the piece or drag it off the board.

- You can also drag a piece you have already deposited to another square on the board.

- If you start position entry in a board window then the board position will be offered (which you can modify). The Reset button sets up the starting position, Clear board removes all pieces.

- Mirror the position along the x- and y-axis with King <-> Queen, White <-> Black.

When you have entered all the pieces you must specify which side it is to move, whether either side can still castle and if an en passant capture is possible in the next move (give the file a – h on which the capture can be made). If the notation shouldn't begin with move number 1 you can enter a different move number.

Copying and inserting ASCII and FEN
In text files you will often find positions described in something like the following form:
wKh3, Qh1, Nf2, Pe5, f6, h6, bKd2, Qf4, Ne3, Bd3, Pd4.
Two other diagram formats often used in the chess software community are called FEN (for "Forsyth-Edwards Notation") and EPD (for "Extended Position Description"). Both are very similar and can also be pasted in the ChessBase looks like this:
8/8/5P1P/4P3/3p1q2/3bn2K/3k1N2/7Q w - - 0 1

Here's how transfer these positions into ChessBase:
Mark a position description in an editor or Internet browser and press Ctrl-C to copy it

into the Windows clipboard. Switch to ChessBase, press "S" for position entry and click the button Paste ASCII or Paste FEN. The position will appear on the board. You can test it in this help file: copy one of the strings given above and paste it in ChessBase. You should get the position shown in the top picture.

To generate position descriptions click Copy ASCII or Copy FEN in the position input window. The description is copied into the Windows clipboard and can be inserted in any word processor by pressing Ctrl-V.

Note:

- ChessBase is pretty flexible in interpreting ASCII diagram descriptions. For instance it ignores text that surrounds the description, unless there is a word that can be interpreted as a piece and square. You can test this by copying all of the above text and pasting it as ASCII.

- White and black pieces can alternate. After it finds a "w" ChessBase will switch to white pieces, after "b" to black pieces. The above position will be correctly read even if the pieces are mixed (wKh3, bKd2, wQh1, bQf4, bBd3, wNf2, bNe3, wPe5, f6, h6, bPd4).

- The piece names must be in capitals, the colours in small letters (wK, not WK or wk).

- You can put one piece on a number of squares, e.g. wPa2, b2, d4, e5, f2, g2, h2. Actually wPa2b2d4e5f2g2h2 works fine as well.

- When you Paste ASCII or FEN the board is first emptied and then the pieces are inserted. This means that you do not have to click Clear board first, but it also means you cannot paste a few additional pieces to an existing position (you can add them with the mouse).

3.1.11 Interactive Position Setup

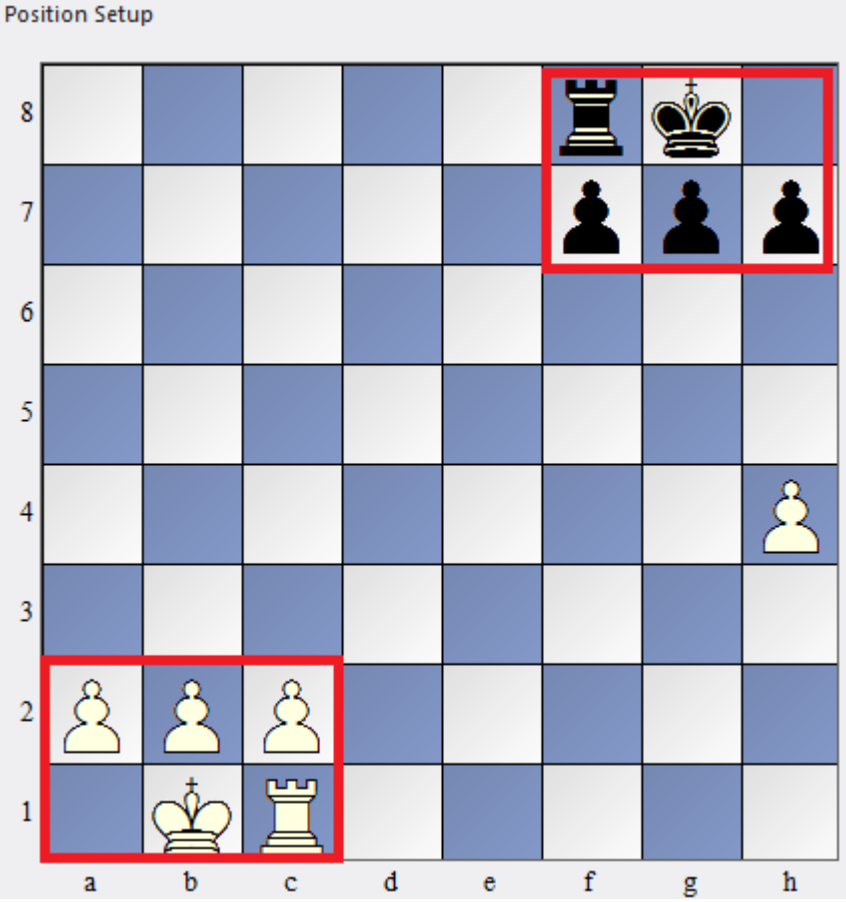
You can start the dialog for position input at any time in the program by pressing the "**S**" key.

If you do this in the start screen, the new interactive position input with parallel display of suitable games from the reference database with similar constellation is started, which is also used for the new interactive search mask.

The display of the matching games (game list) can be seen in the right section of the window. This new function offers numerous advantages in practical use. If you enter a position from a chess book, there is a good chance that you will find the game in the list. Then you can save further input and get the complete position with one click.

Besides, this is an interesting interactive search for position fragments. It is also used in the position input of the new search mask.
In practice, you will click on some of the offered game entries to look at the position. But how do you get back to the originally defined search criterion?
Here is an application example.

You define the following constellation via the position input.



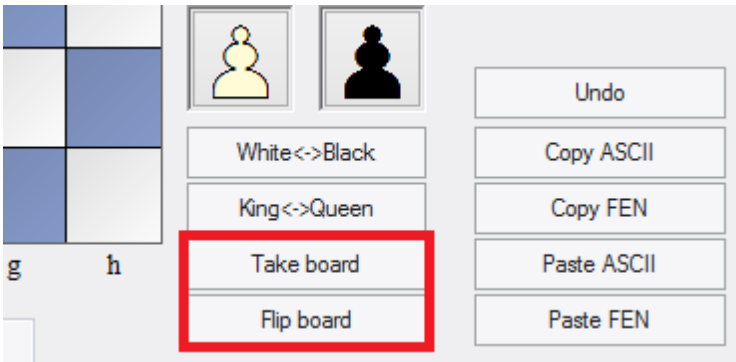
This lists games from the database in which heterogeneous castles were executed. After you have clicked on one or more game list entries, the originally defined search criterion is no longer present on the board, but the game position of the selected game.

You now have two options:

- You can edit the new board position and thus define a new search criterion if necessary.

- In practice, however, the user will want to return to the original search criterion. One or more clicks on the "Undo" button will bring back the original position fragment. This method can be used to view different games!

For more detailed information, please refer to the description of the interactive search mask.

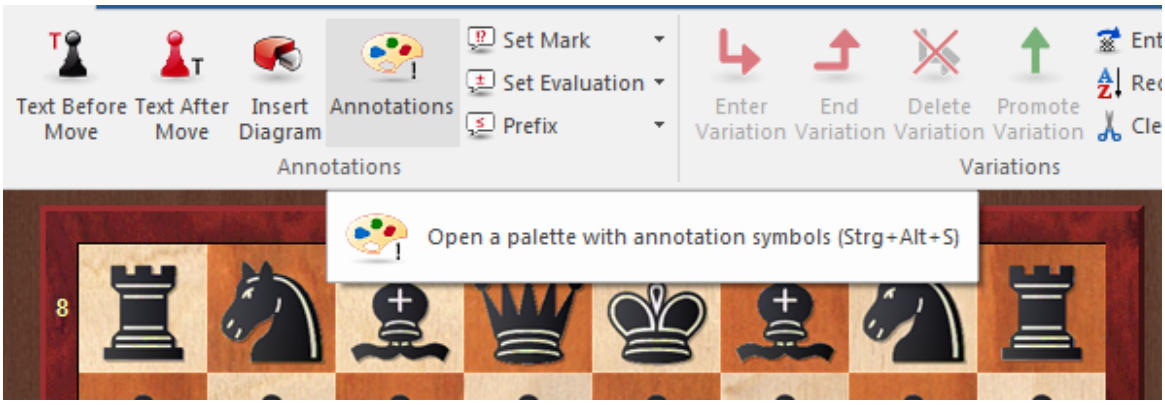


Take board
You can take over the current board position into the position input.

Flip board
Rotates the input board, the black pieces are displayed at the bottom of the board.

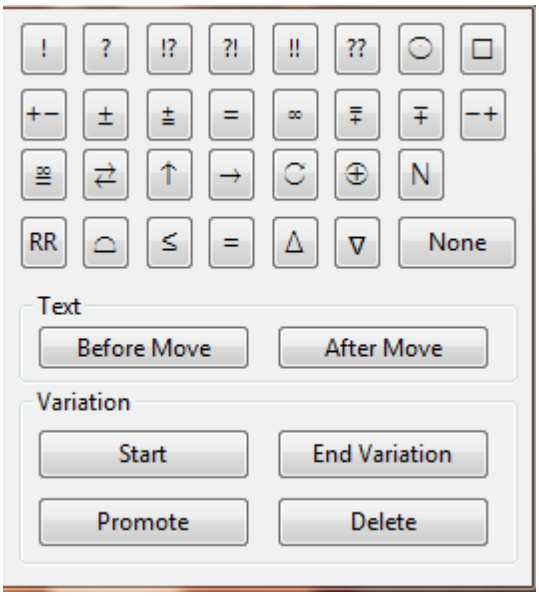
3.1.12 Annotating games

There are many different forms of annotation:

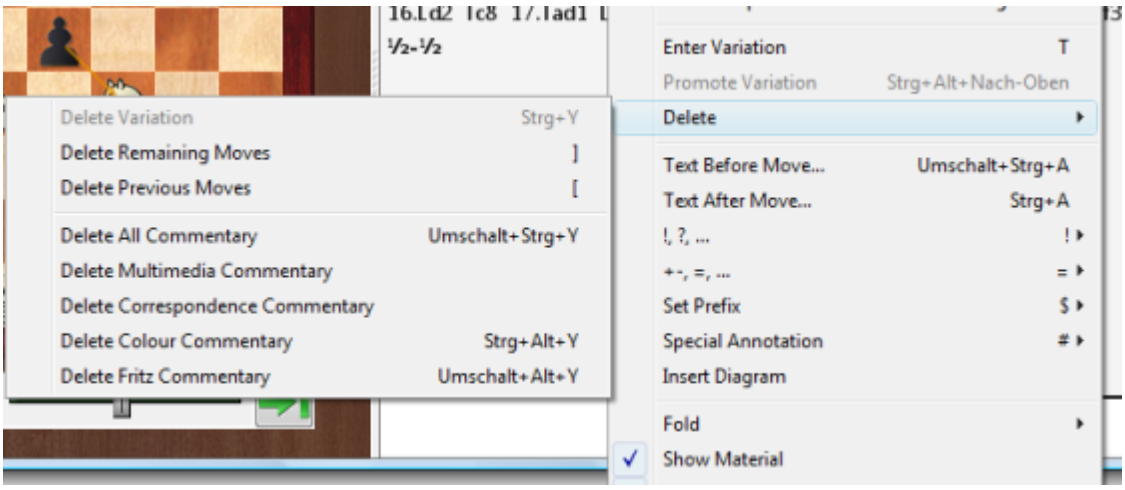


- Variations – alternative continuations that can be replayed on the board.
- Text commentary – embedded in the game (e.g. “This is the critical position.”).
- Symbol commentary – in the form of special chess symbols inserted before or after a move.
- Graphic commentary – in the form of coloured arrows and squares on the chessboard.

- Training commentary – with training questions, answers, points, times, help, etc.
- Correspondence chess commentary – to automate the management of correspondence chess games.
- Critical position – critical openings, middlegame and endgame positions.
- Pawn structure and piece path – to highlight the pawn structure or graphically display a piece path.
- Medals – a special award for best game, tournament decider, model game, novelty, repertoire, strategy, tactics, etc.

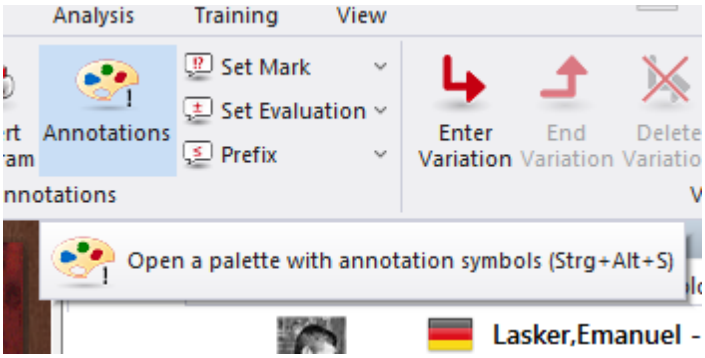


The annotation palette is a helpful tool for quick entering of symbol commentary and variations.

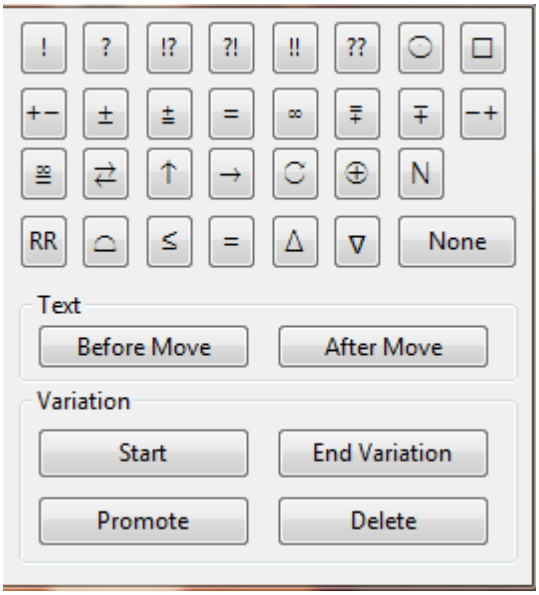


3.1.13 Annotation palette

Board window: Insert (Ctrl-Alt-S)



There is a special annotation palette that helps you insert chess commentary symbols with a single click.



- The first line contains move evaluations (good move, blunder, etc.) that appear after a move.
- The next two lines are mainly position evaluations (White is better, unclear). They also appear after a move.
- The symbols in the fourth line (better is, with the idea, etc.) are automatically inserted before the move.
- "None" removes any symbols attached to the current move.

When you move the mouse cursor onto a symbol its meaning is displayed.

- **Text before move / after move**

Use this to enter text commentary in front of or behind the current move.

- **Start variation**

Takes back the current move and allows you to add an alternate line (equivalent to pressing "T").

Promote variation
The current variation is promoted to the next-higher level, and the variation there becomes the subvariation. Ctrl-Z will undo this action.

Delete variations
Removes the current variation and all subvariations from the game. Ctrl-Z will undo.

End variation
Ends the variation and jumps to the main line, so you can continue entering the moves of the main line.

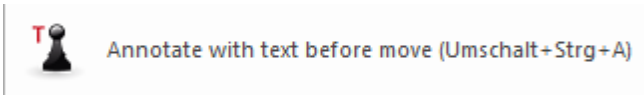
See also the Information about Notation Toolbar ....

3.1.14 Text commentary

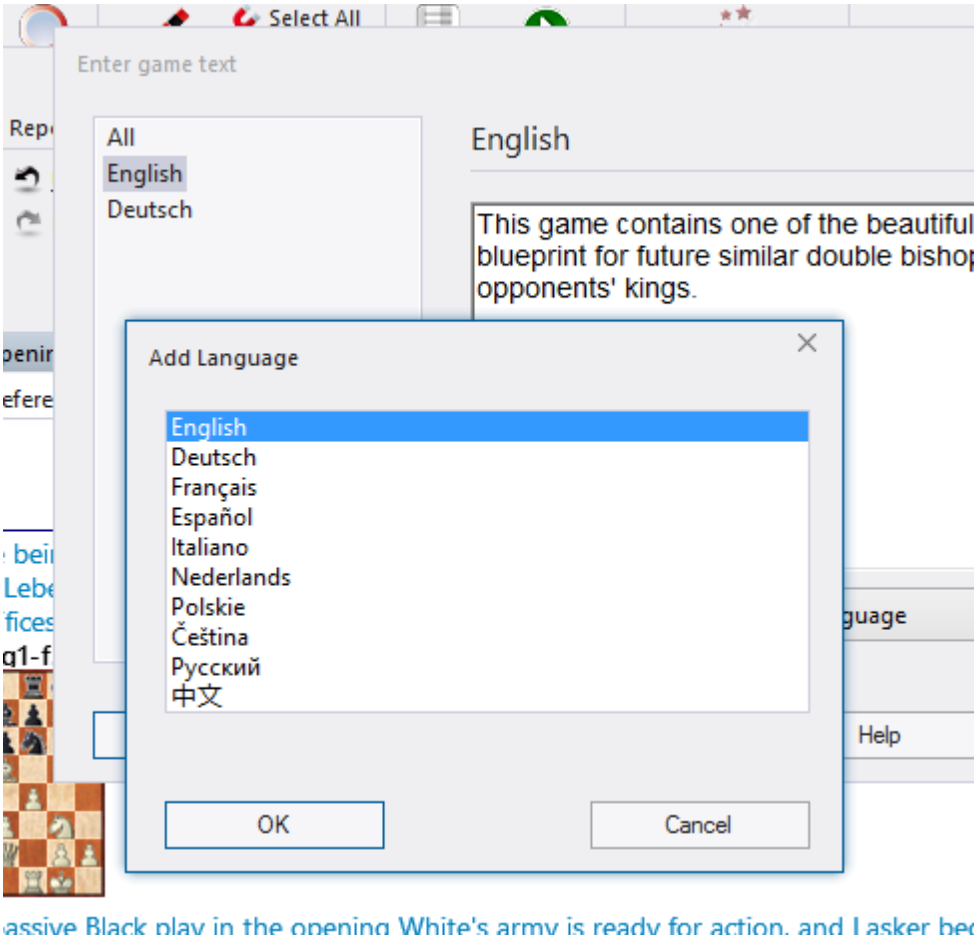
Board window: Insert Text before/after move

The dialog for text input has been revised. The user can freely define which language settings are to be added.

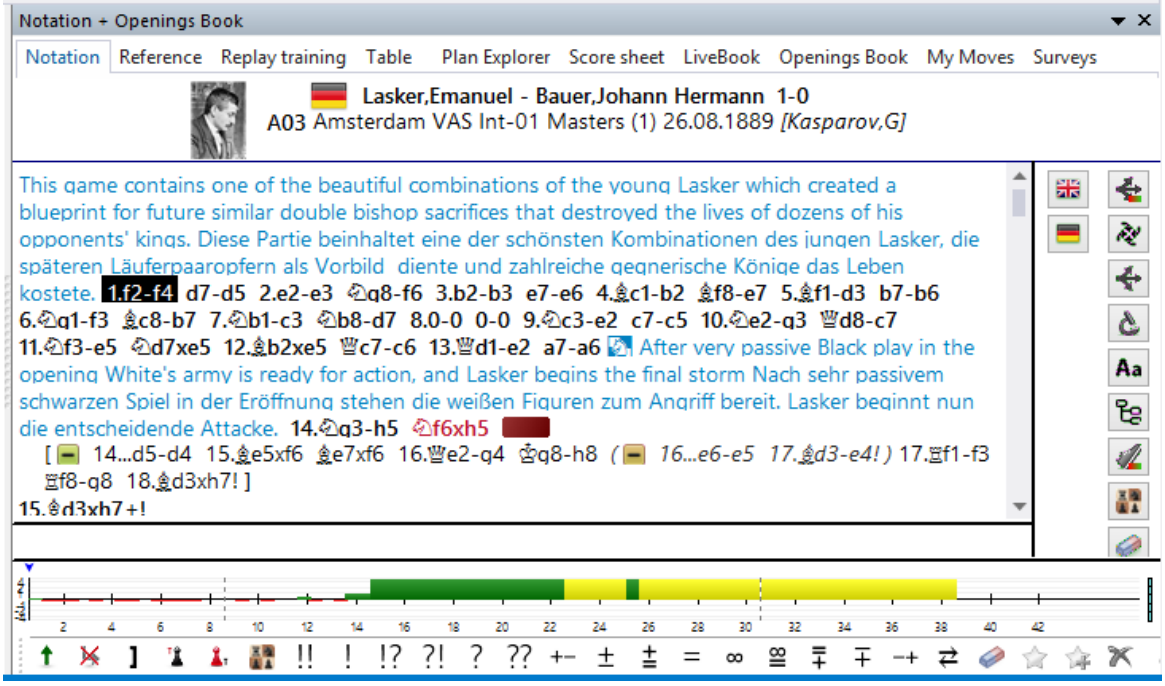
With "*Add Language*" you can add languages for your text comments, which you simply select from the available list. If the "**All**" option is activated, the text comments will be displayed in the predefined language setting when the moves are replayed in the notation window.



You can also right-click a move, press Ctrl-A / Shift-Ctrl-A, or use the annotation palette.



Most of the Windows edit commands are available during text annotation. For instance you can use the cursor keys, Ctrl-X to cut, Ctrl-C to copy, Ctrl-V to paste. It is also possible to copy a text from a different source, e.g. a word processor, and paste it into the game. Enter inserts a new paragraph. You leave the editor by clicking Ok or pressing Alt-0.



Language

When adding text commentary you should specify the language you are writing in. This determine whether the commentary is displayed in the notation or not (see Language). The language is set the top of the annotation window: "ALL" is for neutral commentary which will always appear, "Eng" is English, "Deu" German, "Fra" French, "Esp" Spanish", "Ita" Italian, "Ned" Dutch. There are a few more languages to the right (click the arrow button to view them). Hit the Tab key to toggle languages.

See also Language selection by mouse click ....

Chess commentary symbols

You can use figurines and chess commentary symbols to annotate games. This can be done from the keyboard or in the annotation palette.

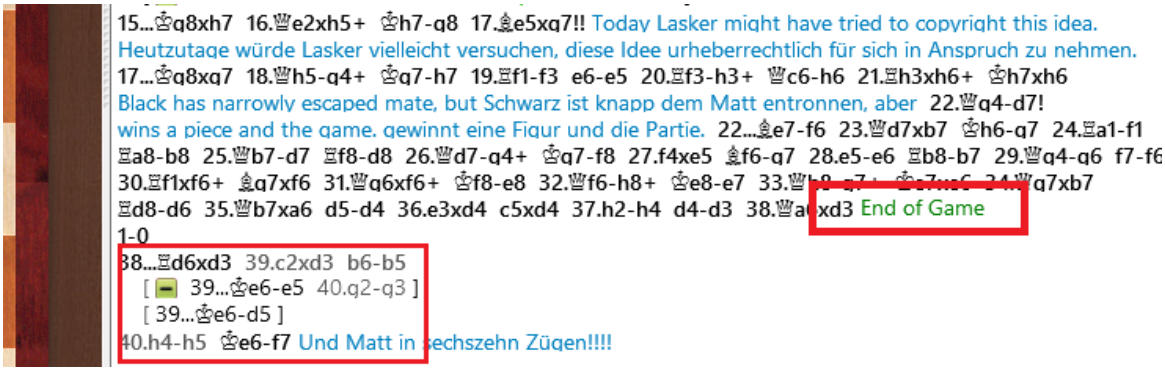
Diagrams

Right-click a move and use "Insert Diagram". When you print out the game or generate a text or HTML file a diagram will be inserted in this position. You can mark as many positions as you like for diagrams in a game notation.

3.1.15 Supplementary moves at the end of a game notation

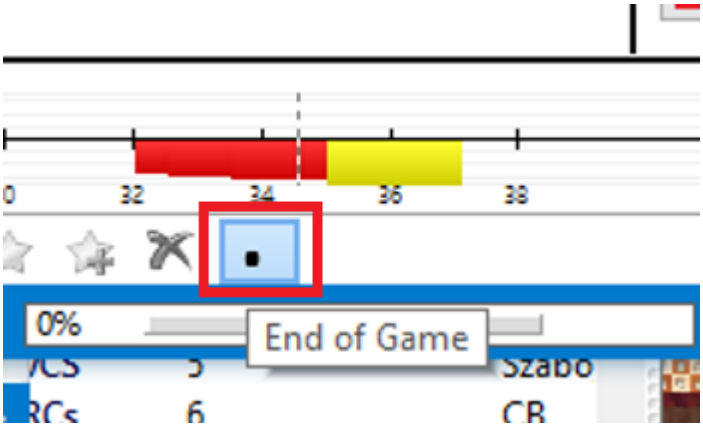
With this program version and the new data format ***.2cbh** you can set an identifier for the end of a game and after the end of the game (result) moves can still follow. This can be useful for example to better illustrate a certain chess fact.

The screenshot shows what this is about:



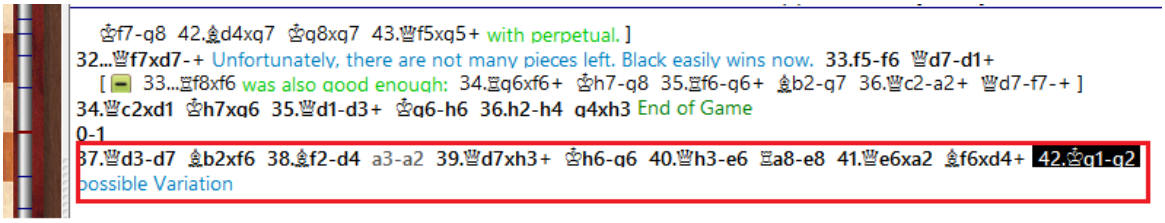
Within the notation you will see further subsequent moves, gladly also with explanatory text commentary.

You can start this function at any time via the toolbar below the notation view.



By clicking on the button with the black dot you set the identifier, i.e. the end of the game within the notation.

If you now enter moves, variations or, for example, text comments, these will be taken over regardless of the result (game length in the list view). This makes it much easier to enter a final conclusion to a finished game.



3.1.16 Fonts Commentary Box

When annotating games in Chessbase and you open up the commentary box (Enter text after move), how can you increase/decrease the font size within this box?

There is no way to change the font size in the annotation dialogue.

3.1.17 Language selection by mouse click

ChessBase offers the possibility of assigning text commentaries to a paricular language, so commentaries can be made in parallel in different languages.

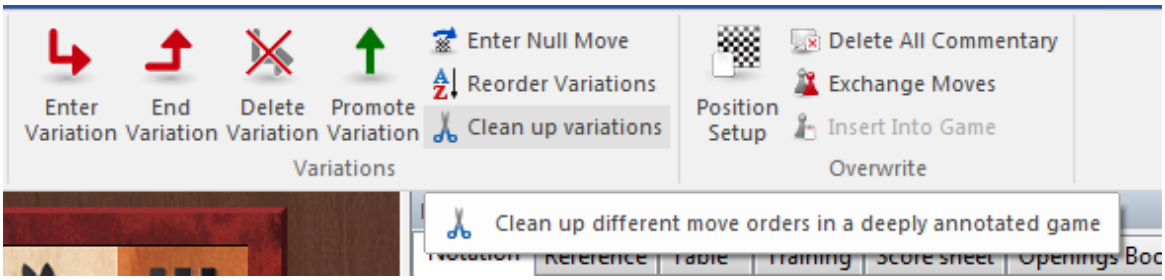
The program offers a comfortable way of switching between languages.

Next to the notation the languages used for the text commentary are displayed by miniature flags.

You can change to another language by clicking on one of the flags.

3.1.18 Variations

Board window: Insert – Variations.



A variation is an alternative to the next text move. Basically you take back a move and enter another one instead. In the game notation the variation is given in brackets and indented.

A variation can be started by simply entering an alternative move, which automatically produces a variation window. You can also use the annotation palette or the actions available in the Insert – Variations menu:

Enter variation
Takes back the current move and allows you to add an alternate line (equivalent to pressing "T").

End variation
Ends the variation and jumps to the main line, so you can continue entering the moves of the main line.

Delete variations
Removes the current variation and all subvariations from the game. Ctrl-Z will undo.

Promote variation
The current variation is promoted to the next-higher level, and the variation there becomes the subvariation. Ctrl-Z will undo this action.

Exchange moves
The moves of the variation replace moves in the game. Naturally all the rest of the moves must be legal, otherwise they are cut off.

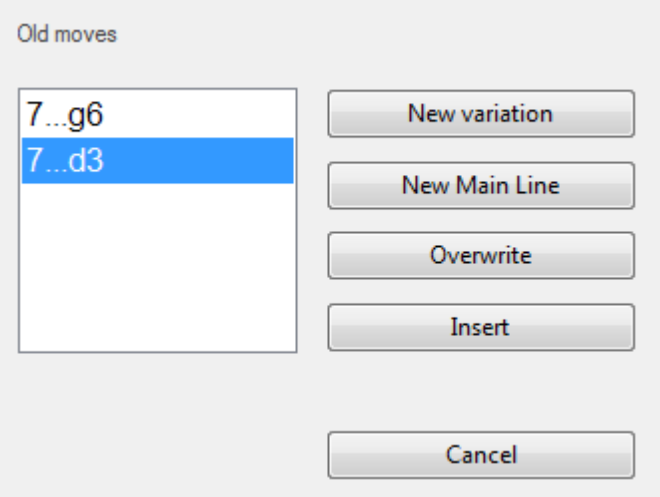
Insert into game
Allows you to insert a number of moves into the game notation (see correcting moves).

Reorder variations
The variations will be reorganized on the basis of chess criteria. The most important continuations become the main variations, i.e. all lines that have a large number of subvariations will be promoted at all levels to main variations.

Cleanup variations
This function merges variations from different parts of the game which go from the same position.

Entering moves has been made much easier. The variation dialog pops up less often. If an alternative move is entered in the notation a variation is usually created without a variation dialog being displayed.

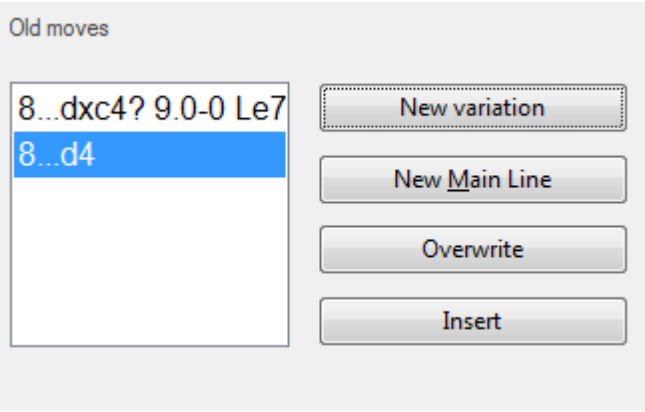
The variation dialog is displayed if an alternative move to the last move is entered, because this is a case in which errors frequently have to be corrected.



3.1.19 Stopping the variation box from appearing

Entering moves just became easier. The variation dialogue is rarely displayed and when entering an alternative move in the notation a new variation is almost always created directly - without displaying a variation box.

Only on the last move does the variation box appear since experience has shown that this is where errors are corrected.



Start - Undo allows you to undo changes. Pressing and holding the CTRL key stops the variation box from appearing.

In the new input mode for games the dialog is always displayed.

3.1.20 Editorial annotation

Board window: (Shift-Ctrl-R)

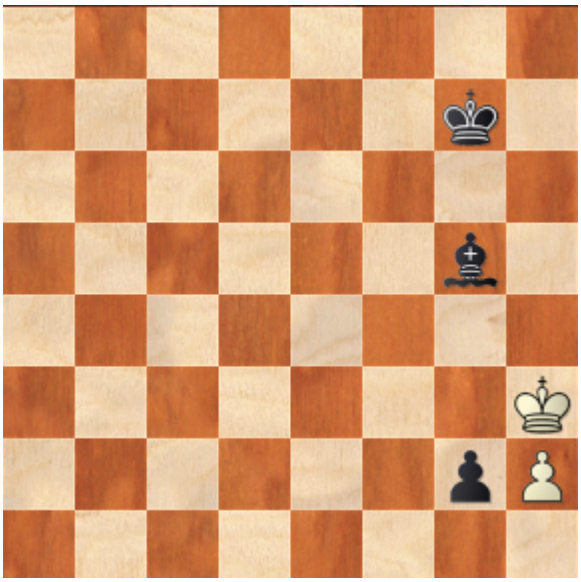
This causes ChessBase to consult the Online Database and insert game references to the closest matches. This is done in the style of the Chess Informant's "RR" commentary.

3.1.21 Promotion

If you deal intensively with endgame compositions and therefore use intensively the position setup of the program to store the endgame positions in a separate database. In many endgame problems a transformation is mandatory for the solution. If you place the l-pawn on the last row for conversion, it is always converted to a queen. In the options you have switched off the option "*Always convert to queen*".

How can I make the program convert to another piece, for example a knight?

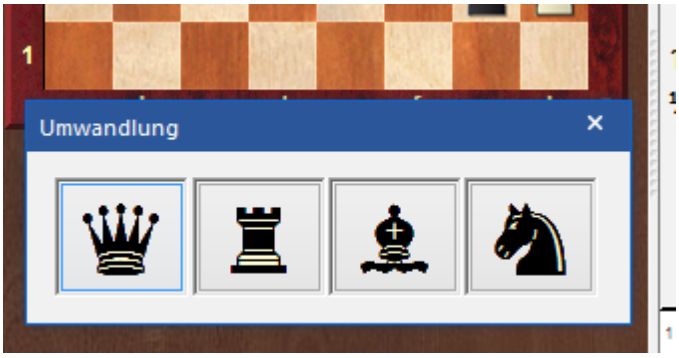
Example: in this position, Black can force mate by converting g2-g1 S to a knight.



When you move the pawn to the last row, is it automatically converted to a queen?

Before you move the pawn to the last row for conversion, press the key combination *CTRL+SHIFT*. Keep the key combination pressed!

Now the following dialog is displayed:



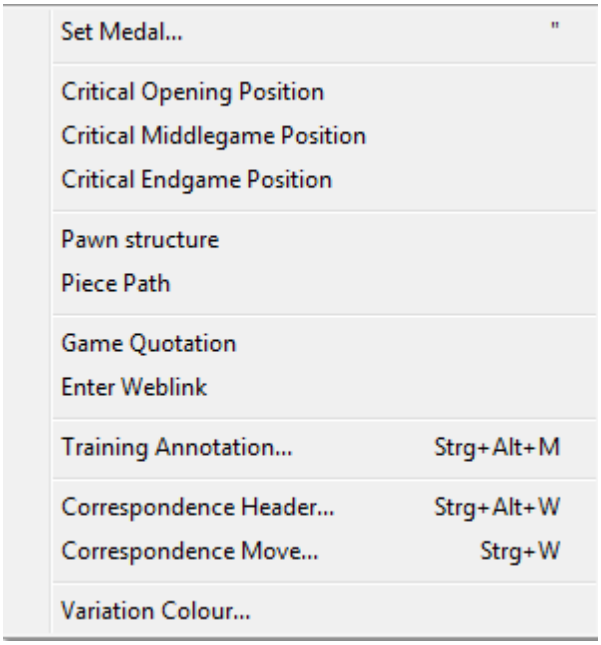
Here you can now simply select the desired figure type that the program is to set by mouse click.

Tip: this procedure also works on our chess server at Playchess.com if you use the Windows client to play the games.

3.1.22 Critical positions

Menu: Insert - Annotations Special annotation

You can also right-click the notation and use *Special annotation*.



Label positions according to the following scheme:

- **Critical position – opening**

Marks the current move in blue.

- **Critical position – middlegame**

Marks the current move in red.

- **Critical position – endgame**

Marks the current move in green.

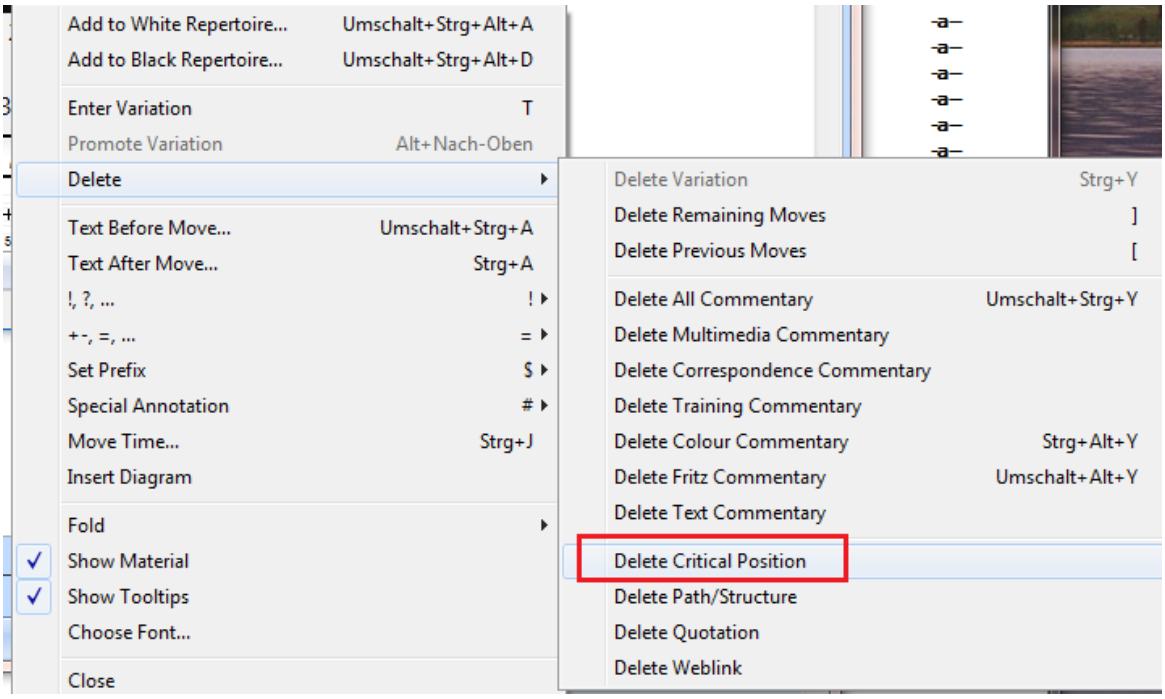
You can use the search mask to find games which contain critical positions.

3.1.23 Removing critical positions from notation

The coloured marking shows that this is a critical middlegame position. This was set manually by the person who worked on the game notation. It can be removed manually.

A right click on the move highlighted in colour starts a context menu.

From that menu you now choose Delete – "Delete critical position"



This does away with the coloured highlighting of the move which will then appear in the desired colour, namely black.

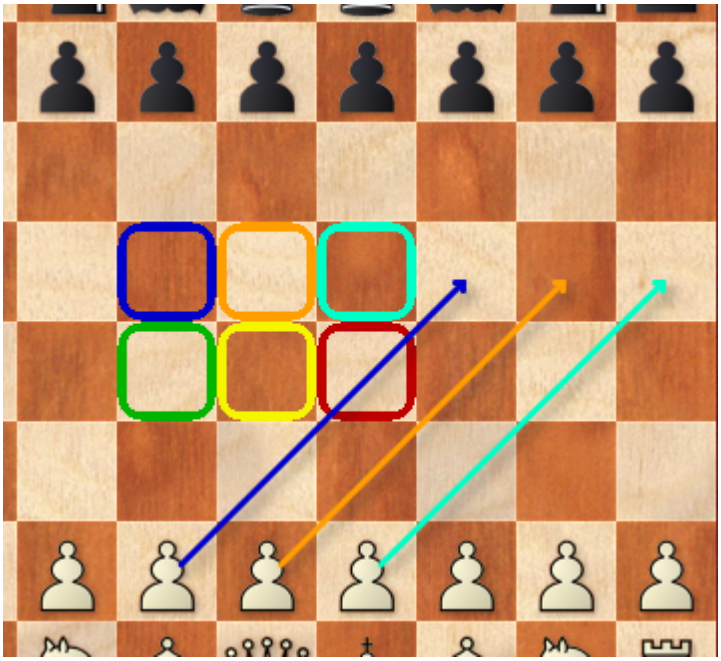
3.1.24 Graphic commentary

ChessBase uses coloured arrows and squares to illustrate tactical points and make strategic themes and plans more clear.

The color palette for annotation has been extended with the present program version.

To clarify constellations of forces on the chessboard you can set graphic comments. Graphic comments are squares or arrows marked in different colors on the chessboard. The current version offers an extended color selection compared to previous versions. A total of six different color combinations are now available.
All available options for graphical comments are shown in the screenshot below.

The graphic elements are entered using a combination of mouse and keyboard:



How does the color selection work?

You press one of the key combinations below and set a field marker by clicking or dragging.

Either with the left or the right mouse button.

Alt-Key +	Left Mouse Button	Green
Alt-Ctrl +	Left mouse button	Yellow
Alt-Shift +	Left mouse button	Red
Alt-Key +	Right Mouse Button	Dark Blue
Alt-Ctrl +	Right Mouse Button	Orange
Alt-Shift +	Right Mouse Button	Mangenta

See also .....

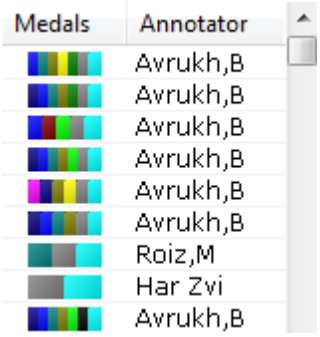
3.1.25 Coloured circle in the notations?

In the notation you now often find a coloured symbol. What does it mean?

This symbol points out that within the notation there is some graphic commentary. After a click on the symbol the relevant graphic commentary is immediately displayed on the chess board.

3.1.26 Medals

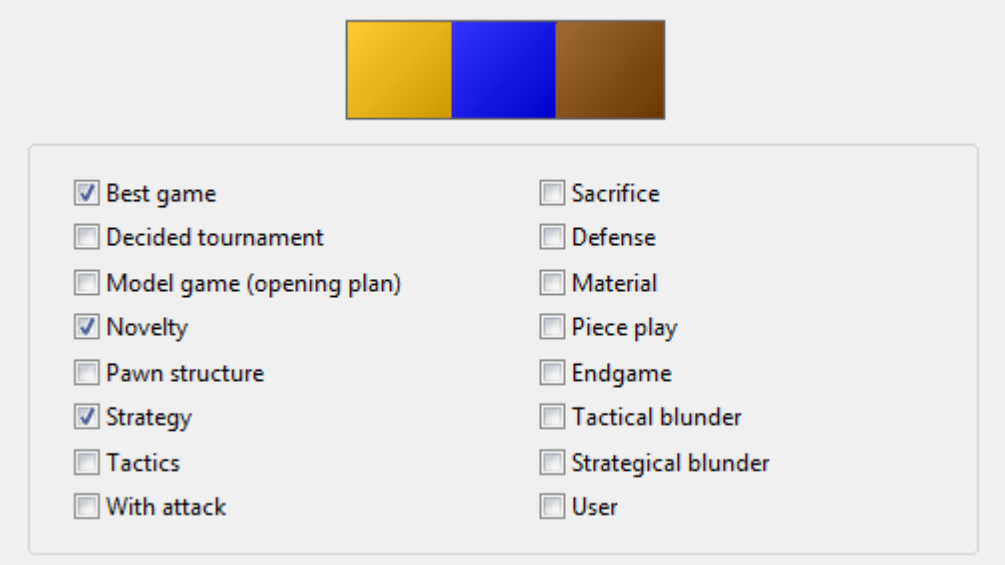
Medals are coloured marks that are given to games which have some extraordinary aspect – best game, tournament decider, model game, novelty, repertoire, strategy, tactics, etc. They appear as stripes in the games list and define the character of the game.



Games from ChessBase Magazine with medals.

The following medals are available in ChessBase:

–



How to set medals

- Right-click a move and use *Special annotation Set Medal*
- Keyboard: Type quotation mark (")"

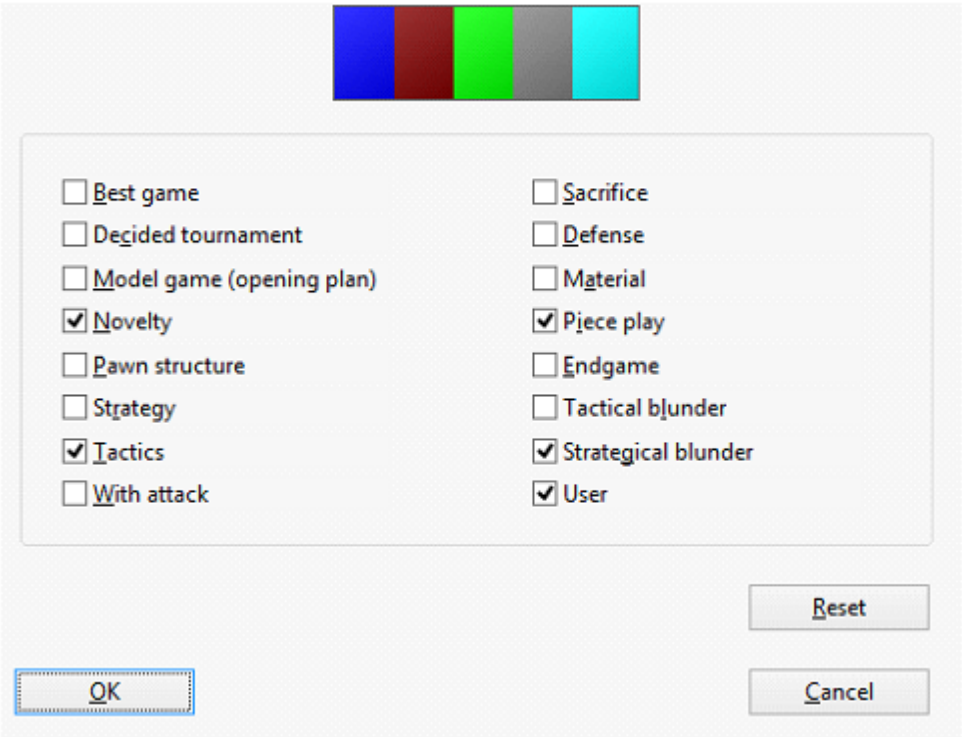
You can search for games with medals in the search mask.

You can set the user medal directly in the games list by typing a plus ("+") on selected games.

3.1.27 Removing medals

Many games, e.g. those from *ChessBase Magazine*, have Medals attached to them. Whenever a game stands out in some particular way, it gets a medal. Medals appear in the form of coloured stripes in all game lists so that the relevant games attract one's attention straight away.

Frequently one or several medals can be found at the start of the game notation immediately before the first move.

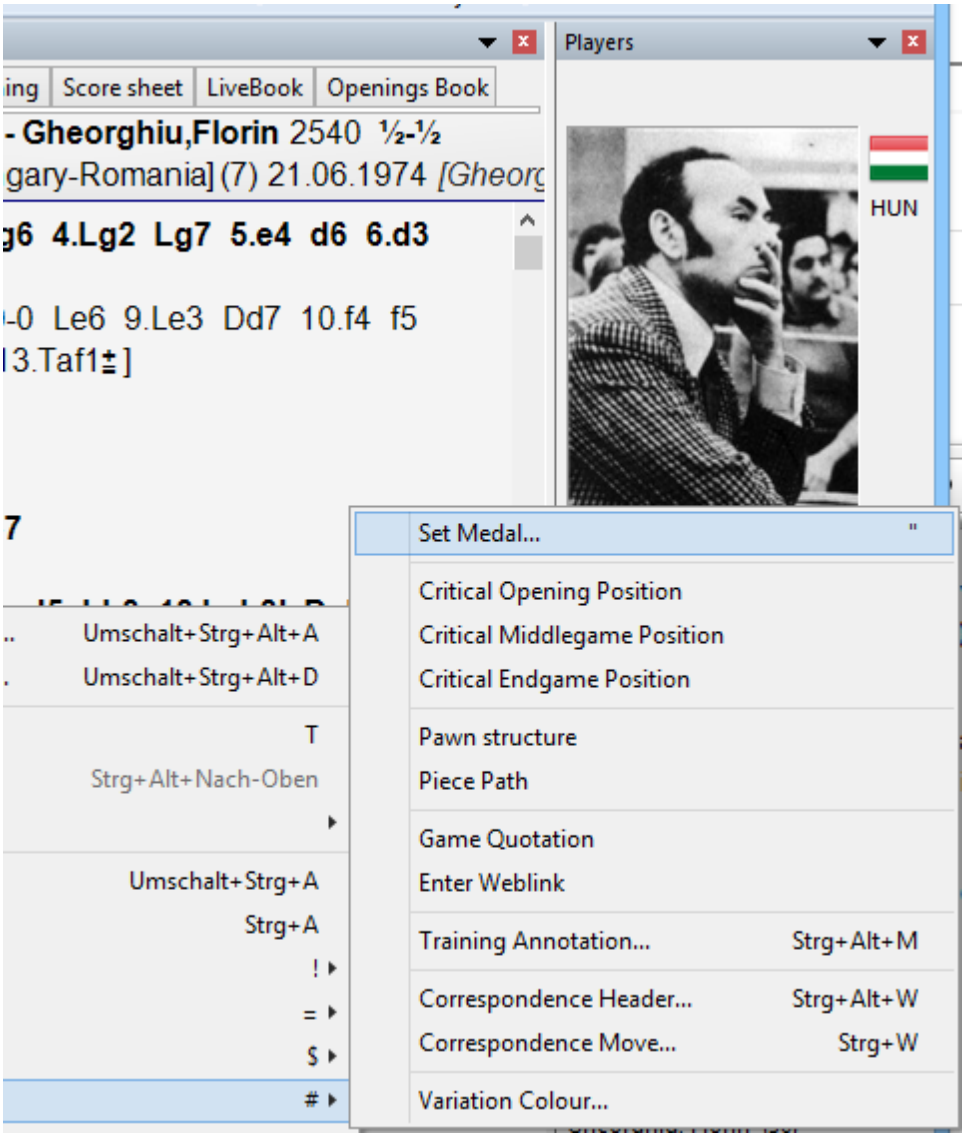


You can now use the mouse to uncheck the boxes which have been ticked in order to remove those medals from the notation.

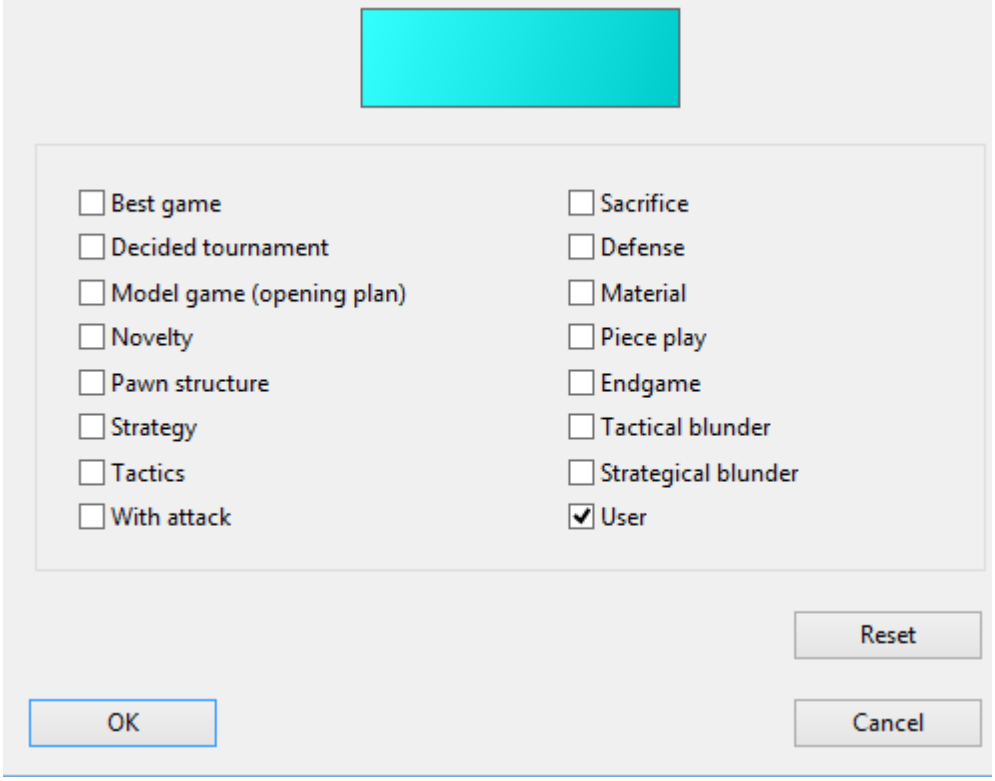
3.1.28 Bookmark games in ChessBase

There is no separate bookmarking feature,but there is a way to do this.

At the point in the game where you want to insert your "***bookmark***", right-click on the move, select "*Special annotation*" from the popup menu, and select "Set medal" from the submenu.



Choose a medal type (I typically select "User") and click "OK".



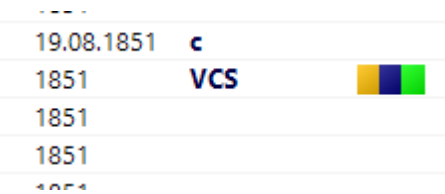
Then be sure to use "Replace game" (File/Replace) to save your bookmark.

To find your game later, either look for the medal in the game list (if it's a small database) or use the "Medals" tab in the search mask to look for all games containing the type of medal you use for your bookmarks. When you double-click on the game to load it (after a search), the game will be loaded with that exact position already on the chessboard.

To "unbookmark" a game, just right-click on the move, select "*Special annotation/Set medal*", click on the proper medal box to remove it, and click "OK".

3.1.29 Color bars

In the game list you find sometimes color bars that appear in the information for a game.



What do they mean?

To get more information take a look at the definitions.

1.Open the game for which you want to see what the colors mean.

2.Right Click on any move. Special Annotation -> Select Medal

3.Check or uncheck any box to see what color is associated with it.

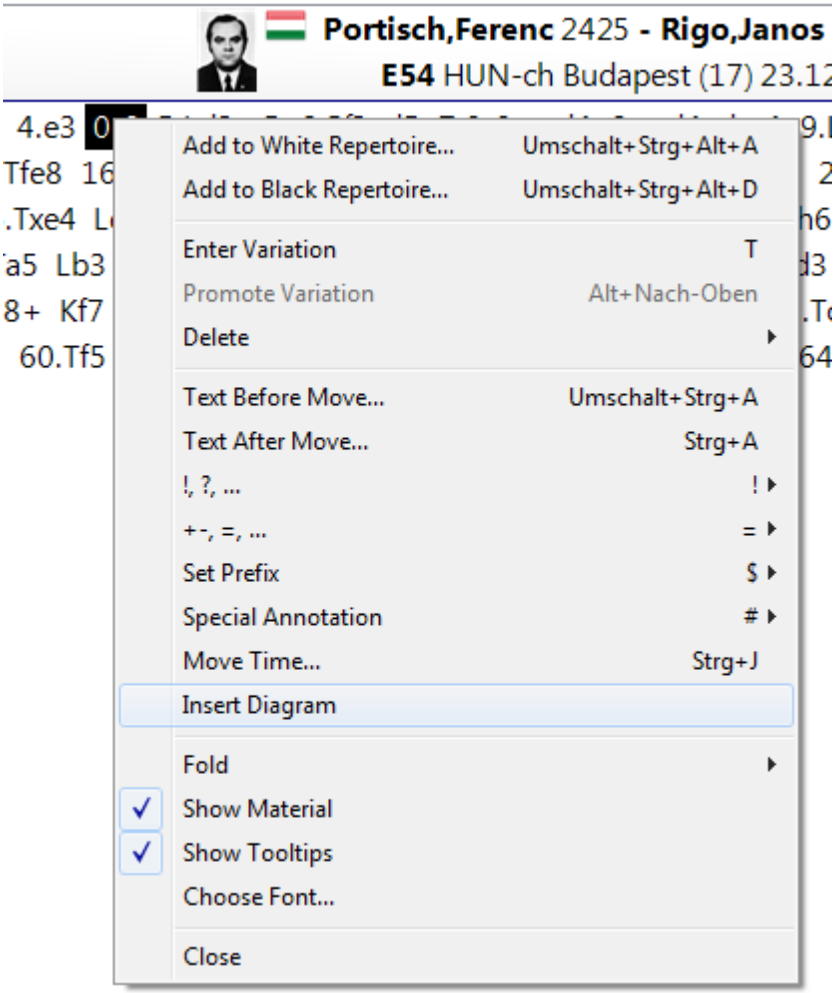
3.1.30 Insert a diagram before the first move

Rightclick for example on the 1st move of the game. The hotkey **Ctrl+Shift+A** open the "*Enter Game Text*" window before a move.

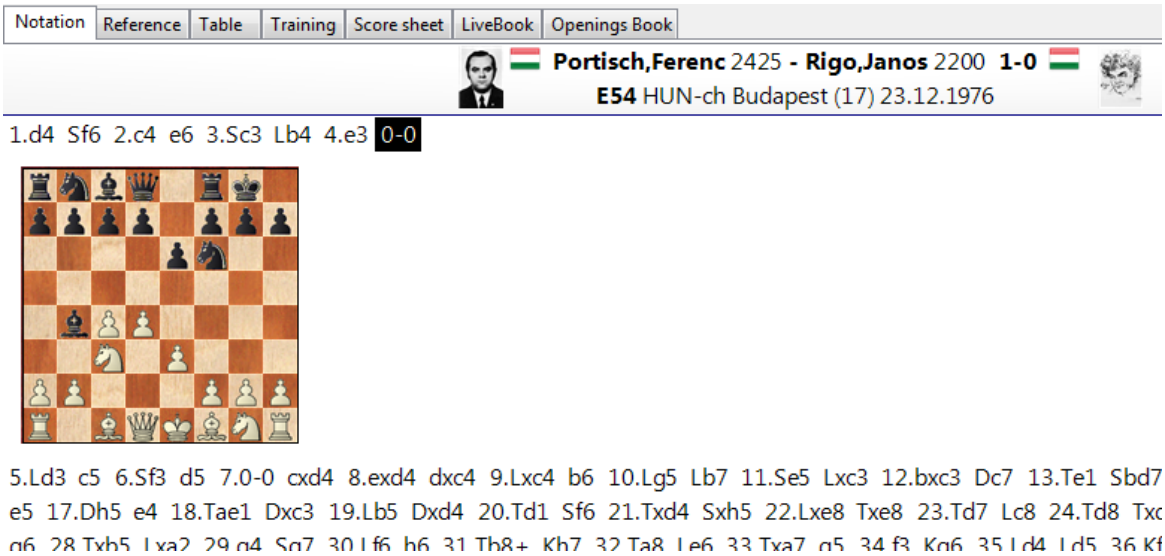
Type the text "Diagram" and click OK.

Insert a diagram that appear when the game is printed out

Click on the move that you want the diagram to appear after. *Rightclick -> Insert Diagram*



In the game notation you should see the Diagram.

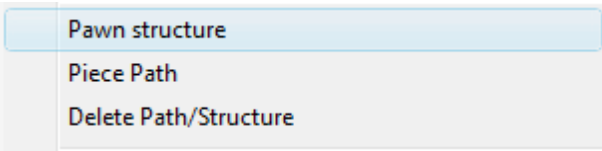


Remove a diagram from being printed out

Click on the move before the word Diagram in the game score and then rightclick -> Insert Diagram. In the game notation you can see that the word Diagram has disappeared.

3.1.31 Pawn structure and piece path

Board window: Insert Annotations Special annotation Pawn structure/Piece path



Displays the pawn structure or the path of a piece during the game.

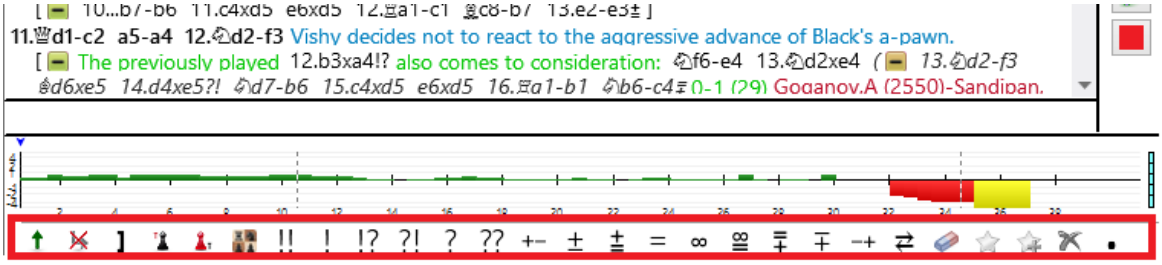
You can display the piece path by simply pressing "&".

Both diagrams disappear when you click anywhere or press a key (e.g. cursor right for the next move).

3.1.32 Commenting functions

One of the essential functions of the database program and our chess programs is the possibility to comment on games. This is not only useful for journalists or blog operators, but every user can benefit from this function when analyzing and commenting on his own games afterwards. There are a variety of extremely useful tools for commenting, within this article we will present the most important functions.

Load a game into the board window displaying board position, notation and game headers. At the bottom of the notation window you will find the comment bar, which allows you to insert the most important comment symbols directly into the notation with a mouse click.



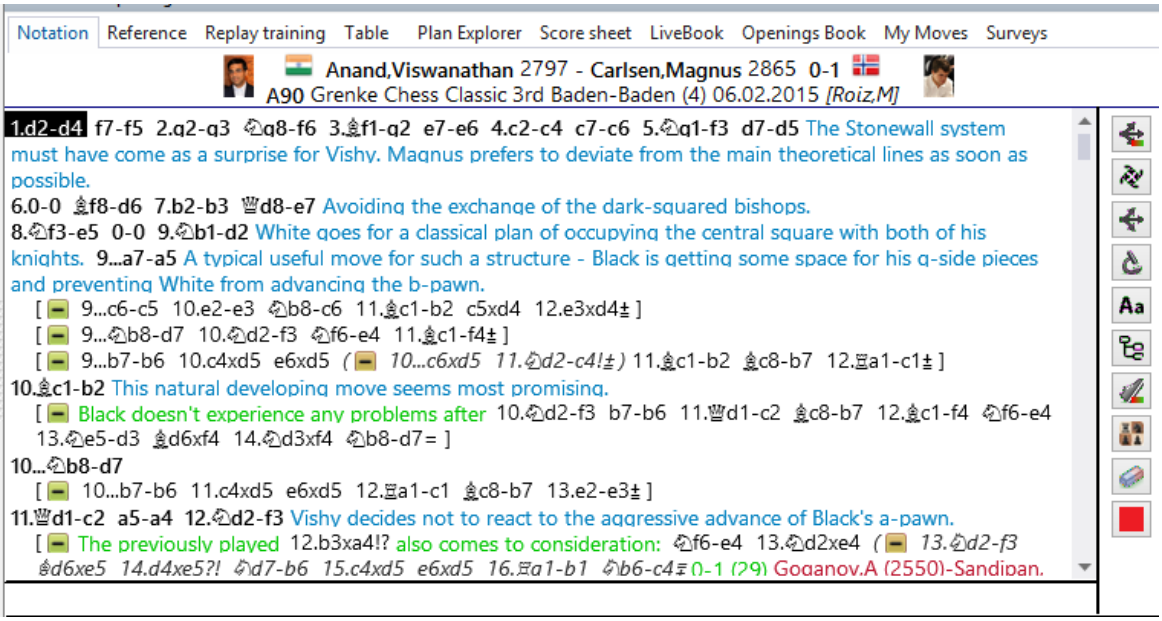
For example, by clicking the button you can insert a diagram.

A largely unknown option: you can also simply enter the preferred keyboard shortcuts using the keyboard! For example, enter an exclamation mark via the keyboard. This allows you to very quickly annotate a game notation using the keyboard shortcuts without clicking the mouse. For decades, the Chess Informator was the indispensable standard for viewing chess games. To ensure that the annotations were understandable to all players, regardless of their native language, a standard for annotations/comments was set by the editors of the Informator over the years. You can access these symbols within ChessBase via the annotation palette.

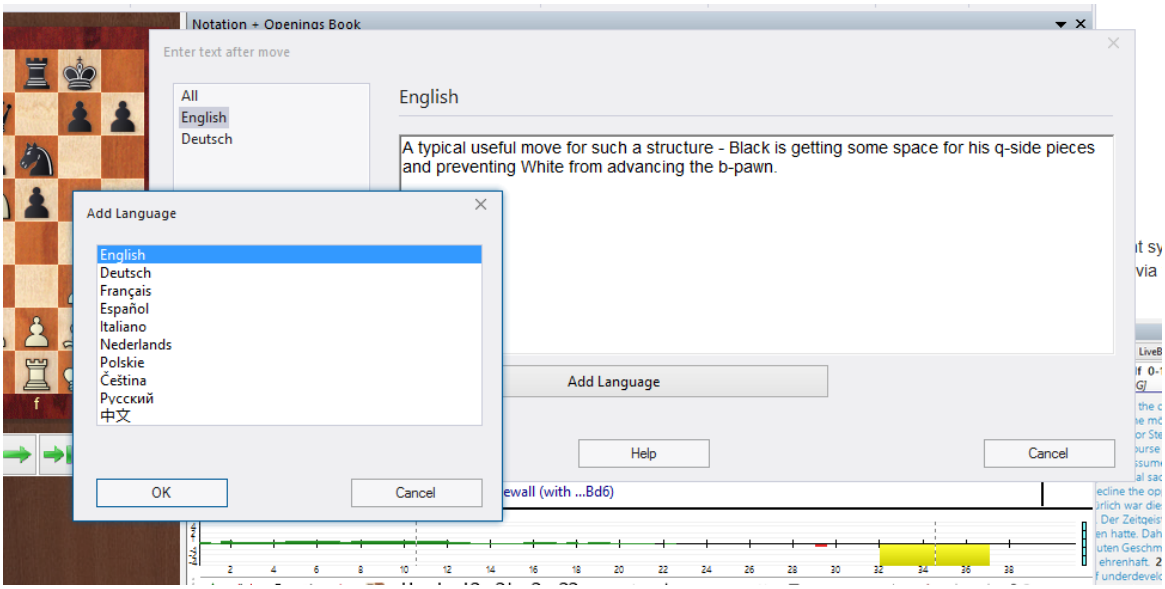
You start the comments palette via the menu *Insert - Comments*.

If you work as much as possible with the keyboard, it is even faster with the *Ctrl-Shift-S hotkey*. Now you can see all comment symbols via the palette, if you pause with the mouse over a symbol, the meaning is displayed.

Of course, a text comment is more meaningful than comment symbols. Use our programs to insert your views, assessments and comments via text into the relevant parts of the notation.



With a double click on a move in the notation you start the input window for the text comments. Optionally you can define the language setting.



You can now add comments in multiple languages and specify which language setting of the text is displayed. If you select the "***All***" option, all text comments - regardless of the language - will be displayed.

Text comments can be added before or after a move. To do this, simply click the red or black pawn icon in the comment bar below the notation, but it also works - as so often within the program - with a right-click on a move.

Besides text, variants are an important part of a well annotated game. There is no good chess book without illustrating variants, of course you can integrate them into the notation within our programs!

If you want to add a new alternative move to an existing variation, the program offers the variation dialog by holding down the CTRL key.

You can specify here whether you want to start a new variant, create a new main line or overwrite the existing move. If you enter the alternative move without pressing the CTRL key, it will be inserted directly into the notation.

Finally, you can change the structure of the variants in a complex variant tree. Here, too, a right-click helps in an uncomplicated way.

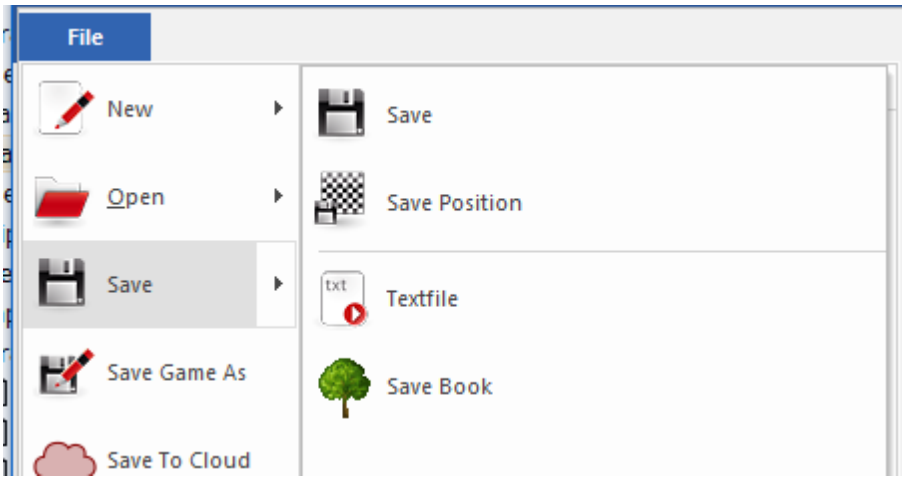
Use the presented functions to deal with your own or important games afterwards. You can exchange knowledge with other chess friends, coaches etc. via the extended notations and thus do a lot for the improvement of your own playing strength.

By the way, you can use the text output of a chess engine to annotate a game!

3.1.33 Saving games

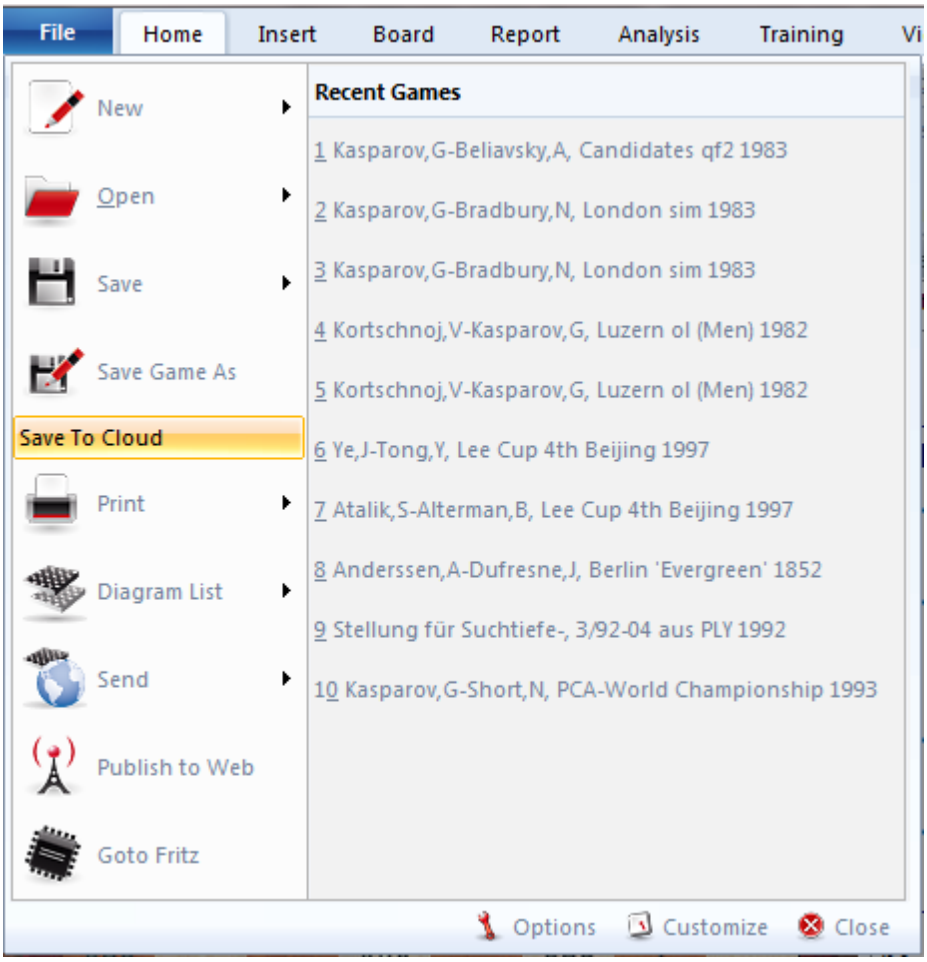
When you enter a game it is initially only stored in memory. Use ***Save*** or ***Save Game as*** to store it permanently in a database. A save window appears in which you can type in all the relevant data about the game.

Please read carefully *Changed coventions ....*



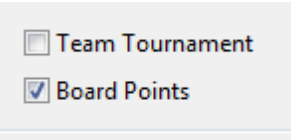
The game (or database text) are stored at the end of the database.

You can also store a Game in the Cloud directly.



If you opened the board window (Ctrl-N) from a database window, the game is already linked to a database and can be saved there without further query. You can save it in a different database by using Save as, which produces a file selector in which you can browse for the database you want. The file selector also appears if you use Save with a game not opened in a database.

The "Board Points" option can be selected for tournament data.



This means that tournament tables are displayed according to board points rather than team points, as is the case at events such as Olympiads.

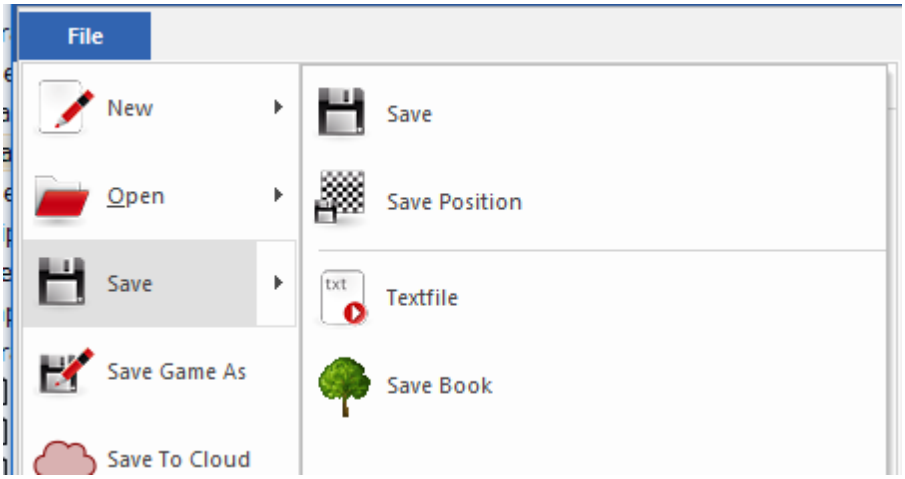
3.1.34 Changed conventions for the saving and replacing of games!

In all previous versions of the program (up to and including version 13) a difference was made between *Save* and *Replace* . **This procedure has been changed with ChessBase 14.!!!!**

When you saved in previous programs, the modified version of the game was added to the end of the database list. *Replacing* changed the game notation without duplicating the game. This way of working does not fit in with the Windows standard and with the procedures which users know from other Windows programs.

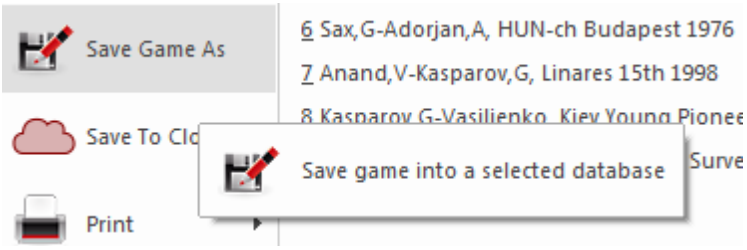
For that reason a radical step has now been taken starting from version 14 and the routine for the saving of games has been changed.

If you edit and modify a game, then ***Menu File*** ***Save*** (key combination CTRL-S), replaces the game notation/list entry.

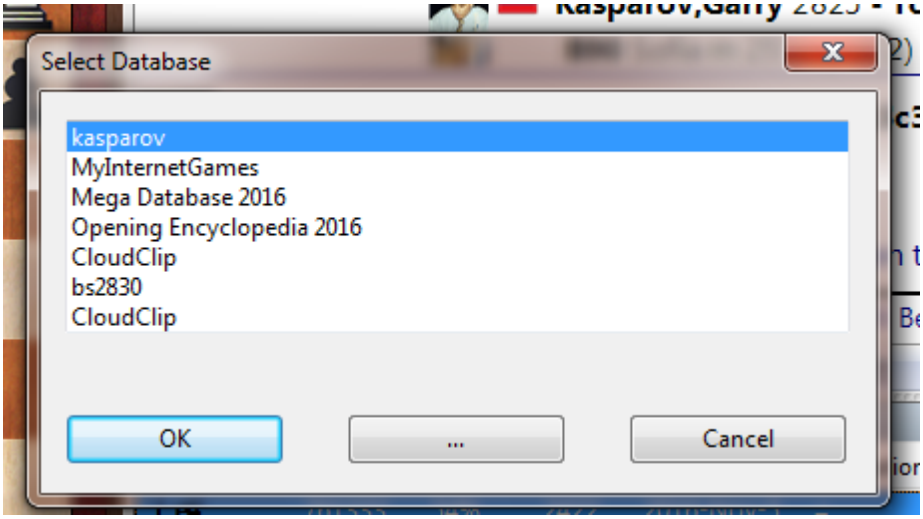


Therefore the shortcut *CTRL-R* which you previously used to replace a game no longer exists and thus does not work.

In order to save a game at the end of the games list as a new game, the following procedure is required: ***Menu File*** ***Save Game as*** .



If you select this option, the program will offer you a choice of databases in a clear dialog. With it you can determine the database into which the game is to be saved.



Should the desired database not be in the list, then a click on the button with the three dots starts the Windows file selection dialog.

Here you can select any database on your system into which to save the game.

Along with the changes made to the saving routine, moreover, the database format has been optimised for quicker saving. This is important especially for those databases which keep growing in size and which contain several million games. Saving/replacing within an enormous database such as our Mega now takes up much less time.

Note:

And to help you better understand the new save function here is another practical example. For instance, a user loads a saved position and modifies it by entering moves. Then he would like to replace the existing game/position. This will not work because after the modification the link to the position he has loaded no longer exists. Thus a new game has been generated which in no way has a corresponding link to the database

So in this example the user cannot replace the game! If the user loads the new game/ position and only alters the game data, the original game can be replaced.

To sum up: from CB 14 on Save game means to replace the game and "Save as new game" saves a new game, according to the Windows standard.

3.1.35 Merging games

Select a number of games either by holding down the Ctrl key while clicking on individual games, or by holding down the Shift key and moving the band down the list with the cursor keys. Hit Enter to merge them all into a single variation tree. The first game becomes the main line, the others are given as variations.

You can merge games even more precisely: highlight a game or games in the list and then use Drag & Drop to insert them into the notation of the current game.

Merging a single variation

You can use Drag & Drop to copy individual variations from one game into another. If you have two board windows open you can grab a variation (by its first move) in one notation and drag it into the second. It will be inserted there as a new line. You do not need to worry where you drop it, ChessBase will automatically find the correct place to insert it.

Merging identical games

If a number of people have annotated the same game you may want to merge these analyses into one single annotated game. When you do so there are certain conventions you should stick to:

- Define one game as the parent game. It's commentator is regarded as the main commentator and his name will appear in the games list.

- When you merge the analysis of another commentator (by simply dragging the entire game into the first one) you should manually type in the name of its author the first time there is a deviation from the parent game's analysis. The name is entered as text commentary in the game. All other commentators should be listed in the same way, as text the first time their commentary appears.

Reordering the merged variations

You can create very large openings repertoires by merging games and variations. Normally the variations will be inserted in the order in which they were encountered. There is a function with which you can considerably improve the structure of the variations.

Click Insert – Variations – Reorder variations. The variations will be reorganized on the basis of chess criteria. The most important continuations become the main variations, i.e. all lines that have a large number of subvariations will be promoted at

all levels to main variations.

3.1.36 Tipp Merging Games

A user would like to insert comments and variations and then merge multiple games to get an overall variation tree, but unfortunately, the initial moves have been played in many different orders to allow for uniformity.

How can you avoid unwanted variations being shown in the tree when merging games?

You have to return to the initial starting position (i.e. the very start of the game) and input the desired move order as a variation. You can then go to the start of the variation, and select "Replace moves" from the "Insert" -> "Variations" menu.

See also the chapter about Coloured Notation .....

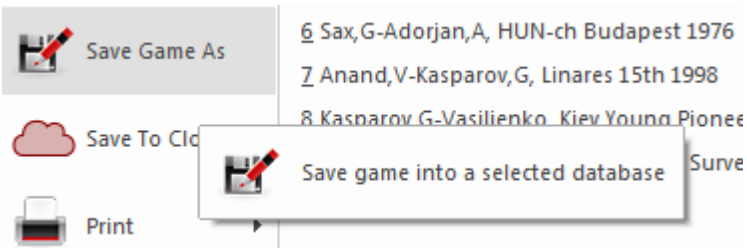
There are many optimizations: The creation of the game notation has been improved so much that you can now easily merge thousands of games. The resulting deeply nested game notation is still easy to handle. This means that there are no longer any limits to huge variant trees.

3.1.37 Replace game

In all previous versions of the program (up to and including version 13) a difference was made

between "*Save*" and "*Replace*".

This procedure has been changed with ChessBase 14.



When you saved in previous programs, the modified version of the game was added to the

end of the database list. Replacing changed the game notation without duplicating the game.

This way of working does not fit in with the Windows standard and with the procedures which

users know from other Windows programs.

For that reason a radical step has now been taken starting from version 14 and the routine for the saving of games has been changed.

Note: Please read carefully the topic "Changed conventions for the saving and replacing of games!"

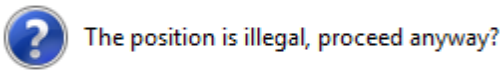
3.1.38 Input and saving of illegal positions

ChessBase supports the input and saving of illegal positions.

This can be useful for demonstrational purposes or for explaining certain concepts.

The following example shows a position in which neither side has kings.

If you wish to save or enter an illegal position, a dialog box appears notifying you that the position is illegal according to the FIDE rules of chess.



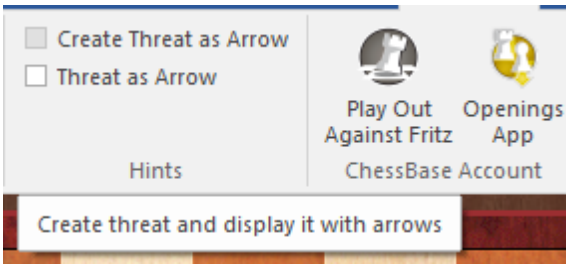
You can, however, setup an illegal position and record moves in that position.

Moves can be entered and saved in a database just as for a legal position.

3.1.39 Training

3.1.39.1 Threat Animation

Board window: Training- Threat as Arrow.



Important: Please enable the Thread section in the options!

This shows the strongest threat in the position if it exists:

Also interesting is Create Threat as arrow, which suggest a move that creates the strongest threat:

This might not be the best move in the position, but it is meant as a kind of tactical brain storming which highlights tactical possibilities.

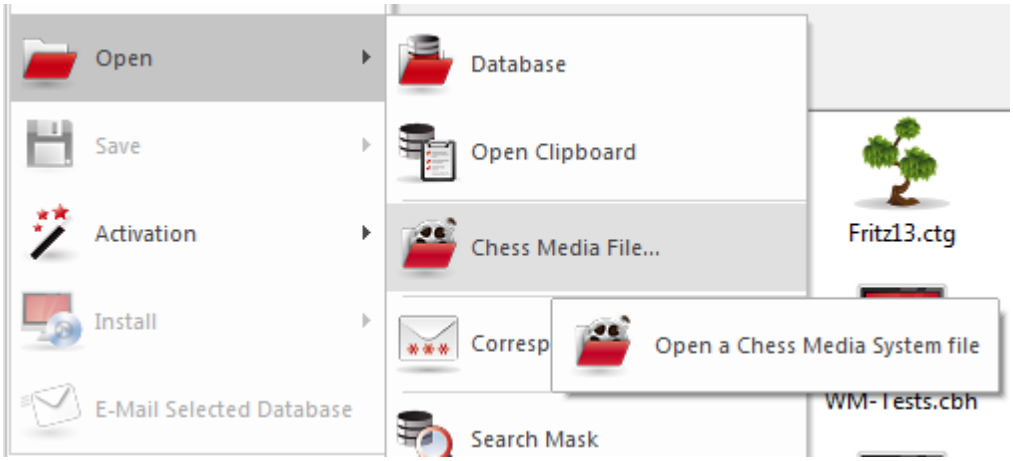
3.1.39.2 Chess Media System

ChessBase can replay video streams with embedded chess information (moves and annotations). This is called the *Chess Media System* and provides an excellent way for chess training on your computer.

Normally you open Chess Media lessons by clicking on the media symbol in a database text.

Click *Show Contents of DVD*.

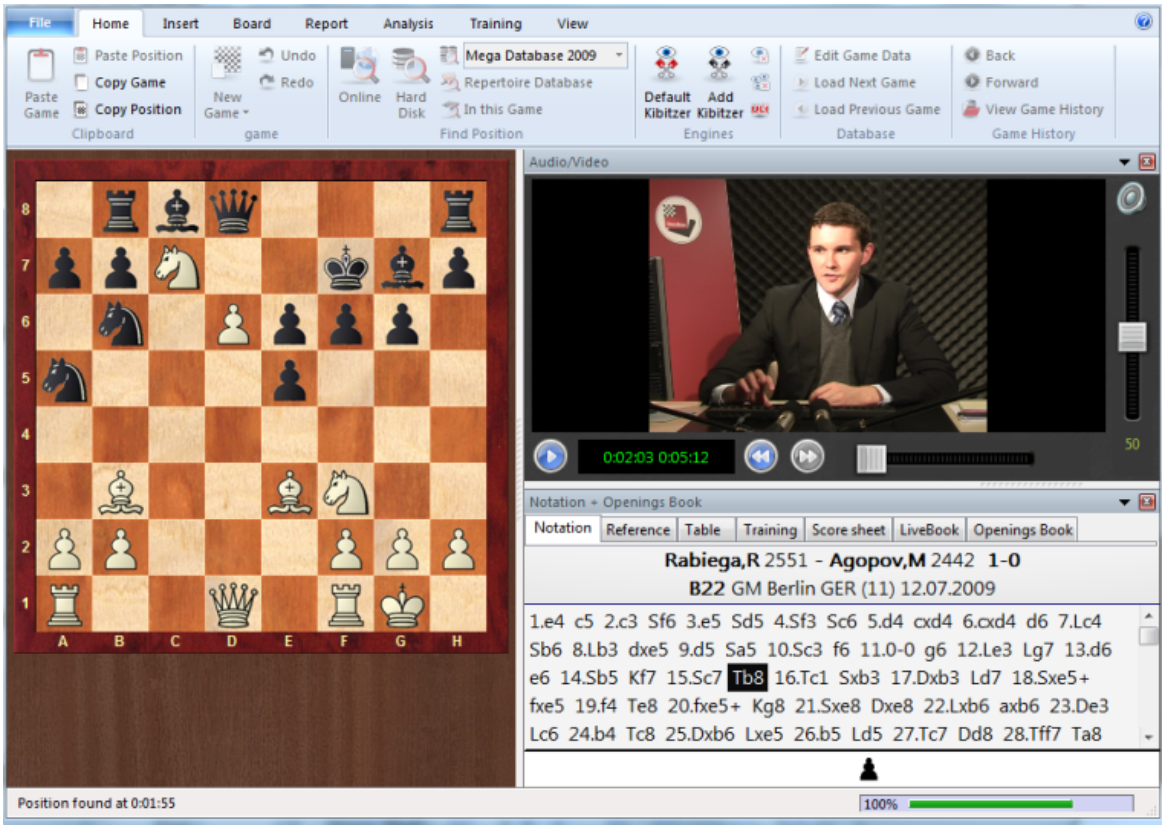
You can also open the media files directly, they have the file name ending ".wmv": Using the database window, they will appear as icons if you view the contents of a folder. In the board window. Or call menu *Menu File - Open - Chess Media File* either in the database window or in the board window.



Or open the Chess Media pane in the board window and click the Open button.

The Chess Media System requires Window Media Player. You can download this from www.microsoft.com.

At the left you see the current playing time, and underneath it the complete length of the video lecture.



There is a button on the left to start or stop the video.

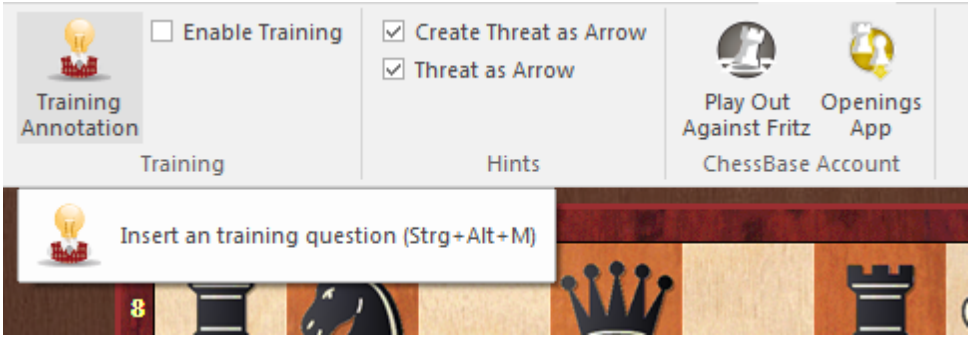
The two arrows beneath the playing time allow you to jump to a new game (chapter) if more than one game is contained in the video.

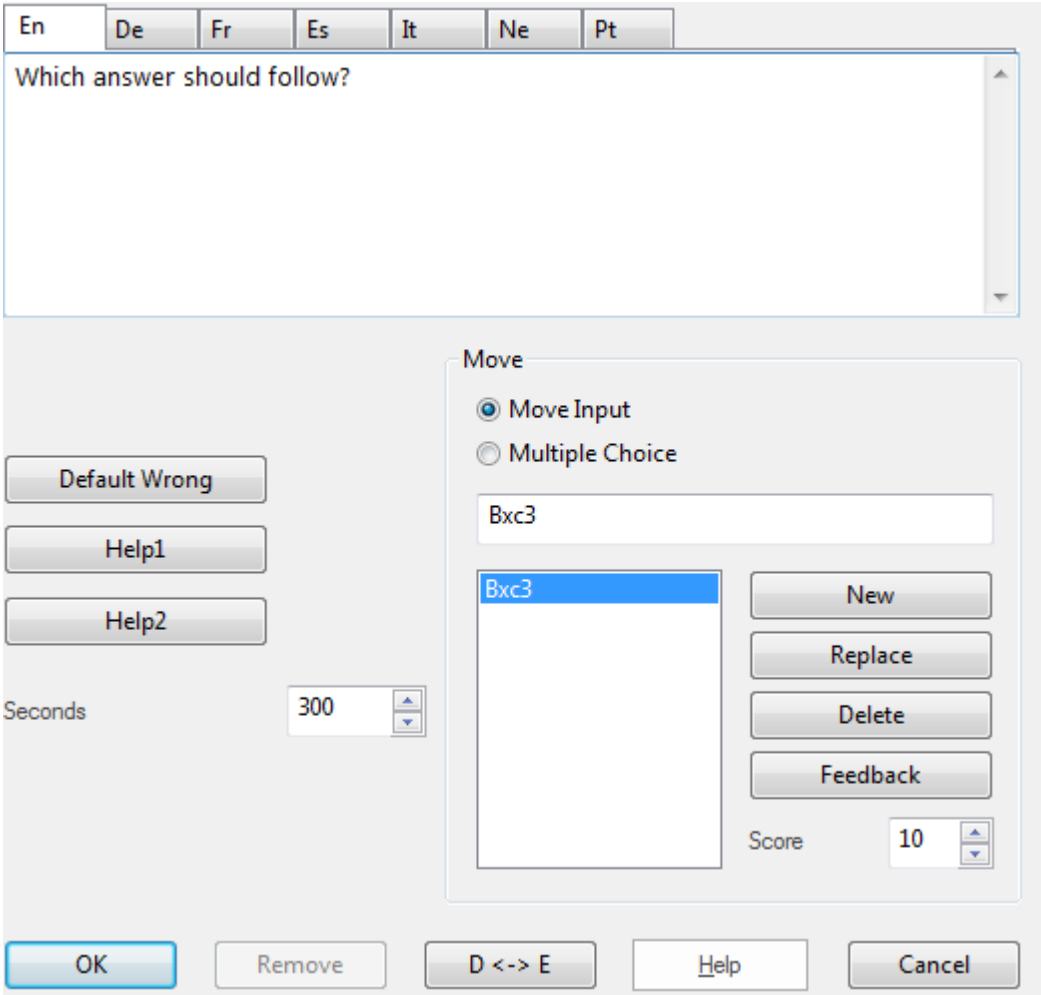
You can use the slider below the buttons to jump to any position in the video. The graphical chess board is automatically synchronised with the lecture.

3.1.39.3 Create training lessons

Board window: Insert Annotations Special annotation Training annotation

or easier





You can also right-click a move or press Ctrl-Alt-M.

- In the training definition window you can type in the question and define possible answers. Click one of them and define it as the correct solution.

- In the move list the main continuation (solution) is given at the top. All variations present at that point in the game are also displayed. But you can also type in other moves (and click New) or remove some (and click Delete).

- If you click the microphone button you get the media recorder and can speak in your question. The sound track is played back when the student reaches the critical position.

- Enter a score, which defines the number of points the student gets for a correct solution. Also give scores for the other moves. In some cases you will want to give a negative score for a wrong solution.

- Specify the time (in seconds) in which the solution must be found.

- Click on the buttons Help1 or Help2 and input additional instructions or tips. More about this topic in Feedback for training positions

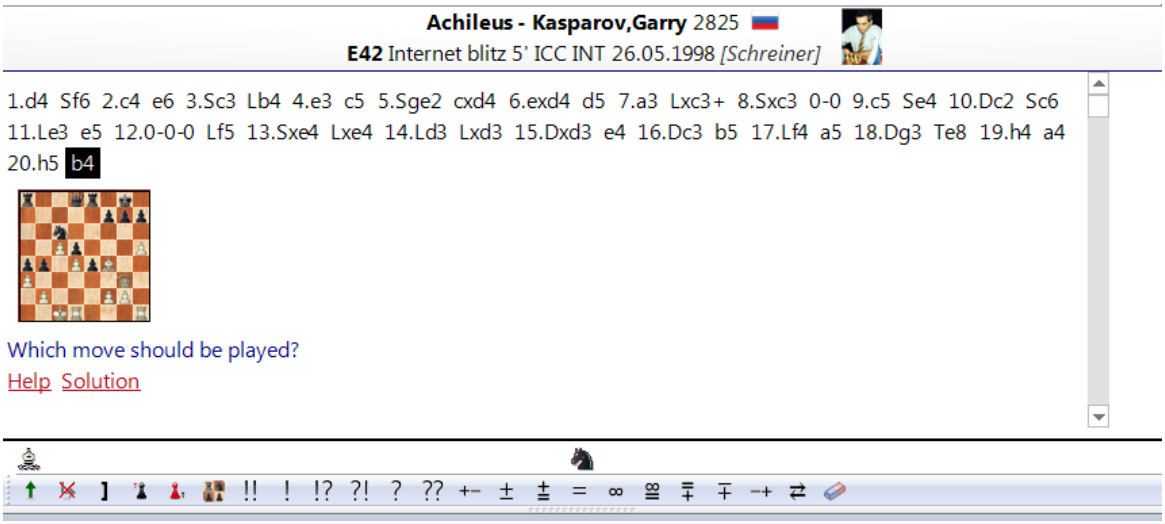
- Default wrong allows you to define (or record) the text and possibly add graphic commentary that should appear if the student chooses the wrong move. There is a standard answer which you can set by clicking Default wrong.

- In the help and feedback dialogs you can add coloured squares and arrows on the chessboard to demonstrate themes. You can even remove pieces by dragging them off the board – click the original square to get them back.

- In all of the above remember to set the language tab correctly ("En" for English). The "D<–>E" button copies commentary from German to English.

3.1.39.4 Solve training lessons

Entering training annotations in a game generates teaching material for chess training. When the game is replayed the rest of the notation is hidden from the student who is required to find the correct move in the position.



The student gets a certain amount of time, and every wrong attempt loses points (a very quick solution earns bonus points). The total number of points is stored in the database and can be monitored in the database properties.

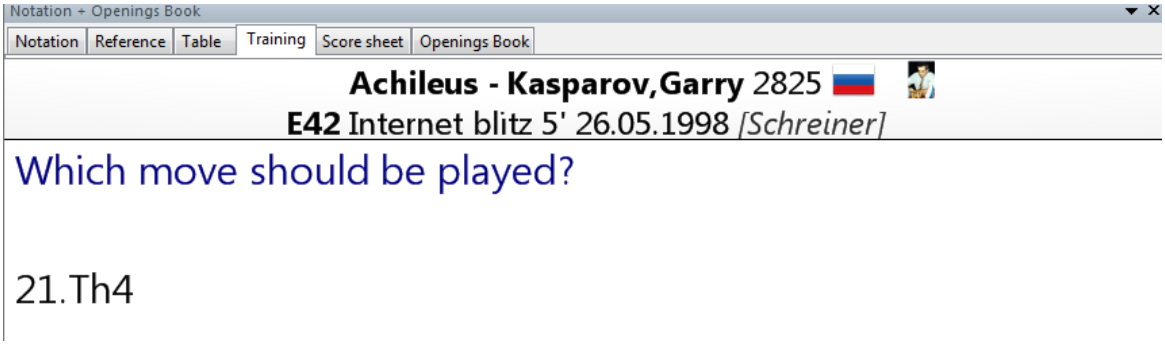
The training database is a special kind of database which directly starts the question

when you double click it. Every training question is beeing displayed in the game annotation with a symbol which looks like this: *** .

When the question is answered correctly, the colour of this symbol changes to green, otherwise to red. When one of the buttons of the dialog has the text Help, you can click it when you have no idea on how to solve the position. However, this will cost points!. When the question is answered, or you have clicked on the button "***Solution***", you can click on the button "continue" to proceed. The program will automatically jump to the next training question until all questions are done. Sometimes, you need to jump to the next game in the database for the next training question. Press F10 to do so.

3.1.39.5 Training notation

Clicking the ***Training*** *tab* in the notation window brings up a special kind of notation which is useful for training purposes.

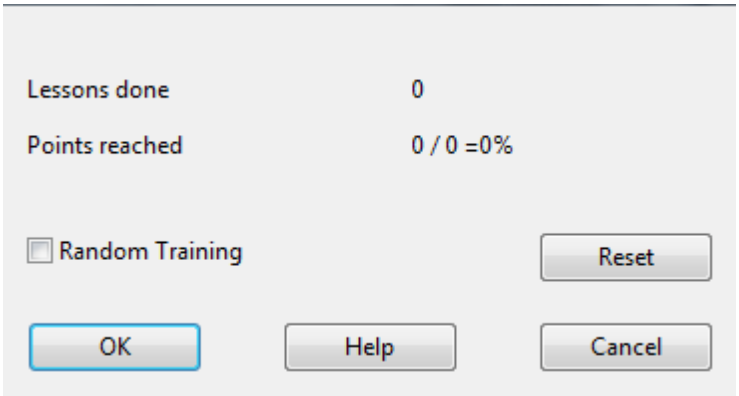


In this mode only the last move is displayed, so you can try to guess the continuation.

3.1.39.6 Training database

Database window: Edit Properties button "Training"

A database that only contains training material can be defined as a *training database*. In the properties select *Training* in the list of database types.



Clicking on the button Training displays the number of training lessons done and the

points that were earned.
If you switch on the Random training box then you get a random lesson every time you double-click the database icon. ChessBase will actually remember which positions have already been presented and repeat them only after all the games have been loaded at least once. In this way you can spend several weeks working with a collection of tactical or training positions and then repeat the lessons with the positions in a different order (which amounts to a good memory test). Reset deletes all records and starts the database again.

3.1.39.7 Training questions with diagrams

With the help of diagrams pre-prepared training questions can be presented in a more elegant and less complicated form.

One example of this:

A training question now always contains a diagram and links one can click on for any integrated help or for the solution to the task.

11.Rd2 b6 12.Rhd1 Bc7

How can you break open Black's fortress?

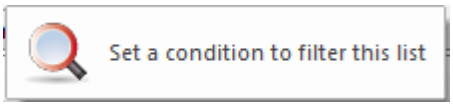
13.Bd5!

[13.Bb5 cxb5 14.Nd5++-]

3.2 Finding Games

3.2.1 Filtering a games list

Every games list (also every players, tournaments, etc list) can be filtered with the search mask.

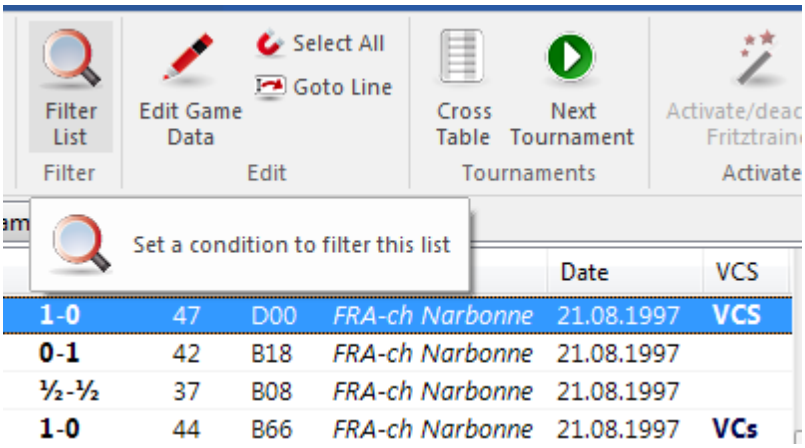


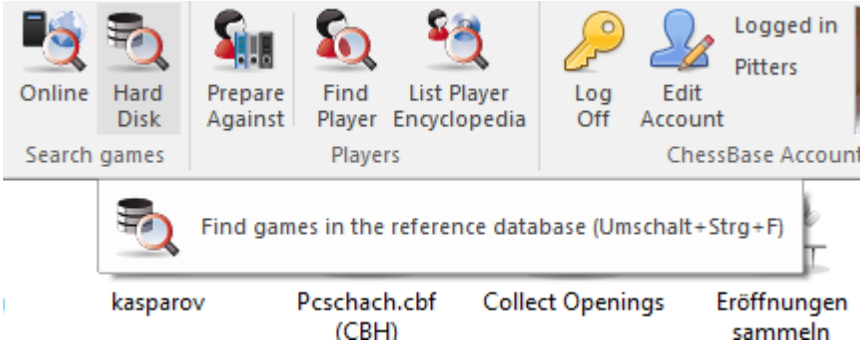
Click the button Filter List or hit **Ctrl-F**.

The program offers the option of permanently saving pre-defined searches and loading them again when required. Above all that saves a lot of time with frequently used searches and speeds up your work with the program.

3.2.2 Direct Search in a Database List

It is possible to start a search for players in the database list.





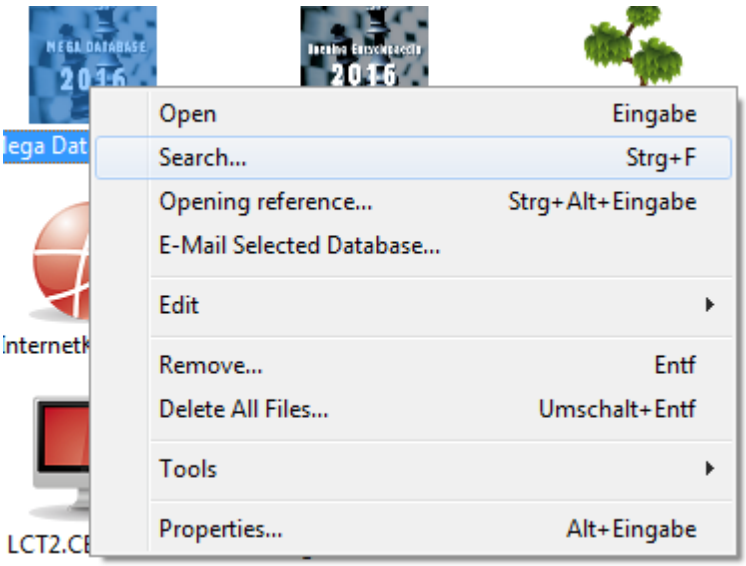
While in a database window use the ribbon ***Home*** ***Filter List*** to start the dialog for filtering games in the current database.

3.2.3 Saving searches

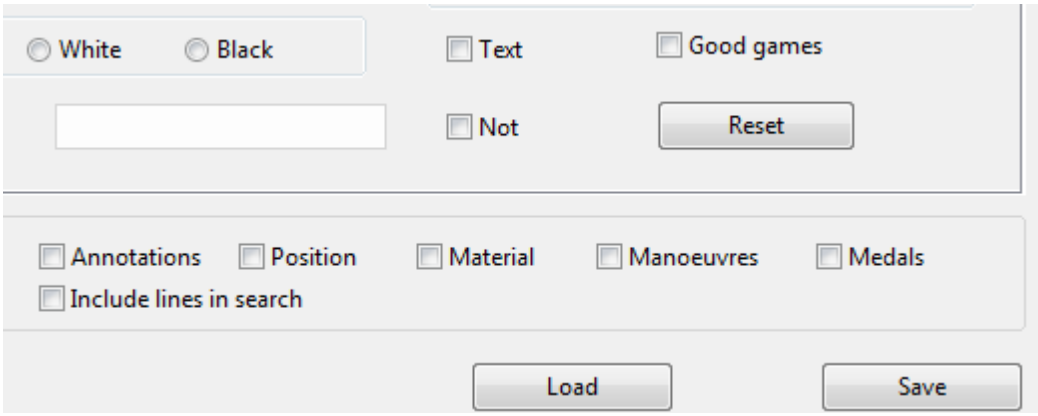
The program offers the option of permanently saving pre-defined searches and loading them again when required.

Above all that saves a lot of time with frequently used searches and speeds up your work with the program.

Either start the games list of the database which is to be searched or right click on a *database symbol - > Search*. Define your search criteria.

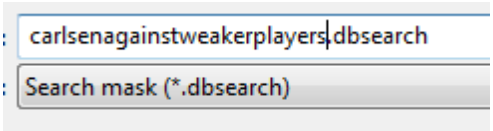


Click in the search dialog on the *Save* button.



The file dialog is now brought up via which you can save the settings for your search. The file extension for search files is **.dbsearch*, the standard pathway to the saving of search criteria can be found in the sub-directory "*SearchMask*" in the user directory.

Take care than when choosing a name for your search that it is a meaningful one so that when you have a lot of them it is easy to pick out the one you are looking for.

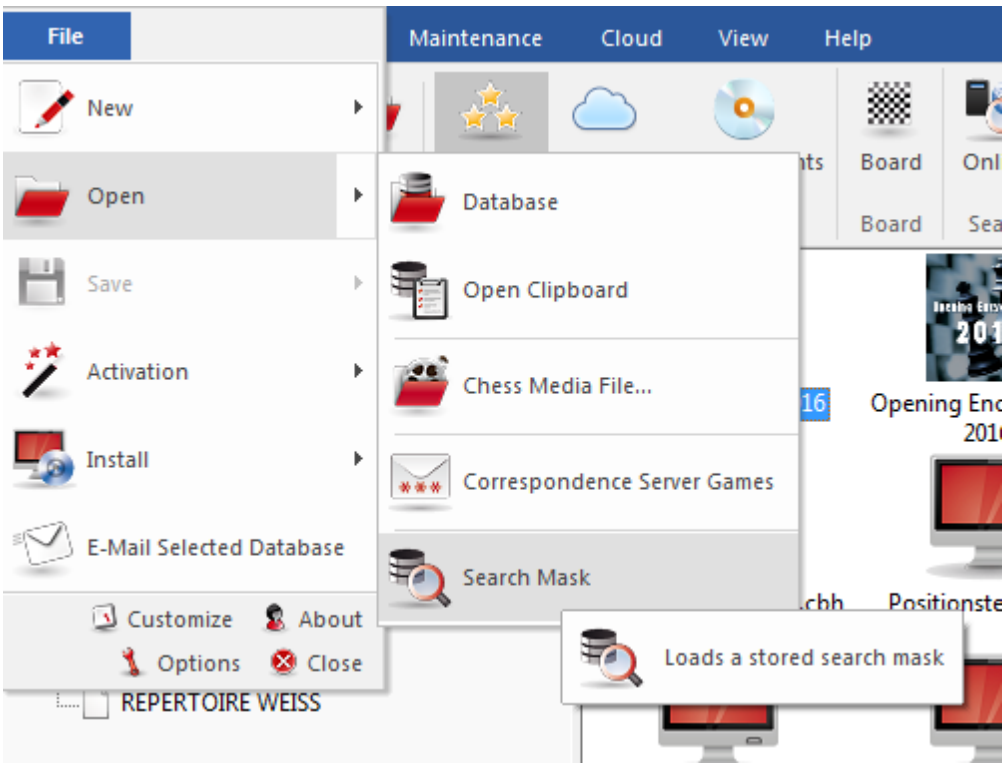


With the button marked ***Load*** in the search mask you can reload the pre-defined search and then use it in the selected database! This works for all possible criteria in the search mask.

The option of saving should above all interest those chess lovers who use the program to frequently search for specific material or positional constellations.

The possibility to save these search criteria permanently and to reload them saves valuable time.

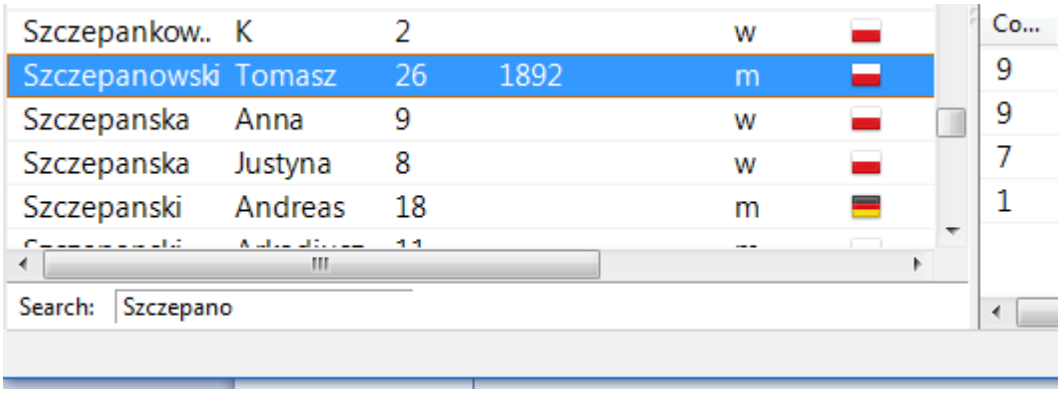
The ***file menu*** also offers under ***Open*** the option of directly loading pre-defined search masks.



3.2.4 Tips on searching for a player

Question: In the reference database how can I conduct the search for a player if I do not know exactly how his or her name is spelled? For example, I would like to search for the player "Tomasz Szczepanowski" or "Thomasz Szczepanowski" and have a look at his games. What is the best way to solve this problem?

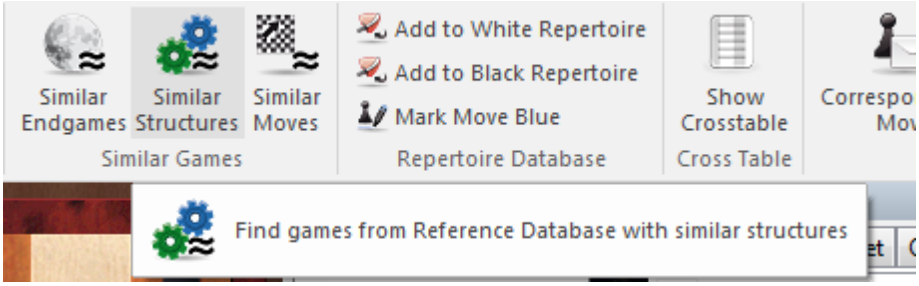
Answer: When the spelling of a player's name is in doubt help can be found in the player index which is created in every database. The following screenshot shows the display of the player index which provides the solution to the specific problem described.



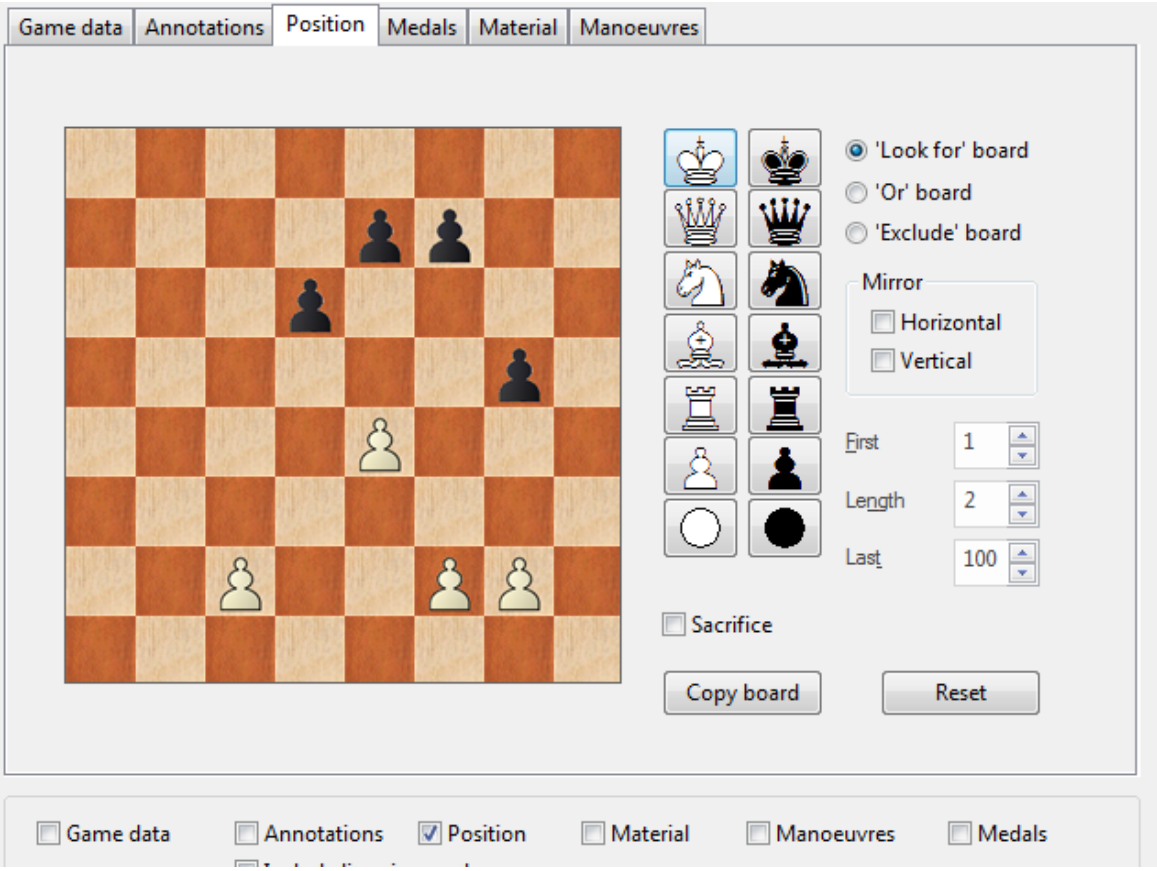
It is obvious why this method should be preferred. You can rapidly find the player you are looking for among similar names and then go on to play through his or her games!

3.2.5 Interactive search for structures

In the Board window under *Report* *Similar structures* you can filter out from your reference database games in which similar structures, e.g. in the pawn formation, can be found.



In ChessBase 14 the relevant entry from the search mask is now started automatically with the entry *Position* .

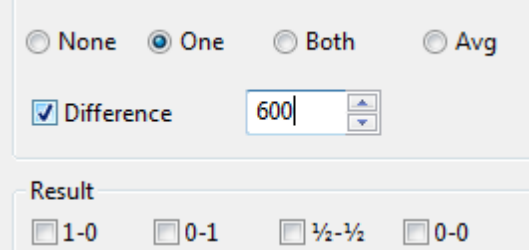


Unlike in earlier versions you can see in the search mask specifically the positional motifs for which the program is filtering the reference database. In addition, the dialog allows you the possibility of modifying the search criteria for your position.

3.2.6 Search for games between players whose Elo ratings differ greatly

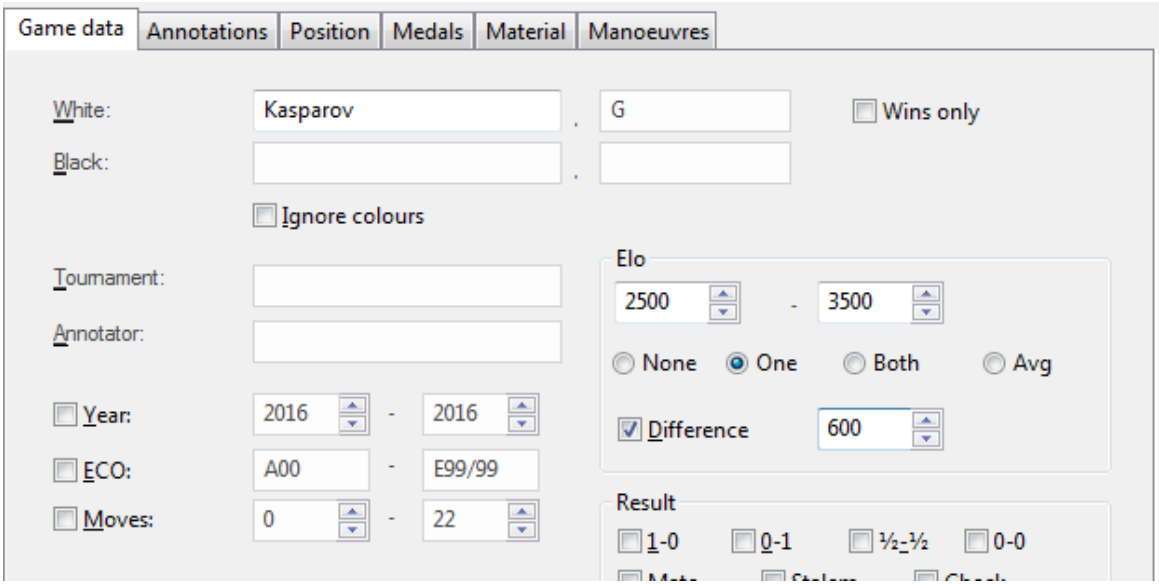
In the search mask the program offers the possibility of targeting your search on games played between a particularly strong player and an opponent with a drastically inferior rating.

Such searches can be carried out with the aid of the button *Difference* in the search mask.

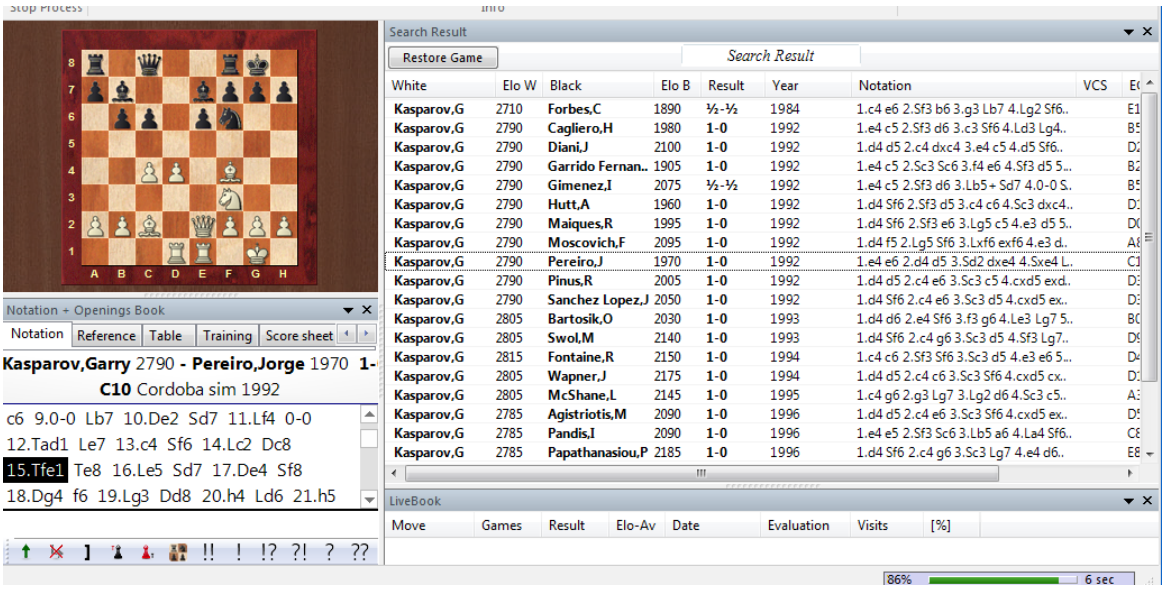


Let us assume you are interested in those games of Garry Kasparov which he played during his active career against players whose Elo rating was clearly much lower than his.

Let us take an example:

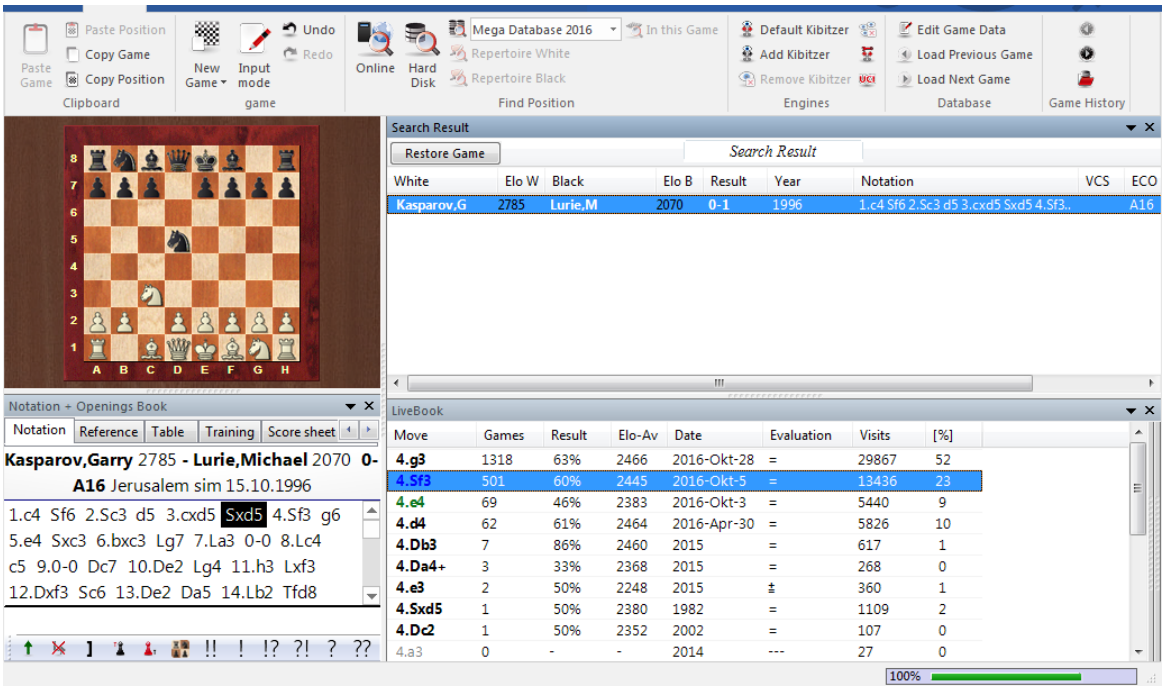


In it we are looking for all the games of Kasparov which he played against opponents whose Elo rating was around 600 points lower than his. The search window in Mega immediately comes up with the relevant games from the database.



What is exciting in connection with this function is the question as to whether during his active career Kasparov ever lost to a clearly weaker opponent, possibly even with White? So in the search mask we do not tick "Ignore colours" and set the game result to be 0:1 (a win for Black).

The result is impressive, since Mega can only find a single game from 1996, played of course in a simultaneous and not therefore a genuine tournament game.



So, during his career Kasparov never had a "misfire" in his tournament games against clearly weaker opponents!

3.2.7 Searching for positions

Problem: A further problem has cropped up with ChessBase which was not present in ChessBase 10. Specifically, in ChessBase14 I have set up various databases (Megabase 2017 as my reference database, a correspondence chess database, various databases of my own for other tournaments, etc.). Now, e.g., I would like to search for a position from one of my own games not in the reference database, but in the correspondence chess database or in another database.

How can that option be achieved?

Answer: You can, for example, carry out the desired search as follows.

Start the board window with the desired position on the board. Leave that window open and change to the database window.

Right click on the database which is to be searched. Now choose from the context menu “Search”.

In the search mask change to the tab *Position* . There you will find the entry *Copy board* .

After this has been activated, you will see that the program calls up the actual board position and considers it as the search criterion. A click on OK and the search is then executed.

3.2.8 Searching for annotated games

How can I find annotated games which correspond to a specific ECO key?

In the database window mark the database which contains the annotated games. A right click on the database symbol starts a context menu which gives you the possibility to start the search mask immediately.

In the search mask you have to enter the required criteria. As a first step start the tab *Game data* and fill in the ECO code which applies to the games, here we have chosen B01.

As a second step you can determine in the search mask which comments are to be taken into account. For that click on the tab *Annotations* ,

The parameters chosen in our example will search only for variations, textual commentary and training questions.

So you highlight the game entry directly in the games list and play through the games with the desired search criteria.

Tip: With Chessbase you can save the pre-defined search criteria permanently for future use!

3.2.9 Sorting games in the list

To sort games in a games list, click on the *column title* which should be the sorting field:

White	Elo W	Black	Elo B	Result	Year	Notation
Achileus		**Kasparov,G**	2825	**0-1**	1998	1.d4 Sf6 2.c4 e6 3.Sc3 Lb
Adams,M	2630	**Kasparov,G**	2805	**1-0**	1993	1.d4 Sf6 2.Lg5 d6 3.Lxf6
Adams,M	2715	**Kasparov,G**	2851	**½-½**	2000	1.e4 c5 2.Sf3 d6 3.d4 cxd
Adams,M	2620	**Kasparov,G**	2780	**0-1**	1992	1.d4 d5 2.c4 e6 3.Sc3 c6
Adams,M	2741	**Kasparov,G**	2804	**0-1**	2005	1.e4 c5 2.Sf3 d6 3.d4 cxd
Adams,M	2715	**Kasparov,G**	2851	**½-½**	2000	1.e4 c5 2.Sf3 d6 3.d4 cxd
Adams,M	2716	**Kasparov,G**	2812	**0-1**	1999	1.e4 c5 2.Sc3 d6 3.g3 Sc6
Adams,M	2680	**Kasparov,G**	2820	**½-½**	1997	1.e4 c5 2.Sc3 e6 3.Sf3 a6
Adams,M	2655	**Kasparov,G**	2805	**0-1**	1995	1.e4 c5 2.Sf3 d6 3.Lc4 Sf6
Adams,M	2715	**Kasparov,G**	2851	**½-½**	2000	1.e4 c5 2.Sf3 d6 3.c3 Sf6
Adams,M	2742	**Kasparov,G**	2838	**½-½**	2002	1.e4 c5 2.Sf3 d6 3.d4 cxd
Adianto,U	2598	**Kasparov,G**	2838	**0-1**	2001	1.d4 Sf6 2.Sf3 g6 3.g3 Lg
Adorjan,A	2525	**Kasparov,G**		**½-½**	1979	1.e4 c5 2.Sf3 e6 3.d4 cxd

LiveBook

This sort is virtual. If you close the window, it will be lost. To fix the sort order, call Menu: ***Tools*** ***Fix Sort Order***.

Sample applications

Search for games that are less than 25 moves long. Right-click the search result list and sort according to Elo average. You will get short games by strong player at the top.

Search for the games of your next opponent and sort them according to ECO.

Search for annotated games and sort them according to annotator.

Hint: You can change the order of games manually: Drag & Drop a selection of games (Ctrl-Click) to the new position. This is useful also for changing the order of printing and merging games. To move games in the list over longer distances, use Edit-Copy and Edit-Paste on the list.

3.2.10 Online database

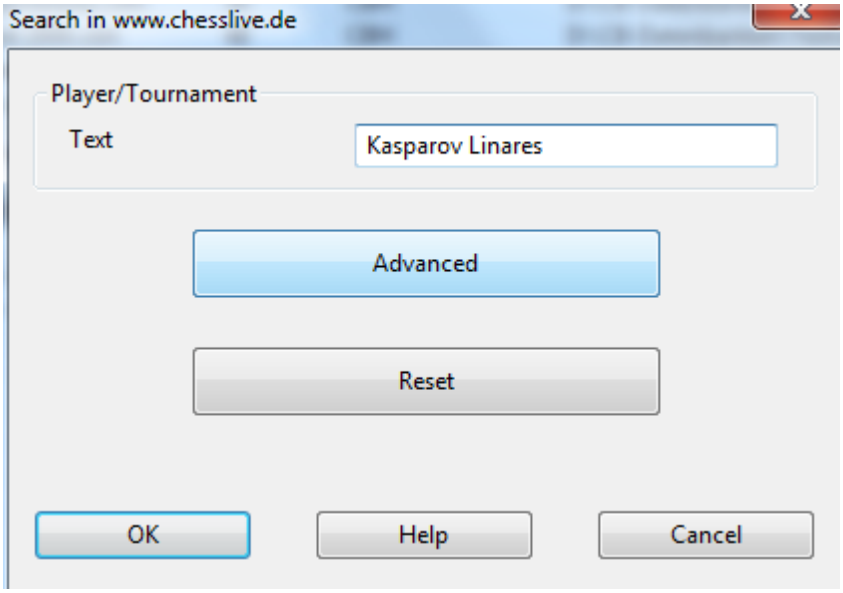
On the server www.chesslive.de there is a newly designed online database of unannotated games that is kept updated with new and historic games on a weekly basis. ChessBase (in the activated version) can access this database directly and extract material from there.

There are several ways to access data in the online database.

1. Click on the Ribbon *Online* in the database window.

2. Board Window - Ribbon Online

In contrast to previous versions of the online database the access is practically without delay, depending on the Internet connection, thanks to inbuilt accelerators and the fast Server. This makes it a powerful tool for a player to prepare himself or to examine tournaments.



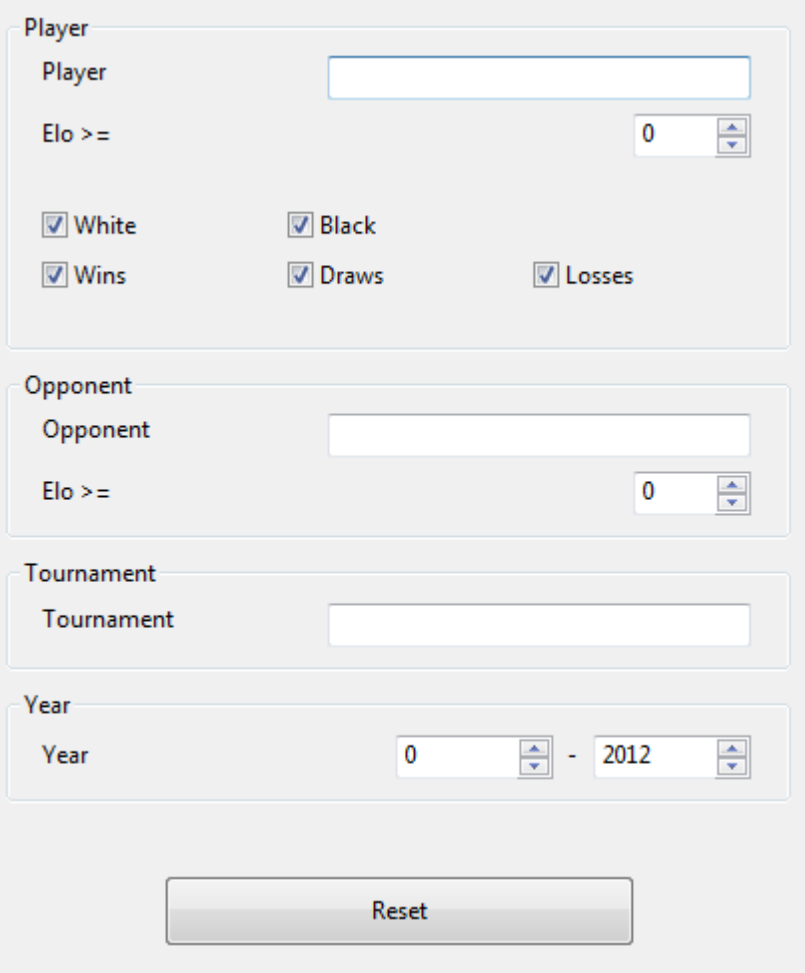
Just like Google the program interprets what the search text means.

Example: Enter "Kasparov Linares" in the search box.

The program interprets the input correctly and filters the games from the online database that match this search criterion.

Klick "***Advanced***"

The search criteria are entered in the dialog box.



There are many practical ways to search. For instance, you can filter all the recent games of a player with White from the online database. By right clicking in the game list you see under the heading Opening Reference a summary of the opening repertoire of the selected player.

In the reference display you can see the most commonly played variations. By pressing the buttons + and – you can change the number of variations displayed.

By double clicking in a line you enter the moves in the board window up to the move you have clicked on (fast forward). Critical Line shows the moves which are statistically the strongest for both sides..

Please note: To prevent server overload the search results from the ChessBase Online database are restricted to 1000 games. If that is the number of games retrieved you should narrow down your search to make sure you are getting all matches.

See also troubleshooting section if you are unable to connect to the ChessBase server.

3.2.11 Annotated games Online database

I want simply know if search in online database for annotated games is already avaible in chessbase 15 with premium subscription with chessbase account. I read in your online help chessbase 15 that will be or it working , does it already avaible and if yes how to search for annotated game in online database.

Enter a position at the board and call the online database. Then sort the search result by clicking one or two times on VCS.

3.2.12 Annotated games

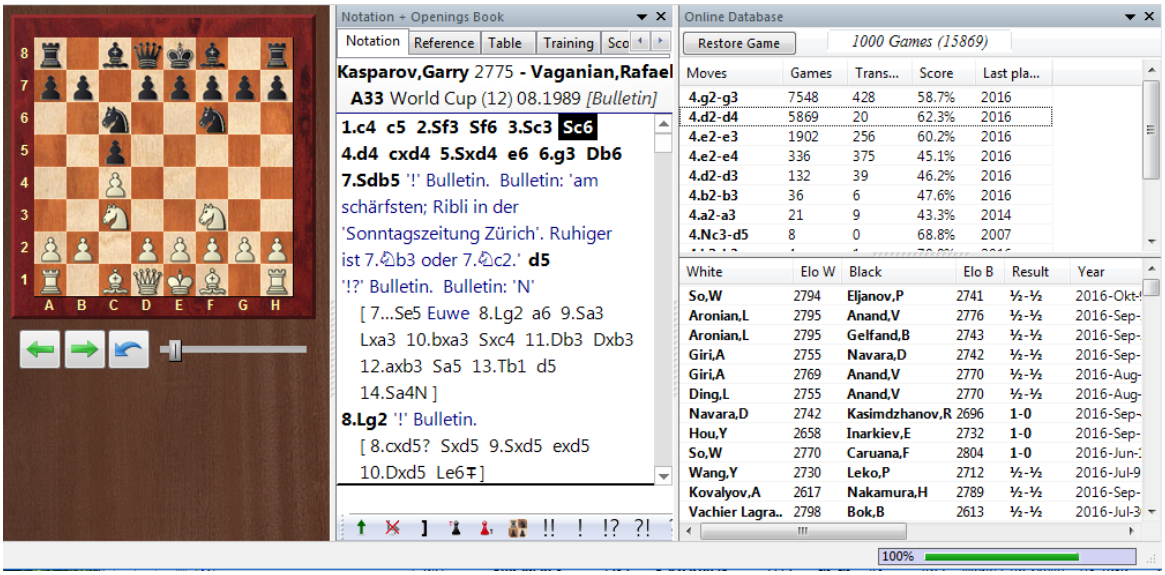
A ChessBase Account is linked directly with ChessBase. Many functions of the web apps complement this intelligently and provide a maximum amount of chess information. A novelty for all users of the web apps: all annotated games from the Mega database are now available online to every premium user. It will in the future be possible to load these annotated games directly both from CB 14 and from the web apps, e.g. the Live database.

Like that, Premium subscribers have direct access to the annotated games and are no longer obliged to access them only from their copy of Mega on their local computer. Therefore you can now look at, play through or analyse the annotated games wherever you may be with your smartphone, tablet or any computer with internet access!

3.2.13 Browse Positions

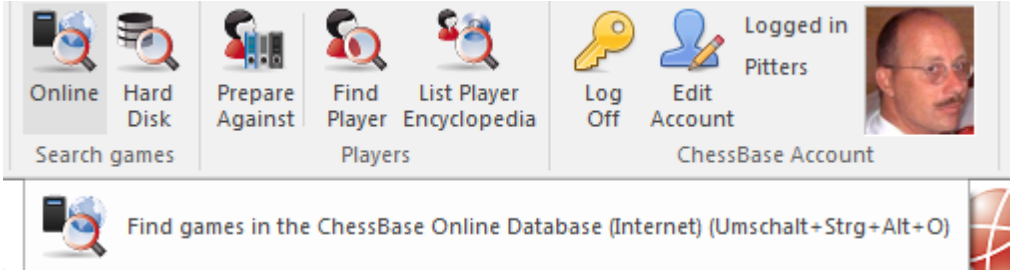
Is it possible to browse positions by interactively moving the pieces instead of filtering by a position set up by the user. This would greatly speed up and simplify my searching of positions, instead of having to set up all the pieces in the Filter tool or go through the opening keys. Please let me know if it is possible to do this with ChessBase.

This is possible. Just open ChessBase, start with the initial position, click on “Online” and use the opening moves tree to go through the game.



3.2.14 Intelligent Searches in the Online Database

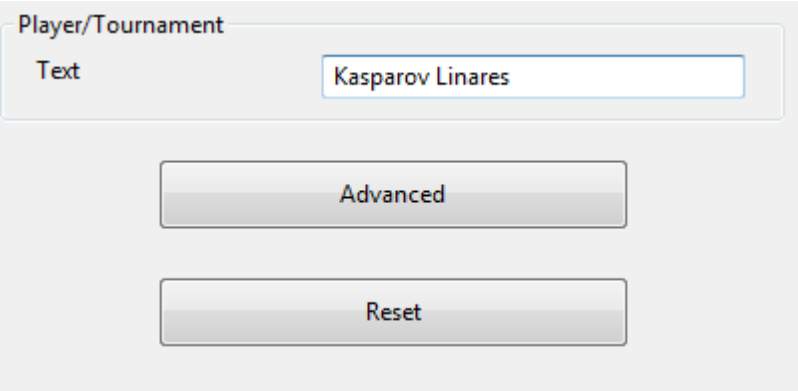
Database Window - Online



Just like Google the program interprets what the search text means.

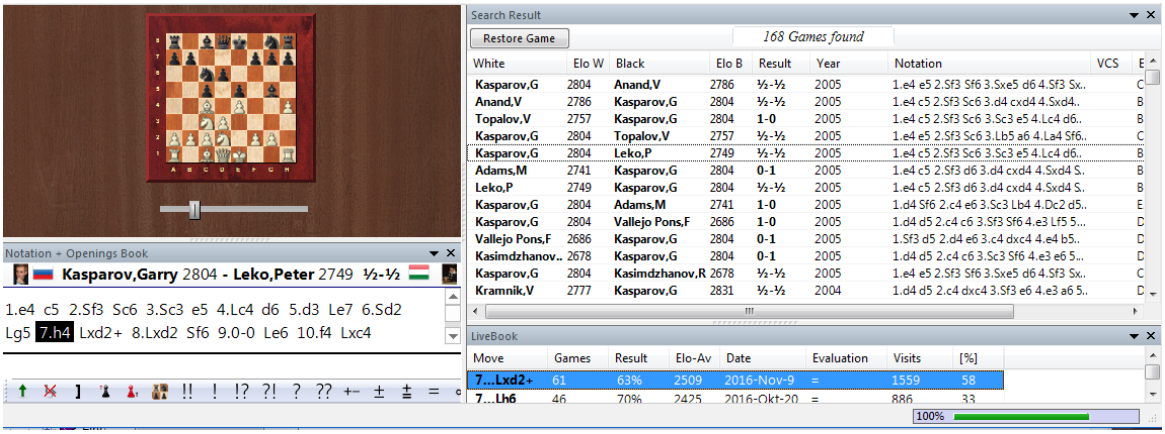
Example:

Enter *"Kasparov Linares"* in the search box.



The program interprets the input correctly and filters the games from the online

database that match this search criterion.

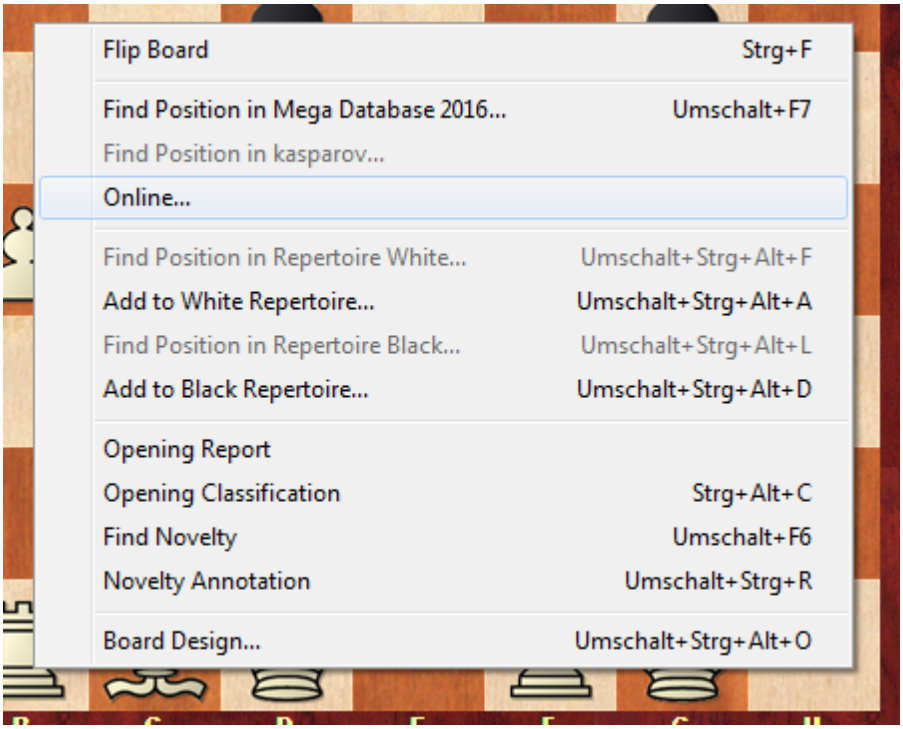


3.2.15 Position search in the online database

Chessbase allows access to a newly developed enormous online database which uses optimised search accelerators to give almost immediate replies to searches. For this to be effective it is necessary to have a fast Internet connection.

In the board window a position search in the online database can be started at any time by hitting the enter key. The search can also be started by using the menu *Window - Panes - Online Database.*

Rightclick on the Chess board is also possible.



The search result displays information in two windows:

1. **List window**

In the list window there is a list of the games in which this board position occurred. It is possible to sort the columns to adapt this display. For instance, clicking on the header ELO W sorts the list by the white player's Elo. All the games in which White had a high Elo rating are moved to the top of the list.

2. Reference display

Below the board window a list of all the continuations is displayed which were used in the games found in the database. Moves can be selected by using the arrow keys. The program displays the following information about the selected move almost immediately:

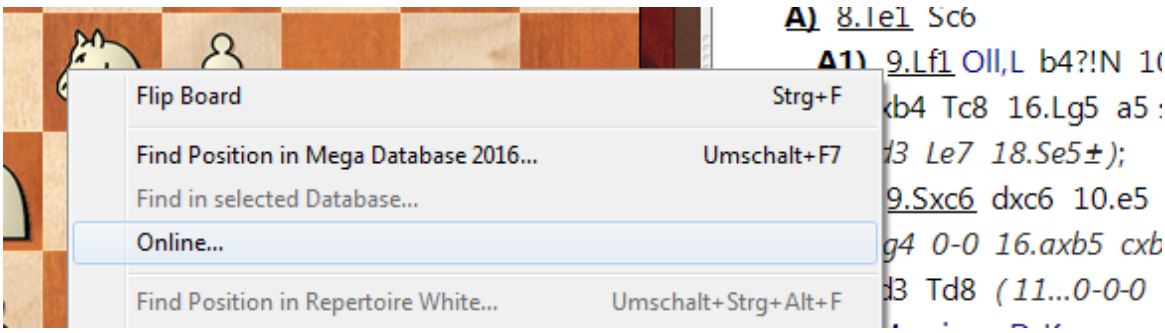
- Number of games
- Success rate
- Year in which the move was last played

Tip: It is also possible to search in the online database while kibitzing at Playchess.com.

3.2.16 Updating the search window of the online database

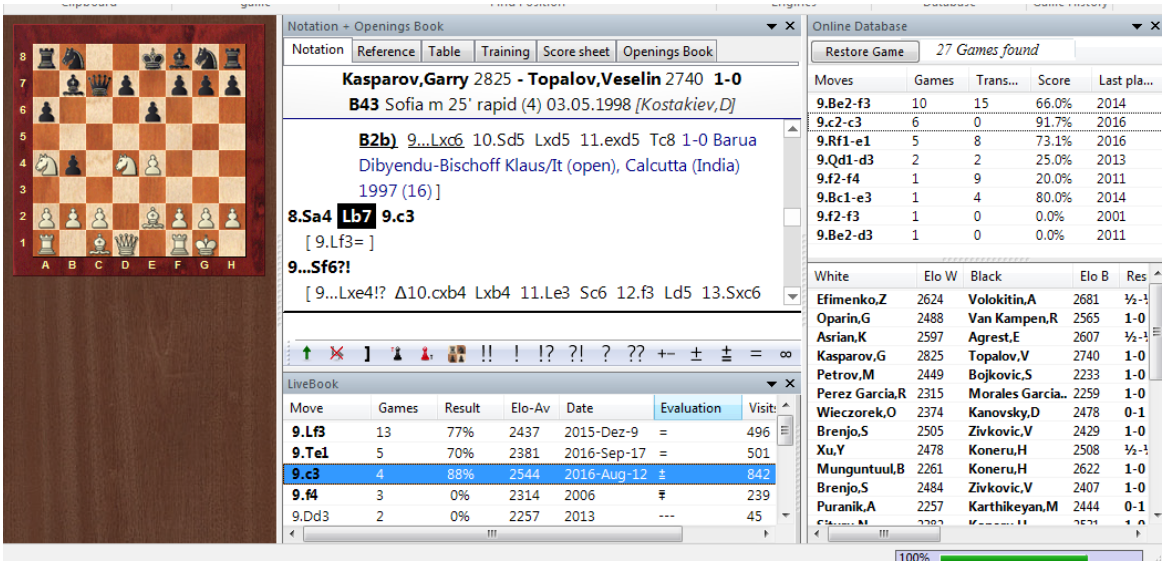
When playing through a game it is useful to switch on access to the online database.

Right click chess board - Online



Whenever the search window of the online database is opened in the board window, then every action or change on the board is immediately brought up to date and you

get a list of the games which contain the present position on your board.



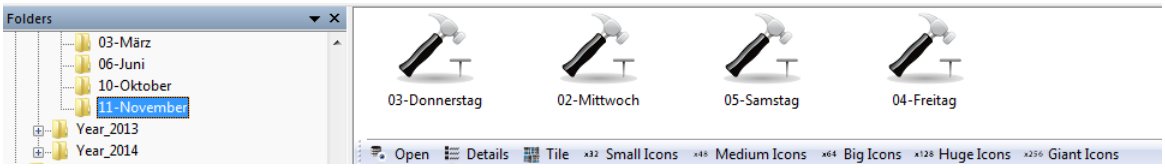
In earlier versions it was necessary to explicitly click on “Search”; this step is now done away with and the search for information about games is made even simpler.

3.2.17 Game History

The *game history* stores every game you load and enter. This helps you to find material you looked at a couple of days before. Furthermore the game history creates an automatic backup of your analysis work.

In the left hand Explorer panel you will find a new entry for the month in progress. A click gives you access to the games you have looked at and worked on previously in that month.

In the right hand panel a database is listed with the games which were loaded and worked on during that day. Using it you can have access to games you have recently looked at without cumbersome searching. You open a games list with a double click on its symbol.

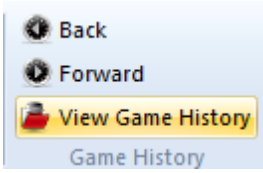


When you work on a big analysis, ChessBase automatically saves your work every ten minutes into the game history to limit the damage by e.g. a sudden power failure.

There is one database for every day. Click on Game History in the folders pane of the database window, then open the year and month folder. You can search in all databases of the selected folder. Click on the search button at the bottom of the folder pane:

To delete all databases in a path, right-click on the path and select *Delete*. This will send all files to the recycle bin.

Game History Board window ...
Apart from the database window it is also possible to access the games that you have loaded during the current sitting in the board window. This is possible by using the Game History section of the Home ribbon.



The two arrows, Back and Forward, allow you to scroll through the games you have loaded in this session. They are loaded directly into the game notation.

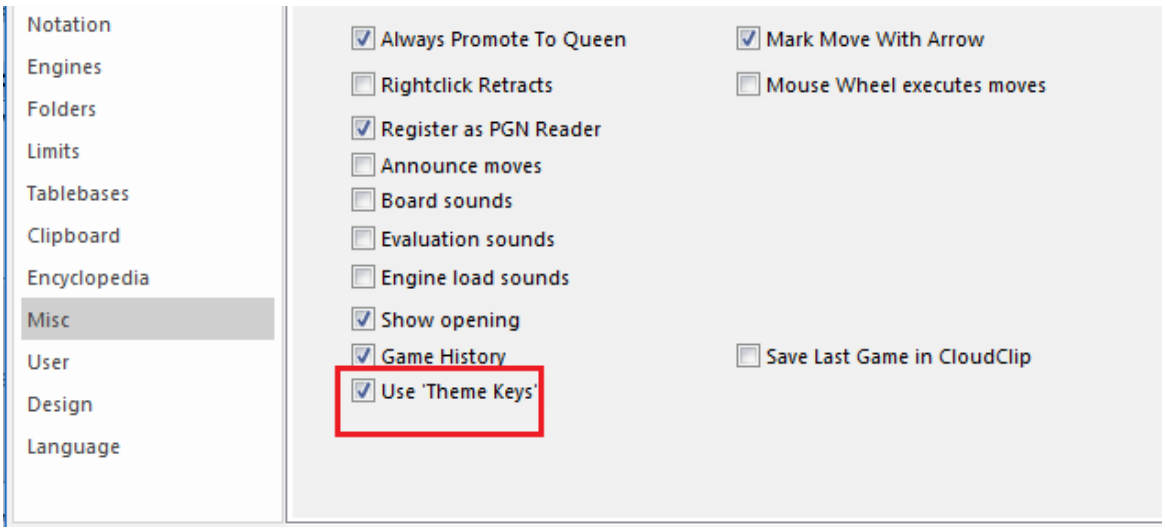
If you click on the small arrow next to "Game History" the program opens a game list containing all the games loaded during this session.

Question: For a few days now I have kept getting the problem of a message box appearing to state that CB cannot access a history database.

I can of course confirm this with OK, but the message then promptly reappears. At this point the only way to stop ChessBase is now via Task manager. If ChessBase is then restarted and, e.g., I wish to input a new game with Ctrl + N, the same thing starts all over again.

Answer: The program applies a protocol to the user's chess activities. All games which are saved and loaded are clearly stored according to year, month and day. This protocol can be found in the left-hand window pane under "*Game History*".

The error message tells us that the database is damaged. The simplest way to solve the problem is to delete the database that is to be found in the pathway described in the error message.



Alternatively you can simply deactivate the "Game History" in the options dialog under *Misc* .

3.2.18 Clever game handling

In ChessBase whenever you load several games at the same time, it is nevertheless possible to keep an eye on the various windows you have opened. You either switch between the individual windows with the standard hotkey combination **ALT-TAB** or you look down to the Windows taskbar.

Every window you have opened there is represented by a small button.

The program offers you some useful functions which help you to customise the way it works to suit yourself. Let us assume that you have loaded a game into the board window. In that board window there exists on the menu underneath the tab File the heading *Recent games* .

There you will find links to the latest games you have loaded and played through. A click enables you to immediately load again any one of these games in the short list.

In addition you will find under Game history the last games you have loaded and worked on. You will find a chronological listing of these in the left-hand pane of the database window, the database explorer.

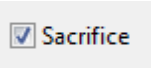
3.2.19 Search for sacrifices

Search mask: Position – Sacrifice

A sacrifice is a sequence of moves in which one side gives up material and then gains an advantage. The ChessBase sacrifice search does a look-ahead in all tactical situations and for this reason takes somewhat longer than the other searches. The algorithms were written by Dr. Christian Donninger, the author of Nimzo.

Simple sacrifice search

In the search mask click the Position tab and switch on the "Sacrifice" checkbox.



All white combinations of David Bronstein

Open your Big or Mega database by double clicking it.

Click on the button Filter below the games list to get the search mask.

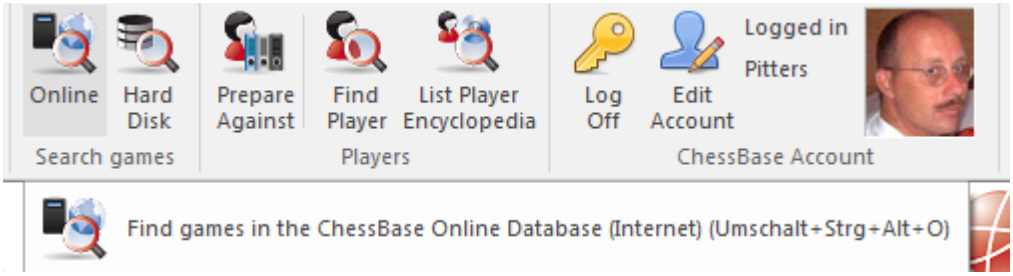
Enter the name Bronstein for the family name and David for the first name of the white player.

Remove the check in the box Ignore colours.

Choose 1-0 for the result in the Game Data and check the box Sacrifice in the Postion tab.

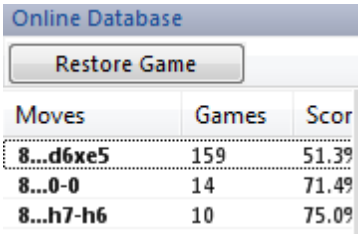
3.2.20 Search in the Online database

Board window: Ribbon Online



The online position search has its own pane in the board window. When you click the Search button on the top right the program will use your Internet connection to log into the ChessBase online database and display all the games in which the current board position occurred. This should normally take only a few seconds.

- If you click any game in the search result list it will be automatically displayed in the notation window. Click the *Restore game button* to return to your original game.



- Click on a *column title* to sort the list by this column.

The search result from the ChessBase Online database is restricted to 1000 games.

3.2.21 Search in the reference database

Board window: Click Ribbon Harddisk (Shift-R)

- Click on the Search button to list all games in which the position on your main board occurred.

- If you click any game in the search result list it will be automatically displayed on the main board and in the notation window. Click on the appropriate board button in the task bar to return to your original game.

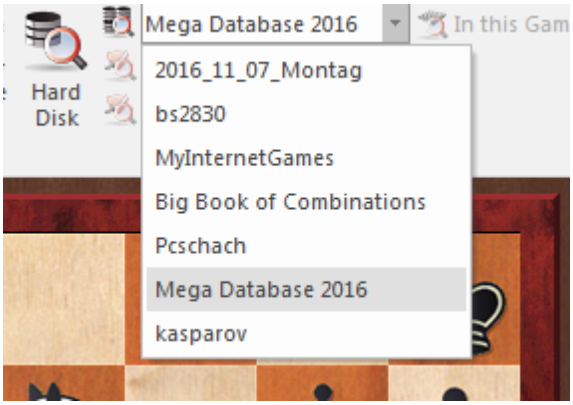
- You can click on the header Elo W or Elo B to get the games of the strongest players to the top of the list.

- Repeated searches in the reference database will increase the speed due to a special turbo cache. The speed depends on the amount of RAM installed in your computer.

- You can hold down the Alt key to drag and drop one or more games from the search result window into your current game. The moves are merged into the game notation.

Fast Switch of the Search Database for the "Reference" in the Board Window

It is possible to switch the search database for the reference display in the board window with a single click.



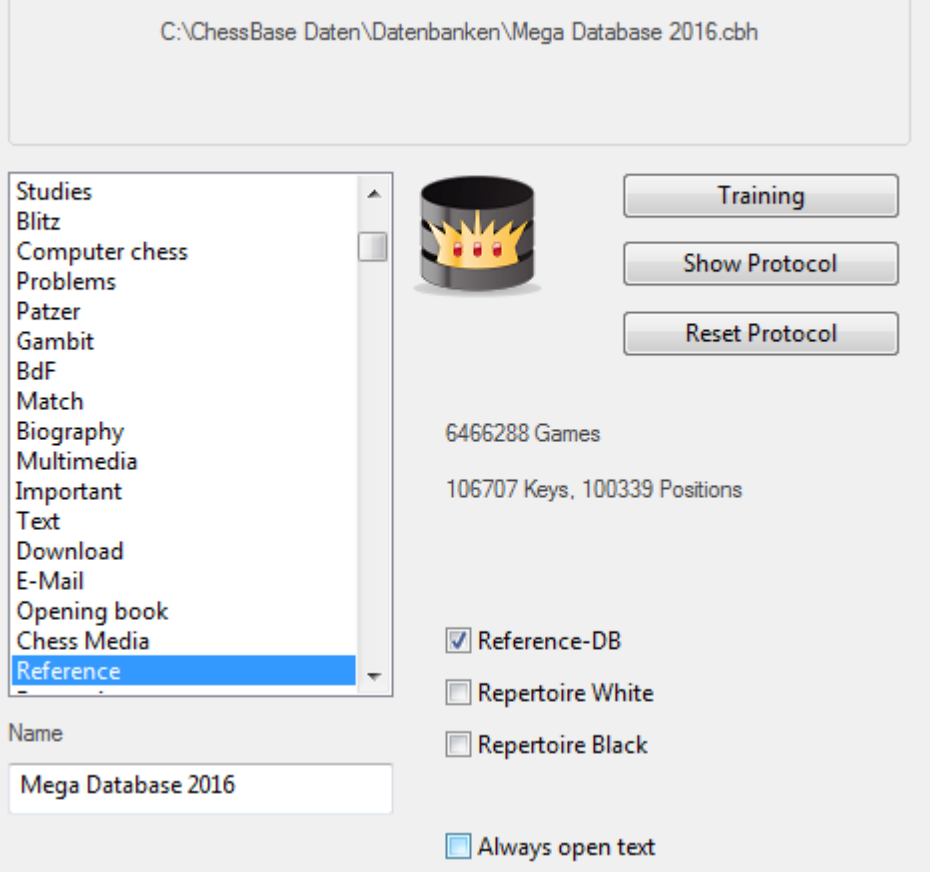
By doing this you can check what games have the current board position in another large database.

3.2.22 Reference database

The ***reference database*** is the standard database used for searches, classification, opening reports, novelty detection, etc. Usually it is your biggest database with the best annotations and opening keys (e.g. Big or Mega Database).

This is how to define your reference database in the database window:

1. Right-click the database symbol.
2. Click Properties.
3. Activate Reference database.



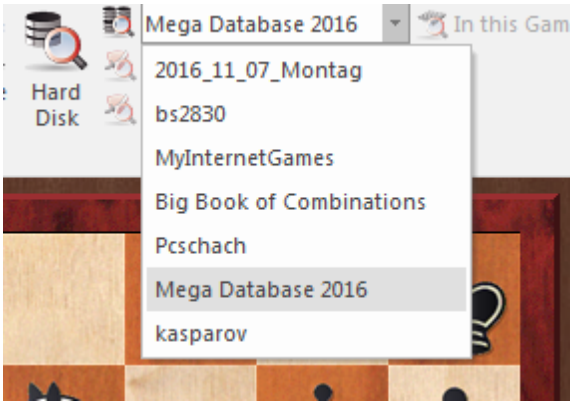
The reference database will always be found in My databases. If you right-click the database window and select View – Details you will see that it is listed as your "Reference database".

ChessBase automatically installs a big database of more than 7 Million games in the standard installation.

If you want to install a recent database from DVD, insert the DVD into your drive.with ChessBase running. The program will then automatically display the contents of the DVD. Right-click on the icon of the big database and select ***Install Database***.

Fast Switch of the Search Database for the "Reference" in the Board Window

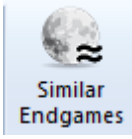
It is possible to switch the search database for the reference display in the board window with a single click.



By doing this you can check what games have the current board position in another large database.

3.2.23 Search for similar endgames

Board window: *Report - Similar Endgames*



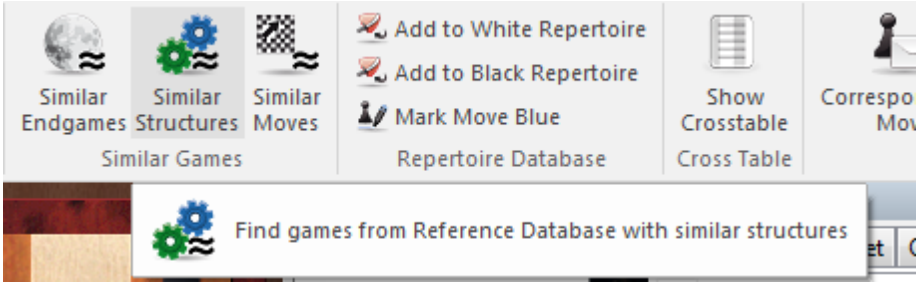
If you have an interesting endgame in the board window you can load all the games with similar endgames from the database with a single click.

The games are sorted by similarity. The program takes account of pawn structures

(passed pawns, blocked pawns, connected pawns, chains, isolanis, backward pawns) and the relevant positioning of the pieces (rooks behind passed pawns, rook is cutting the king off, king in a square, wrong bishop, etc). The search is very fast on 64 bit multiprocessor systems because the search can be distributed among the processors.

3.2.24 Search for similar middle game structures

Board window: *Report - Similar Structures*



Unlike in earlier versions you can see in the search mask specifically the positional motifs for which the program is filtering the reference database. In addition, the dialog allows you the possibility of modifying the search criteria for your position.

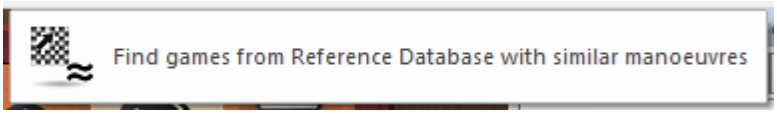
With one click the program loads all the games with similar pawn structures from the database and sorts them by similarity to the current game.

The program also takes account of the positioning of the pieces (rooks on open rows, queen and bishop on the same diagonal, the position of the kings).

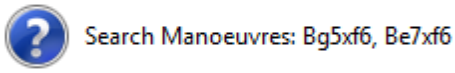
The search is very fast on 64 bit multiprocessor systems because the search can be distributed among the processors.

3.2.25 Search for similar moves

Board window: *Report - Similar Moves*

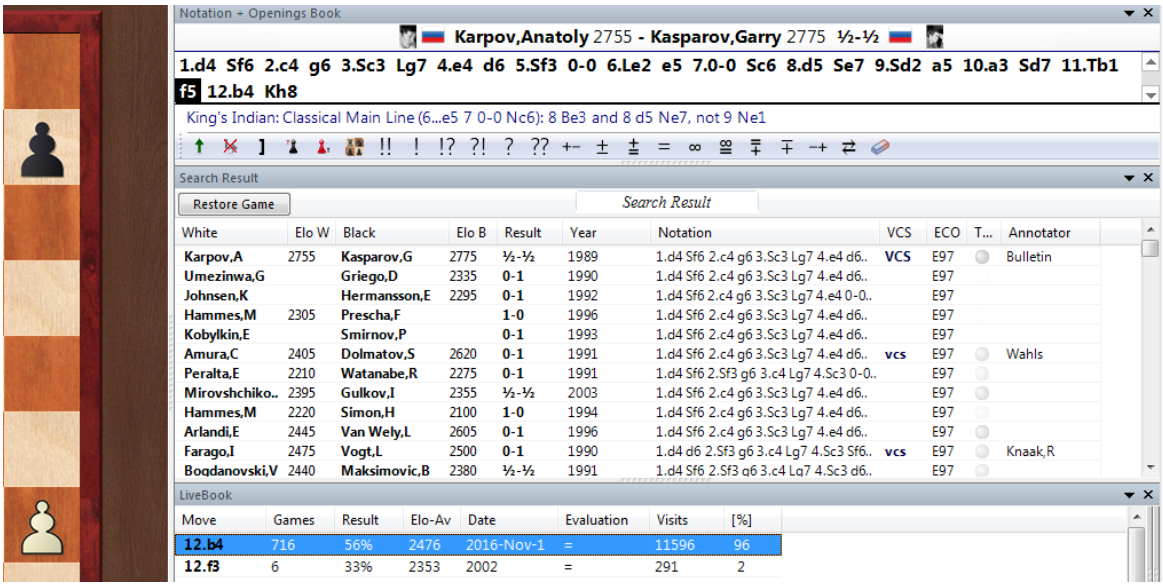


With one click the program finds games with similar pawn structures where similar moves were made.



The games are sorted by their similarity with the current game.

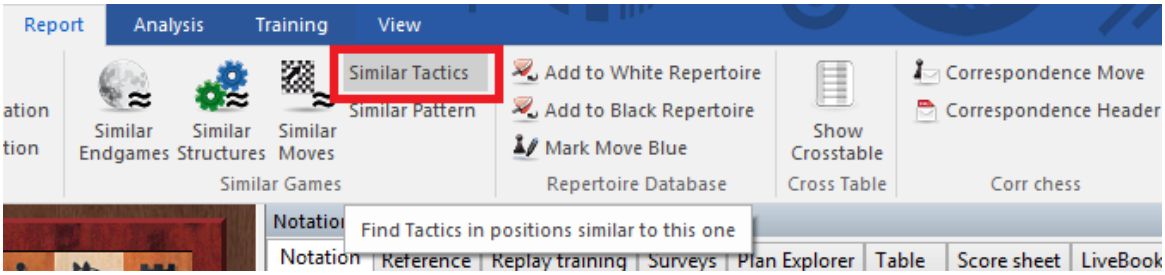
Unlike in earlier versions you can see in the search mask specifically the positional motifs for which the program is filtering the reference database. In addition, the dialog allows you the possibility of modifying the search criteria for your position.



3.2.26 Typical tactical positions in an opening variation

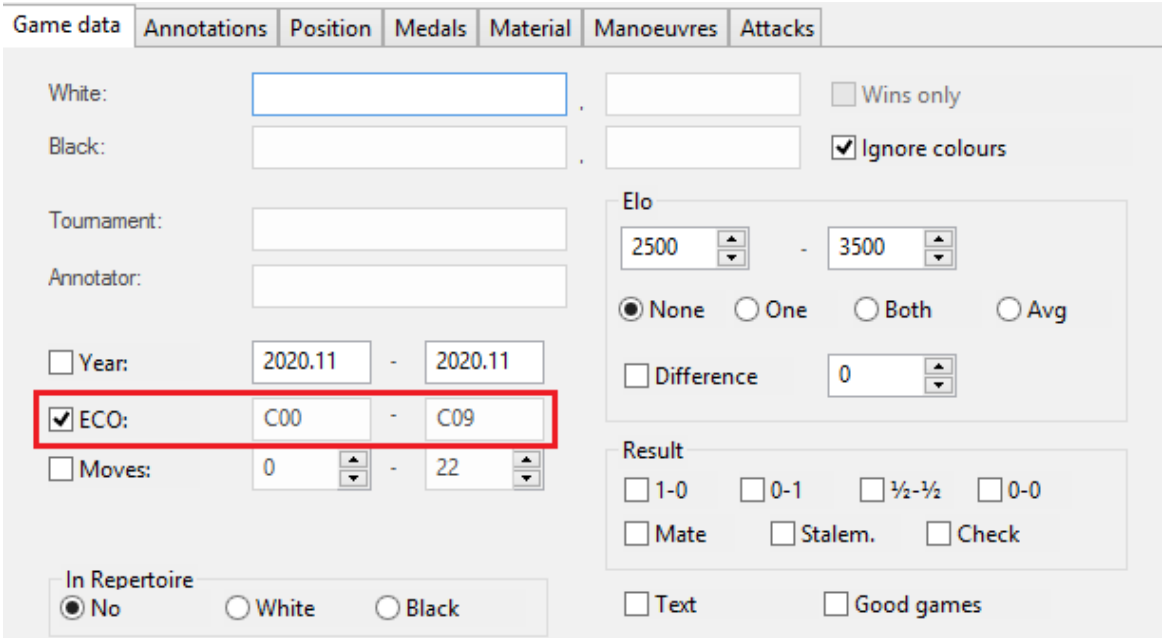
Important for the handling of an opening is a solid feeling for the tactical motifs in the typical structures. You can set up a targeted search for tactical motifs in selected opening systems Sie.

The function is started in the board window -> *Report -> Similar Tactics*

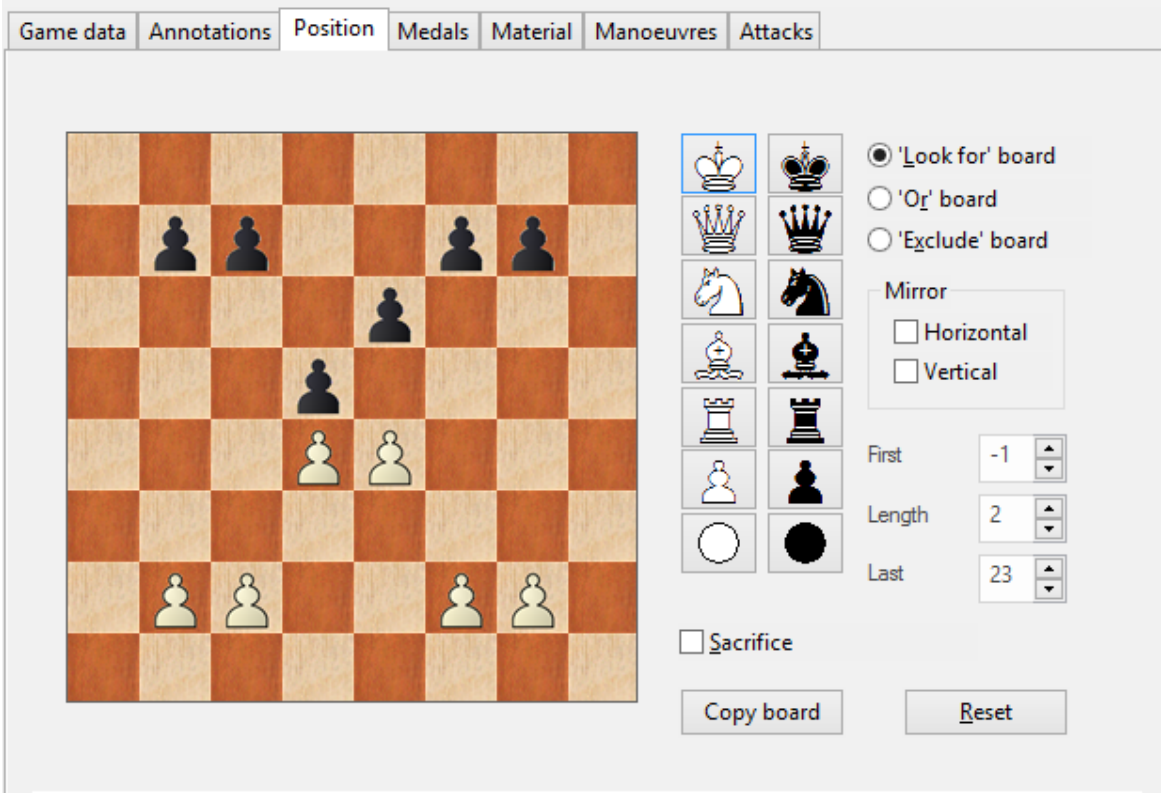


The program first of all starts a long list of all games which are close to the current pawn structure and fit the extended ***ECO sector***.

The search mask is started: in the *game data* there is already the defined ECO sector,



under *Position* you will find the pawn structure.



As a rule you will want to refine the search, e.g. by limiting to one specific player, etc. You can do that via the various tabs in the search mask.

Take care that you also define the pawn structure by means of the **Or/and Exclude** board in the position search!

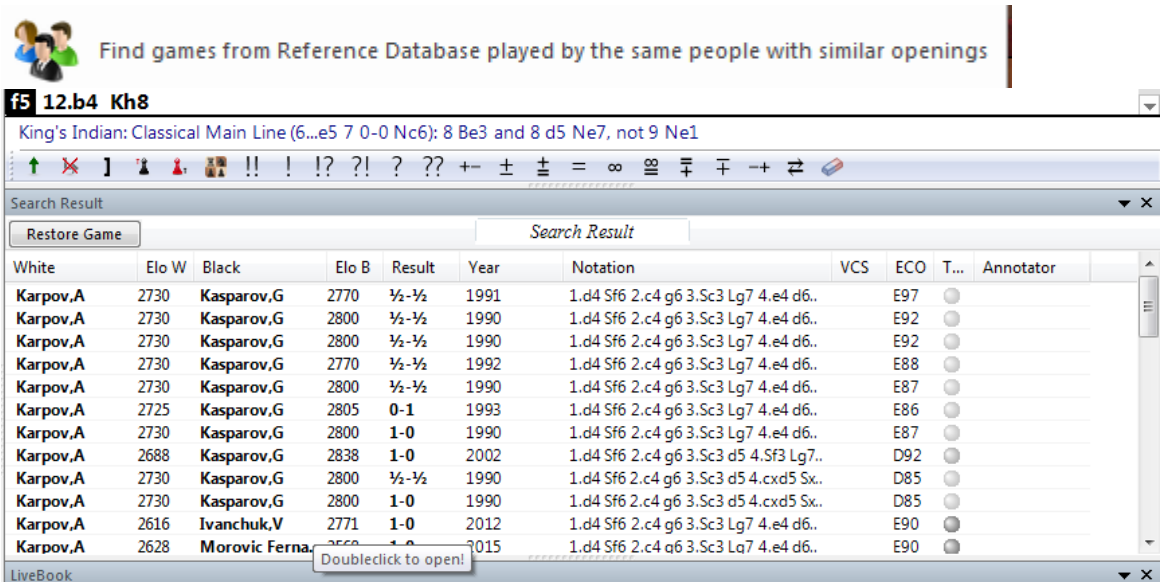
You can further limit the search cleverly by in the game data requiring, e.g., short wins by White. But that means missing out on all combinations played by Black.

In these games then tactics are searched for up to a pre-determined move. After the conclusion (or the stopping) of the search the material which has been found is written into a database as training positions. In doing so the program automatically starts the file dialog in which you can determine a name for the database into which the games which have been found are saved.

A search for tactics is relatively slow because the function necessarily requires an engine to check the solutions.

3.2.27 Same players

Board window: *Report - Same Players*

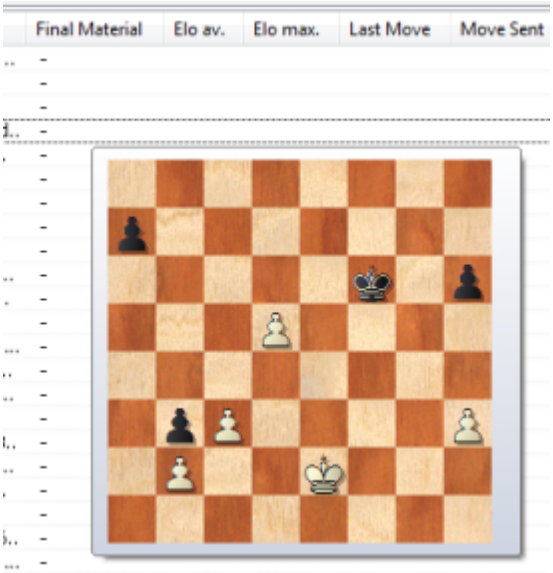


This function loads games played by the same players, whether against one another or against other opponents. The results are sorted by similarity to the current game.

This function uses up to date information from the online database, so an Internet connection is needed to use it.

3.2.28 Final Material

The games list has a column which displays the material in the final position of the game. If this column is not visible, rightclick on the column header to switch it on.



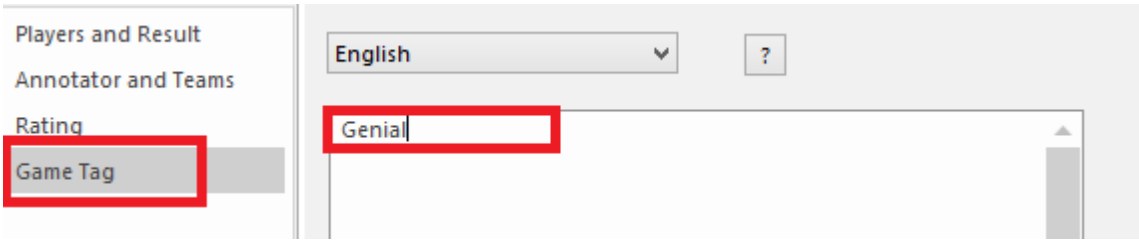
Click on the column header to sort the games list by final material. The games with naked kings will come on top, the early draws with full material at the bottom of the list.

This information might have to be generated for existing databases.

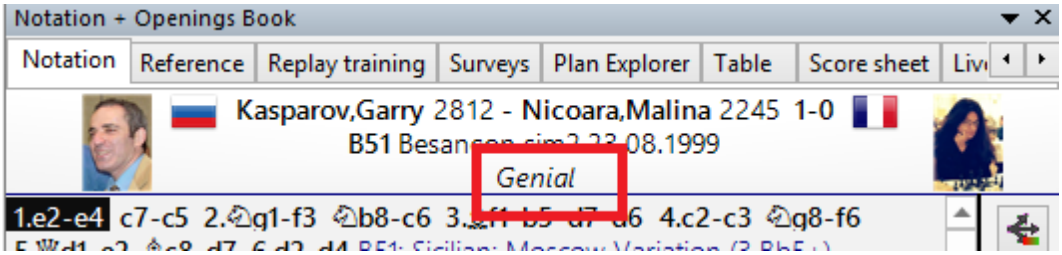
3.2.29 Searching for game tags

The program supports the search for *Game tags* .

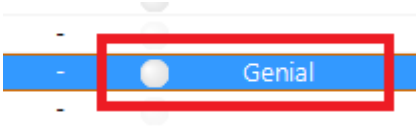
Game tags are displayed in the games list and also within the notation. When you save a game, you can set a game tag.



As seen in the notation:



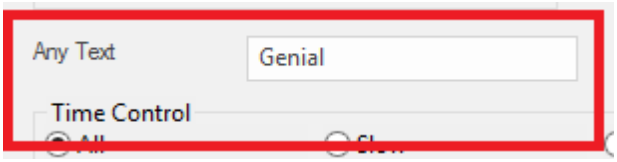
As seen in the games list:



You can target to be filtered from the database games which have been provided with a specific game tag

To do so start the *Search mask – Annotations – Game data – "Any text"*:

Enter the game tag in the input box:

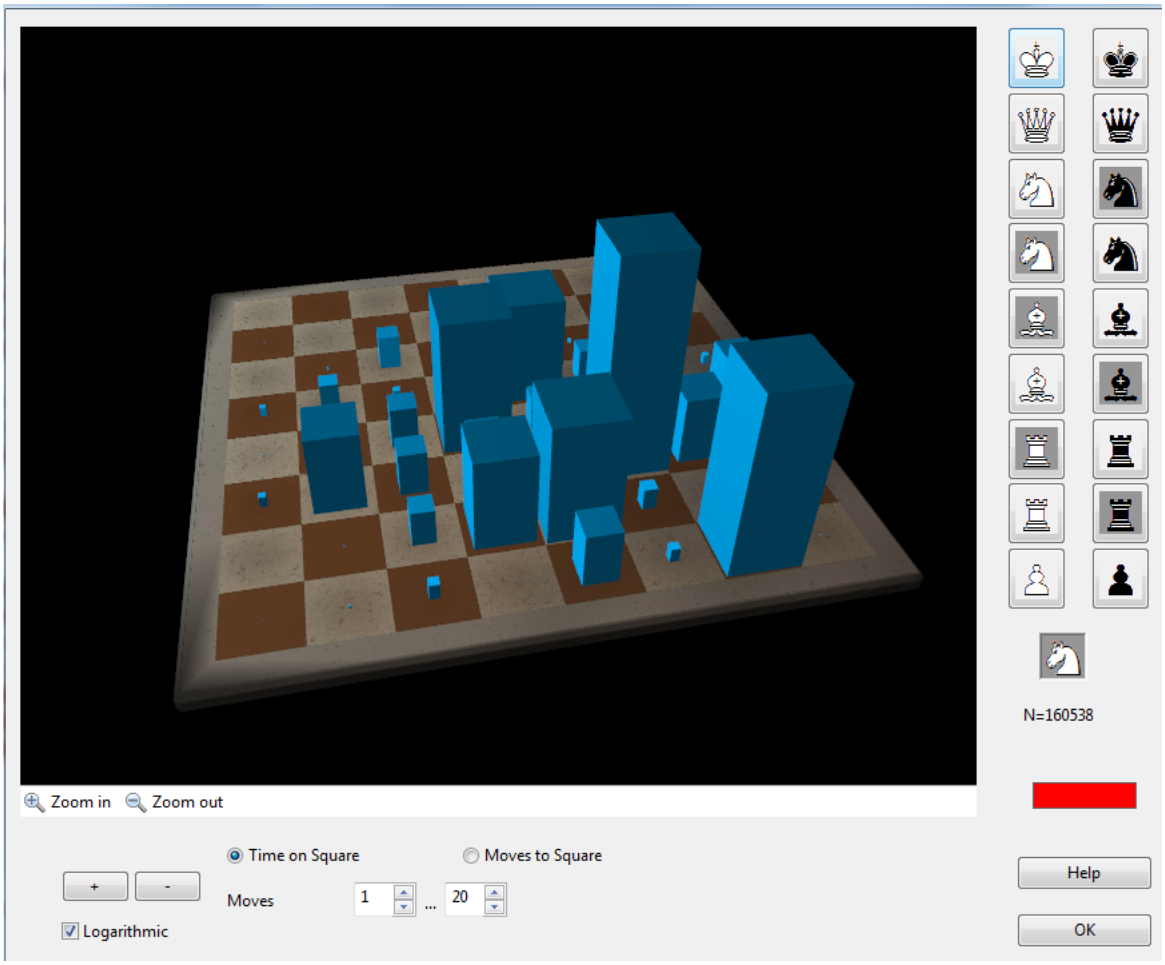


The program then lists games with that tag.

3.2.30 Piece probability

List window: Statistics - Ribbon Piece probability (or right-click, or Shift-S)

For any group of games, e.g. an openings system, this function generates statistics of the movements of each piece on the board.



Piece probability graphically displays the squares on which a piece tends to move or stay. This is particularly useful in opening training, where there are important conclusions to be drawn. For instance, if you discover that in a set of games from the Ruy Lopez Marshall Attack (C89), in which Black was successful, he tended to move his queen to h4, h5 and h3, his king's rook to the e-file and especially e6 (to support the attack with the queen) and his pawns to f5, f4 and g5, then this may give you a completely new insight into the ideas behind the opening system.

Piece symbols

The probability display is always for an individual piece, which you click on the right. You must differentiate between the queen- and kingside pieces, i.e. the dark and light-squared bishop, the king- and queenside knight and rook. Below the board there are some control buttons with which you can change the perspective of the board and the scale of the columns (click "+" or "–" if they are too large or small).

Time on square/Moves to square

The size of the columns signify the relative frequency with which a piece was on a given square. You can switch between the amount of time it spent on that square and how often it was moved to the square (i.e. ignoring how much time it spent there).

Moves from ... to

This allows you to display statistics for only a certain phase of the game.

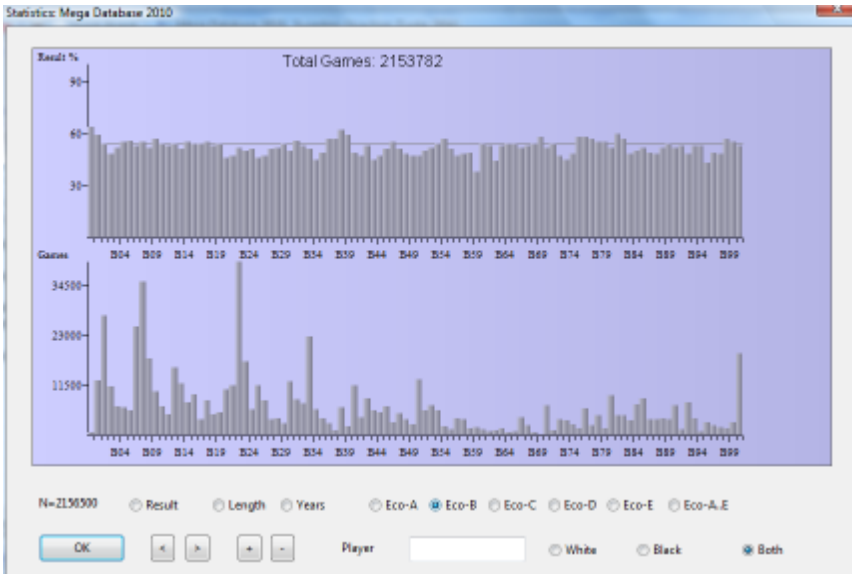
- **+ / –**
Changes the scale of the graphics.

- **Logarithmic**
The logarithmic display makes it easier to display larger fluctuations.

3.2.31 Statistics

List window: Tools Statistics

Select a set of games in the list (e.g. search for all the white games of a player). If only one game is selected the entire list is used. Click *Statistics* in the list window menu. You can also right-click or press 'S').



You can click on Result, Length (of games), Years and ECO codes to get a statistic display in each of these categories. If you enter a player name you get the statistics of that player only. These are given from the point of view of the player, i.e. "1-0" is for the number of games the player won, even if it was with black, and "0-1" for the number he or she lost. "White" and "Black" considers only games of one colour.

3.3 Finding Players

3.3.1 Player encyclopedia

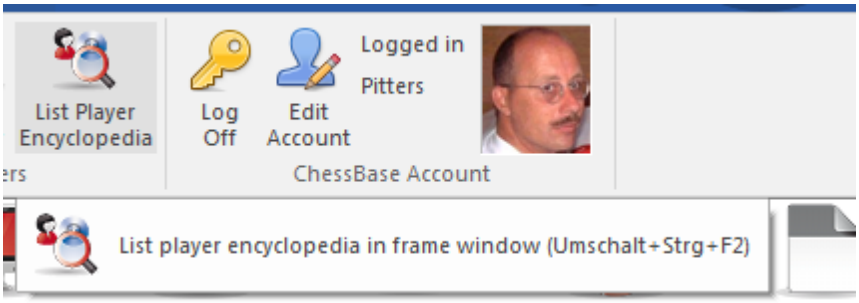
The ChessBase DVD contains a player encyclopedia with pictures and data for more than 120,000 international tournament players.

The encyclopedia is also online!

You can automatically update the player encyclopedia that you have installed. We regularly publish an updated version of the encyclopedia with new players and updated Elo ratings. Depending on your settings the program accesses the encyclopedia on the

server and updates the enclyclopedia that you have stored locally.

See ...



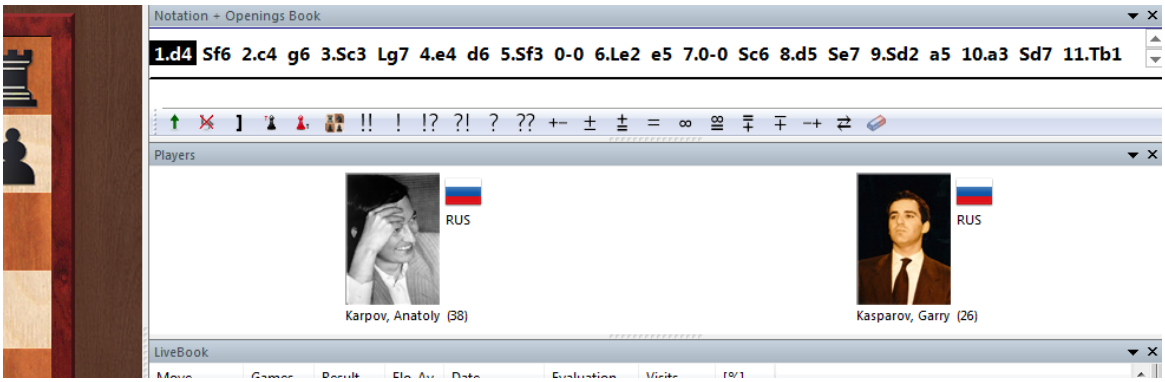
It is installed automatically with the program.

- Search in the player encyclopedia

You can browse directly in the encyclopedia for players, ranking lists, etc.

- Photo pane in the board window

Call Menu Window – Panes – Photos in the board window to display pictures and flags of the players in a loaded game. If you click on one of the photos the ID-Card of that player appears.



- The Player dossier

In this function ChessBase uses the encyclopedia to display pictures and the data of the player.

- Additional information in the Player index

In the player index, the flags, elo numbers, titles, etc. come from the Player Encyclopedia. You can switch this off with View – Use Encyclopedia in the player index menu.

- Entry help in the Save mask

When you are entering the names of players you can type in part of it and then click the question mark button to the right of the entry line. A list of names appears from which you can choose the correct one.

- Entry help in the Player index

When you are editing players' names in the player index you can use the question mark button to consult the player encyclopedia, making it easier to get the spelling right. This is useful to standardize spellings.

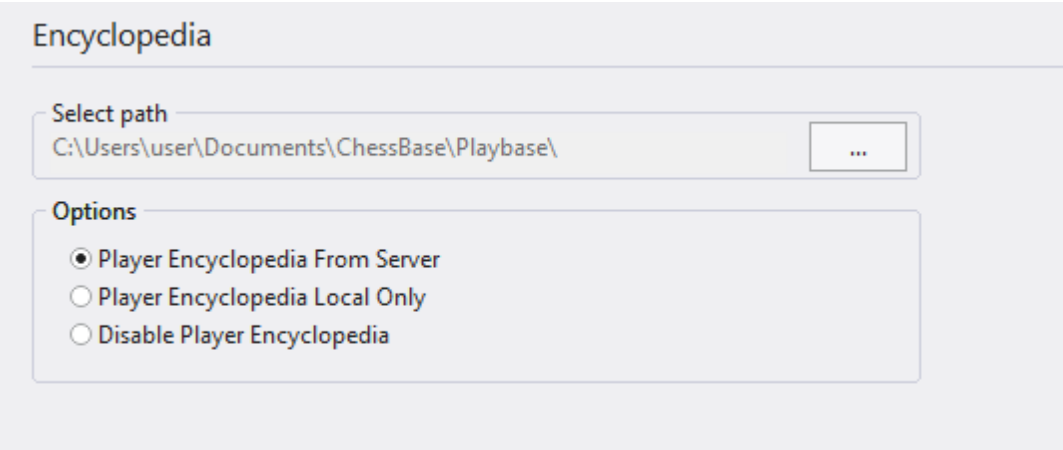
See also Player Encyclopedia as List ....

3.3.2 Player Encyclopedia online

You can automatically update the player encyclopedia that you have installed. We regularly publish an updated version of the encyclopedia with new players and updated Elo ratings. Depending on your settings the program accesses the encyclopedia on the server and updates the enclyclopedia that you have stored locally.

These settings can be selected in the program's options menu.

Menu *File - Options - Encyclopedia*:



Off = No player encyclopedia
This option is useful for slow computers with very little free disk space.

Local = Use the installed player encyclopedia
This option should be used on a computer that has no Internet connection, or a very slow Internet connection.

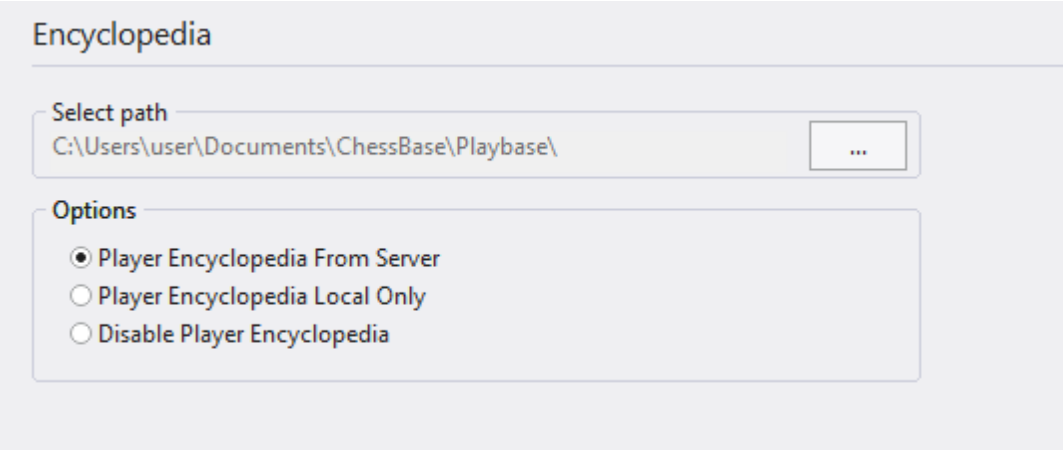
Server = The program accesses the data on the server and gradually updates the locally stored encyclopedia.

Select Path = Where the local player encyclopedia is stored. If the path is left empty an empty encyclopedia is created which will be filled with data from the server.

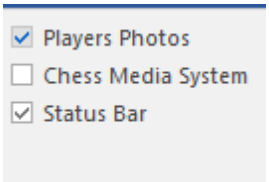
Note: If you start with an empty player encyclopedia you will only see the data in the main window that has already been received from the server, i.e. the cache. In case of doubt use the locally installed encyclopedia, because it will automatically be improved by the server data.

3.3.3 No information from the player encyclopaedia?

No information from the player encyclopaedia, e.g. photos in the notation window, are displayed although use of the menu File-Options-Player Encyclopaedia is activated?



Start ChessBase and select a GM game from one of the database lists between two well-known players. Under the menu "*View*" click on "Players Photos" so that a tick is displayed.



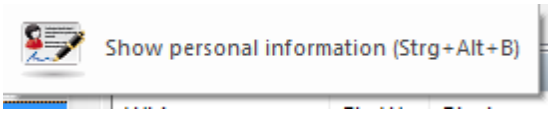
Instead of a small picture a large photo will immediately be displayed (including I.D. card and a series of other photos) e.g. Carlsen at various stages of his career (from childhood to world champion).

With a chess game loaded you will find under "***View***" many interesting options e.g. direct activation of the reference display or book analysis.

3.3.4 ID-Card

In the **ID-Card** of a player you can find all the information available in the player encyclopedia.

Player Index - ID Card



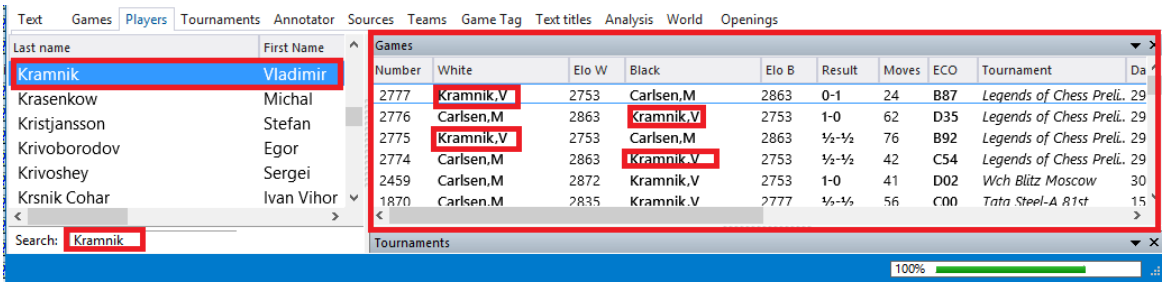
For the pictures there is a date and the name of the photographer. Click <– or –> to browse through all the photos available.
If you click on Elo profile you can track the Elo development.

The Dossier function goes through the games of your reference database to create a player dossier.

3.3.5 Player index

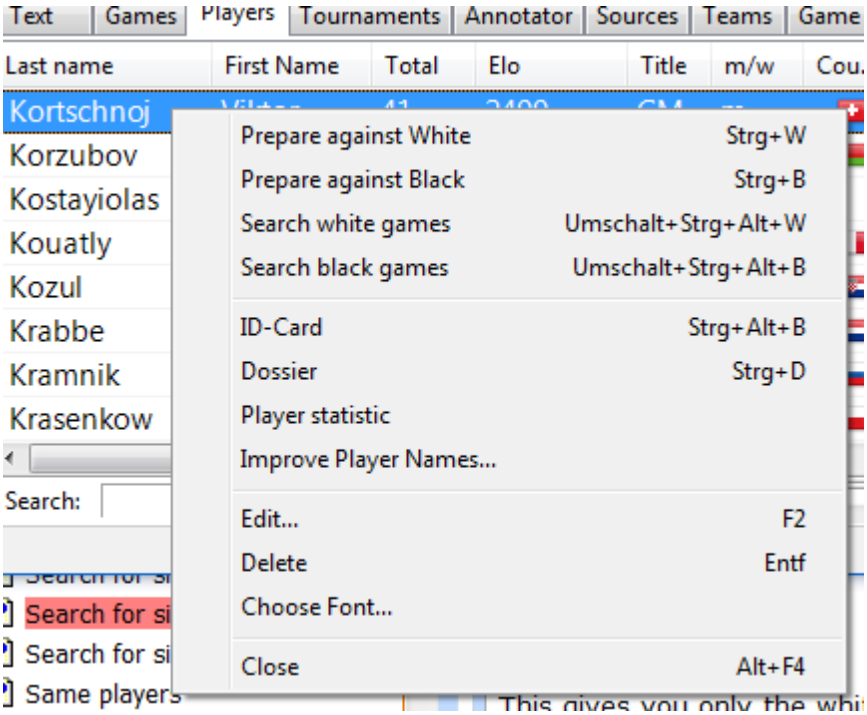
*List window: Click **Player** tab*

The players index is sorted alphabetically.



Type the first letters of a player into Search below the list to find a player.

Right-click a player to get the following menu:



- **Search White/Black**

This gives you only the white or black games of the player.

- **ID-Card, Dossier**

This calls up the ID-Card or generates a Dossier of the player.

- **Player statistic**

This shows statistics of the player's games in the current database (opponents, results, openings).

- **Edit**

This allows you to edit the player's name. If there are a number of entries of the same player with different spellings mark them all with Crtl-click and use Edit to unify them. But be careful: if you include a different player by mistake you will not be able to find him again after you have changed the names.

Most of the above functions are also in the Tools and Edit menus.

See Player preparation by mouse click ....

You can close the games list or tournaments list panes by right-click close. To reopen them, use menu Window -> Panes. You can rearrange the window panes in the usual fashion with the splitter bars.

3.3.6 Player dossier

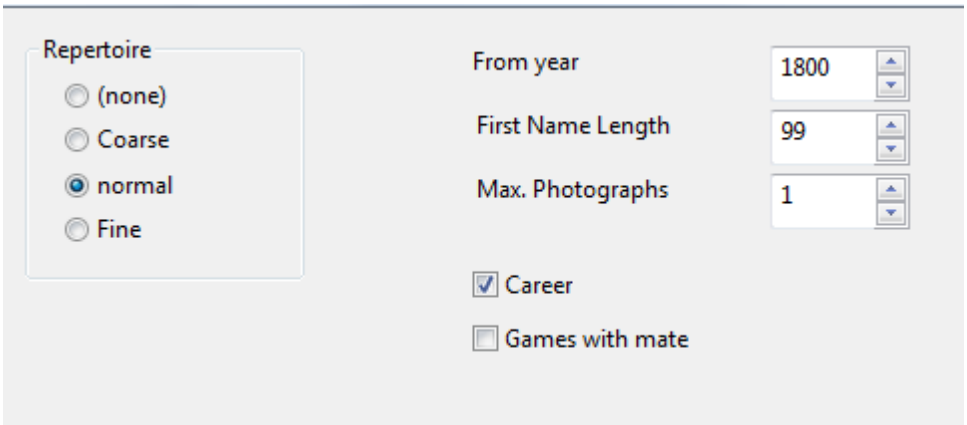
List window: Player Index button "Dossier"

or Player encyclopedia – Dossier

This generates a report with the complete personal and chess profile of a player. The report contains biographical data and pictures, statistics on the player's games, his or her openings, career, results against individual opponents and a selection of spectacular positions for training purposes. Generating the report presupposes that a reference database is defined and ChessBase has access to the player encyclopedia.

See Player preparation by mouse click ....

When you generate a dossier you can set some parameters, mainly to determine how detailed the report will be.



Repertoire
Select the level of detail for repertoire analysis from coarse (only a few lines, terminating early) to fine (many lines, terminating late). In the report the player's repertoire with white and black is given, with the best and the worst lines highlighted. You can click each line that is given to retrieve the games.

From year
You can limit the investigation to only the recent games of a player by setting this value.

First name length
This determines how many letters of the first name will be given to uniquely identify players. Using just a few letters (e.g. one) will produce neater columns on low resolution displays.

Max. photographs
This limits the number of photos that will be included – otherwise in the case of

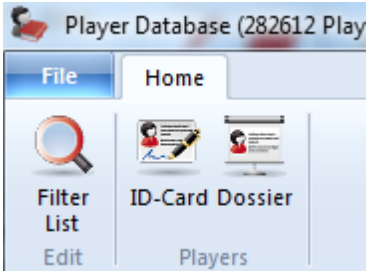
celebrities like Kasparov and Anand there may be pages and pages of portraits.

Career highlights
Retrieves the best tournament results of the player and his most spectacular games.

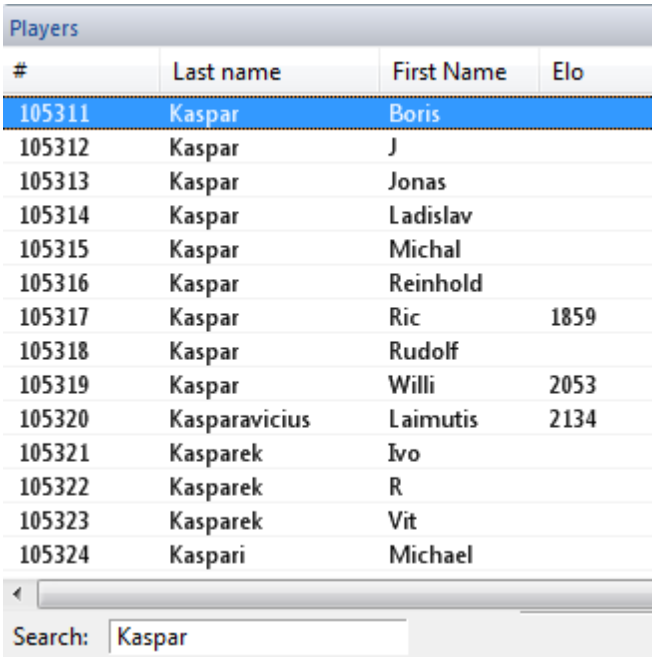
You can save the report into the database, just like any database text, but it is not really necessary to do so. Regenerating it in exactly the same form takes just a minute or two.

3.3.7 Search in the player encyclopedia

Database window: List Player Encyclopedia (Ctrl-F2)



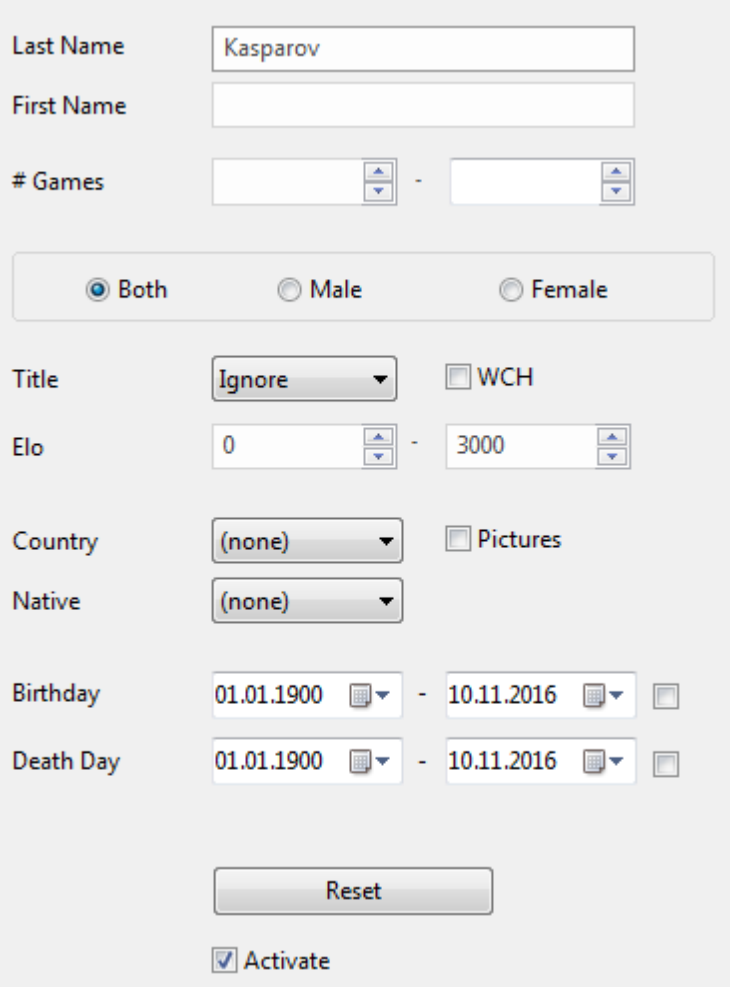
You can also search for individual players or generate lists, as in the following example:



Players

#	Last name	First Name	Elo
105311	Kaspar	Boris	
105312	Kaspar	J	
105313	Kaspar	Jonas	
105314	Kaspar	Ladislav	
105315	Kaspar	Michal	
105316	Kaspar	Reinhold	
105317	Kaspar	Ric	1859
105318	Kaspar	Rudolf	
105319	Kaspar	Willi	2053
105320	Kasparavicius	Laimutis	2134
105321	Kasparek	Ivo	
105322	Kasparek	R	
105323	Kasparek	Vit	
105324	Kaspari	Michael	

Search: Kaspar



Search for an individual player
If you start typing in the name of a player, after five characters (or earlier if you click the Search button) a list of players will appear. All other options are automatically switched off. A "P" in front of the name in the list means there are pictures available.

List all players of a country
Select or type in the three-letter code of a country.

List female players under 20 with photos in the encyclopedia
Uncheck Male, set Age = 1 – 20, check Photo.

List all FIDE title holders over 70
Title, Alive, 70 – 120.

Find all players who have risen sharply in the last four lists
Activate Riser.

You can combine any of the search criteria. Click Search when you have finished defining what you want.
Clicking a player in the list and then Details will bring up the ID-Card of the player. There you can get a more detailed player dossier.

3.3.8 Player Encyclopedia as List

The contents of the player encyclopedia can also be displayed as a list.

The list view can be displayed by using the ribbon List Player Encyclopedia in the database window.

This window offers the same possibilities as the windows for the tournament index and player index.

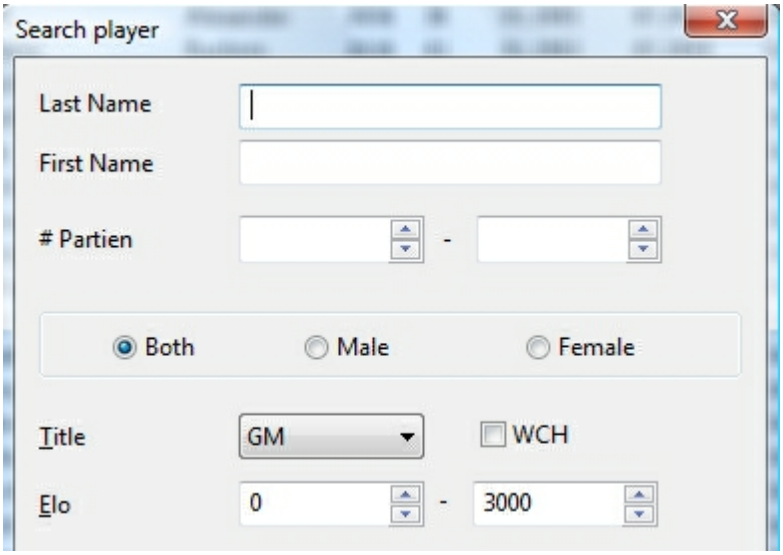
If you type the first letters of a player's name in the input box („Search") all the matching names are listed.

Players

#	Last name	First Name	Elo
105311	Kaspar	Boris	
105312	Kaspar	J	
105313	Kaspar	Jonas	
105314	Kaspar	Ladislav	
105315	Kaspar	Michal	
105316	Kaspar	Reinhold	
105317	Kaspar	Ric	1859
105318	Kaspar	Rudolf	
105319	Kaspar	Willi	2053
105320	Kasparavicius	Laimutis	2134
105321	Kasparek	Ivo	
105322	Kasparek	R	
105323	Kasparek	Vit	
105324	Kaspari	Michael	

Search: Kaspar

Example: Let us assume you want a list of all German grandmasters. Enter the following data in the search dialog:



Title: Select from the pulldown menu the title GM.
Country: Select GER for Germany.

The program then filters all German grandmasters who are listed in the player encyclopedia. The list can be adapted to your needs by using the column sorting.

Using filters

The filter dialog of the player encyclopedia offers the following search criteria:

Family Name: Search criteria player's name
First Name: Player's first name
 # Games: The search only considers players who have played at least this number of games.
Both / Man / Woman: This is used to decide by sex if the name is the same. Both lists all players with this name whatever their sex is.
Title: Select from the pulldown menu the title which the selected players must have.
Elo: This narrows down the selected players by their strength.
Country: What country does the player play for?
Country of Birth: The country where the player was born, which is not necessarily the same country that the player plays for.
Date of Birth / Death: This narrows down the selection by when the player was born or died. By clicking on the small arrow you can pick a date from the small calendar.

3.3.9 Spelling of players' names

Standardizing the spelling of players' names is very important for the practical usefulness of a database. All functions which refer to players rely on the standardized spelling. The large databases offered by ChessBase – the Big and Mega Databases – have been meticulously edited and all the players's names are correct.

The best way to standardize names is to make use of the player encyclopedia. You can do this very easily when saving games: simply type in a few letter of the name and then click the "?" button.

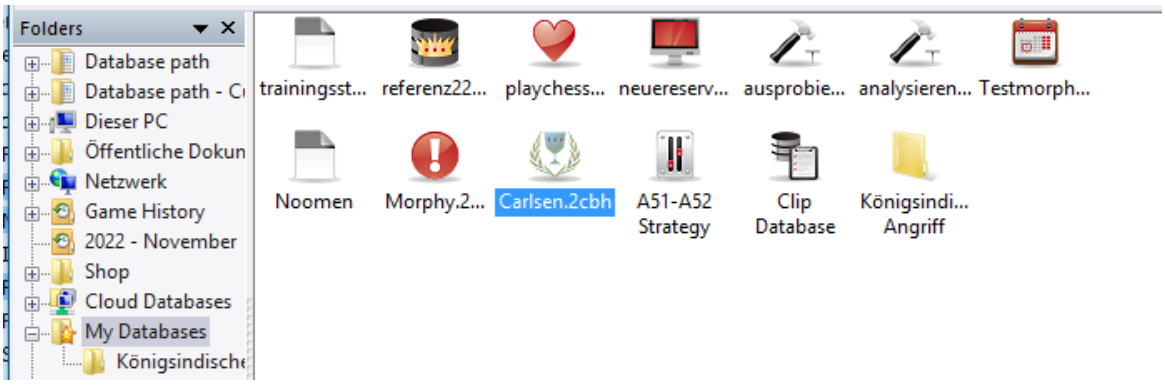
ChessBase will retrieve the player you want from the encyclopedia.

3.4 Database Management

3.4.1 Databases

What is a database? A database is a collection of chess games. A database is a single collection – you may have a number of separate "databases". You talk of the "Kasparov database" or "My King's Indian database". Databases contain the moves of games and information on the players, the tournament, result, etc. They can also contain text reports. The games may contain analysis and commentary, including videos and sound tracks, which will be displayed when you replay the games with ChessBase.

ChessBase displays these in its database window, where each database is given as an icon and can be opened with a double click. Opening a database will list the contents of that database.



All games you enter in ChessBase are saved in Databases. If you save a new game it is added to the end of the database.

There are two kinds of databases: Normal games databases and openings books. These contain openings positions, not games.

New data format 2cbh!!!!

The CBH format, existing since ChessBase 6.0, reached its limits in terms of functionality. The current *.2CBH format, newly introduced with CB17, removes these limits. There are e.g. no limits for player names, tournament identifiers etc. anymore. The "2CBH" format gets along with less files and uses modern caching methods of the operating system. Furthermore, it no longer needs search accelerators, whose update always brought comprehension and performance problems.

2CBH is conceptually simpler and thus more robust. Functions such as reorganizing therefore sometimes run twice as fast as in the old CBH format. The new format needs more space on the disk, which is relatively unimportant with today's disk sizes.
With the new format comes new functionality.

See also File names and extensions

Which databases are useful?

With ChessBase you have access to the online-database. This is a database with appr. 7 Mio. games, which will be regularly updated. In order to use it you have to be connected to the internet. If you want to work offline and do some searches for chess material, you need a database with a lot of chessmaterial. We recommend to use Mega Database with the same Mio. games, 68000 of them annotated.

Creating own databases

When you start ChessBase there is only one database available, which you may never delete: The Clip database. It will be helpful when collecting games and copying them from one database to the next one. We recommend to install in addition the MegaBase as a source for the search for chess-material.

Start either with the shortkey "ctrl+x" or with the feature File *New Database*. You will see a well-known window like the one beside. Choose the directory were you want to store your database and then enter a name for the database. In our example it is "My Work". Take some time in the beginning and think about a clear structure in your chess-directories and databases.

It is up to you which databases you will create. It is, in the first lane, a matter of personal taste. Keep an eye to get the balance between databases with a readable amount of games on the one side and the number of databases on the other side.

However, from experience we know two useful databases:

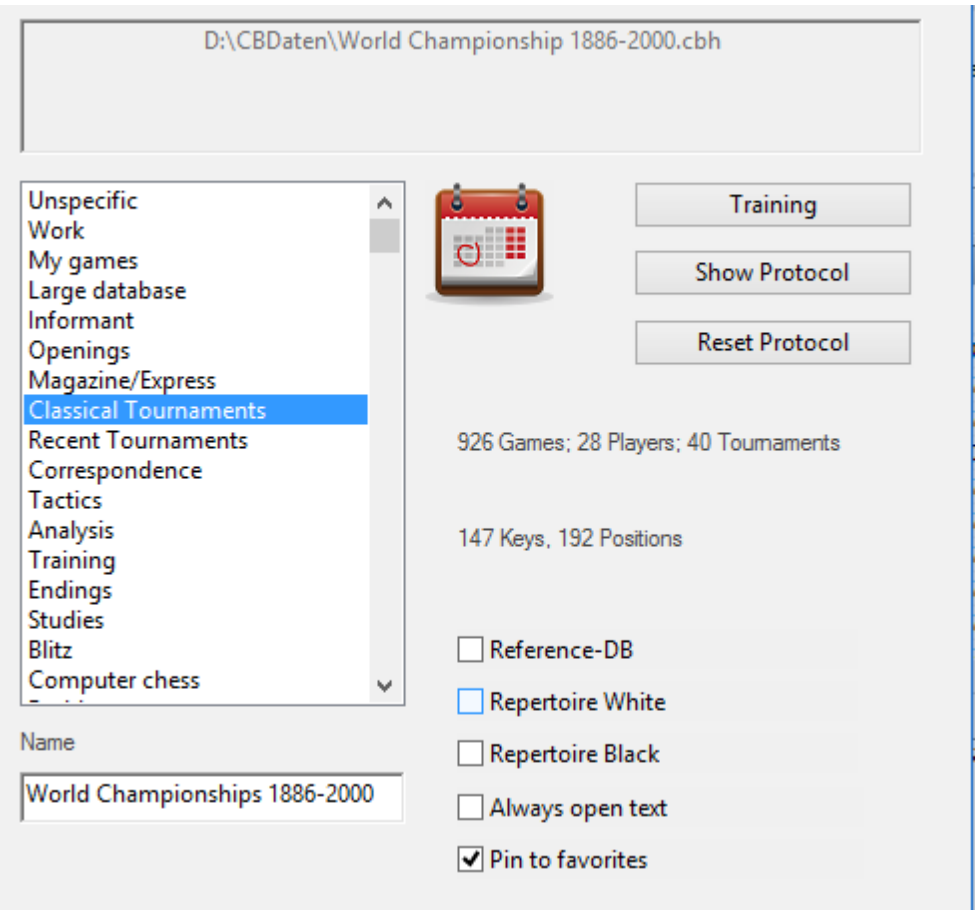
- **My Games** – A database to store your own games
- **My Work** – A database like a desktop. The database to save working copies of all games you intend to analyse and change the notation or variation. Later on you might copy them in theme databases you have created

In order to make it easier for you to work with your different databases you are able to set properties for each database. Just mark the database and choose the right mouse button and the feature properties- The window on the left side will be opened. According to the theme you might choose from the selection. Scroll down as you have a wide choice. The database will receive an icon which make it easier to remember the database. In the example we have added the analysis icon to our work database "My Work".

We recommend to use the Mega Database as reference database. It is the most reliable source of chess information available. Just mark the MegaBase and use the way described above.

3.4.2 Database types

You can set the database type by right-clicking the icon in the database window and selecting Properties. The type you select determines which icon is associated with it.



You can also set a number of other options for a database in the Properties menu.

Name
The descriptive name under the database icon can be different from the more technical filename.

Training
Makes it a special trainings database where you store lessons, while ChessBase keeps track of the score.

Show protocol
This displays all the databases that were copied into the current one (the "import protocol").

Reset protocol
Clears the import protocol, e.g. before the publication of a database.

Reference database
This makes it a special Reference database which ChessBase consults on all major

questions (unless you specify otherwise).

Repertoire database
This is a database in which ChessBase looks after your Repertoire.

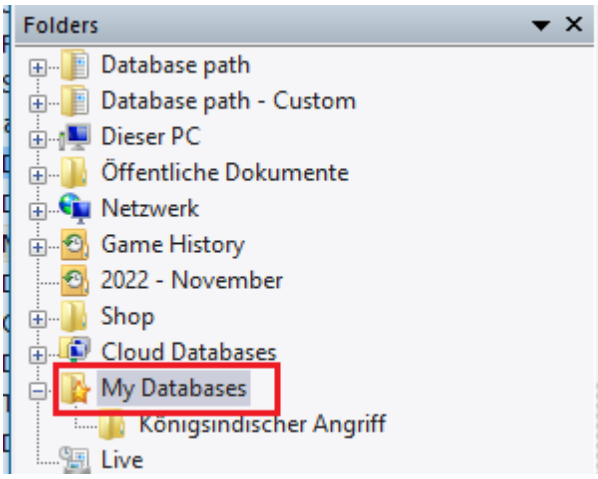
Always open text
When the first entry in a database is a text report it is automatically opened when you first start the database. After that you can only open the text manually. You can click this option to make it open every time you start the database.

Pin to Favorites
This entry allows you to determine which database will be offered when you are saving a game.
Whenever the user saves a new game, instead of the file dialog box what is displayed first is the Favourites list. By following the procedure described previously the user can permanently enter a DB so that it can be immediately selected in the dialog box for saving.

See also database formats.

3.4.3 My databases

In the folder window you will always find the entry "**My databases**". This is the place where you collect links to your favourite databases and directories. It is your "home" database window.



Ctrl-F12 always takes you to the "*My databases*" window.

How to get a database into your "My databases" window
Click *Menu File Open Open Database* (or press Ctrl-O, or right-click the database window and select Add/open database). Select a database in the file selector that appears (it only displays files that ChessBase can read). All databases you open this way are automatically inserted as links into the "My databases" window.

Alternatively you can drag any database symbol from another folder onto "*My Databases*" in the folder view.

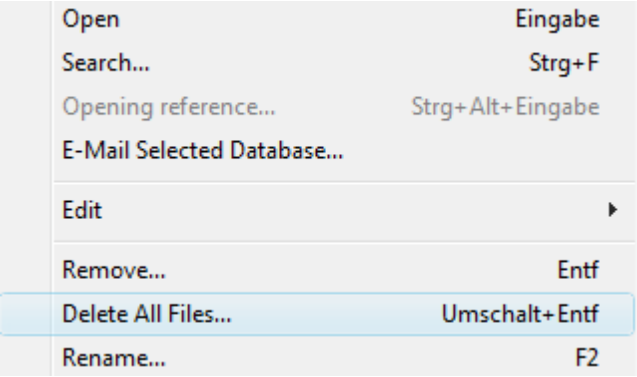
Alternatively you could drag a database from Windows Explorer onto "My Databases" in the folder view or in the icon view.

How to get a directory into your "My databases" window

You can also right-click the window and select Add Folder Shortcut. The directory is not copied, but is only inserted as a link into *My databases*.

How to remove a database symbol

Click the database symbol and then *Edit* *Remove Database Symbol*. You can also right-click the database symbol or press *Delete*. This removes the link but leaves the database intact. Click *Edit* *Delete All Files* or press Shift-Delete and the database files will be physically deleted.



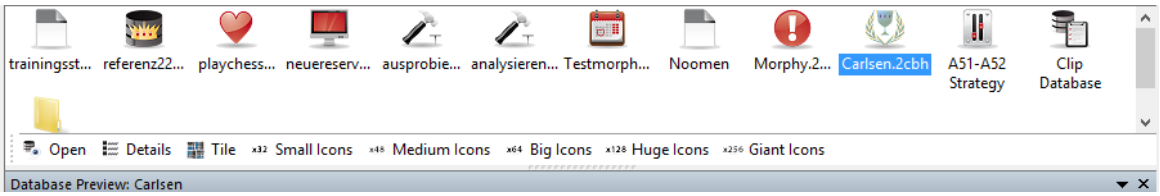
How to remove a directory symbol

Click the directory symbol and then *Edit* *Remove Database Symbol*. You can also right-click the directory or press Delete. This will always remove only the link to the directory. You can not delete an entire directory physically from within ChessBase.

See also Directly deleting databases ....

3.4.4 Database symbols

The database symbols show you what type of database each games collection is.



Single-click a symbol to see the games in the database preview window.

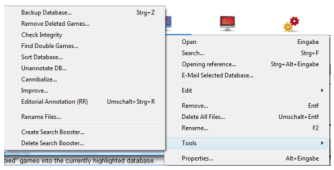
Double-click a symbol to open the list window.

Large database symbols for high resolutions

This can be selected using the buttons underneath the database explorer.

It is also possible to view a DVD's contents with a single click.

Right-click a symbol to open a menu of functions working on this database.



Open (Enter)
Opens the list window with the games of the database.
Search (Ctrl-F)
Brings up a search mask which allows you to search for specific games.
E-Mail Selected Database
Sends the database as E-Mail.
Remove Database Symbol (Delete)
Remove the link to the database or directory (but leave the files intact).
Delete All Files
Physically deletes the files.
Rename
Change the name below the icon.
Tools
Opens a submenu with database maintenance tools.
Properties (Alt-Enter)
Allows you to set the properties of a database.

All of these functions are also to be found in the menus (File, Edit, Tools). There are a few additional menu and keyboard functions that work on databases:

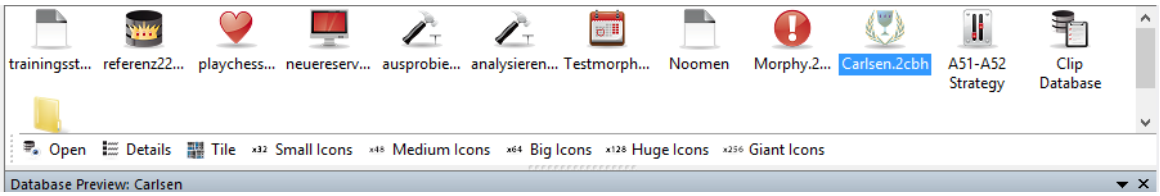
Edit – Copy (Ctrl-C)
Remembers the marked database for copying.

Edit – Paste (Ctrl-V)
Inserts the "copied" games into the currently highlighted database.

Select several databases
This can be done by clicking one database, by Ctrl-clicking a number of databases, by clicking one and Shift-clicking the last, or by dragging a box around a set of icons. After that you can right-click or press Ctrl-F to start a search across all the marked databases.

3.4.5 Creation date of a Database

There are different ways to display the databases in the database window. This is how they look using the large symbols.



You are shown more information if you display the databases in the Details view.

Title	Games	Format	Path	Date	Usag
Mega Database 2...	7187893	Refere...	C:\ChessBase Daten\Datenbanken\Mega Database 2018.cbh	11.11.2018	32
Opening Encyclo...	5629050	CBH	C:\...\ChessBase\Ency\Bases\2016\Opening Encyclopedia 2016....	11.11.2018	52
Fritz13.ctg	270198	CTG	C:\ChessBase Daten\Books\Fritz13.ctg	10.11.2018	8
kasparov	2549	CBH	C:\ChessBase Daten\Bases\kasparov.cbh	11.11.2018	171
Pcschach.cbf (CB...	851	CBH	C:\ChessBase Daten\Datenbanken\Testsets\Pcschach.cbh	10.11.2018	48
Eröffnungen sam...	357	CBH	..\ChessBase\MyWork\sammeln.cbh	10.11.2018	2
Collect Openings	357	CBH	C:\ChessBase Daten\collect openings.cbh	10.11.2018	3
MyInternetGame...	306	CBH	..\ChessBase\MyInternetGames.cbh	11.11.2018	35
MyInternetKibitzi...	185	CBH	..\ChessBase\MyInternetKibitzing.cbh	10.11.2018	11

The column ***Usage*** shows how often you have opened the database. The column ***Created*** shows the creation date of the databases, which you might want to use for sorting the list.

Date	Usage	Created
1.10.2010	5	30.9.2010
1.10.2010	382	2.9.2010
28.9.2010	11	19.11.2009

Note: The program removes database symbols if a database has not been used for a long time. The database is still available on your hard drive and will be displayed if you load it again.

3.4.6 Directly deleting databases

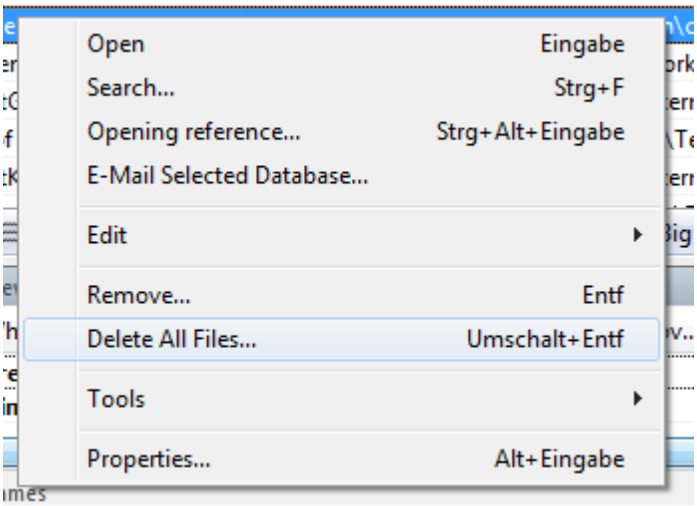
It is possible to completely delete databases in the database window.

You need to follow these steps:

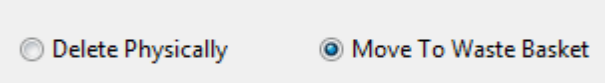
Select the database in the database window by clicking on the database icon.

Click on the ribbon ***Maintenance*** ***Delete all files***.

It is also possible to right click on a database symbol and select Delete all files in the context menu.



This opens a dialog box with the following options:



3.4.7 Tip for a new installation

You would like to or have to install ChessBase on another machine. On the old computer you have many databases with icons in the main window "My Databases" and these should now be imported as they are.

If you have imported exactly the same file paths to the same data entries then it is not necessary to import these databases "by hand".

In the **DBItems.ini file** under the index "My Documents\Chessbase" this information is saved.

Naturally, this is only possible when the paths on the new computer are identical to those installed on the previous computer!

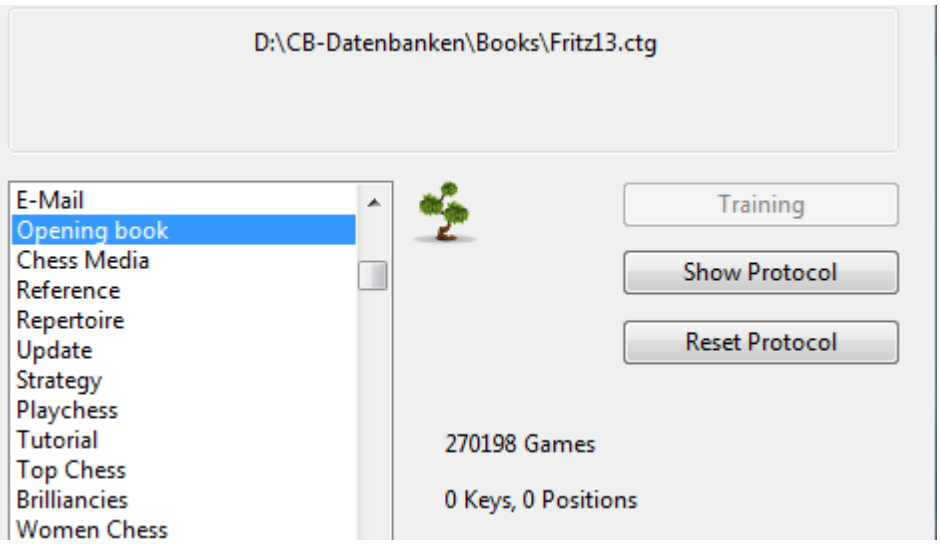
3.4.8 Default book

The default book is an openings book which is automatically updated whenever you add games to your reference database.

This is how to define your default book:

Create an openings book (Database window: ***Menu File New Database***, select the database type Books with the extension *.CTG).

Click the openings book and select *Edit Properties* (in the normal or right-click menu).
Switch on the Default book checkbox.



When you copy a set of new games into your reference database then you should click on Update default book in the copy games mask that appears.

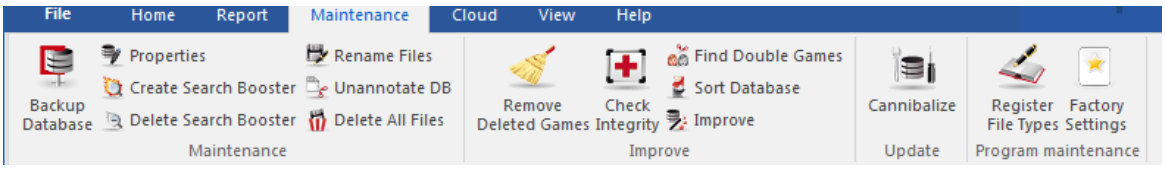
This will cause all the games to be copied into your default book as well.

Note: There is no openings book on the ChessBase program DVD. You can generate one from the Big Database 2004. Simply drag & drop the database icon on the book icon.

See also: Copy games to book

3.4.9 Advanced Database Management

Database window: Maintenance (or right-click, Tools).



- **Backup Database (Ctrl-Z)**
This creates a backup or archive copy of a database in a single compressed file.

- **Remove Deleted Games**
Games marked for deletion are permanently remove from the database

- **Check Integrity**
This conducts an integrity test on a database to identify and correct errors.

- **Find double games**
Identifies doubles and marks them for deletion.

- **Sort database**

Sort the games of a database according on year and tournament only and fixes this sort order. You have the choice between ascending or descending. This function is maintained from the CB 8 program because some users do not like to see that some functions are disappeared.

- **Unannotate DB**

Removes all commentary and variations from a database.

- **Cannibalize**

Extracts all games from the selected database which are not already contained in your reference database. When you execute this function you will be prompted to create a new database in which the cannibalised games are stored. There you can examine them and copy the ones you consider interesting into your reference database.

- **Improve**

Automatically completes tournament data like category and number of rounds if they are missing.

- **Rename files**

This renames all the files belonging to the database, including multimedia directories.

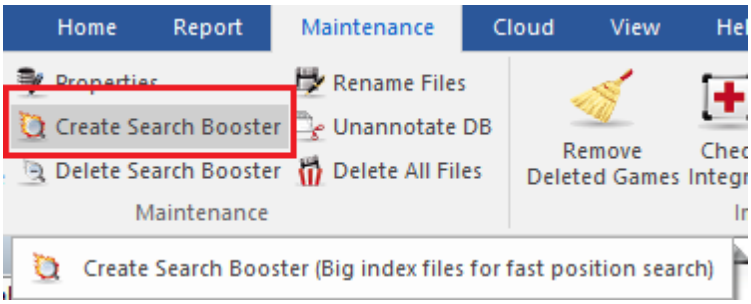
- **Create/delete search booster**

The search booster increases the speed of game retrieval by a factor of up to 100.

3.4.10 Search booster

For ChessBase we have developed a new and more efficient format for the search booster. This optimises especially searches for positions within large databases.

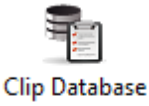
You can create new search boosters for every installed database via the menu item *Maintenance Create Search Booster*.



The Search Boosteris stored in a separate sub-folder of the target folder in which the database is located.

3.4.11 Clip database

The "*Clip database*" stores references to games from different databases. It is a virtual database that behaves just like a normal one, except that it is not stored permanently. Typically, in the clip database you collect games you encounter when browsing through or searching in other databases. Since the clip database only stores references, changes like marking games for deletion or unannotating will happen on the original games.



This is the symbol of the clip database. You will always find it in the "My databases " window.

See also Clip Database ....

How to get games into the clip database

- In the database window drag a database icon onto the clip database.

- In a list window mark one or more games (Ctrl-click, Shift-cursor keys or Ctrl-A for all games), right-click and use *Edit Clip or Unclip*. You can also mark the games and press F5.

- In a list window mark one or more games and press Ctrl-C (copy). Switch to the database window, click the clip database and press Ctrl-V (paste). You can also use Copy and Paste in the Edit or in the right-click menu.

- In the players index, the tournament index, annotators index or source index you can mark one or more entries and press F5 (or right-click) to copy the games into the clip database. The clip database is stored to disk when you leave the program and is available the next time you start. Again, it does not store the games, only references to them.

How to remove games from the clip database

- Open the clip database (double-click), mark games using Ctrl-click, Shift-cursor keys or Ctrl-A for all games, right-click the selection and use Remove Selected (or press F5). You can also use Edit – Remove unselected games to remove all the others.

- List window: Click Remove Selected in the Edit menu to remove the marked games.

- List window: Click Erase Clipboard in the Edit menu (or press Ctrl-Alt-V) to remove all games.

- Right-click the clip database symbol and use Erase Clipboard (or press Ctrl-Alt-V). Erasing games from the clipboard does not remove or delete them from the databases.

How to copy games from the clip database to a different location

- Mark games in the clip database list and use Drag & Drop to move them into another list or onto a database symbol.

- Drag the clip database symbol onto another database symbol.

- Mark games in the clip database list, or click the clip database icon, and press Ctrl-C. Click a destination list or database symbol and press Ctrl-V.

3.4.12 Clip database for web-based use

There exists a fixed and new cloud database: the "***Cloud Clip***". All the games you have played or played through with any of the web apps are automatically stored in it.

In the "*Cloud Clip*" you will find for example games which you have played through on our news website with the PGN replayer or games/positions against the web version of Fritz or in tactical training.

It is called up in CB 14 via the *Cloud* menu.

If, for example, you click on Playchess.com, you will see your games on the server.

A click on Tactics shows the tactical positions you have worked on up until then, whereas clicking on "Website" displays all the games which have played through on our news pages with the PGN replayer.

For this to work it is absolutely necessary to log in with a valid ChessBase account. This is the case both for the login via CB14 and for the web app you have selected.

Should no contents be displayed, games have to be saved there first of all.

Here is how:Be logged in to the news page and click on a game in the replay board.

Play a game against fritz.chessbase.com.

Solve tactical positions on tactics.chessbase.com.

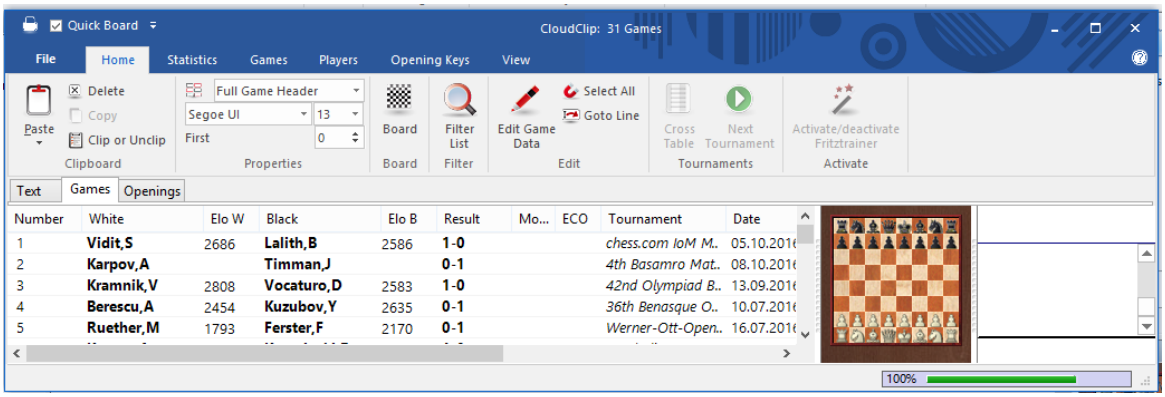
This function is particularly useful when playing through games with the PGN replayer on our news site. A mouse click and the game is immediately available to work on in CB 14. By means of ALT-TAB you can switch between the two uses, meaning that no further downloads are necessary to make use of the games in CB 14.

Now a practical example.

Log on under ChessBase 14, if you have not already done so, with your access data. *Start menu Login*.
Start in parallel your internet browser and with your access data log on to your ChessBase Account and open the news page with the latest news from the world of chess.

For the moment there is a report about the match Anatoly Karpov - Jan Timman with a lot of games. The games can be played through in the PGN replayer.

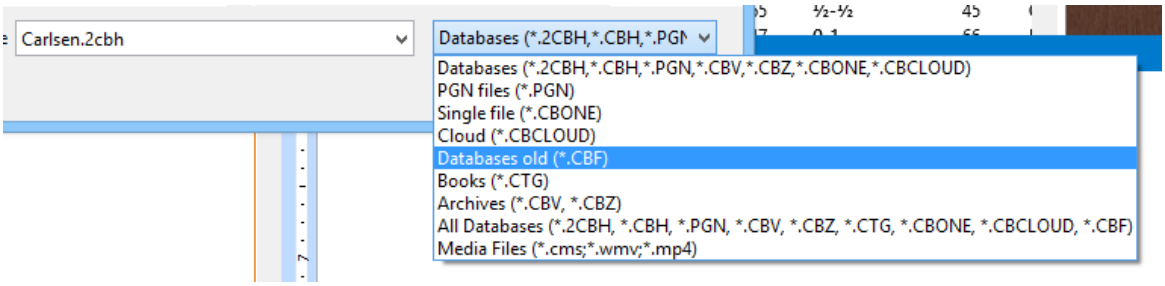
Now you change with Alt-Tab to the database program which is opened in parallel and click on the database *Cloud Clip*. The game can now be found in the database list of Cloud Clip, and can thus be loaded directly into the program and worked upon.



Thus you no longer need to do any downloading to extend your own game collections with CB 14!

3.4.13 Database file selector

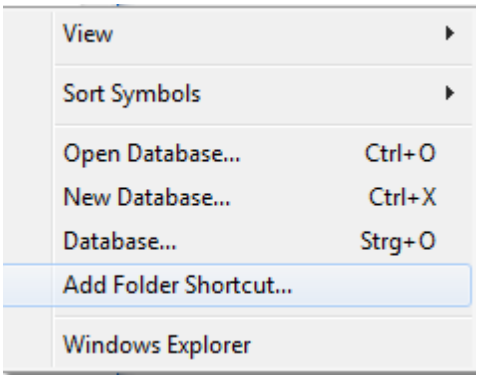
The *file selector* is used to open a database, create a new one or add it to the database window.



Look in: allows you to find a drive and directory. The window displays directories and ChessBase database files. A double-click on a file will open it directly.

Folder Shortcut

Database window: Right-click, Folder shortcut



This is used to add a folder shortcut to your My databases window.

3.4.14 Copy games

The simplest way of copying games is to use the "Drag & Drop" function in the database window (i.e. drag one database symbol onto another). When you do so the following dialog appears:

The Copy games dialog also appears when you drag games from one list to another or onto a database icon. You can also use the right-click menu in the games list or on a database symbol. Use *Edit Copy* to copy the games and *Edit Paste* to paste them into a different database.

The Copy games dialog shows you the source and destination databases. The games are copied (appended) to the end of the latter. If you have already copied them, or some of them, you will generally be warned. You also have the following options:

- **Games**

The program offers to copy all games. Naturally you can change the number of the first and last game in order to copy only a selection.

Opening classification
If the destination database has an openings key installed ChessBase will offer to sort the games into the key while they are being copied. You can deactivate this option if for some reason you want the games to remain unclassified.

Theme classification
The same applies to the theme key. If one is present in the destination database ChessBase will classify the games into it while it copies them.

Don't copy single doubles
This option is used to prevent more than one copy of a game from entering the database. It is only available if the destination database has an openings key installed. Naturally the function is very much slower than normal copying, since for each game the program has to check whether it is already present in the database. The speed depends on the quality of the openings key of the destination database.

Always Import Annotations
If you are copying games and instruct ChessBase to skip doubles, you can in addition specify whether annotated games should be copied or not. If you tell ChessBase to "Always Import Annotations" (i.e. games with variations and commentary) then it will copy annotated games even if they are already present in the destination database.

Copy multi media files
This option is normally switched on, audio and picture files are copied as well when copying games (e.g. those from a ChessBase Magazine DVD). If you do want the multimedia files you can switch the option off.

Update Default Book
If the destination database is your reference database and you have installed a default book then it is advisable to have the book updated when you are copying the games.

Copying games with a right click

The program makes it possible for you to copy into a new database games which you have selected (highlighted) from the games list.

To do so you proceed as follows.

In the games list of the database, highlight the games you wish to copy into a separate database. You are able to highlight games with Ctrl+mouse click or SHIFT+mouse click.

Then right click – Output – Datenbank starts the Windows file selection dialog, from where you can select the target database into which you want to copy the new games.

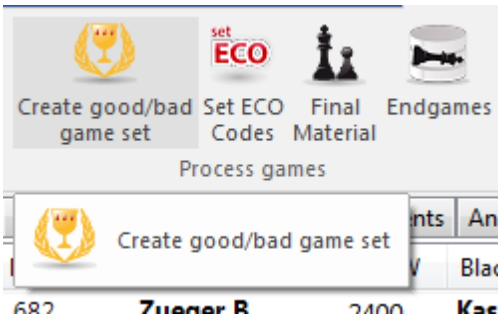
After the choice of the target database the game(s) are immediately copied.

3.4.15 Choosing good games

Chessbase makes it possible to put predefined values in the search dialog or the list views to make sure that only good games are displayed.

In order to do this the program must first set up the necessary data in the database.

Load a database. The setup is carried out in the game list using the menu *Games - Bad Game Set*.

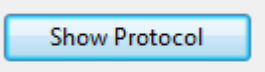


This can improve the quality of the data displayed by only referencing good games. This function only takes into account games in which at least one player has an Elo rating above 2350 or at least one of the players has an IM or GM title. The function excludes blitz, rapid and simultaneous games. Games are excluded that are shorter than seven moves, and drawn games less than 20 moves long are also excluded.

3.4.16 Import protocol

The import protocol of a database keeps trach of all the databases that were copyied into it. ChessBase uses this to warn you if you try to copy the games of a database twice.

You can view the import protocol by clicking Show protocol in the databases properties (right-click a database icon, select Properties – Show protocol).



Clicking Reset protocol will erase the records.

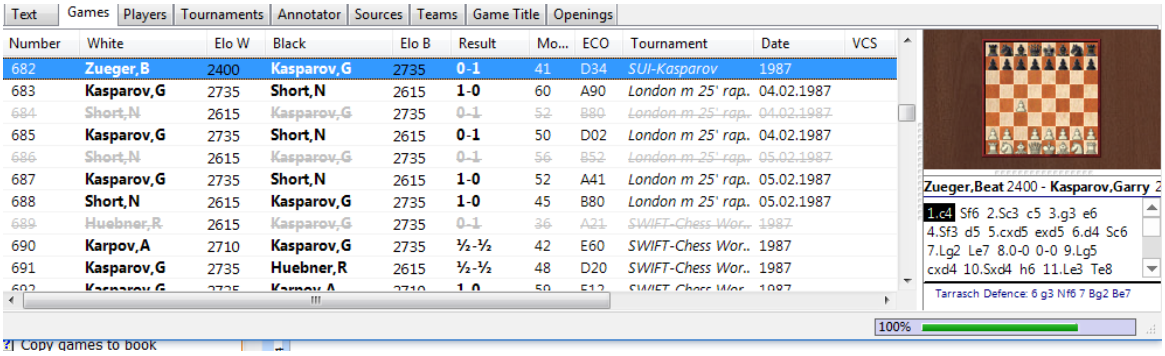
The information about which games have been imported is stored in the "INI" file of the database.

3.4.17 Delete game

Game list: Edit Delete

Or right-click selected game(s), or press Delete. Or click the button

below the games list.



The games are marked for deletion. You can repeat the operation to unmark them.

To physically remove the games from a database click it in the database window and use *Maintenance Remove deleted games* (see database tools).

This operation is irreversible!!!

3.4.18 Tip Deleting Games

When you delete the game using either the delete key or the right click menu option, it appears as faded and a line drawn through it but the games are marked only for deletion.

You can repeat the operation to unmark them.

–

Here a description how it works.

Open the database that has the game you want to delete.

Click on the game you want to delete.

Press the *delete key* on your keyboard or *Rightclick - Edit - Delete*

The game should now have a line through the information.

Go to the database window. And select the database with the marked games.

For the database you want to finish deleting games from select Menu *Maintenance Remove Deleted Games*.

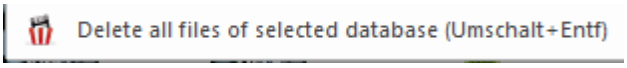
3.4.19 Deleting a Database

You can delete every database displayed in your database window with ChessBase.

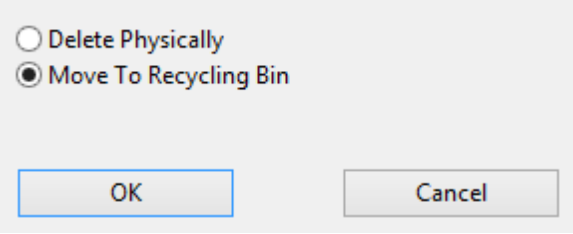
You must be shure that you want to do this. After deleting the database you can´t recover it!

In the start screen, the database window, are all the databases listed.

Select (mark) the database you want to delete in the database window.



A new dialog appears.



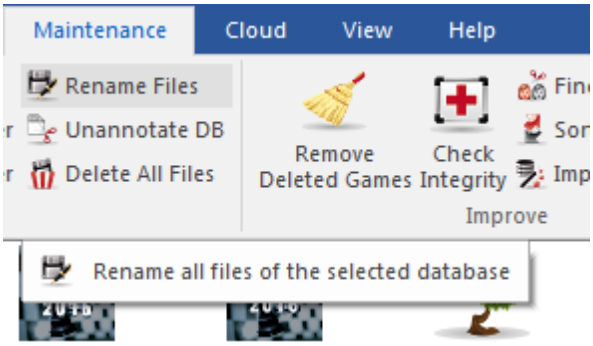
Select the option „*Delete Physically*" the delete all files of the database from the harddisc.

3.4.20 Rename a Database

Question: Can I change the name of the actual database, not just how the name appears in the database window?

Go to the database window. Here you should see all the your databases listed. When you Start your ChessBase, the first screen you'll see is the database window. In many ways this screen is your "desktop" for using your ChessBase program.

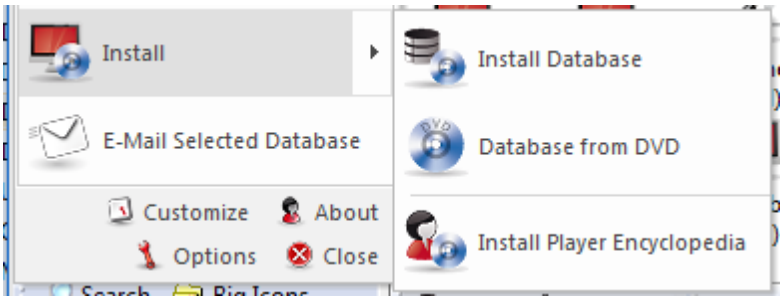
In ChessBase select -> ***Tools -> Database -> Rename Files***.



This open the dialog window which will let you enter the new name of the database.

3.4.21 Install database from DVD

Database window: Menu File Install Database from DVD

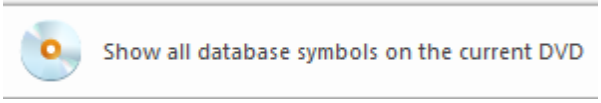


The function automatically copies a large database from DVD. It is the best way to install the Mega or Big databases on your hard disk. You will find the installed database on your My databases window

.

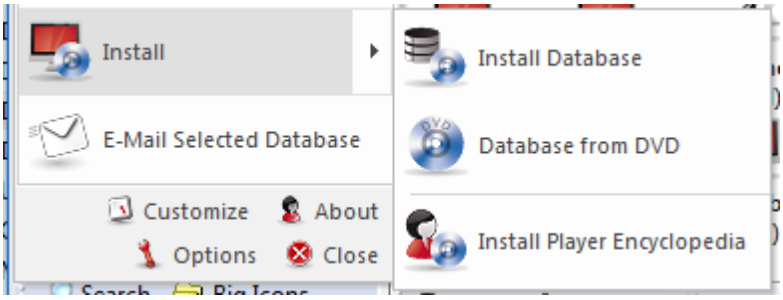
If you have a database DVD in your drive it will be automatically offered for installation. If the contents of the DVD don't automatically appear, click on the Find DVD Path button and give the right path.

It is also possible to view a DVD's contents with a single click.



3.4.22 Install database on hard disk

Database window: Menu File Install Install Database



This copies the selected database with all attached files onto your hard disk. The database can either be added to a database of the same type in My databases, or it can be copied as a separate database.

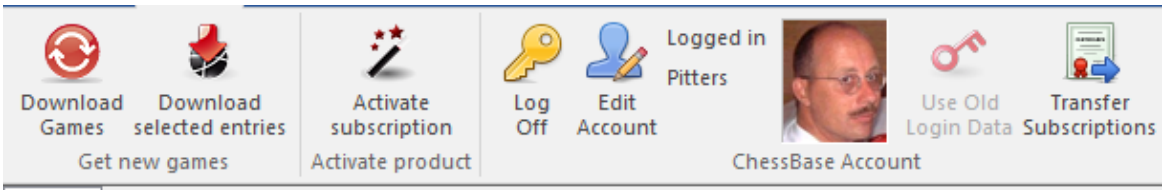
Typically you will want to add an installment of ChessBase Magazine to your reference database. The program will suggest an appropriate directory in your ChessBase data directory (My Documents / ChessBase / Bases) on your hard disk. Once it is installed the database icon will appear in your My database window.

3.4.23 Update of the Reference Database

The program makes it possible to automatically keep the reference database up to date. The program includes a serial number for this purpose.

Note: This download service is only available for one year.

The update is started in the database window with the button **"New games"**



The program starts the Login dialog.

Click "*Activate subscription*!.

In order to use the update service you have to register with the button *Create new account* .

To register you need to enter a valid email address and a password. The program will tell you if the registration was successful.

After registering log in with your account details (email address and password). The program now offers various sets of downloads.

In the window on the left you can see a list of the available downloads. You can see the number of games and information about the status of each download.

In the window on the right there is a text with detailed information about the selected download.

After selecting a download the window on the bottom right lists all the databases included in this download. This list also includes detailed information such as the number of games in the database, the date, etc.

After selecting a download in the left window you must enter a serial number so that the download can be approved. Click on "Register download" to open a dialog box to enter the serial number.

After entering the serial number the download status changes to *subscribed* .

Now the download can be started by clicking the button *Download games* .

After downloading the games the user can decide what to do with them.

Add to..." is the usual method. The new games are automatically added to the reference database and classified. This is done automatically for the user.

Note: Please make sure that you have already defined a reference database in the program.

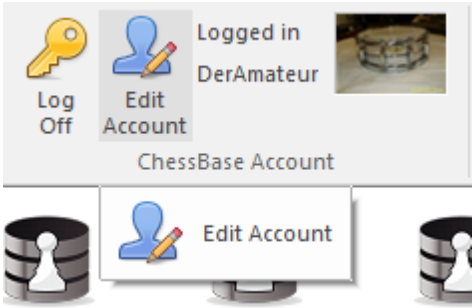
Users who prefer to examine the games first before adding them to the reference database should select **"Save as separate database**". The database is copied onto the user's hard drive and a new database symbol is created in the database window. You can now examine the database yourself before adding it.

The downloaded material is usually a collection of games from current tournaments, but there may also be historical games. Updates are offered frequently, as soon as they have been edited and prepared for download. The games are the ones that will be used by the editors of future versions of the Megabase and Big Database.

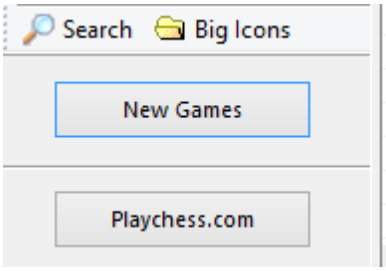
3.4.24 Games subscriptions

The login is automatic. If you have already registered your weekly games updates under your ChessBase account, there is no more you need to do.

Everything works as previously.

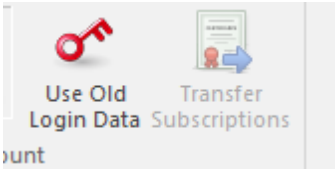


Start the Download in the database window the button "***New Games*** ".



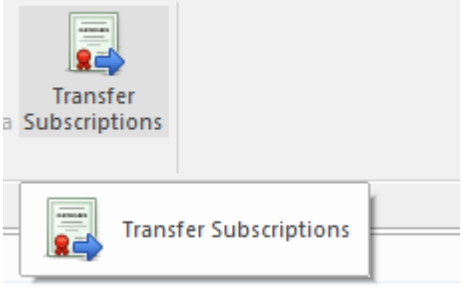
If, however, you still have an old access method (email + password) for games updates, there are now two possibilities:

a. To login in the old access manner, you must first log off from your CB access. You will find in the panel another button "*Use Old Login Data*".
In the dialog box, enter your old access data.



Logging in then continues as it did previously.

b. But you can also transfer your previous update subscriptions on to your CB access. You will find a button in the panel for this too. For that you must be logged in with your CB account to which you wish to transfer the subscriptions. Enter your old data into the dialog box.



After confirmation, all subscriptions will be transferred to CB access.

If you no longer remember your password, you can request that a new one for your old access be sent to your email address.

Please note that in order to call up this dialog you must first log off from CB access. (see a)

3.4.25 Downloads Reference Database

Question: By mistake I've deleted the reference base with the downloaded games. I have subsequently re-installed the Megabase. However, it won't update (with new games...) because I had already downloaded them before deleting the Megabase (Status "downloaded"). Can I somehow reset the status and download the data again?

Answer: Games can be downloaded more than once.

1. Simply mark the games to be downloaded and then click on "*Load selected entries*".

2. The downloading of games can be carried out using the following steps:

3. After logging onto the Update-Server mark the game updates which you wish to download (clicking the left mouse key or shift key to make a multiple selection).

4. The next step is to click on the "Load Selected Entries" in the upper menu.

5. The program now collects all of the selected updates. Depending on the speed of the computer this can take a few minutes. Wait until this is completed before carrying out the next action.

6. Finally the dialogue box appears "Select database" where you can select whether the games should be attached to the reference database (in this case Mega2015) or whether the games should remain as individual databases. You can, if you wish, also call up another database by click on the three points and specifying this in the Windows-Selection box.

7. Click OK to start importing the games.

Important: Adding updates to a large database such as the Mega Database can, depending on the speed of your computer, take a long time to update due to the classification.

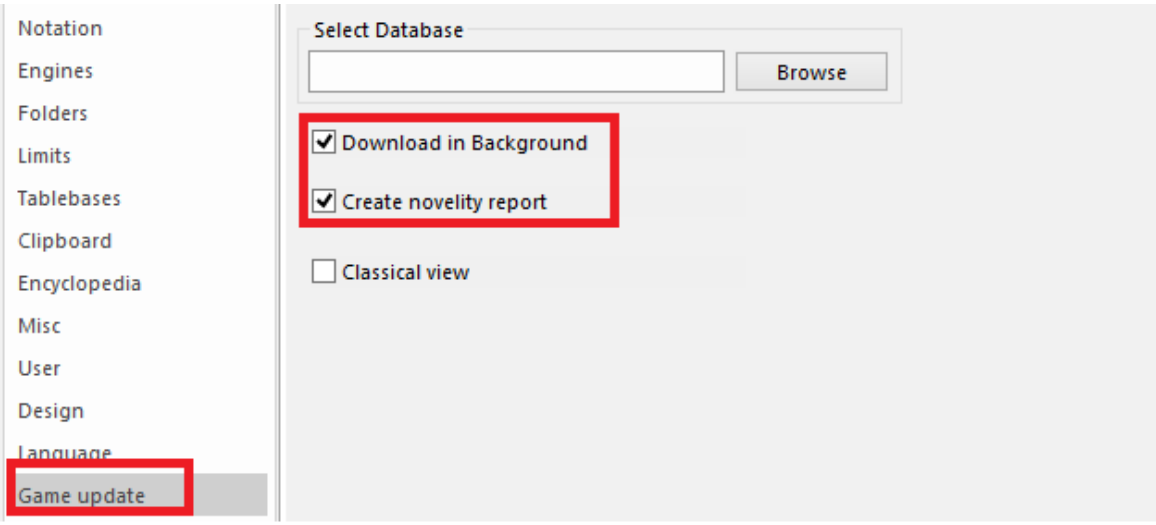
Tip: It is recommended to carry out both procedures - add the data to Mega as well as keeping a copy of the individual databases. The advantage of this is that you then have an overview of the database updates on your hard drive.

These are automatically stored in the folder *Download - Subscription*.

3.4.26 Simplified update of the reference database

In the program options you can specify how the program should proceed when downloading new games.

Menu File Options Game Update



With the *Classical view* you can download your updates as you are familiar with the previous versions. New and alternative you can set the program to run the game updates discretely in the background while you continue working. The procedure is similar to the Windows updates that are performed over and over again.

Under "*Select database*" you enter the reference database. Click "*Browse*" to start the file dialog and navigate to the target directory of the reference database.

Updates are downloaded in the background, but not yet imported into the Mega! The import of the data must/should be done by the user himself.

If updates have already been downloaded, you will get an information about already executed downloads by calling "*New games*" in the database window.

If there are no updates available and you go to new games, you go directly to the

classical view.

The classical view is the procedure known from earlier versions. You can see the individual items and download the updates individually.

You can also force this view via the setting in the global settings.

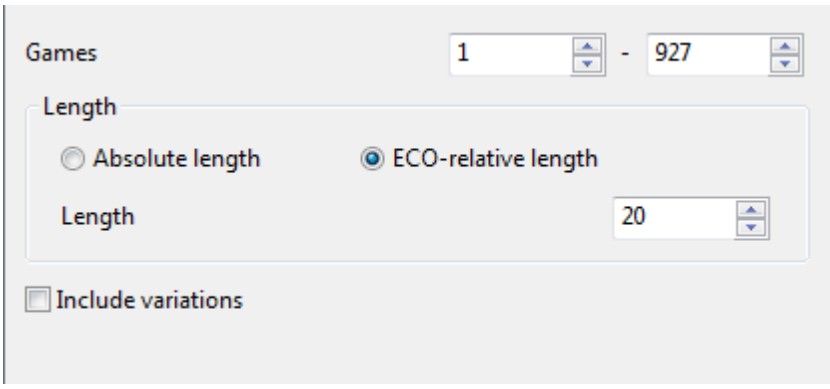
The report about the novelties is generated when you have imported an update into your reference database.

If the update contains games with special new opening lines, these games will be listed in the clipboard.

The most important new features are: direct import of updates into the mega without opening the old window, download in the background and the display of games with new features.

3.4.27 Copy games to book

You can copy games into an openings book to extend it. You can drag & drop another database symbol onto the book symbol, or drag & drop a selection of games list or opening keys onto it.



Games
You can set the number of games you want to copy.

Length
Crucial for the size of the resulting tree is the length of the variations which are put into the tree. It is not very meaningful to put entire games into it, so you should truncate them at a specific point.
ChessBase allows you to limit the length of the variations in two different ways.

1. You can specify that the absolute length of every variation should be exactly “n” moves.

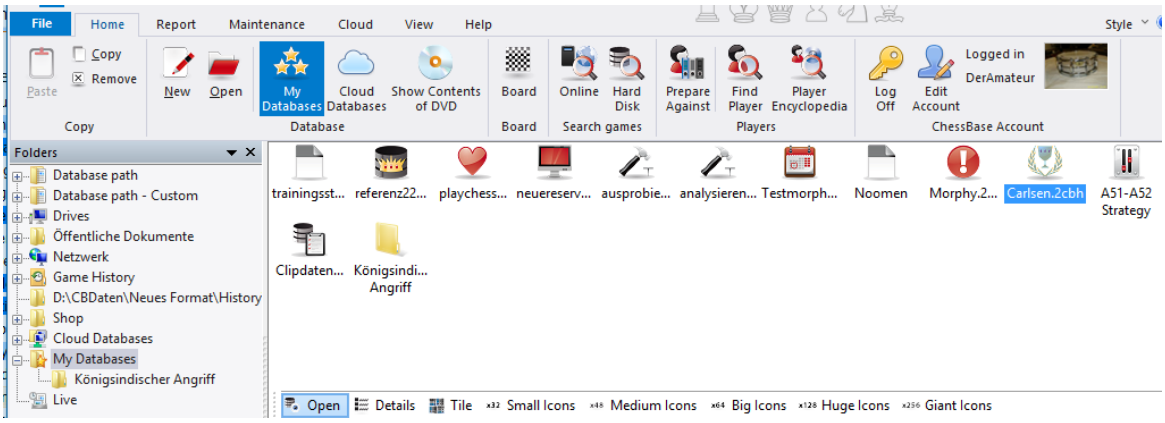
2. It is usually much more sensible to limit the length of the variations relative to the ECO classification. This results in long variations for theoretical main lines (ECO classification position found late in the game) and short variations for side lines i.e. early deviations.

Obviously, if you choose a shorter length the tree will be compact. But then you are liable to lose some valuable information. If you choose a very large value then the tree will be gigantic, and it will contain a lot of superfluous information. A good practical value for adding games to the tree is the default of ECO + 20.

Variations
You can also include variations, i.e. analysis that might be included in the games. But these are not included in the statistical analysis.

3.4.28 Manage Databases

ChessBase stores games in databases The database window is your control center to access, copy, delete, edit, merge and backup databases.



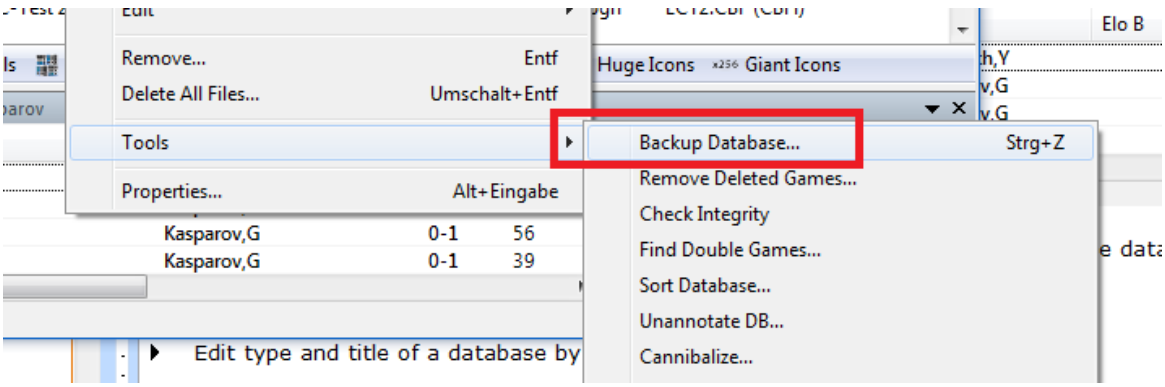
- Open a database for browsing in a list window by double-clicking on its symbol in the database window.

- Copy games by Drag & Drop or by menu Edit – Copy and menu Edit – Paste.

- Edit type and title of a database by right-clicking on the symbol – Properties.

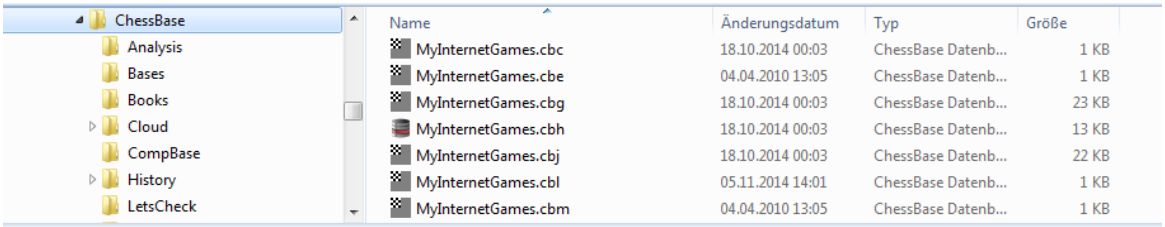
- Call advanced database management functions by right-clicking on the symbol – Tools.

- The most important tool is to backup a database into a single compressed file: *Right-click, Tools Backup Database.*



3.4.29 Database path

The database path for ChessBase is the place where it will automatically install or create new databases. Also your games played on the chess server playchess.com are store here.



The default database directory is ***My Documents\ChessBase***. This is consistent with the Windows standard and should not be changed.

- My documents\ChessBase\Bases

This is where your Mega Database and all other large databases will be installed.

- My documents\ChessBase\Books

This is for the openings books.

- My documents\ChessBase\CompBase

Here you will find the databases that our chess playing programs generate, e.g. for engine matches and when they automatically save games.

- My documents\ChessBase\Internet

For games automatically downloaded from the Internet.

- My documents\ChessBase\Repertoire

For repertoire databases

- My documents\ChessBase\NoGames

All ChessBase-generated files which are not game databases.

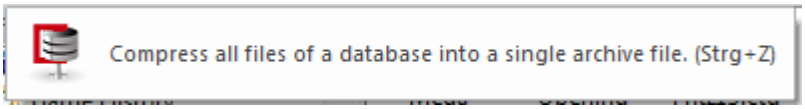
If you play on the chess server, the database path will contain the databases

➢ MyInternetGames
Games you played.

- MyInternetKibitzing
  Games you watched.
- MyInternetTournaments
  Games of tournaments you organized on the server.
- MyInternetMachineGames
  Games you played in the machine room.

3.4.30 Archive database

Database window: Maintenance Backup database



The selected database is compressed into a single file. The degree of compression depends on the contents of the database, but you should achieve a space saving of about 30% to 50% (considerably more if there is a great deal of text commentary). It is the best way to create and maintain backup copies of your databases. This is especially true of games collections with numerous commentary and multimedia files. ChessBase will find them all and include them in the archive file.
The archive file has the ending **"CBV"**. The database window will show such archive files. If you double-click them, ChessBase unpacks and opens the original database.

Encrypting databases

For strong players the opening preparation they carry around to tournaments in a notebook computer may represent a security problem. ChessBase offers an encryption function to protect your work.

To encrypt a database, click it and then press Ctrl-Z (or click Backup database) as described above.

- In the dialog that appears click "Crypted"
- Type in a password, twice to avoid spelling errors. You can use spaces. The password is case sensitive, so you must type in capital letters exactly like you did originally.
- ChessBase stores the database in an encrypted archive with the file extension CBZ. It then offers to delete the original database, which is usually appropriate.

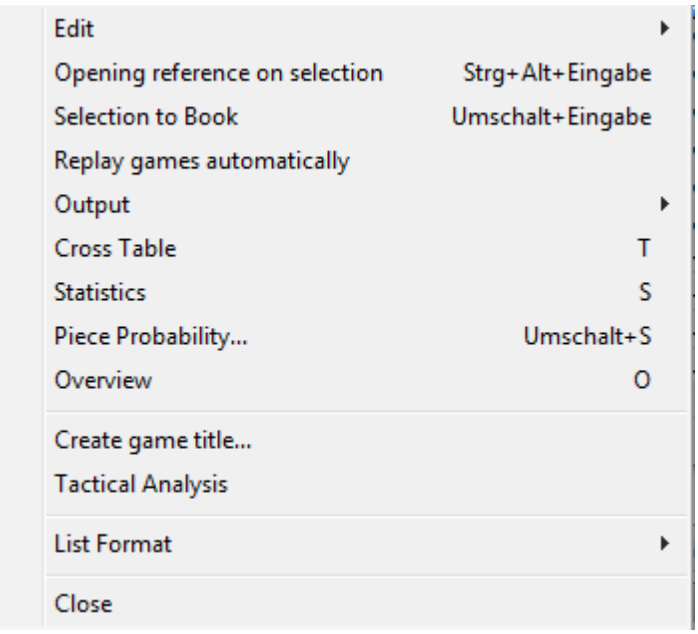
Important notes

After you create an encrypted archive, the original database files are physically deleted! ChessBase asks you to confirm this, because the files can never be recovered. The program overwrites them with random characters before deleting them, to ensure that they cannot be reconstructed with disk utilities. So make sure you type in and remember the password correctly. Otherwise your database will be irrevocably lost.

ChessBase encrypts files using a *DES algorithm*. There is no back door so we cannot help you to retrieve files if anything goes wrong. If you forget the password, your work is gone forever.

3.4.31 Edit menu in games list

In ChessBase you can copy games freely from one place to another. In the games list you can do this with the right-click menu "***Edit***



Copy
Remembers the selected games which can then be copied (pasted) to another list or database. You can also mark the games and press Ctrl-C.

Paste
After you have "copied" games you can use "paste" to insert them in the current database or list. You can also press Ctrl-V.

Delete
Marks the selected games as deleted (grey and struck out). You can do the same with the Delete key. Repeating will "undelete" the games. There is a special function to physically delete the games.

Select all
Selects all the games in the current list (Ctrl-A does it too). This is often used in connection with "Copy" to copy all the games in the list.

Copy or Unclip
The selected games are put into the Clip database. You can also press F5.

Replace with ...
If a game is loaded in a board window, you can replace the selected game in the database physically with this loaded game.

Filter games
This calls up the search mask (as does Ctrl-F). In the search result list you can keep adding criteria to narrow down the search until enough games are filtered out to make

the list managable.

Edit game data
Allows you to edit the game data (players names, tournament, etc.) of the selected game. If more than one game is highlighed, ChessBase will check if one player is present in all the games. If this is the case you can edit the name and Elo rating of that player.

More...
Several special editing functions, e.g. for setting a common source or tournament for the selected games.

Tactical Analysis...
The program offers in the form of "Tactical analysis" an extra function for automatically checking games for mistakes and tactical inaccuracies.

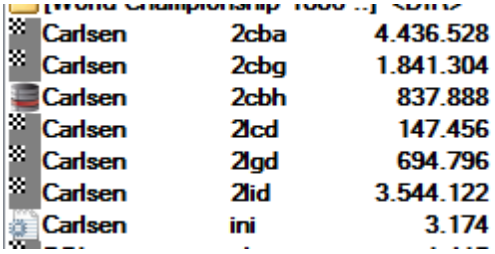
3.4.32 File names and extensions

2CBH Format

The **CBH format**, which has existed since ChessBase 6.0, is reaching its limits everywhere. The new format removes these limits. For example, there are no more limits for player names, tournament identifiers, etc.

The format **"2CBH"** gets along with less files and uses modern caching procedures of the operating system. Furthermore, it no longer needs search accelerators, whose updating always brought comprehension and performance problems.

2CBH is conceptually simpler and thus more robust. Functions such as reorganizing therefore sometimes run twice as fast as in the old CBH format. The new format needs more space on the disk, which is relatively unimportant with today's disk sizes.



Carlsen	2cba	4.436.528
Carlsen	2cbg	1.841.304
Carlsen	2cbh	837.888
Carlsen	2lcd	147.456
Carlsen	2lgd	694.796
Carlsen	2lid	3.544.122
Carlsen	ini	3.174

All files which belong to an individual database have the same name, but their suffixes are different:

NAME.CBH = Game data ("H" is for game "header").
NAME.CBG = Game moves and variations ("game").
NAME.CBA = Annotations (text commentary).

NAME.CBP = Players index.
NAME.CBT = Tournament index.
NAME.CBC = Commentators index.
NAME.CBS = Source index.

These files contain the minimal game information in a database. If you delete the CBA file all commentary will be removed from the games – but not the moves and the variations, which are stored in the CBG file. If you delete the CBG file the database can still be opened and many operations carried out (e.g. openings, players, tournament indexes, statistics). You can even load individual games, but of course there are no moves to play through. It is not recommended to delete files of a database, if necessary, please be sure to have a backup before doing so.

NAME.CBE = Team index.
NAME.CBJ = Second header file, team information, final material.
NAME.CBM = Multimedia baggage in HTML database text files.

Those files contain additional information to the games. If they are lost, information is irrevocably lost, but the games will still be fine.

NAME.CBB = Search booster.
NAME.CBGI = A second smaller search booster.
NAME.CIT = Index file for fast player/tournament/team access, automatically generated, if lost.
NAME.CIP = Index file for fast player/tournament/team access, automatically generated, if lost.
The first two contain hashed information on the games in a database. It increases the speed of retrieval by a factor of 100. These files are generated by the program and they are not critical.

NAME.CKO = ChessBase key, openings.
NAME.CPO = ChessBase positions, openings.
These files contain the openings keys for a database. The CKO file contains the names of the keys and the record numbers of the games for each key. The CPO file contains the positions which ChessBase uses to classify a game and determine which openings variation it contains.
NAME.CKN + .CPN = General theme key, theme definitions.
NAME.CK1 + .CP1 = Tactical theme key and definitions.
NAME.CK2 + .CP2 = Strategic theme key and definitions.
NAME.CK3 + .CP3 = Endgame theme key and definitions.
These keys make use of definitions created with the help of the search mask to classify games according to various themes.

NAME.CTB
NAME.CTG
NAME.CTO
These three files make up an openings book.

NAME.CBV = Archived ChessBase database.
NAME.CBZ = Encrypted archived ChessBase database.
This is used to store all of the database components in a single, compressed file. You

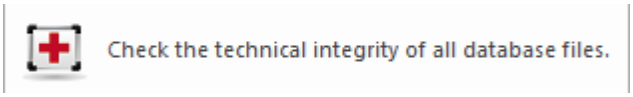
can use it to backup your work or send databases by email. The .CBZ file is protected by a password which you enter when you archive the database and need when you open it again.
NAME.INI = Database initialisation file.
The name and type of the database are recorded in this text file. In addition, this is where ChessBase saves the import protocol and the type of database.
\NAME.BMP = Multimedia subdirectory for picture files.
\NAME.AVI = Multimedia subdirectory for video files.
\NAME.WAV = Multimedia subdirectory for sound files.
When you record or copy a multimedia file the corresponding directory is automatically created in the directory where the database is located.
NAME.CBF = Old ChessBase games file.
NAME.CBI = Old ChessBase index file.
NAME.PGN = Commonly used ASCII textfile format.
ChessBase 7.0 can read and write files in the old ChessBase format and the ASCII format known as PGN which is widely used on the Internet.
NAME.PGI = ChessBase (redundant) index into a PGN file, not essential.

[..]		<DIR>	05.11.2014 13:03
WhiteRepertoire	ini	40	05.11.2014 20:30
WhiteRepertoire	cbcloud	6.588	05.11.2014 20:30
WhiteRepertoire	cbclmov	0	05.11.2014 13:03
WhiteRepertoire	cbclhdr	0	05.11.2014 13:03
WhiteRepertoire	cbclatt	0	05.11.2014 13:03

Files of the CB Cloud Databases.

3.4.33 Check integrity

Database window: Maintenance Check Integrity

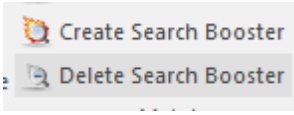


Databases can sometimes become corrupted. The files can be damaged by viruses, a damaged disk surface, power surges or failures during a write operation, etc. Also, file operations outside of ChessBase may cause problems.

The integrity test checks a database for errors. It will also attempt to repair any damage it finds. Since this is a delicate operation you should definitely make a backup of the files before you use the integrity check.

3.4.34 Search booster

The "***search booster*** is a file which is used to increase the speed (by a factor of about 100!) at which ChessBase can find positions, material and manoeuvres. The search booster consists of a file which has the extension ".CBB". It can be generated by the program for any database. The file uses 52 bytes per game. You get greater speed in return for using more space on your hard disk, and must decide whether the trade-off is desirable on your system.



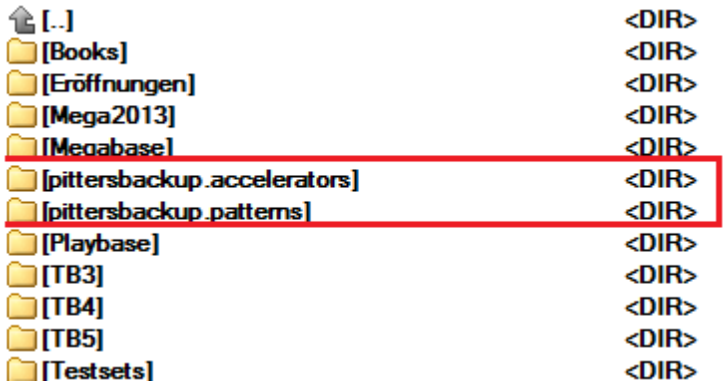
When you search for a position in a database without a search booster ChessBase asks you whether you want to create one to speed things up. You can interrupt the process at any stage and even work with a partially completed search booster. In that case the first part of the search will be very fast, the second much slower. You can always complete the process at a later time – in fact the program will remind you when you copy new games into the database.

You can also manually create or delete a search booster: right-click a database symbol and select Tools – Create search booster.

If you want to get rid of it use *Delete search booster*.

For ChessBase 15 we have developed a new and more efficient format for the search booster. This optimises especially searches for positions within large databases.

The search boosters are stored in a separate sub-folder of the target folder in which the database is located.



Example:

When I do a search of a certain position in Chessbase of my Mega Database, I only get up to 2006 (and I know there were more games in the following years up to 2016).

It helps when you delete the Search Booster and create a new one!

Highlight the Database in your Database window. Use "Tools – Database – Delete Search Booster" to delete the current booster, and then "Tools – Database – Create Search Booster" to create a new one. The whole process will take a couple of minutes.

Now run "Create Search Booster". This should also take a few minutes.

After that you are fine to go.

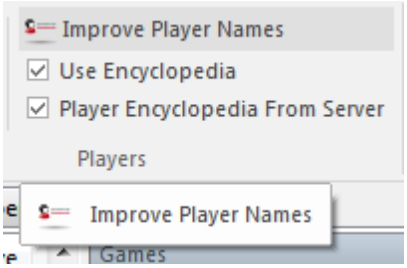
3.4.35 Automatic Correction of Player Names

To have any statistical relevance the names of the players must be spelt consistently. For instance, Gary Kasparov, Garry Kasparov and G. Kasparov would be treated as three different players.

ChessBase allows you to automatically correct spelling variations of player names in the player index.

Load the player index of a database. Click on the heading „Player" in the list.

The function can be found in the menu *Players - Improve Playernames*.

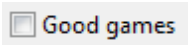


After completion the program tells you what it has changed in a small information box.

3.4.36 Filter – Good Games

Open the game list of a database. The option - *Create good/bad game* set decides whether these flags are set for the database and used while searching

In the dialog for game search Chessbase offers the parameter „Good Games ".



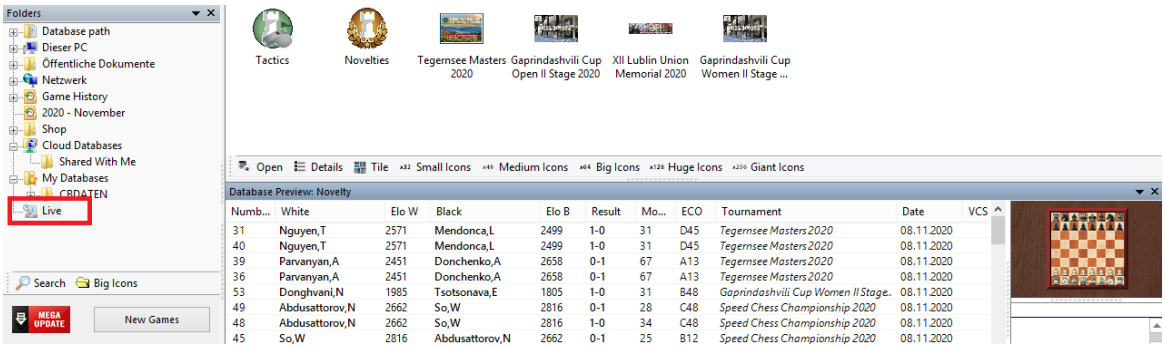
Using this parameter the results can be greatly be improved by considering the quality of the games in the list. For instance, this function only considers games in which at least one player has an Elo rating above 2350 or one player had an IM or GM title. This function excludes blitz, rapid and simultaneous games. It also excludes games with less than seven moves and drawn games with less than 20 moves.

.

3.4.37 Live databases

Are you interested in games, innovations or tactical moments from present-day, live tournament practice? If so, the software offers you a simple way to get at interesting games immediately.

In directory listings displayed on the left of the ChessBase database window there is the new entry ***Live*** .



Here you can see at a glance <u>all the live tournaments</u> which are taking place at the moment and which are being broadcast on our server and thus you can gain direct access to the games. A double click on the relevant database symbol immediately starts the list view with the games which can be loaded with a double click just like from any other database.

In addition, you will find under ***Tactics*** and ***Novelties*** two special databases:

Novelties contains all up-to-date theoretical trends which have been discovered in the live games from recent days.

Tactics provides simple tactical exercises from the current live games, often soon after the game has finished.

3.4.38 Live opening comments/notifications

The program supports new comments on opening theory.

Each game by definition contains a novelty.

The question is of course whether it is significant from the point of view of opening theory.

So ChessBase now comments on “important” innovations.

Often the innovation is not at all relevant because a strong player chooses a variation which by chance follows a single weaker game and then deviates at some point. Then it is interesting to know at what point the strong GM enters this side line. Also exciting are new evaluations of variations which set new trends. A main variation which has been played for years is suddenly replaced in top games by a continuation which has till then been rarer.

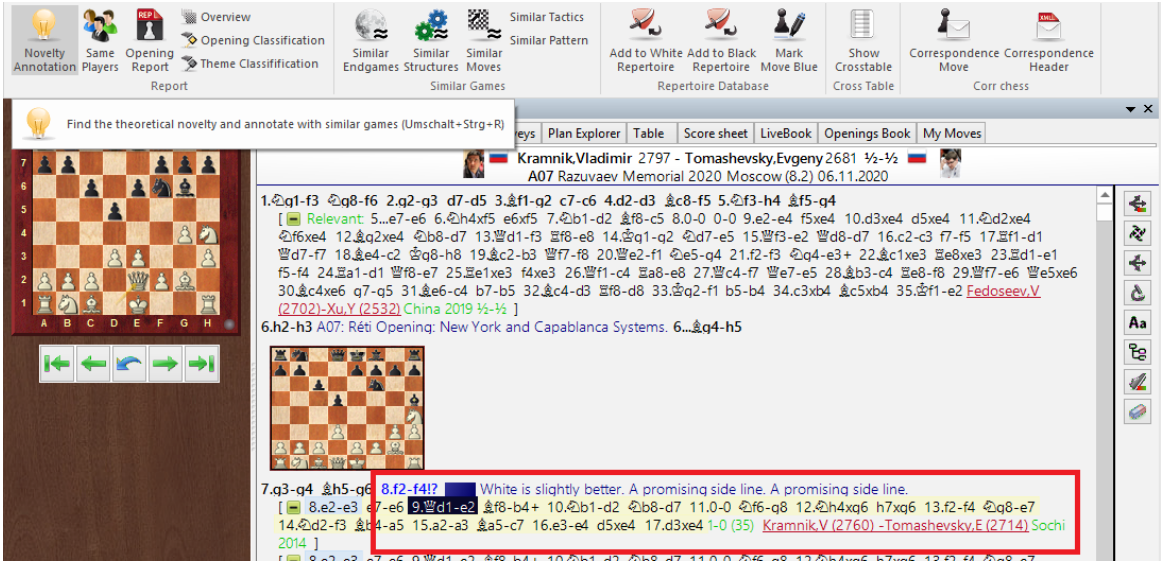
ChessBase can now recognise and comment on all these developments.

This can be seen in the following places, or supported by the following program functions:

Tactical Analysis

Board window -> Report -> Novelty annotation

Games list -> Analysis -> Novelty annotation



Example: board window

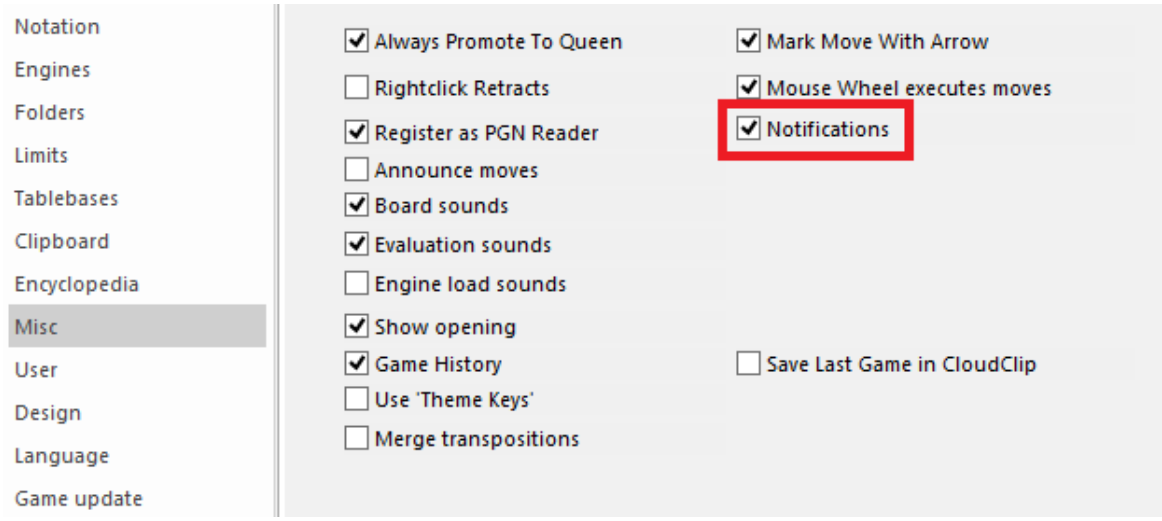
You have loaded a game and now choose *Report -> Novelty annotation*. The program reacts immediately and copies to the notation relevant comparable games including the annotation with the novelty.

Within the notation you will find directly clickable links to comparable games.

Such comments are particularly exciting when derived in real time to games which have just been played.

While you are working with the program it sends direct notifications to opening trends if these are being played live.

Thus, ChessBase sends notifications to opening trends if these are being played live. In order for the notifications to work take care that the option is switched on within the program.



Whenever the program is switched on you can jump directly to the novelties by double-clicking on the relevant entries in the notifications window.

The settings for notifications from the program can be found in the Windows *Settings* under *Notifications and actions*.

Click on such a notification and then a list of all recent theoretical events in ChessBase will be opened.

3.4.39 Database formats

ChessBase can read and write databases in different formats:

Note: This program version works with a new data format. The file extension is ***.2cbh**.

The 2CBH Format

The "2CBH" format gets along with less files and uses modern caching methods of the operating system. Furthermore, it no longer needs search accelerators, whose update always brought comprehension and performance problems. **2CBH** is conceptually simpler and thus more robust. Functions such as reorganizing therefore sometimes run twice as fast as in the old CBH format. The new format needs more space on the disk, which is relatively unimportant with today's disk sizes.

The CBH format (extension CBH)

This is the native format, with powerful indexes and fast searches across multiple databases. It also supports a large number of annotation features, including graphic and spoken commentary, videos, text reports, and many other functions described in

this reference. Double-clicking a file with this symbol will automatically start ChessBase and open the database.

The book format (extension CTG)
This is the database format for openings books.

The PGN format (extension PGN)
"Portable game notation" is a text format that is very popular for E-mail and on the Internet. Most chess playing programs can handle PGN.

This is how to create a PGN file:
In the database window click Application *Menu New Database*. In the database file manager select "PGN" as the file type. Use Drag & Drop to copy games into the new database. They are automatically converted into the PGN format.

CBF format
This is the file format of earlier versions of ChessBase. You can right-click a CBF database and use "Convert to new format" to make it a CBH file.

CBONE format
ChessBase now supports a new database format with the extension ***.cbone**. This format is listed in the dialogs for opening and saving files. The advantage of this format is that in contrast to the CBH format the whole database is stored in one file. This makes the format suitable for backups and for sending to other people. If you use a large number of small files you should consider using this format. It is possible to exchange games between CBH, CBF and PGN databases. You can create databases in any of these formats and copy games into it.

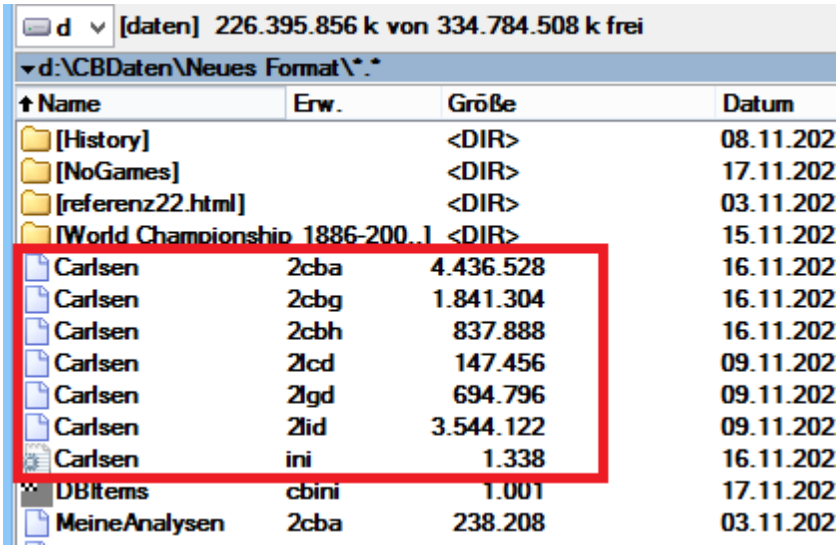
CBCloud Format
The CBCloud format is made up of only four files. There are no index files for the players, tournaments, etc. The same data can be stored as in the CBH format, but due to the lack of index files there are less functions to access the data. Sorting and two-level deleting is possible.

See also List of all filenames.

3.4.40 New data format 2cbh

The CBH format, existing since ChessBase 6.0, reached its limits in terms of functionality. The current ***.2CBH** format, newly introduced with CB17, removes these limits. There are e.g. no limits for player names, tournament identifiers etc. anymore.

The "**2CBH**" format gets along with less files and uses modern caching methods of the operating system.



d [daten] 226.395.856 k von 334.784.508 k frei

d:\CBDaten\Neues Format*.*

Name	Erw.	Größe	Datum
[History]		<DIR>	08.11.202
[NoGames]		<DIR>	17.11.202
[referenz22.html]		<DIR>	03.11.202
[World Championship 1886-200..]		<DIR>	15.11.202
Carlsen	2cba	4.436.528	16.11.202
Carlsen	2cbg	1.841.304	16.11.202
Carlsen	2cbh	837.888	16.11.202
Carlsen	2lcd	147.456	09.11.202
Carlsen	2lgd	694.796	09.11.202
Carlsen	2lid	3.544.122	09.11.202
Carlsen	ini	1.338	16.11.202
DBItems	cbini	1.001	17.11.202
MeineAnalysen	2cba	238.208	03.11.202

Furthermore, it no longer needs search accelerators, whose update always brought comprehension and performance problems.

2CBH is conceptually simpler and thus more robust. Functions such as reorganizing therefore sometimes run twice as fast as in the old CBH format. The new format needs more space on the disk, which is relatively unimportant with today's disk sizes.

With the new format comes new functionality. First, CB17 brings an identifier for the end of a game. After the end of the game (result), moves can still follow. Another thing is the determination of the beauty of games. The beauty value is written in the new format in the game identifiers, in the old format there was no space left.

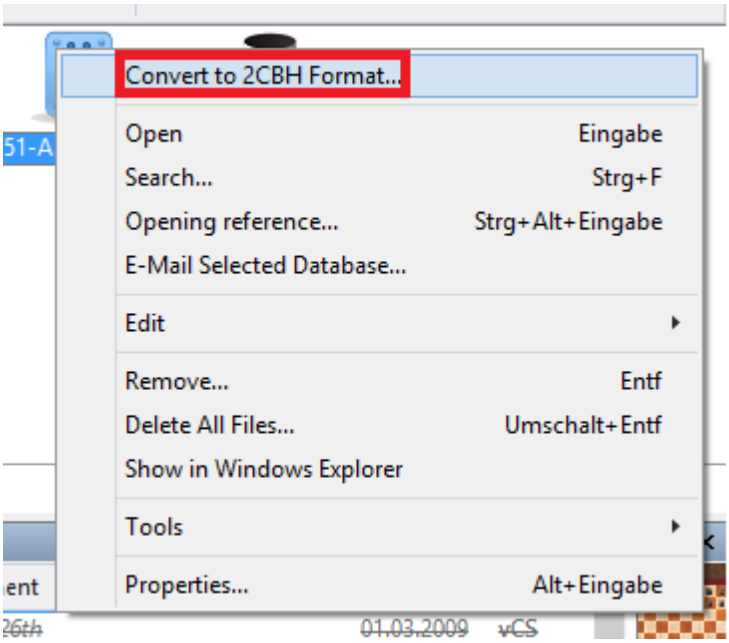
Many of the new functions introduced with CB 17 are only feasible with the new 2CBH format. The introduction of a new data format is always seen with somewhat mixed feelings by many users, we are aware of that.

The present program version is completely downward compatible and you can continue to use all previously supported data formats such as CBF,CBH,PGN,etc. for the purpose of forwarding, data backups, etc..

3.4.41 Conversion from older file formats to the new 2CBH format

Here many "*ways lead to Rome*", we describe here the simplest method. Add the icon of the database in the old data format to the database window.

Right click database icon



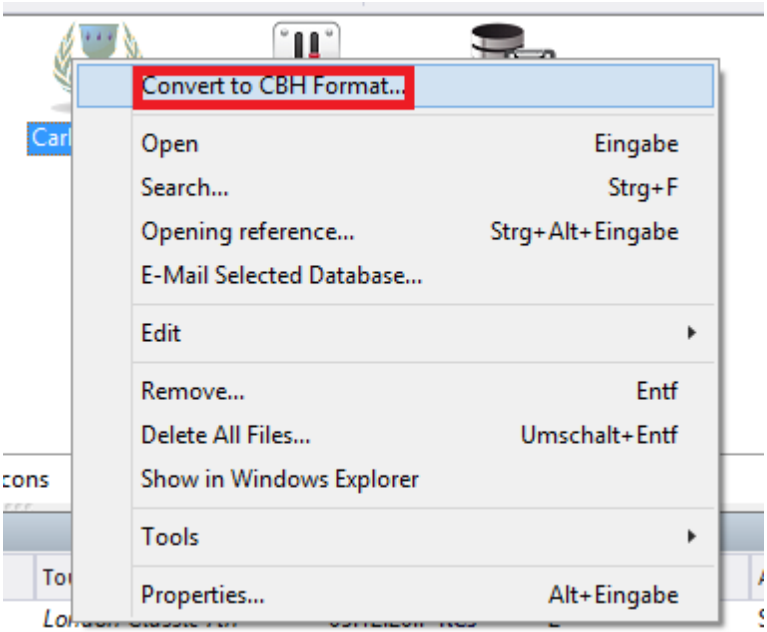
"*Convert to 2CBH format*" converts the DB to the new format.

Alternatively, create a new database in 2CBH format and drag the icon of the database to be converted to the icon of the new database. The conversion will be performed automatically during the copy process.

3.4.42 Conversion from 2CBH to older file formats

The conversion to older file formats works in principle exactly as described before.

You can perform the conversion either via *right-click and function selection via context menu* on the DB symbol.



Alternatively, create a new database in the old CBH/PGN-etc format and drag the icon of the database to be converted onto the icon of the new database. The conversion will be performed automatically during the copy process.

3.4.43 FAQ 2CBH Format

Can I use my older databases in the old data format with the new version?

Yes you can continue to use and edit databases in the older database formats. Since the new data format does not support some of the new features, you should generally work with the new data format ***.2cbh**. The conversion works in both directions (new and older data formats without any problems).

Can I use my backup copies in CBV format with the new program version?

Yes it works. In the file selection dialog, open the CBV backup copy you want to open. If you archive a database in the new **2CBH format**, you cannot open this archive file with older program versions or our chess programs. The new data format is not supported by the older program versions at the time of this documentation!

So if you want to pass on a backup copy in CBV format, first convert to the older CBH format and make a backup copy of the CBH database in CBV format.

3.4.44 *.cbone

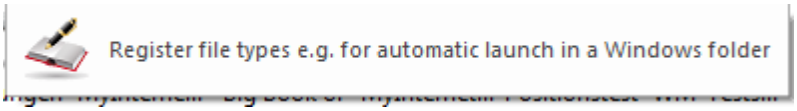
ChessBase supports a new database format with the extension ***.cbone**.

This format is listed in the dialogs for opening and saving files.

The advantage of this format is that in contrast to the CBH format the whole database is stored in one file. This makes the format suitable for backups and for sending to other people. If you use a large number of small files you should consider using this format.

3.4.45 Register File Types

Ribbon Maintenance Register file types



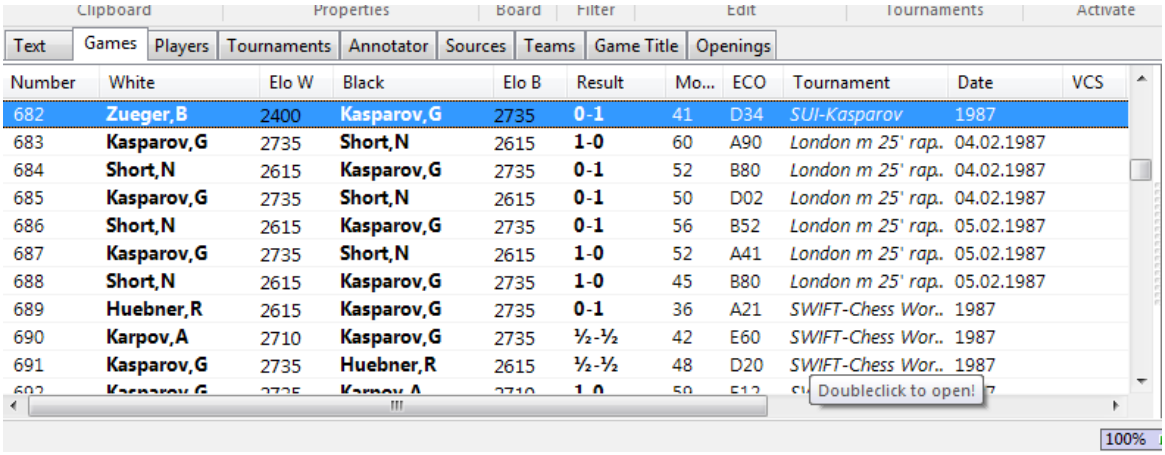
In Windows different file types are associated for different programs, based on their extensions. For instance, double clicking on a file with the extension *.jpg will automatically open a graphics program.

This is also the case for the file types used by ChessBase. Databases and position trees have their own extensions. If the file types were not automatically registered during the installation of the program it can be done later with:

The program now asks you if you want to register all the file types used by the program.

3.4.46 Database Indexes

List window: Click tabs at top of games list



This displays the games sorted by different indexes or "keys":

- Player index
- Tournament index
- Annotator index
- Source index
- Team index

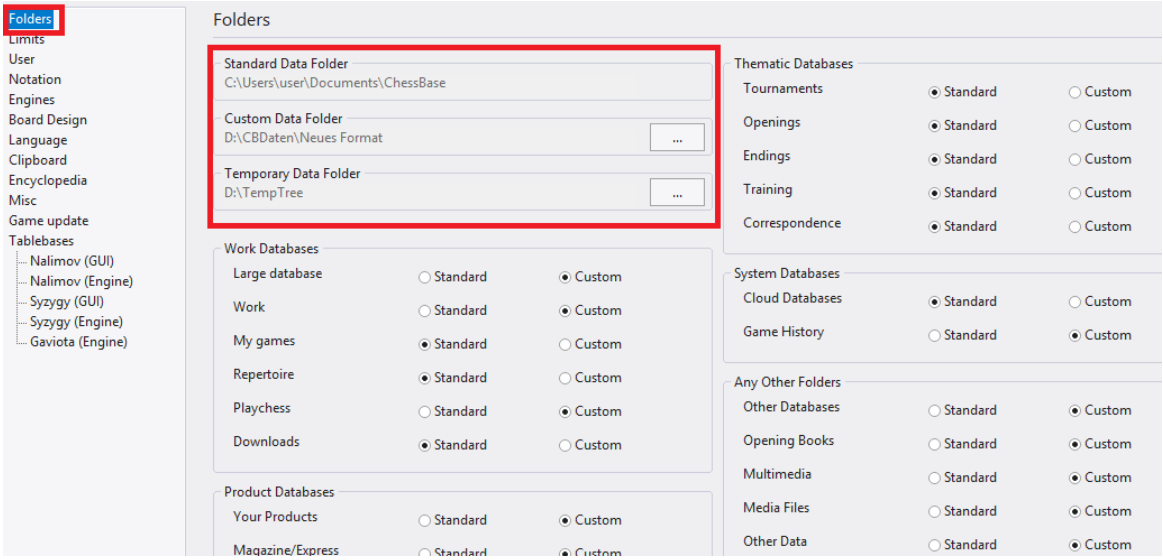
Openings index
General themes
Tactics
Strategy
Endgame
Final material (subkey in the gameslist)

If any of the keys are not present ChessBase will generate them for you.

3.4.47 Folders

Menu File Options Folders

The most important conceptual innovation in the now clearer Options dialog is the introduction of two folders: "*Standard*" and "*Custom*".



Default is given by Windows and is located under the path <User>/Documents/ChessBase. Because Microsoft now mirrors the document folder in OneDrive, this causes problems with large databases.

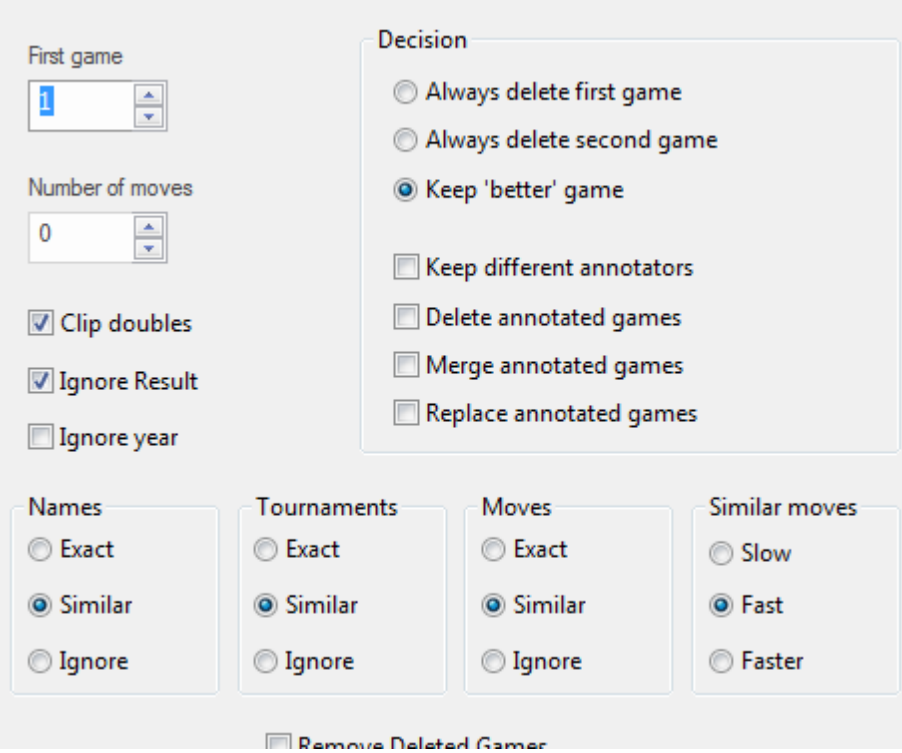
Therefore, you can user-define your own path, and specify for each typical location whether it should be in the documents directory or elsewhere ("Custom").
For example, you can place the large database on another disk, while all the smaller stuff is managed by Windows and then available, for example, via OneDrive on other computers.

This dialog appears automatically at the first program start.

3.4.48 Find double games

Database window: Maintenance Find double games (also in right-click menu)

When you put together a database from different sources you often have the problem that more than one copy of some of the games are present. ChessBase provides you with a powerful tool to identify and eliminate doubles. Select a database in the database window and click Find double games. You will get a dialog box in which you can specify the criteria which define the doubles and tell the program what to do with them.



First game

If you have added a few games to a large database you can start from the game number of the first imported game. This will save a lot of time, since ChessBase does not have to check all the original games against each other.

Number of moves

Checking very short games (especially those with zero moves) wastes time and is usually pointless. You can avoid it by selecting a minimum game length.

Clip doubles

This copies all identified doubles to the clip database. You can browse through them there if you want to manually check the doubles ChessBase wants to remove.

Ignore result
If the quality of the games is very low the same game can be given with a different result. You can make ChessBase identify them anyway. It takes longer for the program to process the database, but more doubles are found.

Ignore year
Sometimes even the year might be incorrect, and you will want to make ChessBase find doubles with different dates attached to them. This slows down the process but produces more hits.

Names exact / similar / ignore
If you select Similar then similar spellings will be accepted as belonging to the same player, e.g. Müller = Muller, Yussupov = Jussupow, Kortschnoj = Korchnoi, etc. Capitals and small letters will also be ignored.

Tournaments exact / similar / ignore
Similar spellings will be considered as being identical.

Moves exact / similar / ignore
Once again you can determine how exact a match must be for ChessBase to consider the games identical. If you want to be radical and mark anything that smells like a double, use Ignore. ChessBase will then compare games not by moves but by ECO classification only. It will probably find quite a few games which look similar but aren't really doubles at all.

Always delete first/second game
Normally ChessBase will remove the first game when it finds doubles, on the assumption that the second will be more recent and the more correct of the two. If you have a very good database and add games to it you may want to switch to deleting the second game instead. It also keeps the tournaments intact (i.e. they will remain together in the database).

Keep 'better' game
The better game is the game with more header details like Elo ratings, publisher source, first names, etc.

Delete annotated games
Annotated games are treated specially. Normally the program does not want to delete double games which contain annotations, since information could be lost in the process. If you click on Delete annotated games, they will be deleted just like any other double.

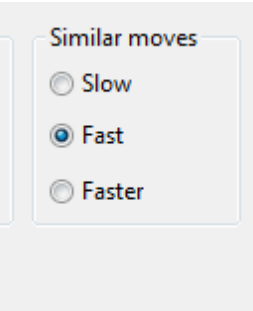
Merge annotated games
If you choose this option the game with the lower game number in the database will be loaded and merged with the other one. The contributors of the annotations will be get be noted in the game. Then the lower number game will then be replaced by the merged version.

Replace annotated game
If you import a batch of annotated games, removing the original entries with a doubles search will ruin the tournaments. Replace annotated game causes ChessBase to replace the original game with the new annotated version.
Remove doubles does not physically remove the games from the database, it marks

them for deletion. If you want them removed you must click the database and use *Maintenance Remove deleted games* (see database tools). This operation is irreversible.

3.4.49 A tip on searching for doubles

When in ChessBase the dialog for the search for doubles is started, there is in the dialog box the section "*Similar moves*".



What exactly is the effect of the options "*Slow, Fast, Faster*"?

This parameter allows the user to stipulate the procedure for the checking for doubles. The setting "Slow" brings the most precise results and the greatest number of matches, but requires more time to do so.

3.4.50 PGN format

The PGN or Portable Game Notation format is an internationally recognized standard for recording games in ASCII notation. It is especially popular on the Internet because the games are stored as plain textfiles and can be edited – or theoretically even typed in completely – with a simple text editor. On the other hand, the use of storage space is much less efficient than in the ChessBase format – you need about seven times as much space to store the same games in PGN.

ChessBase can read and write PGN games files. As a user you do not need to worry about conversions. You simply address the PGN database directly, like any other database file. In order for ChessBase to read a PGN file it must have the extension ". PGN". You may have to rename a textfile first if it doesn't have the correct extension.

Once the PGN file is in the database window you can list out the games, load any of them and replay them in the board window. You can even add games to the database, by entering them or copying games from another database. Naturally they will be saved in PGN format, appended to the end of the file. You can copy individual games from the PGN file, or in fact the whole PGN database, into a standard ChessBase database. During the process they will be automatically converted.

In order to load a PGN file you need to set the "Files of type" field in the Database file selector to "PGN".

PGN Downloads from the Internet

Databases from the Windows TEMP folder are no longer added as symbols to "My

Databases". Such databases can come about from doing something like opening an email.

If only one game is loaded a board window automatically opens.

3.4.51 FEN Format

(FEN) is a standard notation for describing a particular board position of a chess game. The purpose of FEN is to provide all the necessary information to restart a game from a particular position.

FEN is based on a system developed by Scottish newspaper journalist David Forsyth. Forsyth's system became popular in the 19th century; Steven J. Edwards extended it to support use by computers. FEN is defined[2] in the "Portable Game Notation Specification and Implementation Guide".[1] In the Portable Game Notation for chess games, FEN is used to define initial positions other than the standard one.[3] FEN does not provide sufficient information to decide whether a draw by threefold repetition may be legally claimed or a draw offer may be accepted; for that, a different format such as Extended Position Description is needed.

A FEN record defines a particular game position, all in one text line and using only the ASCII character set. A text file with only FEN data records should use the filename extension ***.fen**

3.4.52 Automatically paste PGN and FEN

The program constantly checks or monitors the contents of the *Windows clipboard*. With the key combination **CTRL-C** you can copy a chess position (FEN) or a complete game notation(PGN) from a mail, a website or a text editor. Since these formats are based on pure ASCII text and are therefore universally used by many programs, you can quickly and efficiently pro-cess the data with the program.

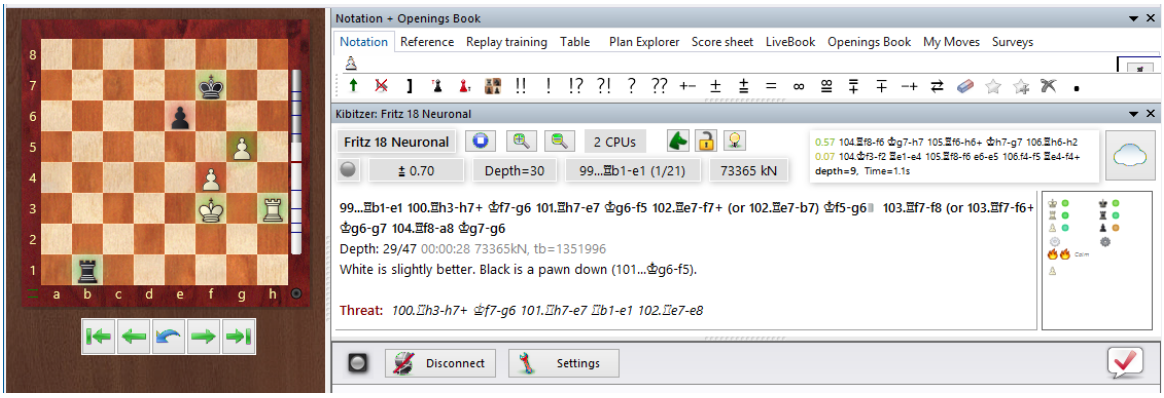
For example, if you select a PGN game from a mail or a text editor by pressing **Ctrl-C**, a board window with this game will open automatically in ChessBase. If you copy a FEN position by Ctrl-C, the position input dialog opens in ChessBase with this position.

Just try it yourself. Select and copy the FEN string below and copy it to the Windows clipboard.

8/5k2/4p3/6P1/5P2/5K1R/8/1r6 b - - 0 99

The dialog for the position input is started with the position, a click on OK transfers the position to the board window.

You can edit and analyze the position.



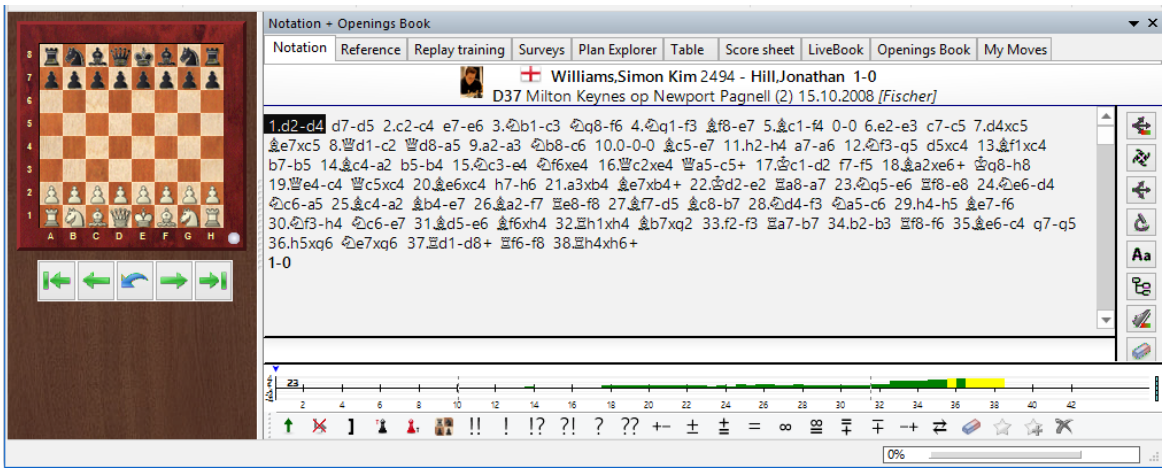
If you copy aPGN file to the clipboard, the game notation incl. the characteristic data - if available - will be taken over directly into a new board window.

3.4.53 Recognising PGN downloads

Working with PGN databases has been simplified.

Open the ChessBase program.

After a successful download the PGN database is opened directly in ChessBase without further ado.



This works with common browsers only if the software has already been opened/ started.

3.4.54 PGN Downloads from the Internet

Databases from the Windows TEMP folder are no longer added as symbols to "*My Databases*". Such databases can come about from doing something like opening an email.

If only one game is loaded a board window automatically opens.

See also Cloud Clip ....

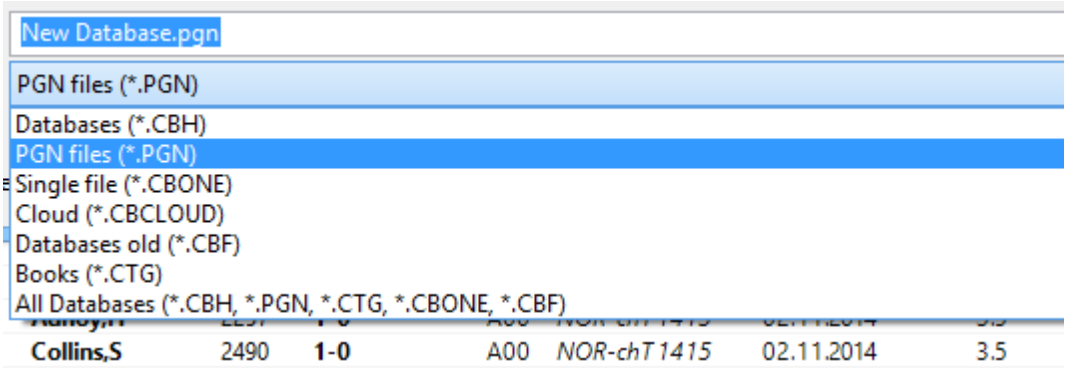
3.4.55 Saving Games in PGN

The PGN or ***Portable Game Notation*** format is an internationally recognized standard for recording games in ASCII notation. It is especially popular on the Internet because the games are stored as plain textfiles and can be edited – or theoretically even typed in completely – with a simple text editor. On the other hand, the use of storage space is much less efficient than in the ChessBase format – you need about seven times as much space to store the same games in PGN. ChessBase can read and write PGN games files. As a user you do not need to worry about conversions. You simply address the PGN database directly, like any other database file. In order for ChessBase to read a PGN file it must have the extension ".PGN". You may have to rename a textfile first if it doesn't have the correct extension.

Once thePGN file is in the Database window you can list out the games, load any of them and replay them in the board window. You can even add games to the database, by entering them or copying games from another database. Naturally they will be saved in PGN format, appended to the end of the file. You can copy individual games from the PGN file, or in fact the whole PGN database, into a standard ChessBase database. During the process they will be automatically converted.

Start the Software and create a new PGN file: ***File New Database***

Here you must first select the File format **"PGN"** on the very bottom of that dialog box.



When you have successfully created that new and empty PGN database you can copy games from other databases into it.

3.4.56 Password

When you compress a database to an archive file you have the option of encrypting it with a password. You have to enter your password twice to avoid typos. The filename has the ending **CBZ**.

Important note
After you create an encrypted archive, the original database files are physically deleted! ChessBase asks you to confirm this, because the files can never be recovered. The program overwrites them with random characters before deleting them, to ensures that they cannot be reconstructed with disk utilities. So make sure you type in and remember the password correctly. Otherwise your database will be irrevocably lost.
ChessBase encrypts files using a powerful DES algorithm. There is also no secret master password or back door, and we cannot help you to retrieve files if anything goes wrong. **So if you forget the password, your work is gone forever**.

3.4.57 Network capability

ChessBase has a certain degree of networking capability. A database in a network can be read and probed by a number of users simultaneously. But writing to the database is only possible when nobody else is accessing it.

The same applies to Fritz. For instance, if an engine match or tournament is running on a computer, another computer can access the files over the network and load games or generate a tournament table.

3.5 General

3.5.1 Elo ratings

Elo ratings, invented by the Hungarian statistician Professor Arpad Elö, express the playing strength of chess players. Strong club players may reach 2000 points, International Masters are usually 2300 to 2500, Grandmasters up to 2700, with a very small number of players exceeding event that (Garry Kasparov is the only player in history to exceed 2800). Twice a year the world chess federation issues an Elo rating list with ratings for tens of thousands of players.

Here's a list of rating categories

Playing strength	Player category
1000-1600	Average club player
1600-2100	Strong club player
2100-2300	International league player

2300-2450	International Master (IM)
2450-2650	Grandmaster (GM)
2650-2850	Supergrandmaster, world champion

3.5.2 ECO classification

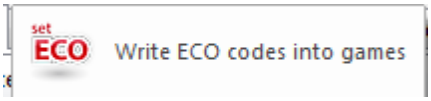
The abbreviation ECO stands for "***Encyclopedia of Chess Openings***" , a standard reference for openings that is published by the Chess Informant. Individual variations of an opening are denoted by abbreviations like "C43" (Petroff with 3.d4) or "D89" (Grunfeld Indian Exchange – main line). The system has become universally accepted and is also used by ChessBase.

In the search mask you can specify a range of openings (and combine this with players, length, result, etc.). Click on the ECO checkbox and enter ECO codes, e.g.

"C43"	and	"C45"	for all games from C43 to C45
"C"	and	"C45"	for all games from C00 to C45
"C45"	and	nothing	for all games from C45

The number behind the slash in the code ("/99") denotes the subvariations.
The ECO code is embedded in all games supplied by ChessBase and displayed in the games list. If a set of game you get from somewhere else does not contain or has incorrect ECO codes you can have them inserted by ChessBase.

Use Games list: ***Games Set ECO codes***



This will insert or correct the ECO codes in all the games.

1. Volume C covers the French Defense and all double King pawn openings.
2. Volume B covers all 1.e4 openings in which Black replies with something other than 1.e6 or 1.e5.
3. Volume D contains all of the double Queen pawn openings and all openings in which 3.Nc7 Bg7 doesn't follow the opening moves 1.d4 Nf6 2.c4 g6 (that's what the parentheses mean in the list above: that those moves are not played -- so, in other words, it's the 1.d4 Nf6 2.c4 openings in which 2...g6 is played, but 3.Nc3 Bg7 doesn't follow).
4. Volume E has the openings in which either 2...e6 or 2...g6 3.Nc3 Bg7 follow 1.d4 Nf6 2.c4.
5. Volume A contains everything that doesn't fall into the categories of the other four volumes (stuff like the English and the various flank openings).

3.5.3 ChessBase Magazine

Every two months a unique electronic chess magazine is published: ChessBase Magazine contains over 1000 games from the best tournaments throughout the world. A majority of them are extensively annotated, often by world class players and often with easy-to-understand text commentary. There are special sections for opening surveys, gambits, tactics, middle and endgames, blunders. ChessBase Magazine presents the ultimate training material for ambitious players.

ChessBase Magazine also contains multimedia reports from current tournaments, private interviews with top players, video commentary of their games. Listen to Kasparov explaining his games against Deep Blue, Kramnik bemoaning a loss, Anand telling a hilarious chess aneDVDote.

If you want to try out ChessBase Magazine you can order it from your national ChessBase distributor or order directly from our web site: www.chessbase.com.

3.5.4 Commentary symbols

When annotating chess games you can make use of a set of well-known language-independent commentary symbols. These consist of chess figurines (little piece symbols instead of letters) and evaluation symbols, all of which are given below. In ChessBase you can enter the symbols by right-clicking the notation, with the help of the annotation palette or with special keyboard shortcuts.

Hear is a list of the commentary symbols and what they mean:

!	Good move	⊙	Zugzwang
!!	Excellent move	⊞	Centre
!?	Interesting move	×	Weak point.
?!	Dubious move	□	Only move

?	Mistake	⌊	with
??	Blunder	⌋	without
♔	King	«	Queenside
♕	Queen	»	Kingside
♘	Knight	v	Endgame
♗	Bishop		Pair of bishops
♖	Rook	◪	Bishops of opposite colour
♙	Pawn	◪	Bishops of same colour
→	Attack	∞	With compensation for material
↑	Initiative	±	White has the upper hand
⇄	Counterplay	±	White stands somewhat better
Δ	With the idea	∞	Unclear
○	Space	∓	Black stands somewhat better
⊕	Zeitnot (time trouble)	∓	Black has the upper hand
○	Development	⌓	Better is
⇔	File (line)	½	Draw
⇗	Diagonal	♘	Passed pawn.

3.5.5 Chess notation

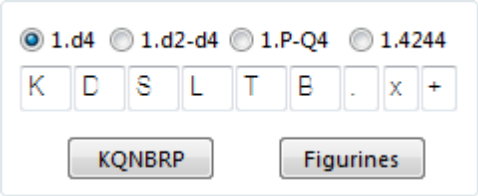
One of the most important factors in the advancement of chess knowledge was the invention of a efficient notation to describe moves. It is done with the help of piece names, eight file letters (a – h) and eight rank numbers (1 – 8).

In long algebraic notation you use the piece letter, followed by the start and destination squares. Example: **1.Ng1-f3**.

In short algebraic notation you use only the destination square whenever possible. Example: 1.Nf3, because only the knight on g1 can move to f3. If there is an ambiguity you have to supply an additional letter or number. Example: 5.Nbd2 if two knights can move to d2, one from b1 and one from f3. If the knights are on b1 and b3 you would write N1d2.

Pawn moves are given without a letter for the pawn. Example: 1.d2-d4 or 1.d4
Captures are denoted with an "x". Example: 3.Nf3xd4 or 3.Nxd4.
Checks are marked with a "+", checkmate is "#".

You can switch between long and short algebraic notation in the *Menu File Options Notation.*



To switch on the coordinates right-click the chessboard and select Board design. *Click coordinates* on or off.

3.5.6 Mega Database

The exclusive annotated database.

A ChessBase Account is linked directly with ChessBase. Many functions of the web apps complement this intelligently and provide a maximum amount of chess information.

A novelty for all users of the web apps: all annotated games from the Mega database are now available online to every premium user. It will in the future be possible to load these annotated games directly both from CB 14 and from the web

apps, e.g. the Live database.

Like that, Premium subscribers have direct access to the annotated games and are no longer obliged to access them only from their copy of Mega on their local computer. Therefore you can now look at, play through or analyse the annotated games wherever you may be with your smartphone, tablet or any computer with internet access!

Some noteworthy points about the Mega Database:

- **Carefully corrected gamescores**

A large percentage of the games originally appeared in annotated form in ChessBase Magazine. In the process of annotating the games many errors in the game notation were discovered. They were also screened by other experts and went through numerous other quality controls before they were included in the Mega Database.

- **Unified spelling of players' and tournament names**

Without standardized spelling of players' names a number of database functions would become less reliable or useless (player dossier, preparation for specific opponents). ChessBase invests a lot of effort into correctly identifying all the players in a tournament and making sure all spellings are standardized.

- **Careful editing of Elo ratings**

All statistical analyses in a database rely on complete and accurate rating information. This is especially true of openings statistics, the success rates and evaluation of variations, repertoire suggestions, sorting of games and many other functions that use information on the relative strengths of different players. So ChessBase takes great pains to insure that Elo ratings are included correctly for every player in every game.

3.6 Openings

3.6.1 Define reference database

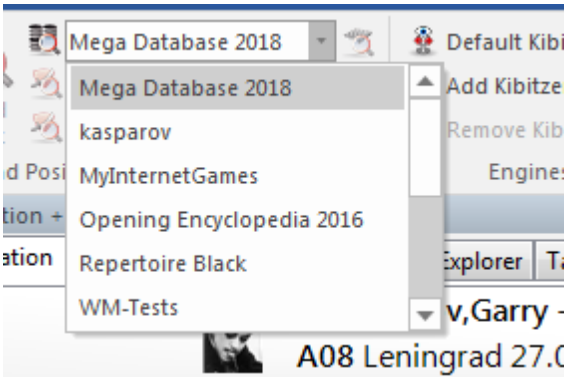
You are trying to execute a function that requires a reference database. ChessBase needs to know which database it should use for reference purposes and will usually suggest the largest one it finds in My databases.

If that is the right one simply click OK. If you want to make another database your reference database click Browse.

Fast Switch of the Search Database for the "Reference" in the

Board Window

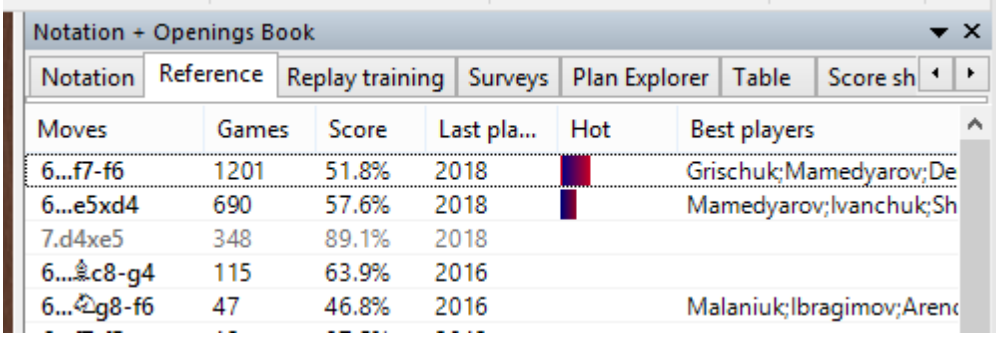
It is possible to switch the search database for the reference display in the board window with a single click.



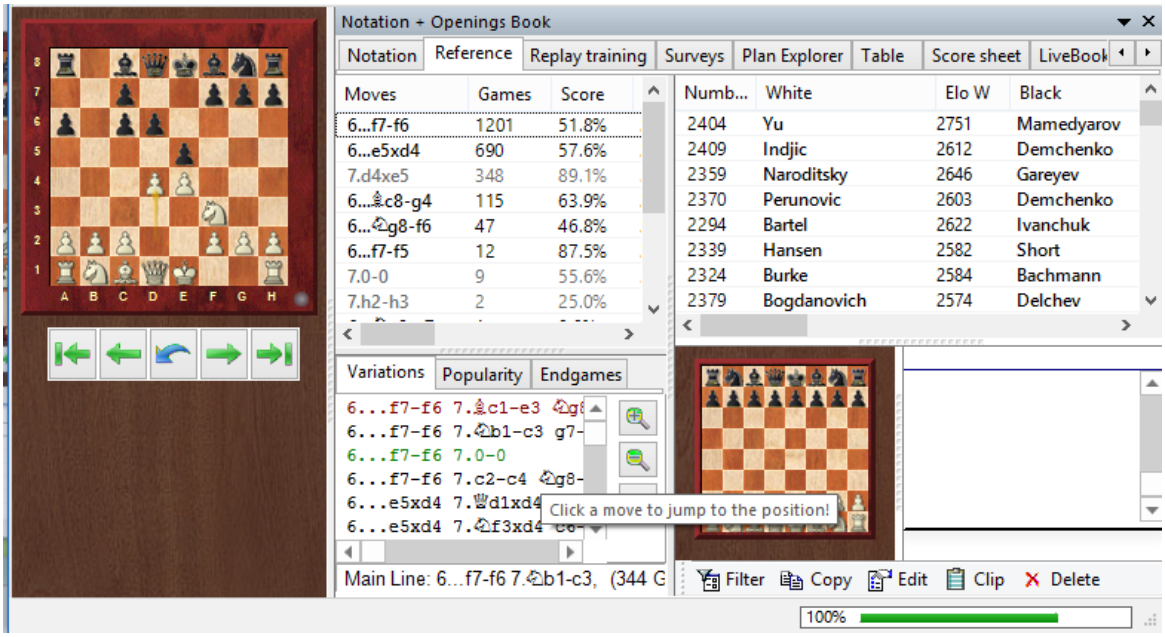
By doing this you can check what games have the current board position in another large database.

3.6.2 Opening Reference

Click the tab ***Reference*** in the notation window to get an opening reference to the current position:



The *opening reference* is based on a fast background search in the Online Database.



Clicking on the Reference tab in the board window starts the automatic opening reference. In the background the program performs a fast search in the Online Database for the current board position. The information is displayed much faster than in previous versions.

There is useful information in the different columns.

Moves	Games	Score	Last played	Hot	Best players
5.Bf1-d3	629	62.7%	2010		Kramnik, Bareev, Lautier, Sokolov
5.Nb1-c3	470	49.4%	2010		Nakamura, Zvjaginsev, Ehlvest, Kr..
5.Bf1-e2	257	61.1%	2010		Gelfand, Lautier, Gurevich, Speelm..
5.Nf3-e5	147	50.0%	2009		Leitao, Savchenko, Zhao
5.Nb1-d2	80	37.5%	2009		Li Shilong, Pushkov
5.g2-g3	71	53.9%	2009		Nikolic, Iturrizaga Bonelli
5.g2-g4	37	48.2%	2005		Volkov, Rotstein
5.Qd1-c2	35	44.4%	2003		
5.b2-b3	29	54.5%	2009		Schneider
5.c4xd5	26	22.5%			Jakubowski
5.a2-a3	18	46.2%			
5.h2-h3	6	25.0%			

Moves
This lists all the moves played in this position.

Games
This is the number of games in which the move being displayed was played.

Score
This is the points scored by continuing with this move.

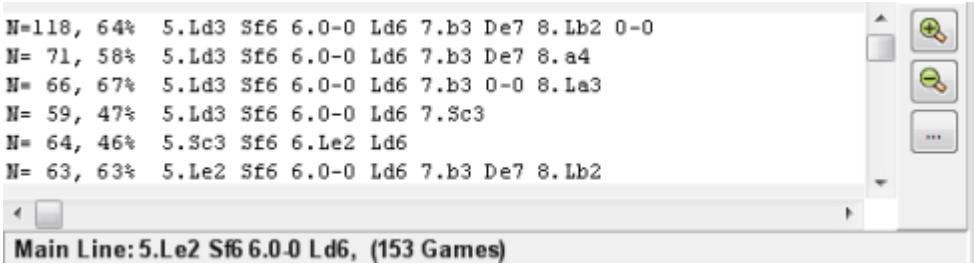
Last Played
When was this continuation most recently played?

Hot
The "Hot" column shows the continuations at top level.

Finally there is a list of the **best players** who used this continuation, the average Elo rating, or which players used this continuation most often.

Tip: Clicking on one of the displayed continuations enters this move on the chess board. By using the arrows you can navigate in the list, playing and undoing moves.

Below the move list there is a summary of the most commonly played lines.



See Parameters for Reference Search ...

This summary gives the following information:

N = Number of games
% = Success rate as a percentage from White's perspective
The line as played

By using the buttons +/- and the keys +/- you can change the number of lines being displayed. Double clicking on a line carries out the moves up to the move that was clicked on in the notation (fast forwarding).

Main Line shows the moves that were statistically the strongest for both sides.

The game list being displayed lists the games that were played with this continuation. Right clicking on a game and selecting Copy into Notation simplifies commenting the opening of the original game. It is possible to refine the information by sorting the columns and using the filter options.

3.6.3 Opening surveys

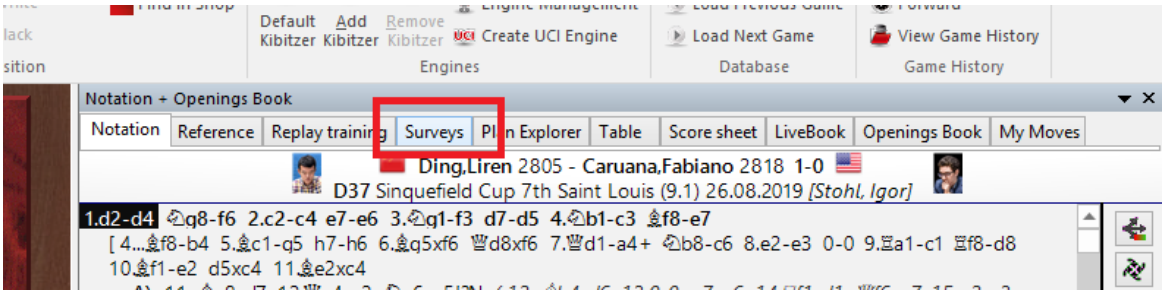
For any position in the opening it is possible to create opening surveys, i.e. Repertoire suggestions.

That represents a massive simplification of opening preparation. In previous versions the user could get information about possible continuations via Reference or via LiveBook. The disadvantage was that you had to work through the possible continuations one move at a time.

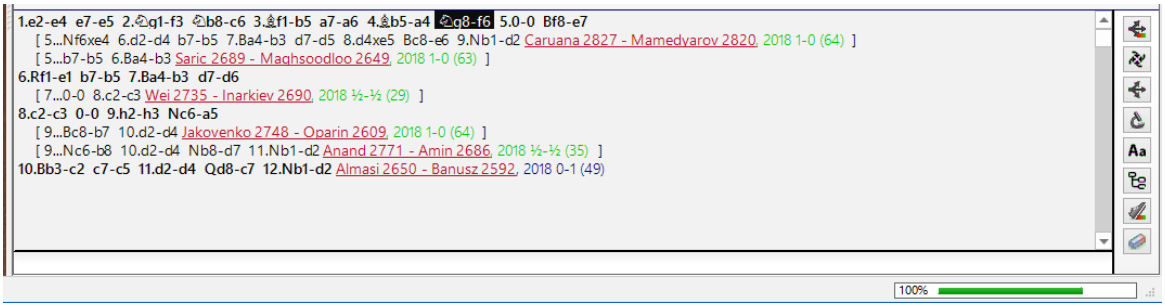
Now the program offers the possibility to generate for any opening position a fully

structured variation tree. With this view it is now significantly easier to study an opening variation and to memorise it.

The function ***Surveys*** is available above the notation window.

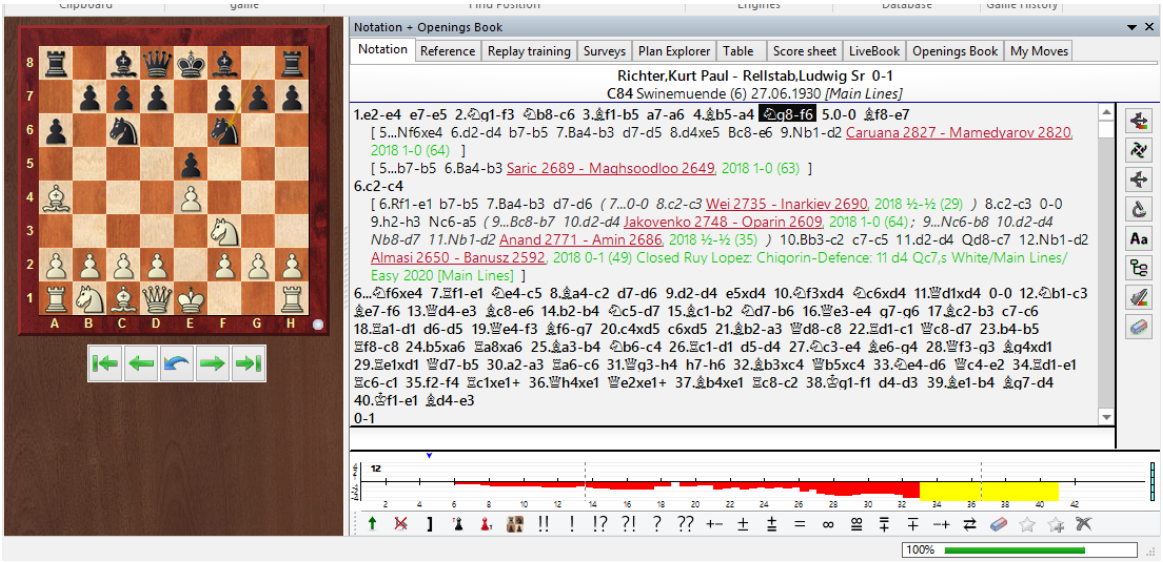


The tab *Surveys* has its own game notation, which works independently from the main game. That provides the possibility to jump there directly from a game (or an opening analysis of your own) and to cast an eye over the variation tree generated by the program.



With the key combination **CRTL-C** you copy the overview to the Windows clipboard.

Select the game notation. **CTRL-V** inserts the overview into the notation.



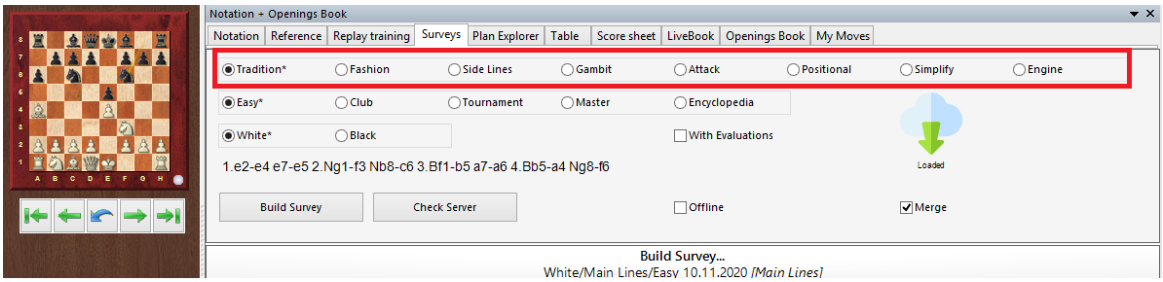
The surveys derive from two possible sources:

1. For any position at all they are created from the reference database.

2. Should a survey on the selected variation already exist on the server that opening survey is immediately made available.

The surveys represent repertoire suggestions from the point of view of a single colour. The program chooses an optimal move for that colour and thereafter the program executes all plausible replies.

An important aspect in the selection of an opening variation is what the user's personal preferences are. This aspect is taken into account by the program and offers the opportunity to define the style of the repertoire suggestions according to criteria which you set.



- The *Traditional* style filters / takes into account from the reference database those main variations which are played at GM level and which as a rule also offer the deepest ramifications.

- For players interested in recent opening practice the style *Fashion* should be more interesting. Here the moves chosen are above all are those which dominate in modern practice. In this mode that frequently results in considerable deviations from traditional main lines and thus this setting provides the theoretically most well founded and most interesting survey.

- The setting *Side Lines* is there for the amateur who is short of time and has little for the thorough study of the main variations in an opening. Just as in a Google search most people click on the hits at the top of the list, in opening preparation the frequently played moves at the top of the list exercise a magnetic attraction on many. This means that many very playable secondary systems are overlooked, in which decent, very playable positions can be achieved with very little expenditure of time preparing.

- There is a somewhat dubious opening survey in *Gambit* style, which considers every half-way playable sacrifice. Almost every one of the known gambits in chess theory certainly appears in this survey. And if it doesn't that is only because the alternative main variation also contains sacrifices.

- The setting *Attack* searches in respectable recent games for the sharpest possible continuations. That leads in part to very aggressive side lines, e.g. often with an early h2-h4. If you then look for: "Who plays something like that?" then the answer

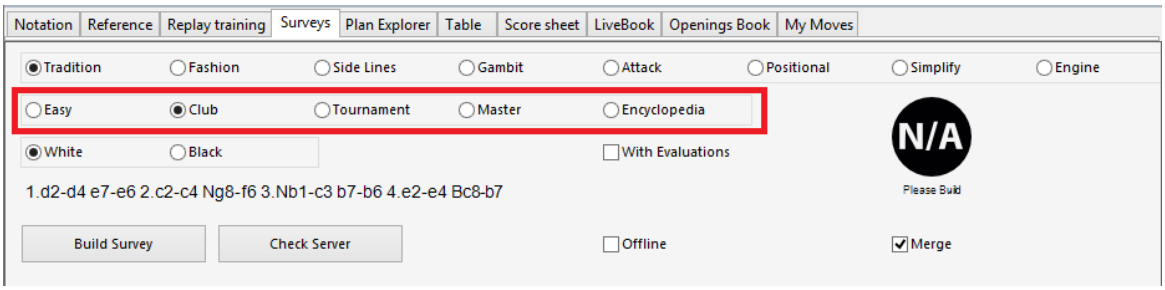
is not infrequently "Magnus Carlsen".

- The *Positional* style on the other hand is clearly more solid. Clear setups, a safe king, quiet play, play on the queenside, undermining of pawn chains and advantages in space are the most important criteria here for the building of the variation survey.

- Under *Simplify* exchanges on open files and symmetrical pawn structures are aimed for in order to get on the board the least complex positions possible.

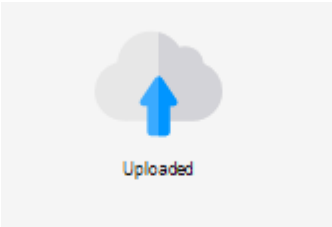
- The setting for *Engine* offers concrete checking of the continuations with what is defined as the Default engine. Otherwise the selection conforms to the *Fashion* mode. The setting for the definition of the default engine is done via *File - Options - Engine*.

The depth of variations can be set by the user via the tabs: *Easy* *Club* *Tournament* *Master* *Encyclopedia*.

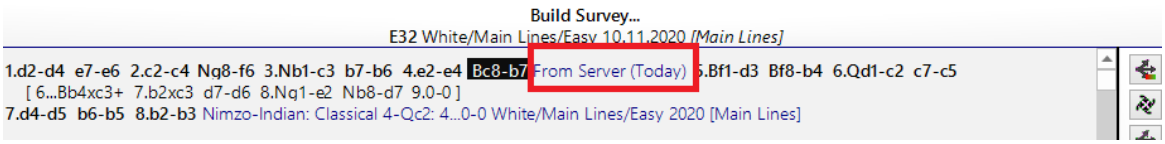


The representation of a simple repertoire with the depths ***Easy*** or ***Club*** shows a compact variation tree. These settings make sense above all for amateurs who are as it are in "time trouble": the short summary makes rapid memorising easy and gives a direct overview of the main variations!

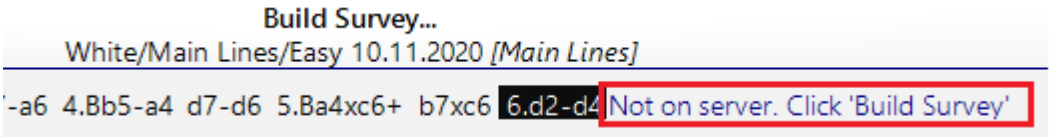
The status during the creation of the survey is displayed in the window. E.g. Complete, Loaded, etc.



If you click on the buttons for style and that creates a request to the server and the survey is loaded insofar as one is available. This means that analysis which has already been carried out is loaded immediately, if it has already been executed and stored on the server. This information is displayed within the notation after your request.



The description refers to the work being carried out with a game loaded from a database. With manual input of moves that does not happen so that notation remains unchanged. Then you click on the button *Check server* .



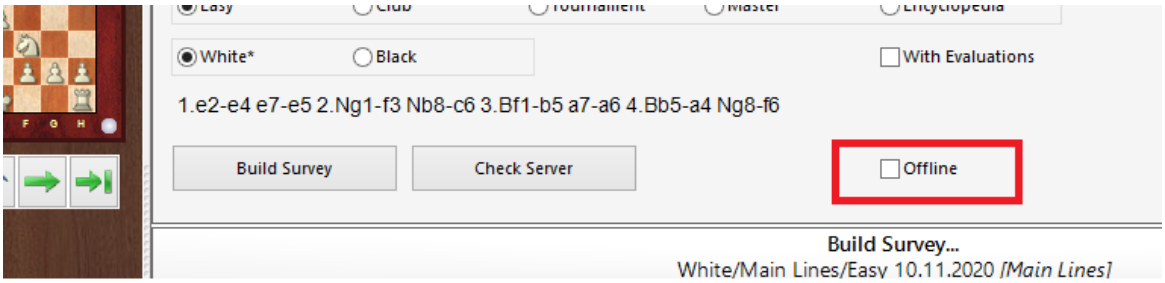
If you are creating for yourself a repertoire which does not yet exist on the server, it will be stored there. If it already exists on the server, it can be over-written there if your own reference database is more up-to-date and better.

When called up from the server the variation is overwritten from the position of the query. Opening surveys can, however, also be nested as you wish. To do so you activate in the settings dialog the option "Merge". Then the survey is inserted at the current place without over-writing existing moves.

If for any position surveys are present on the server, style, depth and colour are marked with a "*".

Local analyses

If you wish to switch off the link to the server in order to protect the privacy of your opening preparation, simply activate the option *Offline* and work in this mode only with your locally installed reference database.



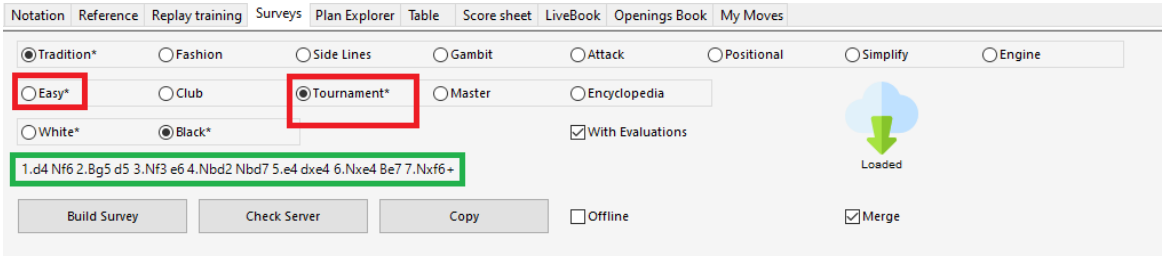
3.6.4 Tips Opening surveys

If a repertoire is already saved on the server for the variation selected and at the appropriate setting (Easy/Club/Tournament/etc.) this is displayed in the dialog box with an asterisk (*).

Example:

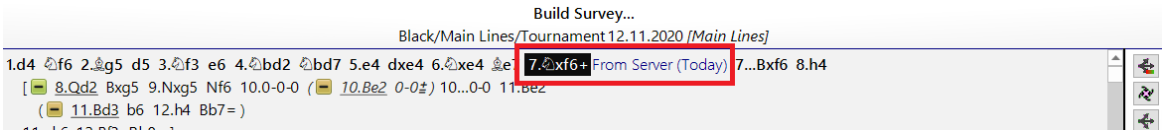
1. d4 Nf6 2. Bg5 d5 3. Nf3 e6 4. Nbd2 Nbd7 5. e4 dxe4 6. Nxe4 Be7 7. Nxf6+ leads by transposition of moves to the Rubinstein System in the French Defence.

The dialog for the creation of an opening survey looks like this:



Highlighted in green in the dialog is the variation selected.

Right next to the options "Easy" and "Tournament" (highlighted in red) the asterisk shows that there is already an appropriate repertoire saved on the server. In addition this information is displayed in the notation to the survey.

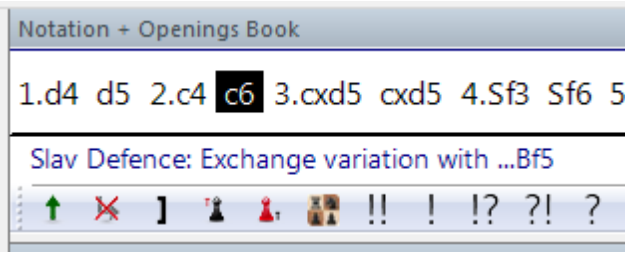


Using the button ***Copy*** you can move the opening survey into the game notation.

Tip: If you have not copied the survey into the notation, there also exists an offline version of it. During the course of the game each opening survey which is created is saved and thus the option is available to look at the survey later without accessing the server.

3.6.5 Name of the opening

After you have loaded a complete game into the board window, the opening is displayed by name.



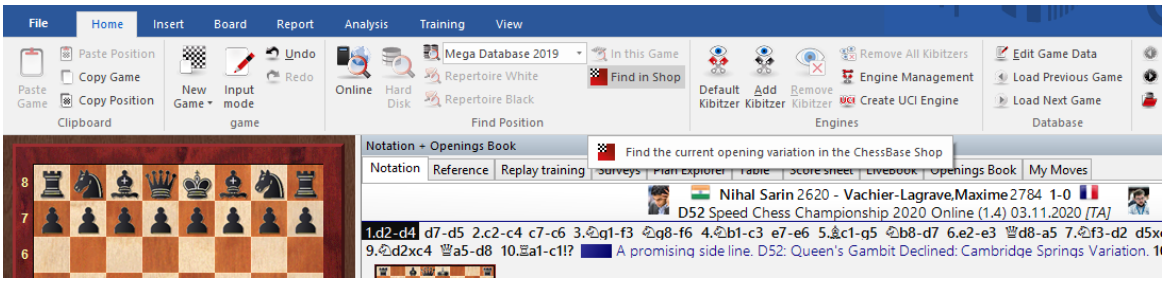
You will find the information immediately above the toolbar along with the functions needed to edit the notation. In this line you will also find information concerning differences in the distribution of material in the game in question.

3.6.6 Searching in the online shop

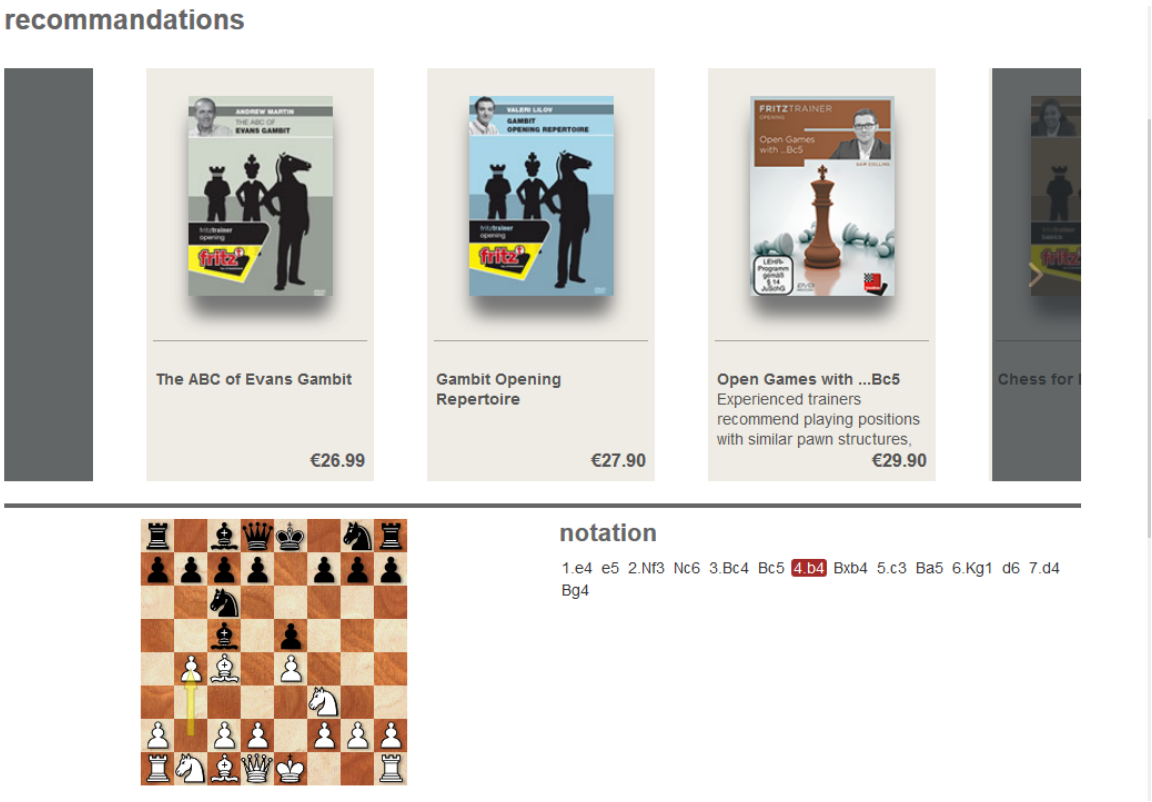
You are playing through a game in the board window and would like to know whether there are in our online shop materials which delve more deeply into the selected opening variation?

This question is easily answered.

In the menu bar you will find the entry "*Home - Find in Shop*".



A click immediately launches the browser and a search for materials dealing with the chosen opening system is initiated.

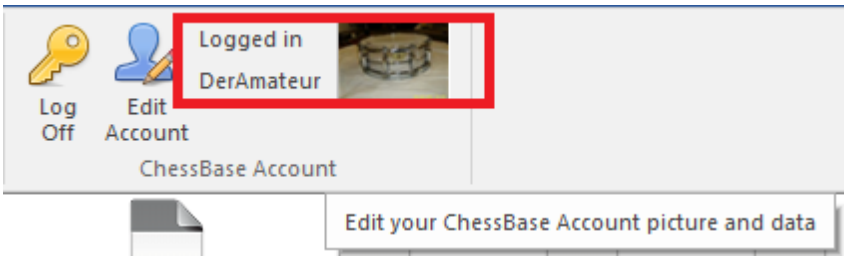


Tip: In the shop window you can refine the search for relevant material by clicking on the appropriate move in the notation.

3.6.7 Direct installation from the shop

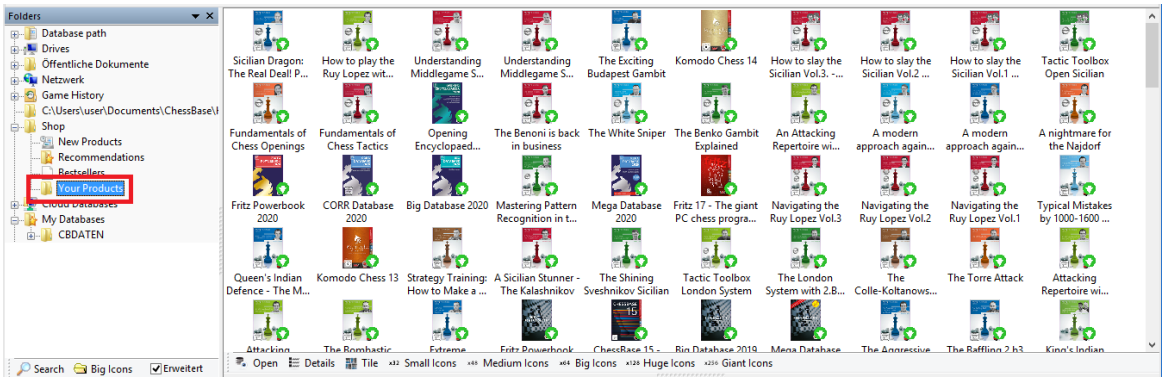
Installation of products which you have purchased as download versions from our shop can be found under *My Downloads* in our online shop. With ChessBase installation directly from the program is possible.

The condition for that is that you are logged in to ChessBase with your account name.



In the program's directory view on the left of the screen you will find the entries New Products, Recommendations, Bestsellers under the entry ***Shop*** .

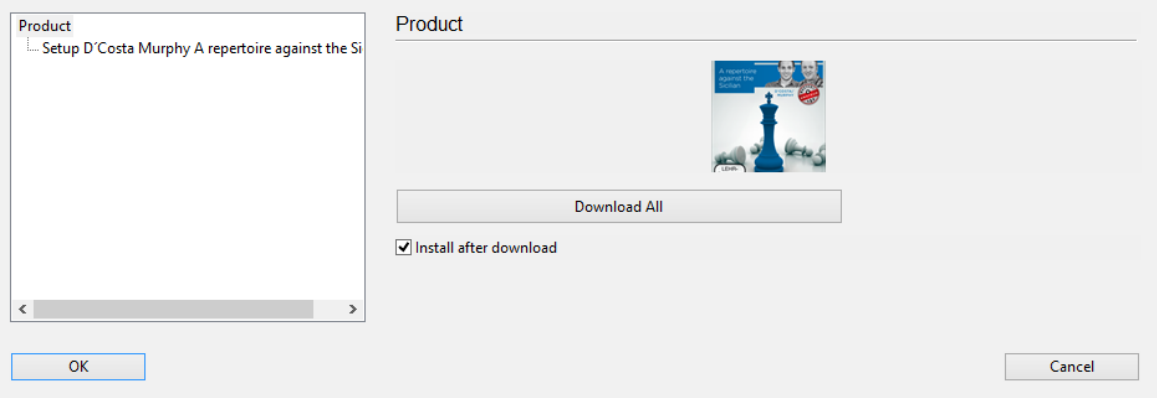
As a rule, the programs which are relevant are those which are saved for the user in his or her shop account.



Highlight/double click on one or more products which you wish to install.

A new dialog box is displayed.

In it you can make your selection:



When the button ***Install after download*** is activated – this is after all the aim of the function –the software is installed immediately after the download. If you simply want to download the software without installing it, then deactivate *Install after download*".

The download is now carried out; in the window displayed you will see the progress made and the estimated length of the download.

After the download you can install the purchased software directly from ChessBase.

Note: If you do not wish to install from ChessBase, you will find the downloads in the user directory under Documents/ChessBase/Shop.

3.6.8 Show Hot Variations

If you activate the reference view in the notation window the program continually carries out a search in the background based on the current board position. It uses the games it finds to show useful information about the variation line being played.

There is a new column called ***Hot*** .

Hot	Best players
	Morozevich, Granda Zuniga, Vaga..
	Ponomariov, Gulko, Berkes, Jussup..
	Gutman, Todorcevic
	Blatny, Motwani

The board shows a standard position in the Spanish opening.

The main continuation is 8…d7-d6. However, the ***Hot*** column shows that at top level the continuation 8…d7-d5 is preferred. In the game list the games of the strongest players are displayed first.

8...d7-d6	5073	55.4%	2009	Ivanchuk
8...d7-d5	4531	48.1%	2009	Anand, I
8...Lc8-b7	134	67.9%	2008	WoDra, (
8...Sc6-a5	92	73.9%	2009	Fernandc
8...Tf8-e8	38	65.8%	2000	Smagin
8...h7-h6	17	67.6%		

The complete line of the fashionable jot line is shown as the main line. The number of games is displayed in which the hot variation was played.

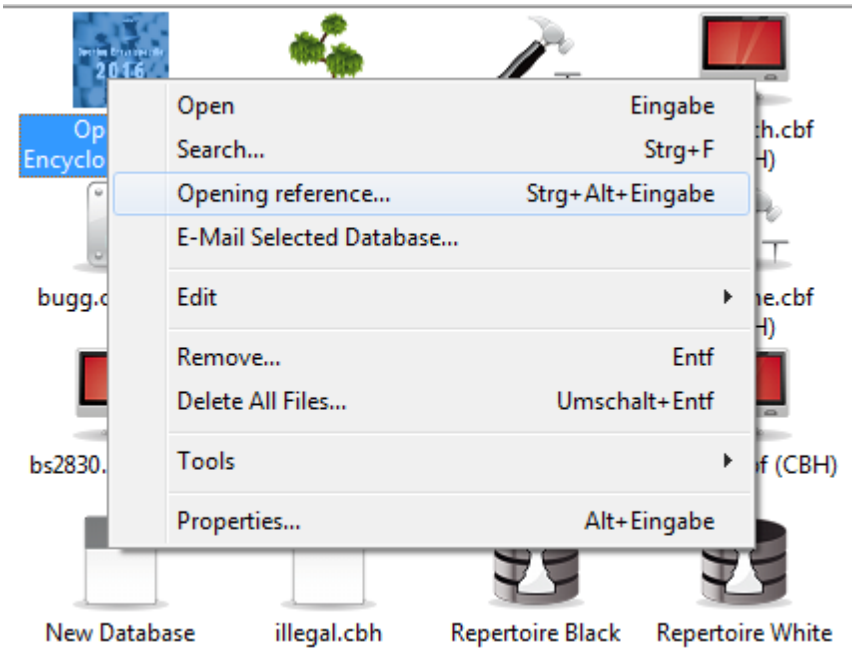
The criteria for the classification as "hot" are the date when the games were played and the average Elo of the players.

3.6.9 Opening reference for databases

Opening references can be created for any databases.

Report - Opening reference

Right clicking on a database icon in the database window opens the context menu.



Enter your moves on the chess board. The opening reference uses the position on the board to give you information from the database.

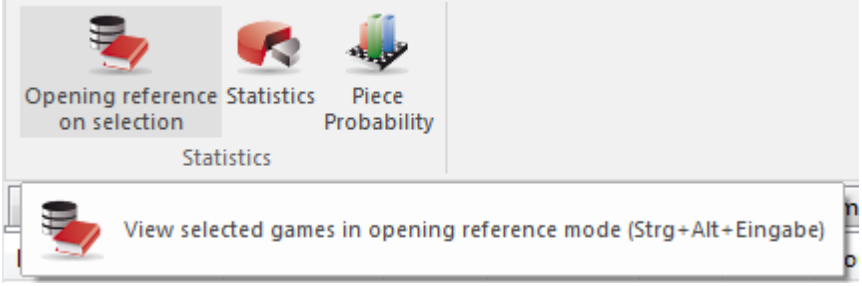
Note: The statistics displayed are based on the games in the selected database.

3.6.10 Opening reference for groups of games

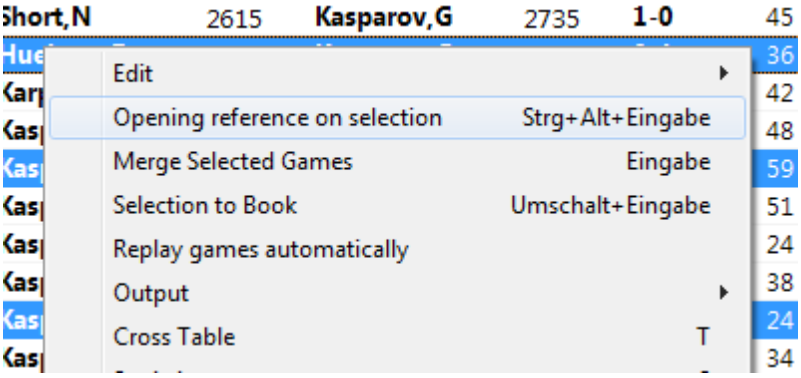
The opening reference can also be used for groups of games.

First select the games in the list which are to be used to create the opening reference.

Menu Statistics - Opening reference on selection



Or right click on the game list to start the context menu.



Note: Opening reference on selection generates the statistics view based on the games that have been selected.

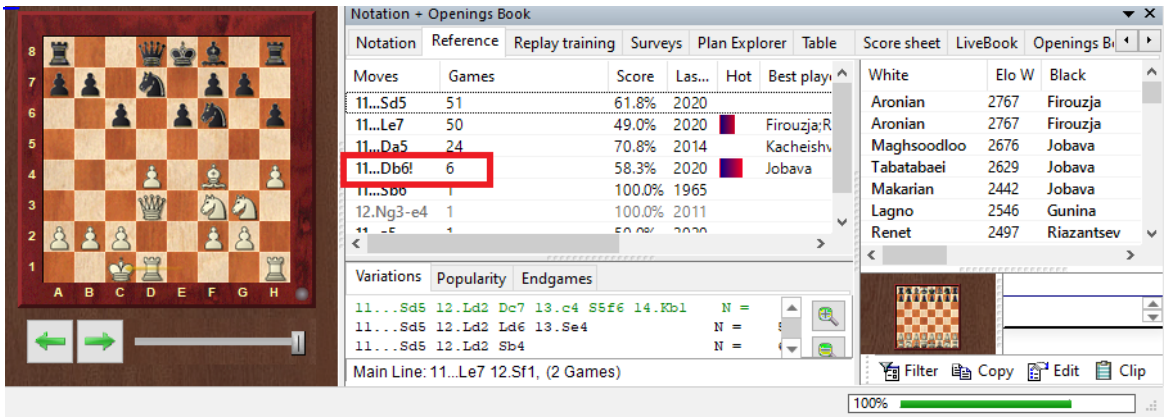
3.6.11 Marking variations with Reference

With its rapid interpretation of the statistics for any given position, the reference search in the program offers indispensable help in the study of new opening systems. At a glance the user can gain a concrete impression of the value of any specific continuation.

The moves played so far from the current position on the board are displayed. In the columns for *Games*, *Points*, *Last played*, *Hot*, etc. you will find an evaluation by the program, always from the point of view of White. This window provides you with a first overview of the existing possibilities and how reliable these are.

Click on one of the moves and it will be executed on the board (and included in the notation) and the statistics will be brought up to date.

If you keep your reference database, i.e. the Mega database, bang up-to-date with the latest games downloads, then the program marks new and above all very successful variations with an "**!**" after the move.



Note: This information can be found exclusively with an updated Mega! For the marking of a variation the trend in recent months is evaluated.

Tip: Are there clearly too few games shown in the reference display although there are clearly more games available in the reference database?

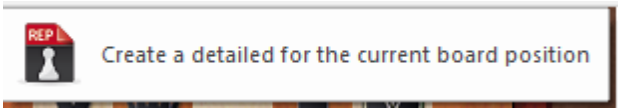
Highlight the reference database in the *Database window*.

Under *Maintenance* select *Delete search booster*. After you have deleted it set up a new file with *Maintenance - Create search booster*.

3.6.12 Openings report

Board window: Right-click the chessboard

Menu Report - Opening report



This is one of the most powerful instruments for openings study available today – and it is very easy to use. Before trying it out you must make sure that a reference database has been defined, so that ChessBase will know which material to use for its openings report.

Now let us assume you are interested in a particular openings line. With the critical position on the board click Openings report. With no pre-stored information ChessBase will go through the million or so games in your reference database and generates a comprehensive report on what it finds (this is known as "data mining").

Opening report

1.d4 Sf6 2.c4 e6 3.Sf3 b6 4.Sc3 Lb7 5.a3 d5 6.cxd5 Sxd5 7.e3

E12, 7.e3

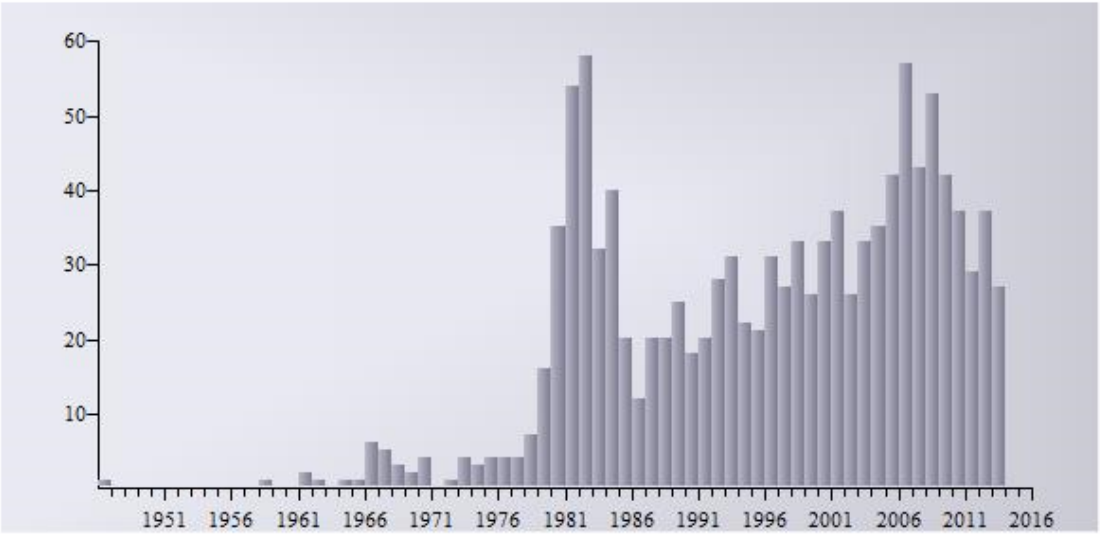
1174 Games in 'Mega Database 2014'

This is what it contains:

The *historical development* of the variation
This includes the earliest and latest games. Click any of the entries on the top to load the game. The "fashion index" gives the percentage of games relative to the entire database.

Notable players
Lists the players who have used the line, and their success rates. You can click the game links, or on any of the players' namesfor information on the player.

Statistics
This shows you how each side is scoring, the percentage of decisive games, the average length, etc.



Games played in years (1174)

Best moves

Tells you which moves which are scoring best. This is computed on the basis of the number of games, success rates, Elo performance, Elo average of the opponents, number of players with Elo > 2550, results in recent games and the popularity of each move in recent years. The most interesting games are listed, and you can click them to load and study.

Main and critical lines, repertoire and plans

ChessBase shows you the main lines and the critical line. The latter is the one in which both White and Black make the statistically most promising moves. Once again you can click the games to load and replay. ChessBase also tells you what you should play and shows which plans are involved.

4. Moves and Plans

a) 7...Le7

Black scores averagely (44%).

played by: Ivanchuk, 2729, 0.5/1; Vallejo Pons, 2697, 0.5/1; Karpov, 2694, 1.5/3; Bareev, 2670, 0.5/1; Akopian, 2660, 1/1;

You should play: 8.Lb5+ Click for games

Jobava,B - Naiditsch,A 1-0; Karpov,A - Najdorf,M 1-0; Bareev,E - Lutz,C 1-0; Polugaevsky,L - Petrosian,T 1-0; Kramnik,V - Bareev,E ½-½; Kasparov,G - Najdorf,M 1-0

The openings report is a database text in HTML format.

In addition to the report ChessBase also generates an Opening Reference for the variation you are studying.

3.6.13 Export opening report

You have the possibility to save the result of the opening report permanently to retrieve the information quickly without having to regenerate the report every time.

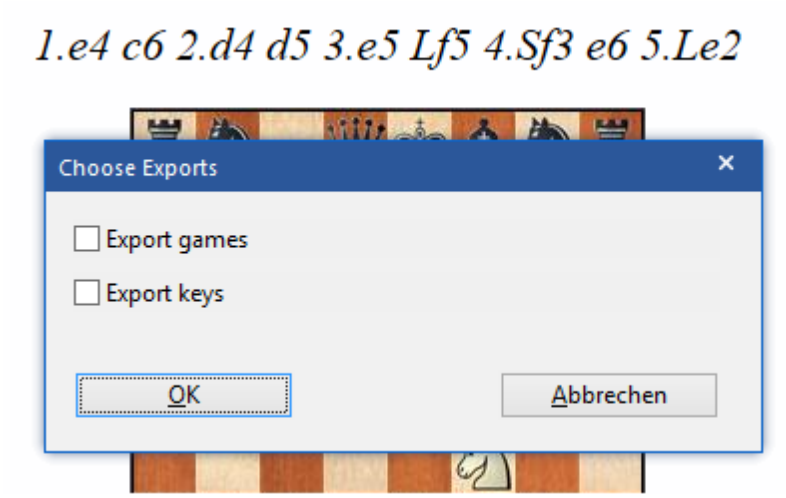
To do this, proceed as described below:

Create a new database in which you want to save the contents of the opening report BEFORE the opening report.

Execute the opening report with the required notation/board position.

After the report has been executed, do the following:

Go to the database text and select "**Save as ...**" and select the new database you have created in the file dialog.



If you want to include the games in the new database, select "Export Games".

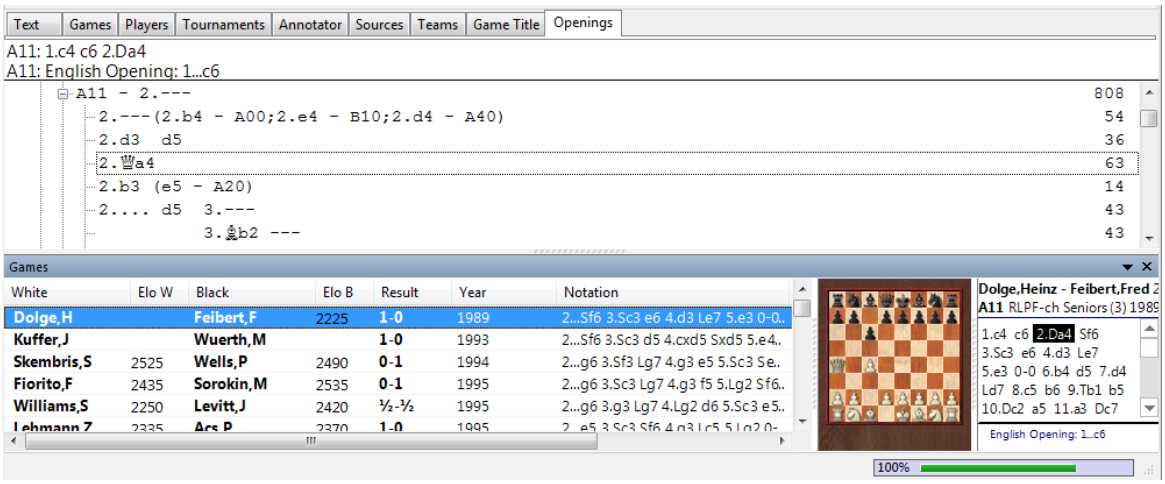
"Export Keys" is supposed to copy the opening key of the selected system, but it is not necessarily needed here in the limited selection.

In the last step the program gives you the possibility to define a title for the database text.

Now a little patience is required until all necessary information is transferred and the database is permanently available with the report.

3.6.14 Openings classification

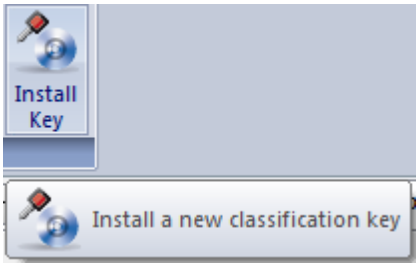
Openings classification in ChessBase refers to the identification of the openings variation in the openings key.



This is how it works:

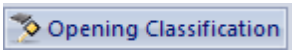
The program plays through each game backwards and compares every position it encounters with all the positions contained in the classification positions of the openings key. As soon as a match is encountered it knows under which key it must classify the game. The reason for playing through the game backwards is that we are interested in the deepest position, i.e. the one that identifies the most detailed variation.

When you install a new key (Tools – Classification) in the list window or click the Openings tab) all the games of the database are classified into the key in the same way.



Classifying the current game

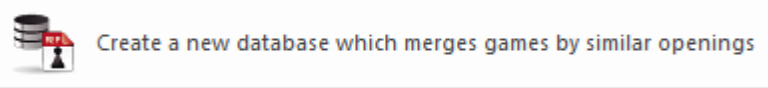
In the board window click *Report* *Openings classification* (or press Ctrl-Alt-C).



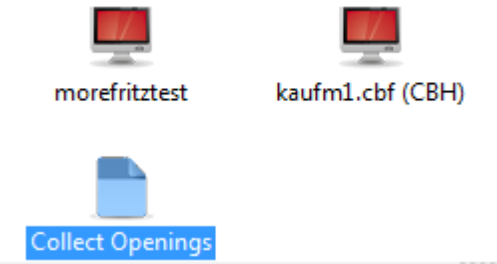
ChessBase will use the openings key of the reference database to retrieve all games from the same opening.

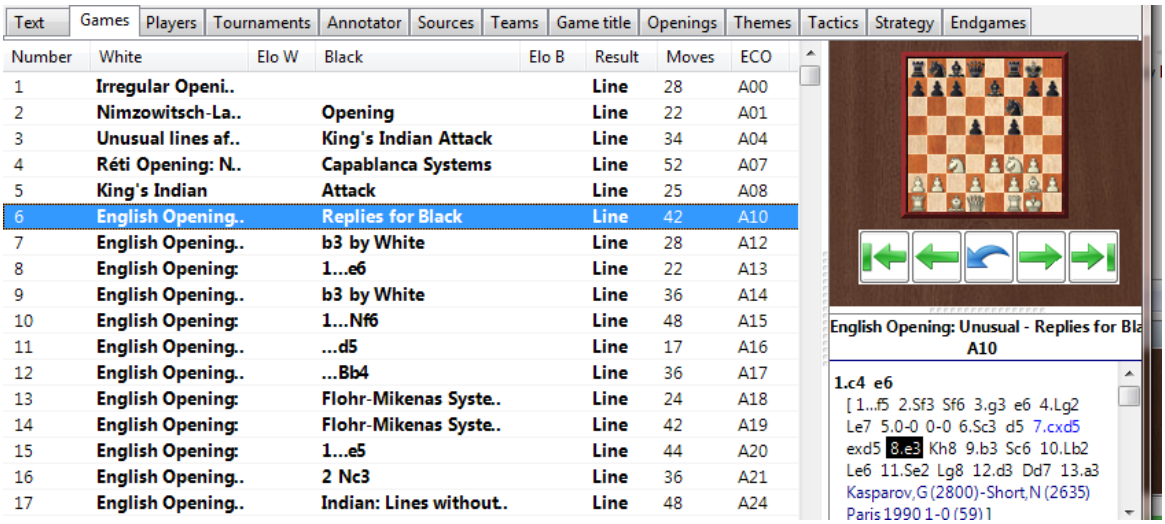
3.6.15 Collect Openings

The function *Collect Openings* is very useful for viewing openings in the database window. The function always applies to the database selected in the database window .

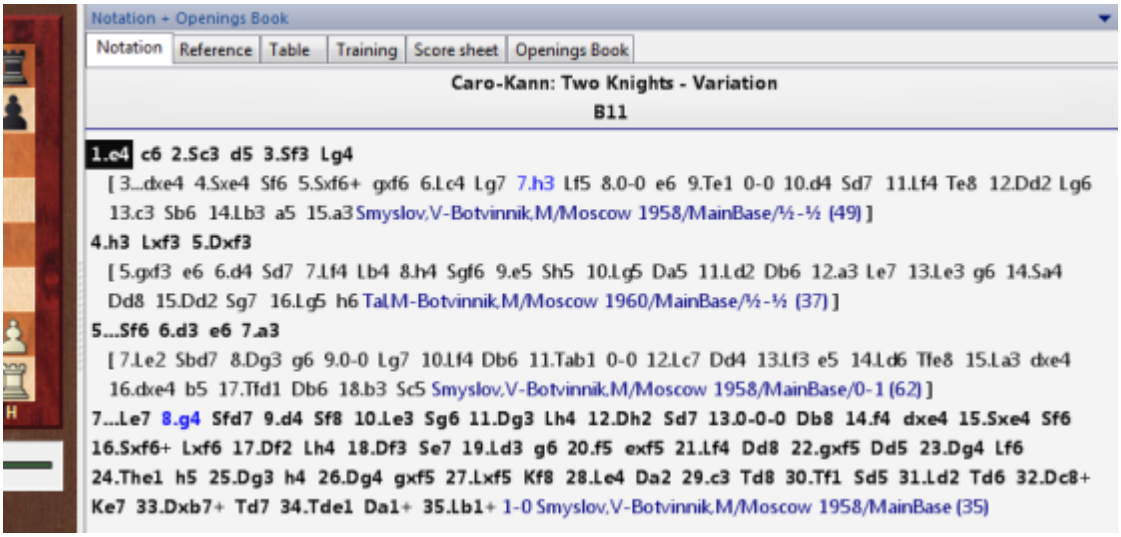


The program generates a new database that contains all the games that start with the same moves (openings variant) gathered together. This gives you a good overview of the openings in the database, just like the openings encyclopedia.





There is an overview of the openings system in the database list. The function generates notation for a variation tree with suitable games being shown as examples.



This function is especially useful if you apply it to databases that contain your own games. You are given an overview of the openings theory that is relevant to your own playing.

3.6.16 Openings book

Board window: Notation – Book tab produces the book window.

The openings book contains positions and full information on all the moves played in them. ChessBase has fast access to this information.

- There are two types of trees:

Book databases: Here you collect games in a database which is stored permanently on your hard disk.

On-the-fly trees: It is possible to generate a tree very quickly from any selection of games, e.g. all the white games of a particular player. Right-click the games and select Game to Book (or press Shift-Enter).

- How to create a new openings book

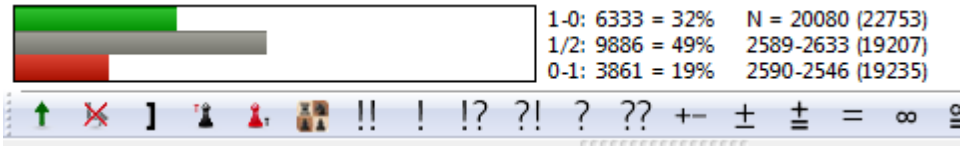
Database window: *Menu File New Database*. In the file selector select Books (*.CTG) in the field "Files of type:"

- How to copy games into an openings book

Select games, press Ctrl-C to copy, click the database symbol of the tree and press

Ctrl-V to paste.

You can also Drag & Drop games or an entire database into the tree.



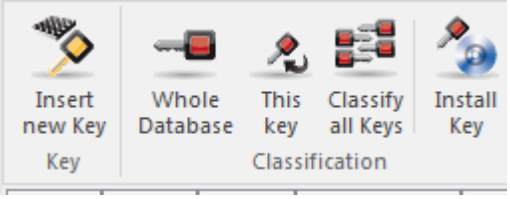
The ChessBase openings book recognizes all transpositions, even those that were not played in the games from which the book was compiled. Positions with reversed colours are also not differentiated – everything is considered from the point of view of White. After the moves 1.d3 d5 2.d4, for instance, the 2...c5! is given and you get a perfect Queen's Gambit with reversed colours.

The ChessBase openings books (with the CTG extension) can be directly read by the chess programs Fritz, Shredder,etc. as well as a number of other chess engines. With an openings book they can play the moves in the initial stages of the game instantly, without calculating anything themselves. So it is very easy to use ChessBase to create, edit or extend an openings book for Fritz and friends.

3.6.17 Classify whole database

List window: Openings - Opening Keys Classification

This reclassifies the entire database into all keys (openings, themes, strategy, tactics, endgames).

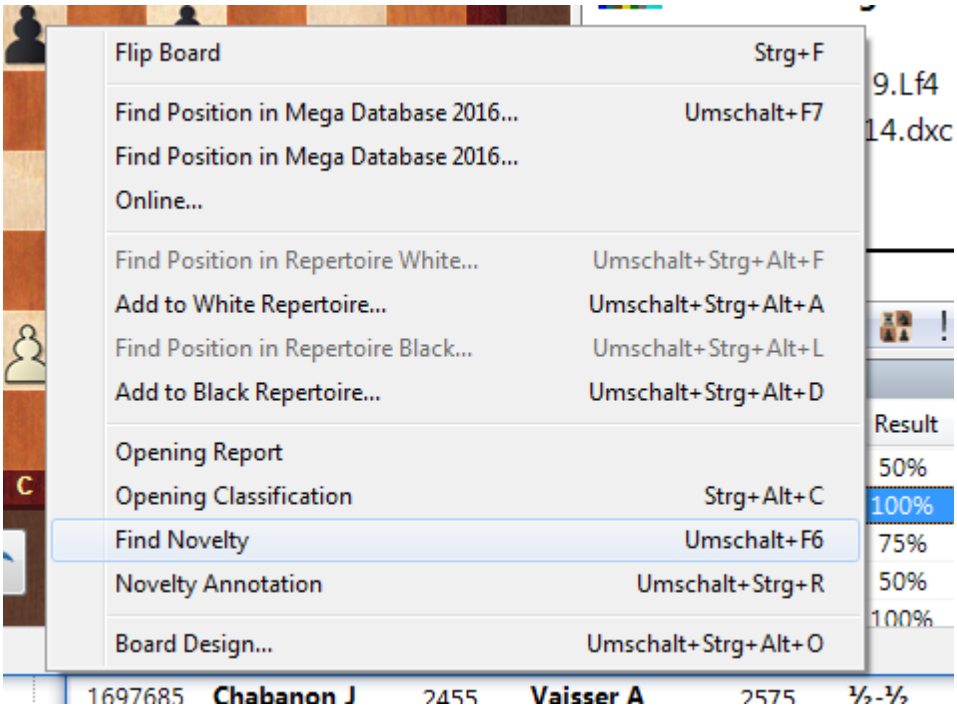


If you interrupt the process ChessBase will remember how far the classification had proceeded, and you can continue the process again. The program will offer to continue where it left off (game number x). If you enter game number "1" it will reclassify the entire database.

If no key is installed, four buttons appear, please read on at: Install new key.

3.6.18 Find novelty/compare

Board window: Rightclick – Find Novelty (Shift-F6)



ChessBase lists the games in the reference database which are closest to the current game.
The games appear in a search result window and are sorted according to the degree of similarity to the original game.

▸ In the original game the board jumps to the position in which the novelty was played (i.e. where it branches away from existing games).

▸ You can click on a game in the list to view the moves. Click the Restore game button to get back to the original game.

▸ Right-click the search results list and use Edit – Select all. Then drag the games into the original game. They will be merged into the notation and make it easy to see where the deviations occurred. Naturally this all happens in memory and leaves the game in the database intact.

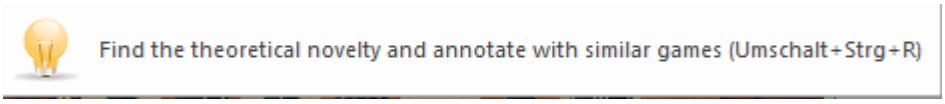
▸ You can Ctrl-click only some of the games to mark them, then click Restore game to get back to the original game, and drag the selection into the game notation.

▸ You can save the search results in the clip database by marking the games (as described above), then right-clicking and using Edit – Clip or Unclip. You can also press F5.

▸ The Find novelty function only works properly if there is a reference database present and it is sorted in an openings key. The openings key should also be of the very highest quality.

3.6.19 Novelty Annotation

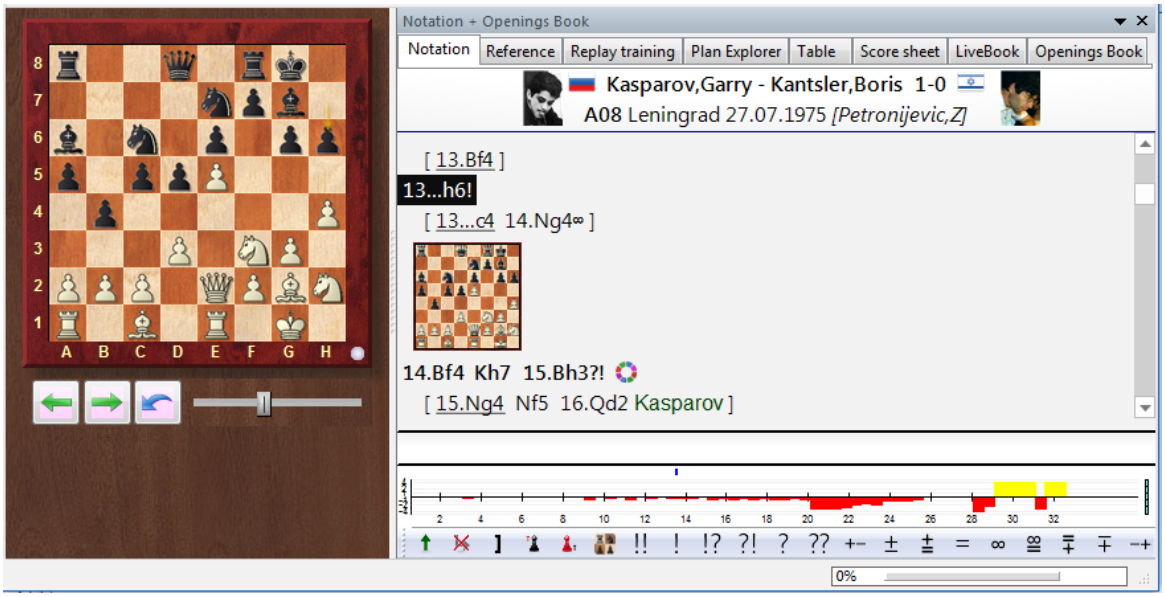
Board Window - Report - Novelty Annotation



There is an easy way to display novelties in openings systems in the board window.

In the board window there is a ribbon *Report Novelty Annotation*. This searches the online database if there is an active Internet connection.

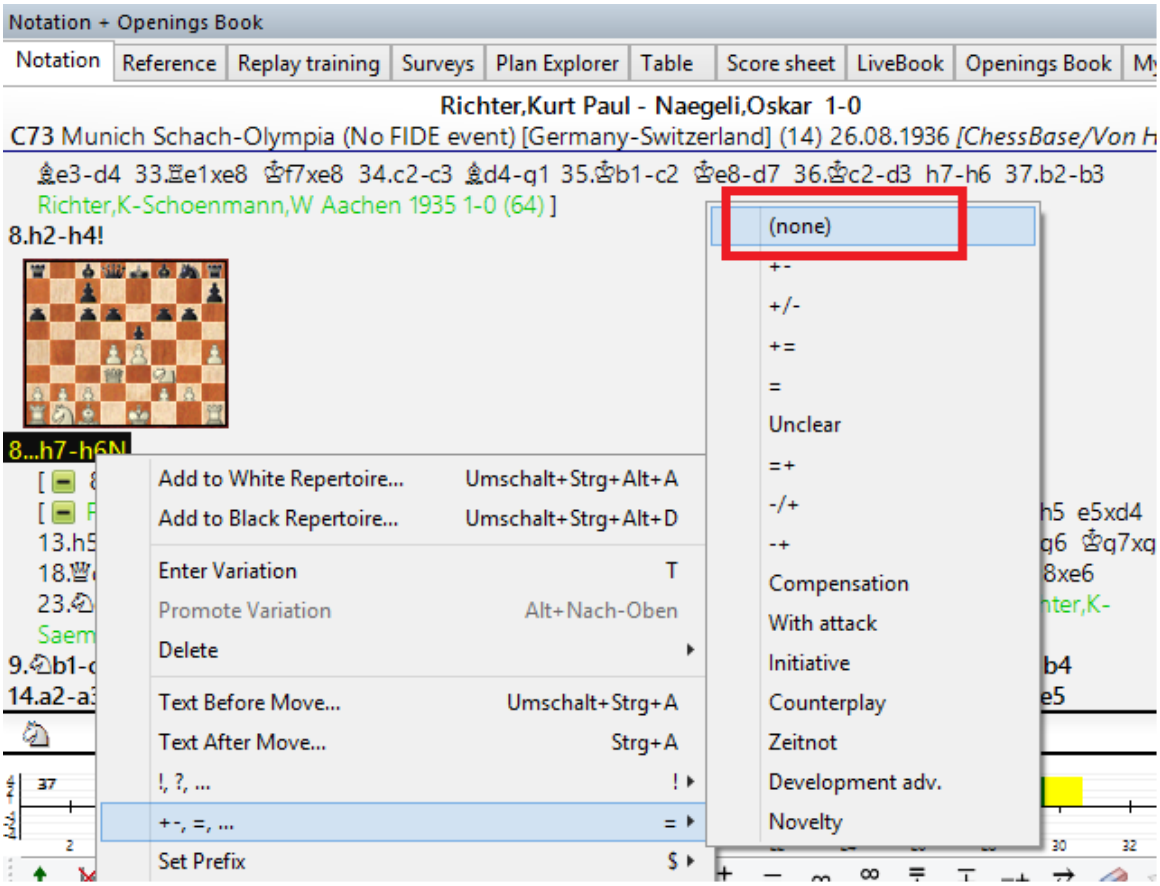
In contrast to previous versions ChessBase no longer uses the installed reference database but the online database, because it is always up to date. This guarantees that the current trends in the openings system are accurately displayed.



The program inserts the relevant games into the notation as variations. The novelty is marked in the notation with a capital **N**.

3.6.20 Notation – Remove Novelty

Within the notation I find the entry "N". This letter is used in the notation to highlight a novelty (innovation) within an opening variation. How can this mark or label be removed from the notation?

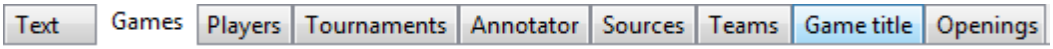


After a right-click with the mouse in the notation the said function becomes available. Choosing "None" enables you to remove the label from the notation.

3.6.21 Openings Key

3.6.21.1 What are classification keys?

In the games list you see the following tabs:



These are classification systems in which the games are automatically sorted by the program.

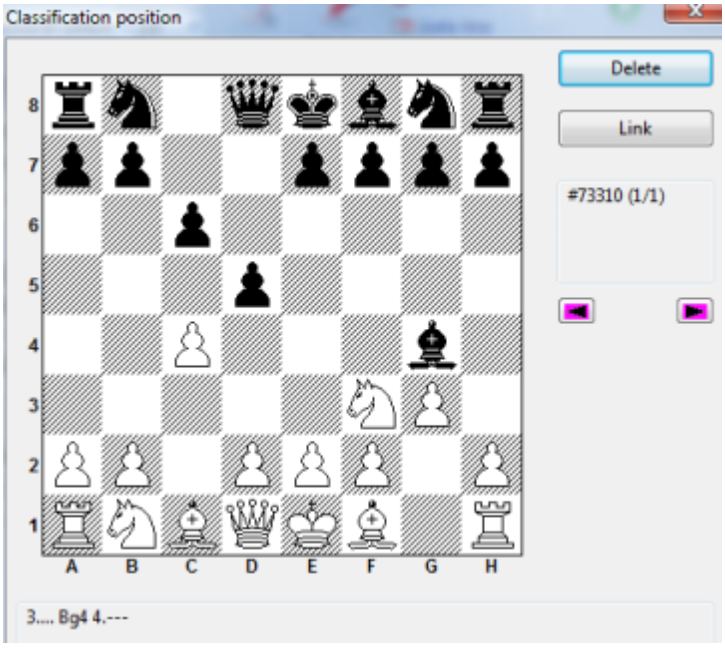
Openings keys are defined by positions. The deepest classification position decides into which key the game goes.

Theme keys are defined by the search mask. All games that match the criteria are sorted into the key associated with the definition.

As part of the ChessBase package you get pre-defined keys for large and small databases. If you are technically minded you can modify them or develop your own keys and classification systems. This is especially rewarding in the area of theme keys.

3.6.21.2 Show classification positions

List window / Openings tab: Right-click an opening and select Show positions



A key can contain more than one classification position, which may be needed to increase the accuracy of classification. If you right-click a key and click "Show positions" the classification positions are displayed. The window has a board and two

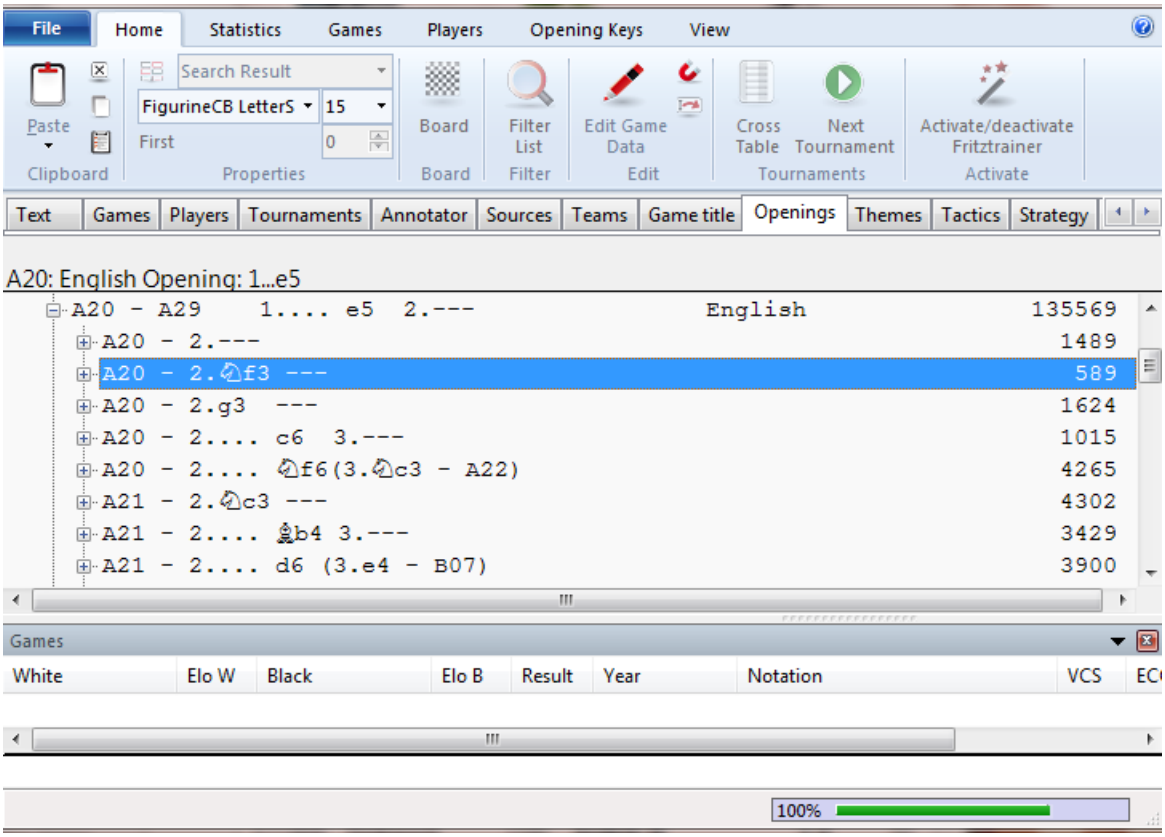
important buttons:

Delete
This will remove the displayed position from the classification system. Keys with no classification position will never have games sorted into them. But they can serve as root keys for deeper subkeys.

Link
This links the position on the board to the key in the key memo. Games in which the position occurs will in future be sorted into the other key.

3.6.21.3 Openings key

List window: Click Openings tab



Openings keys are indexes to games based on the opening variations – you have instant access to the games through the openings moves or variation.

The openings keys have two main properties:

- The games in a database are automatically classified by the program into the correct openings keys and subkeys.
- An openings key can be expanded. It is therefore easy to modify an existing key and make it include the most detailed variations of your repertoire.

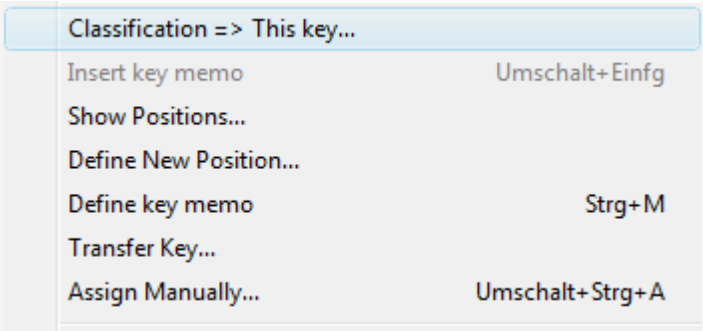
ChessBase databases come with presorted openings keys. But the program will also install a big or small openings key in any database and sort all games into it.

Functions in the openings key window
The openings key is displayed in a special key window, which works very similarly to the normal games list window. On the right you can see the number of games. Use the cursor keys to navigate to the openings hierarchy, like you do in the folder pane of the Windows File Explorer. Cursor right openes a sub tree, cursor left closes it. If a key contains games, they will be shown automatically in the games list below the keys.

Note that you can rearrange the game window in relation to the keys.

3.6.21.4 Key functions

ChessBase can classify games into keys. These keys define openings, general themes, strategy, tactics and endgames.
Normally you will simply use the keys that are included with the databases you purchase. Experienced users may want to modify these keys or create entirely new ones. For them there are a number of functions that are best accessed by right-clicking a key in the index.



- Insert new key

This inserts a new key at the highligh bar. In the case of the openings keys a board window must be open and the classification position must on the board.

- **Edit...**

You can change the name of the key. In theme keys this also allows you to change the definition of the search mask.

- **Classification**

All the games of the highlighted key will be reclassified. This is generally used when you have created new subkeys and want the games to be sorted into them.

- **Delete**

Removes the highlighed key.

- **Insert key memo**

This allows you to move a key.

- **Define New Position**

An openings key can (and usually should) have more than one classification position.

This is the command to attach a new position to the key. It must be on the board of the last board window you opened.

Transfer Key
The selected key and all its subkeys are copied to the selected database (in the database window). It is added to the the main level of the original key. Use the key memo to move it to its correct place.

Assign manually
Assigns the game in the board window manually to the highlighted key. This is an old function that is seldom used, since the automatic classification has become much more accurate than in previous years.

3.6.21.5 Insert new key

Inserting a new openings key (Insert)

1. Make sure that the classification position is on the board in a board window.

2. Click Openings in the list window and right-click an openings key. Select Insert new key.
If there is no key to click, use the Insert key.

3. The classification position is displayed. Click OK and type in a name for the key.

Inserting a new theme key
1. Click Themes, Strategy, Tactics, or Endgame in the list window.

2. Right-click and select Insert new key.
If there is no key to click, use the Insert key.

3. The search mask appears. Fill out the criteria for the theme key.

4. Type in the name of the key in the entry line that appears.

3.6.21.6 Install new key

List window: Click Openings, Theme, Strategy, Tactics or Endgame

If there is no key present you will get the above buttons. Click Install big or small key. In the first case you will get a detailed ECO-style key, in the second a small descriptive key. You can also click Select a key to browse for a key that is attached to another database. This will be copied to the current database and all games will be sorted into it. Finally you can install an empty key and start defining classification

positions or criteria yourself.

Empty
The new key will not contain any entries, you must define all of them yourself.
Small
Install a small key with general classification. For the opening this is a descriptive key.
Big
Install a big key for a large games collection. For the opening this is a giant key based on the ECO classification system and containing around 55,000 classification positions.
Browse
Allows you to search for and install a key that is being used with another database.

3.6.21.7 Define/Insert key memo

List window: Click Openings, Theme, Strategy, Tactics or Endgame

If you decide that you want to move a key up or down in your list, right-click on the key you want to move. A popup menu will appear; select "Define key memo" in this menu (or press Ctrl-M). You've just told ChessBase that this is the key you want to move. Click once on the key that appears immediately above the position where you want the moving key to appear. Right-click on it and select "Insert key memo" from the popup menu (or press Shift-Insert). ChessBase will then move the first key to the new spot on the list. Once in a while, particularly when you try moving a key to the very top or bottom of a list, ChessBase will insert it above the key you've highlighted, so it may take a bit of tweaking on your part to get the list just right -- but it's certainly "doable".

You cannot use these functions to move an entry from one database key to another. Use transfer key to do that. But you can use Define and Insert key memo to move a subkey up or down in the list.

3.6.21.8 Transfer key

This is how to transfer a key from one database to another:

1. Open a database and in the list window click the key tab (e.g. Openings).
2. Switch to the database window and select a database (click it).
3. Return to the key and right-click the key you want to transfer. Select Transfer in the menu that appears.

The key (not the games it contains) will be copied to the other database and inserted at the end of the key that is present there.

I want to transfer a thematic classification key that I have created myself to another database.

Unfortunately, this only works with opening keys. The “Transfer” option cannot be selected from the thematic key context menu. Transfers don’t work for any other keys (other than opening keys). The program does not support the transfer of thematic keys.

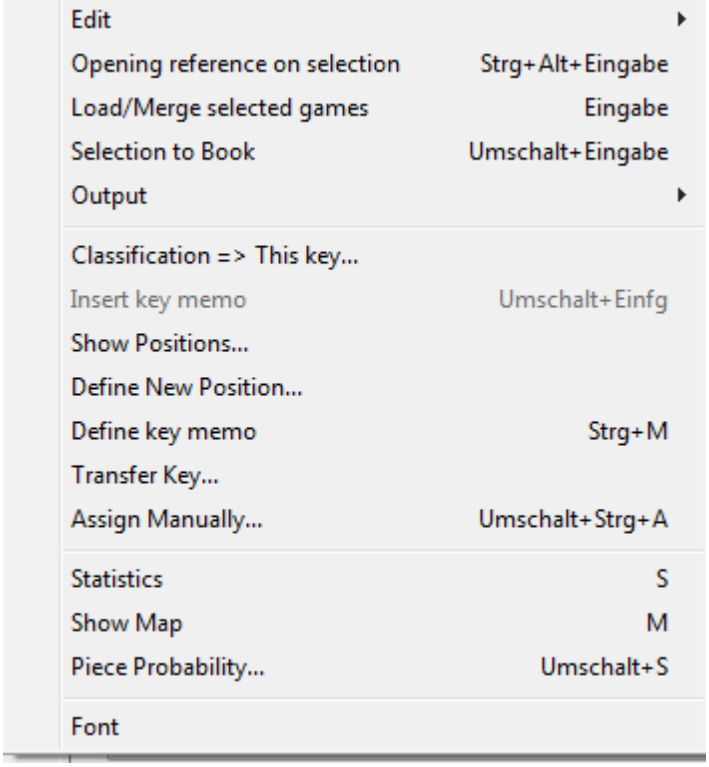
3.6.21.9 Sorting Keys

How do you go about changing the order of an existing opening key e.g. the order (sorting) of sub-keys?

Deleting and creating a new key is possible (when creating a new one this comes at the end) but rather time-consuming.

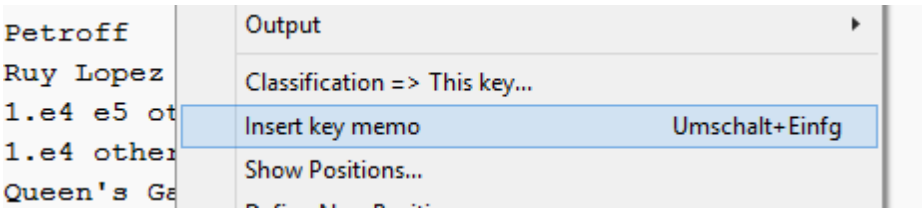
Changing how an opening key is sorted can be done as follows:

- First open the opening index and select the various keys.
- Right-clicking starts the context menu.



Start the function "***Define key memo***" (**Strg-M**).

Now change to the key which should be added before this key.



Here you will find the function in the context menu => "Add Key Memo" (Shift. + Insert Key).

Then delete the original key and the desired sort will be carried out.

3.6.22 Repertoire

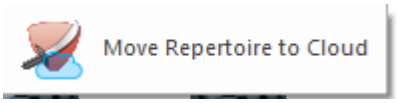
3.6.22.1 Repertoire database

The repertoire database is a collection of annotated games or variations in which you look after your repertoire. In it you collect all information on the openings systems you like to play. To make a database your repertoire database right-click the icon in the database window and select Properties. In the dialog that appears click the "Repertoire database" checkbox.

Please take also a closer look to the Repertoire Training in the Board window.

ChessBase has a number of functions that will help you look after and even automatically update your repertoire.

In ChessBase you can manage your opening repertoire in two databases, one for White and one for Black.



You can create the repertoire databases at any time by selecting *Report -> Create Repertoire* in the database window and accessing a database with your own games.

If you already have a single repertoire database that you created without separating colours in ChessBase 12, the function Report -> Create Repertoire offers the possibility to divide it into White and Black. ChessBase uses the moves that you have marked Blue. It is strongly recommended to divide your repertoire into White and Black.

In the board window, use the function Report -> Repertoire -> Mark Move Blue.

This marks the moves in your games which should be added to your repertoire. This builds a repertoire report for new game collections or searching in the repertoire database. There is no sense in marking all your games with 1.e4 in the repertoire report just because 1.e4 leads to a line in your repertoire database with Ruy Lopez.

How to add games to the repertoire database

First of all you can save or copy games into your repertoire database, just like any other database. With a game in the board window right-click the board and select Add to repertoire. There is also the same command in the Tools menu, and you can press Shift-Ctrl-Alt-A.

ChessBase will save your game with the variations which are already stored in the repertoire database. If the game is very similar to an existing repertoire game, ChessBase will suggest merging the two games in the repertoire database. You can let it do so or overrule it and save the game as a separate entry. If your game contains a completely new line the program will save it as a new game. It will even suggest a suitable name for it (e.g. "Sicilian Four Knights").

If no repertoire database exists, ChessBase will automatically create one and add an icon to your database window.

Defining the repertoire

You can load games from your repertoire database and add analysis or commentary. When you manually add a game to your repertoire there are two way of determining from which move on the game represents your repertoire.

1. In the repertoire database a game is only considered from the first branching point onwards. For instance if you have entered the moves 1.e4 e5 2.Nf3 Nc6 3.Bb5 a6 (3... Nf6), then the first position of your repertoire is the one after 3.Bb5. Games beginning with 1.e4 e5 2.Nf3 Nc6 3.Bc4 are ignored, as are, of course, games beginning with 1.e4 c5.
2. If you have a single game or variation without branching lines in your repertoire database, you can specify the first relevant position by annotating it as Critical opening position: right-click on the move, chose Special annotation – critical opening position.

Compare game to repertoire

With a game loaded in the board window right-click a position and use Search in Repertoire. ChessBase will open a search result window and list all games from your repertoire database in which the position occurred. The same command is to be found in the Tools menu, and you can press Shift-Ctrl-Alt-F to execute it.

Searching for repertoire games

With a repertoire database it is easy to search for games that match this repertoire. Simply call up the search mask (Ctrl-F) and click In repertoire. This will retrieve all games in a database which are relevant to your repertoire. Remember that you can also click a directory with many databases or in fact an entire partition of your hard disk and use the search mask to find all repertoire games there.

The repertoire scan

This function is a quick and elegant way to find out what's new in your openings systems. Let us assume you have just received a delivery of new games, e.g. an Internet download or the latest issue of ChessBase Magazine. Click File – New – Repertoire scan. ChessBase will generate a report of all games which are important for your repertoire. The report is a database text with separate sections for each of the repertoire lines. The games are given as links and can be clicked for instant load and replay. They are sorted by player Elo and degree of annotation.

Note that you can best view very dense repertoire games by switching to table notation, and you can print them out nicely using the print repertoire option.

3.6.22.2 MyMoves

The program offers numerous possible ways of looking at openings and then, after thorough checking, integrating them into your own repertoire. From our present chess programs you are already aware of the possibility of saving your own repertoire online and working on it via WebApp or Chess program. This option is now also available in modified form with this version of the program.

Hint: the program logically distinguishes between White and Black repertoire and the data is stored online on our servers. That guarantees that with a ChessBase Account

and a browser you have access to your repertoire at any time and can edit or take a look at it.

This way of handling it is also possible with a smartphone or tablet.

3.6.22.3 Immediate Access to the Repertoire Database

There are other useful ways to access games you have processed in the board window.

Next to the Game History button there is a button called *Database* .

This allows the user access to the currently selected database directly from the board window.

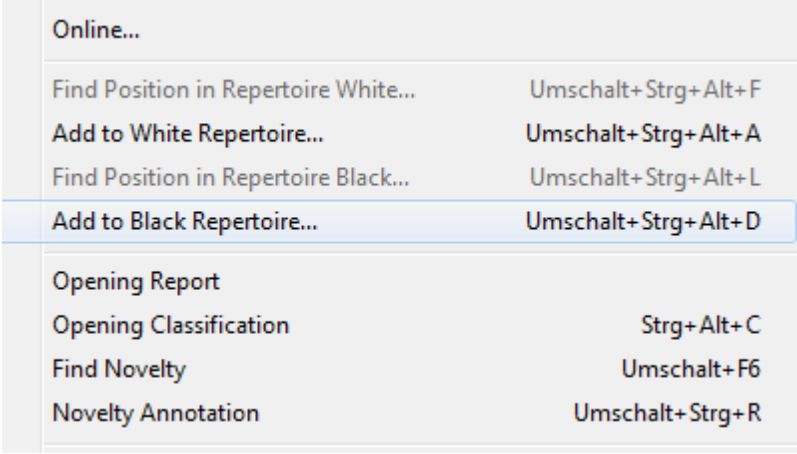
It is also possible to access the repertoire database directly from the board window.

Clicking on the command *Repertoire Database* in the Find Position section searches for the current position in the repertoire database.

A game can easily be saved in the repertoire database. Just right click on the board, and then select *Add to repertoire*.

3.6.22.4 Add game to repertoire

Board window: Rightclick Add to repertoire



This adds the current game to your repertoire database.

ChessBase offers you two alternatives:

- **Add the game as a new entry**
  The game is saved at the end of the repertoire database

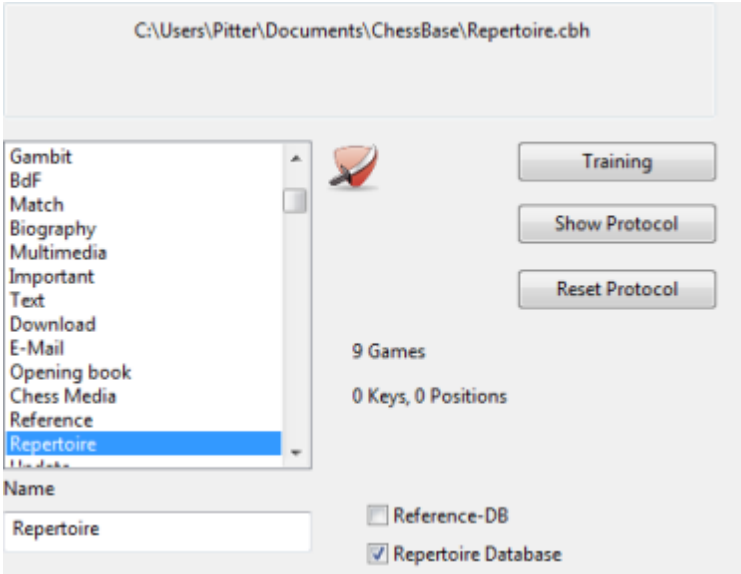
- **Insert in**
  The current game becomes a variation of a game in the repertoire database.

After saving or inserting the game you can open the repertoire database in the database window and enter remarks to the game if necessary.

3.6.22.5 Creating a Repertoire Database

ChessBase makes it easy for the user to create a repertoire database. This is a collection of annotated games or variations that are used as the basis of a personal opening repertoire. The systematic upkeep of your own repertoire is an essential part of your preparation.

First you must create a repertoire database manually. To do this you must have a database that only contains games and variations that are part of your repertoire. To define a database as a repertoire database right click on a database and select Properties. Then tick the box Repertoire Database.

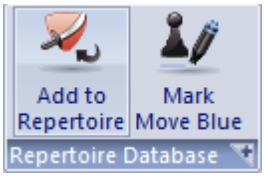


The program can also support users who do not yet have their own repertoire database.

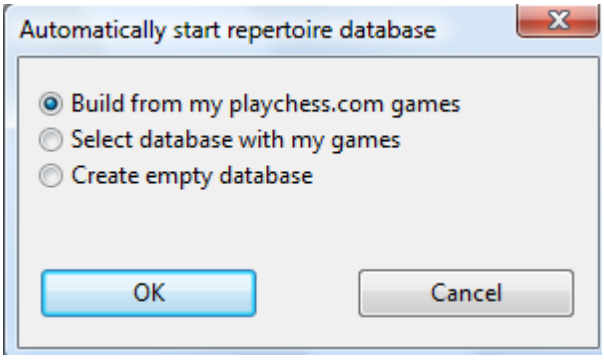
Let us assume that you are replaying a game that is significant for your repertoire.

Right click anywhere in the board window and select Add to repertoire.

You can also use the ribbon *Report* *Add to repertoire*.



If no repertoire database has been defined yet the program will offer to create a new repertoire database.



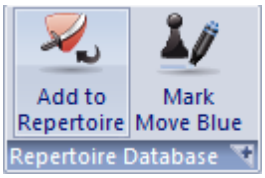
You can choose between the options:

Build from my Playchess.com games: This creates a database using your games on the server. In the following dialog you can choose the player's name.

Select database with my games: This is when you already have games stored in a separate database.

Create empty database: This puts the game into a new database, which you can later add to.

There are differences to earlier versions of the program. The user can add games to the repertoire database directly from the board window.



Clicking on the small arrow next to the Repertoire database button opens the repertoire database.

Mark move blue sets this search position for the repertoire report. In earlier program versions all the alternate variations were also added, which was sometimes imprecise.

If you add a game to the repertoire database by this method the position is shown that is used as search criterion for the repertoire functions.

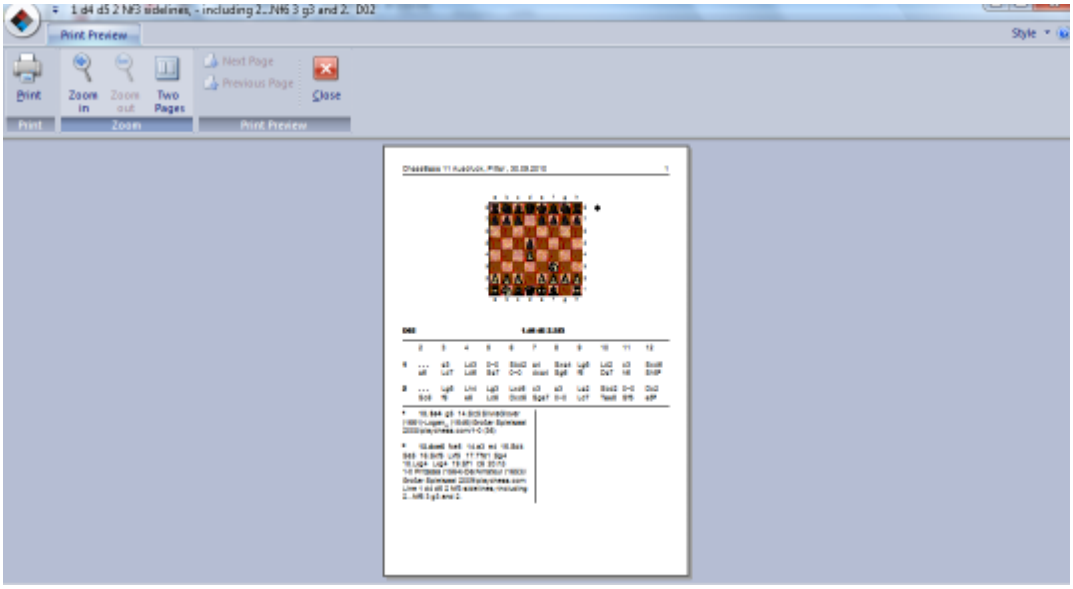
3.6.22.6 Repertoire print

Board window: Menu File Print Print Repertoire.

If you have a richly annotated game, or if you have merged a number of games from one variation into a large variation tree, then it is advisable to print it out in the form of an ECO-type repertoire table.

You can try it out quite easily. Go into the openings index and search for your favourite line. Mark all the games and press Enter to merge them into a (temporary) game tree. Click *Menu File Print Repertoire*.

In the print preview you can see what your page will look like:



3.7 My moves

3.7.1 My Moves

Many openings require a detailed knowledge of complexes of variations. The program offers numerous possible ways of looking at openings and then, after thorough checking, integrating them into your own repertoire. From our present chess programs you are already aware of the possibility of saving your own repertoire online and working on it via WebApp or Chess program. This option is now also available in modified form with this version of the program.

Hint: the program logically distinguishes between White and Black repertoire and the data is stored online on our servers. That guarantees that with a ChessBase Account and a browser you have access to your repertoire at any time and can edit or take a look at it.

This way of handling it is also possible with a smartphone or tablet.

3.7.2 Access

Start an empty board window -> Click Start - Board

At the top of the notation window you will find the tab *My moves* . This opens a new pane with at the bottom all the important functions, e.g. for loading the repertoires and the functions for working with it.

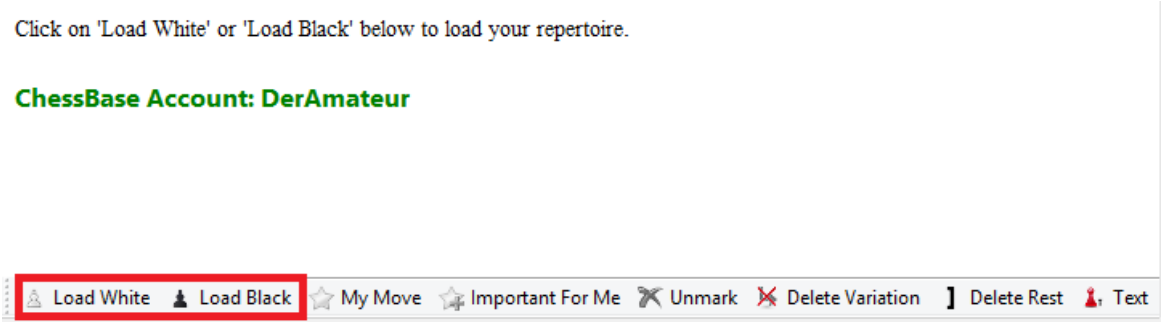
"

Load your White or Black opening moves

You can enter moves here and mark them as 'My Move' for your repertoire.
Lines leading to marked moves are automatically stored.
Or you mark moves in the live book or in the normal game notation.

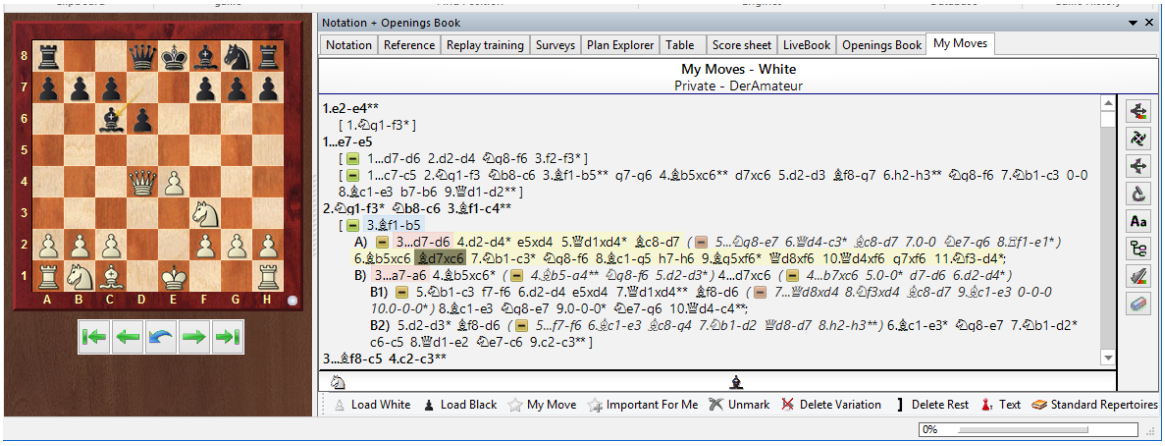
Click on 'Load White' or 'Load Black' below to load your repertoire.

Hint: Make sure that you are logged in with a valid account.



Clicking on ***Load White***" loads the variation tree which the repertoire contains for White. If you have not yet set up a repertoire you will find in the next text a description of how you can quickly start a repertoire, add to it and edit it.

The following screenshot shows an example of a personal, edited repertoire for White.

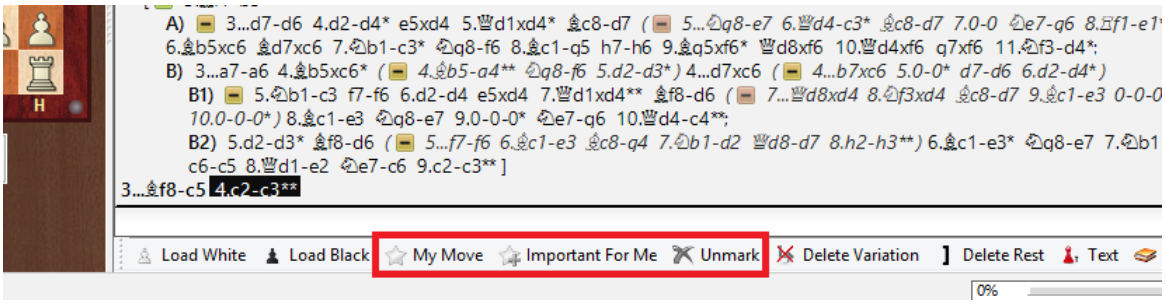


Now, for example, you can edit the variations in it with the help of the editing bar, e. g. mark specific moves as particularly relevant for your repertoire.

3.7.3 Extending the repertoire

Whenever you play through or analyse games, various options are available to you for extending the existing repertoire. If, for example, you wish to integrate complete variations you can do so easily by highlighting a move in the board window as *My Move* .

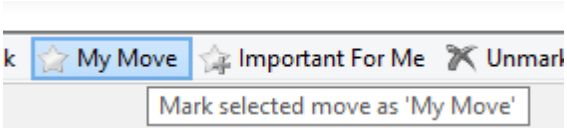
You will find the tools for this at the bottom of the notation window.



This takes into the repertoire the complete sequence of moves up to the move highlighted. That saves you the painstaking manual input of complete variation trees.

Highlighted in red are the three relevant function buttons.

If you hover over a button with the mouse the tool tip shows you the function in text form.

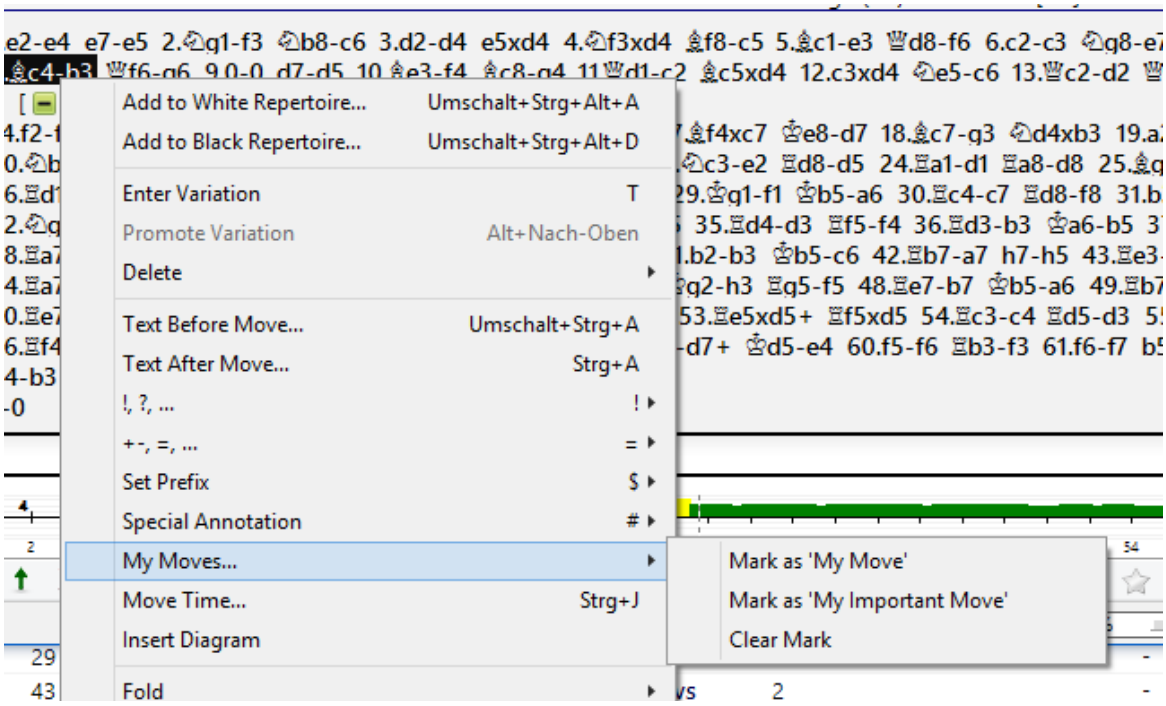


3.7.4 Other options for working on the repertoire

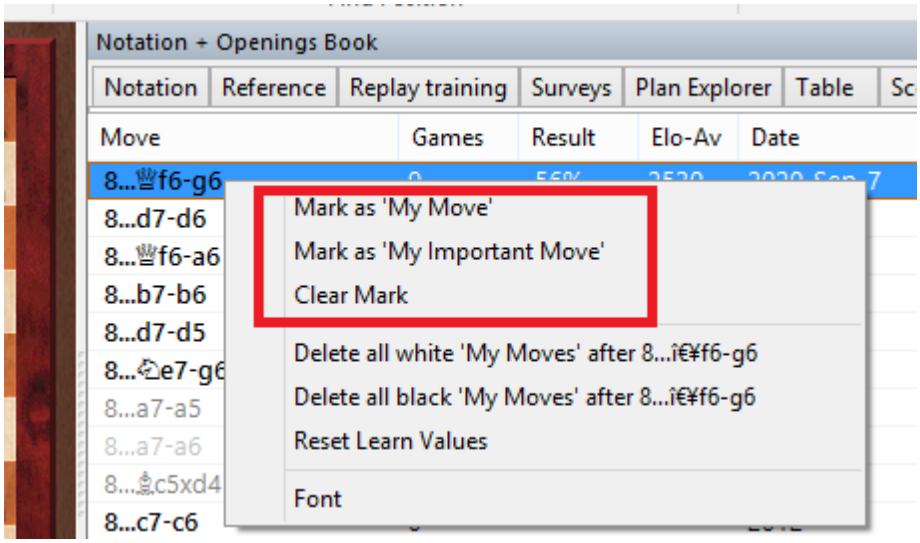
Furthermore, there are other options for designating specific moves or variations as relevant for your repertoire.

You will also find these options in the program's other modes.

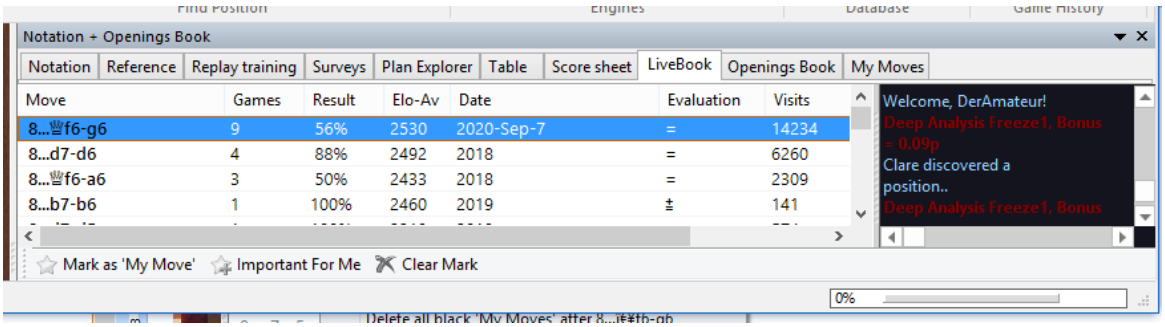
- Right click menu in the notation -> *My moves* .



- Right click menu in LiveBook



- Bar at the bottom of LiveBook



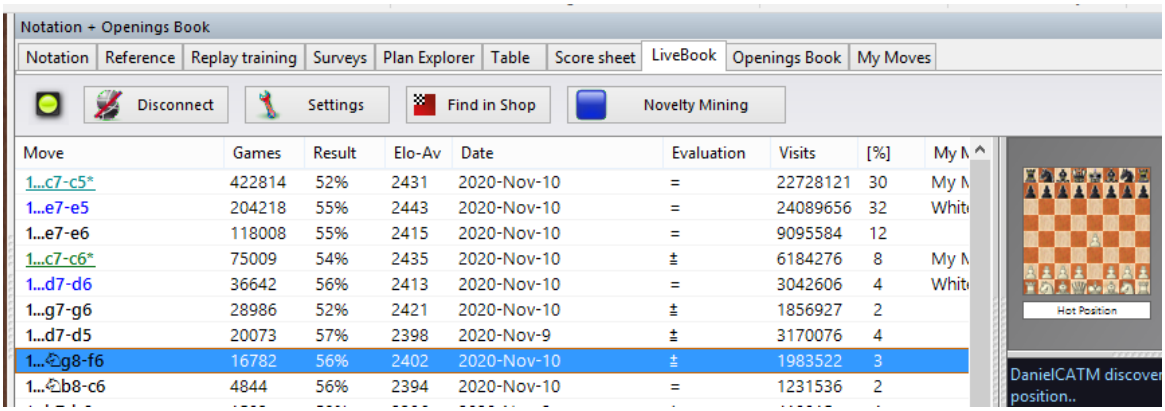
The repertoire trees for White and Black which gradually form are saved online. You can not only view or edit the repertoire from ChessBase. This function is available from any computer with an activated ChessBase Account. So, with this procedure you have access to your openings from any computer linked to the internet.

The information is available for registered users from any platform. If, for example, you are following games from our news pages or live broadcasts you will find the relevant opening moves from your repertoire highlighted in colour. That means that when you still playing through a game you can spot at a glance just how relevant the move played in the game is for your repertoire!

3.7.5 Use of colours in the repertoire

By means of different coloured highlights and special symbols you can directly designate whether a move belongs in your repertoire for White or for Black.

The following indicators help you with the classification of a move which is displayed, e.g. in LiveBook.



- Blue = the move belongs to your White repertoire
- Green = the move belongs to your Black repertoire
- Turquoise = the move is played with both colours.
- "*" = highlighted as 'My move'.

- "**" = highlighted as 'important move'

In general, the display of LiveBook in the various web applications in the browser follows the same principle! Here too the coloured highlights allow you to recognise the relevance for your own repertoire.

3.7.6 Hints for working on your repertoire

With a click on *Load White* your White repertoire is loaded into the notation window. Moves with "*****" are highlighted as relevant, moves with "******" as important.

The structure of the notation is managed automatically. A variation becomes a main variation the more moves, highlighted moves and important moves it contains. Highlighted moves count for more than simple moves and important moves are even more significant. So it can happen that after the highlighting of a move the hierarchy of variations changes.

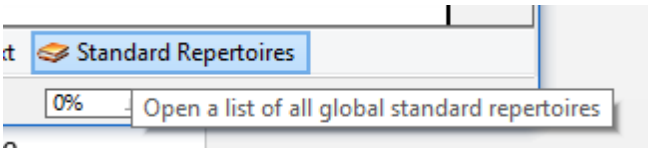
The notation under *My Moves* is independent of the game which has just been loaded. Using the key combination **Ctrl-C / Ctrl-V** you can copy a game from the main notation under *My Moves* .

Hint: Nothing is saved if you do not then highlight moves in variations. In order to get the moves into the repertoire and saved it is absolutely necessary to highlight the appropriate relevant moves!

Tip: At any time when the tab *My Moves* is open you can secure the repertoire which has been loaded in a database via *File -> Save*.

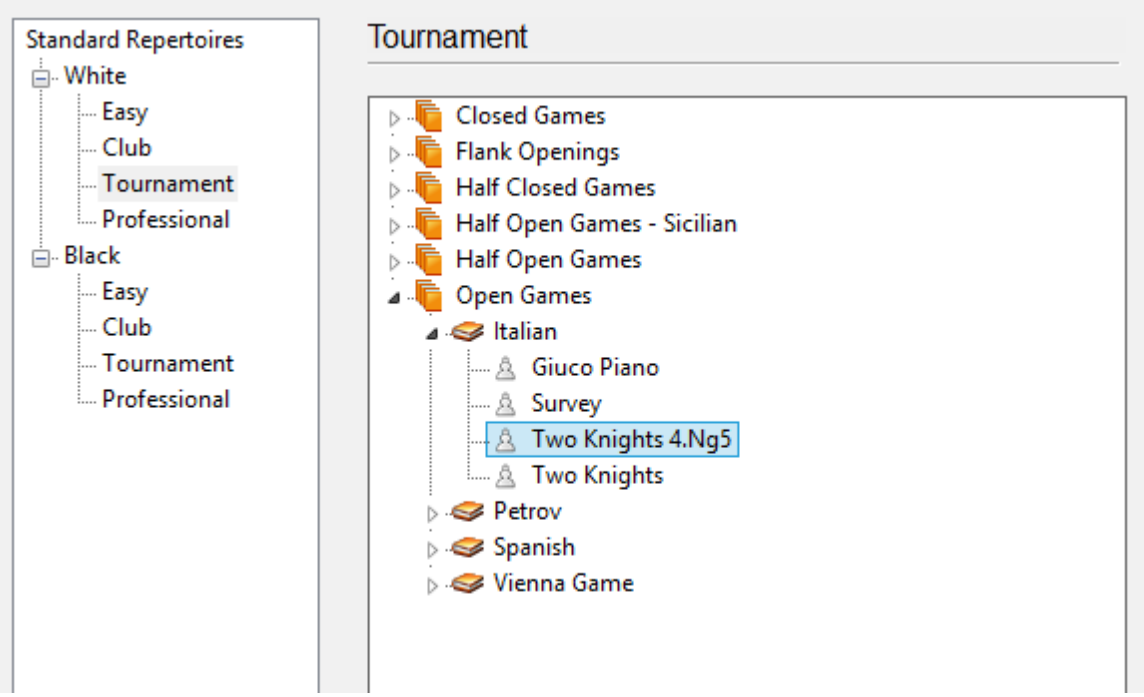
3.7.7 Standard repertoires

It is possible to get access from the server pre-prepared, up-to-date repertoires. That makes available another easy option for extending existing repertoires.



This option is also available in the bar at the bottom of the screen when you have loaded your repertoire. The program thus offers you for the most important opening systems access to complete opening surveys, which you can include in your existing repertoire with a few clicks.

Each of the repertoires on offer can be tailored or the view can be made to fit your requirements. This setting can be found in the left-hand window. With the settings *Easy* and *Club* the repertoires are clearly laid out; these settings are appropriate if you want to get a quick overview of an opening system.



With the settings *Tournament* or *Professional* the representation of the variation tree becomes correspondingly more detailed and complex.

The form of presentation is guided by the rankings chosen when creating opening surveys.

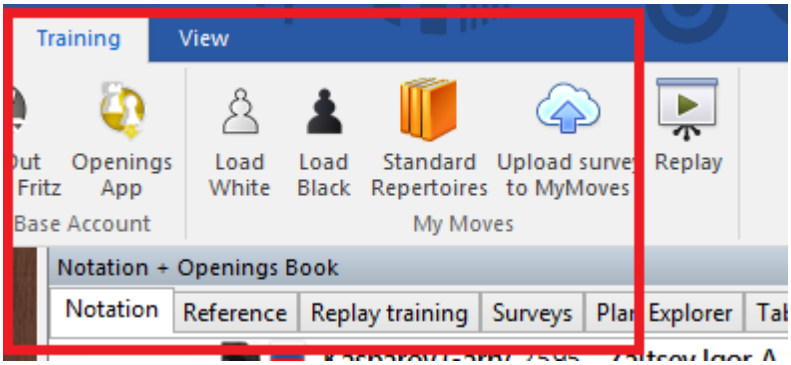
3.8 Organising repertoires

3.8.1 Organising repertoires

The program offers you the option of storing your opening repertoire online. This means that from any computer with an internet link and a browser you can have access to your personal opening repertoire. The White and Black repertoires are managed separately and saved on our servers.

At many places in the program you will find functions with which you can mark moves as relevant for your repertoire (My moves).

The "central hub" for the administration of the repertoire saved under ***My moves*** can be found in the board window under the heading *Training*.



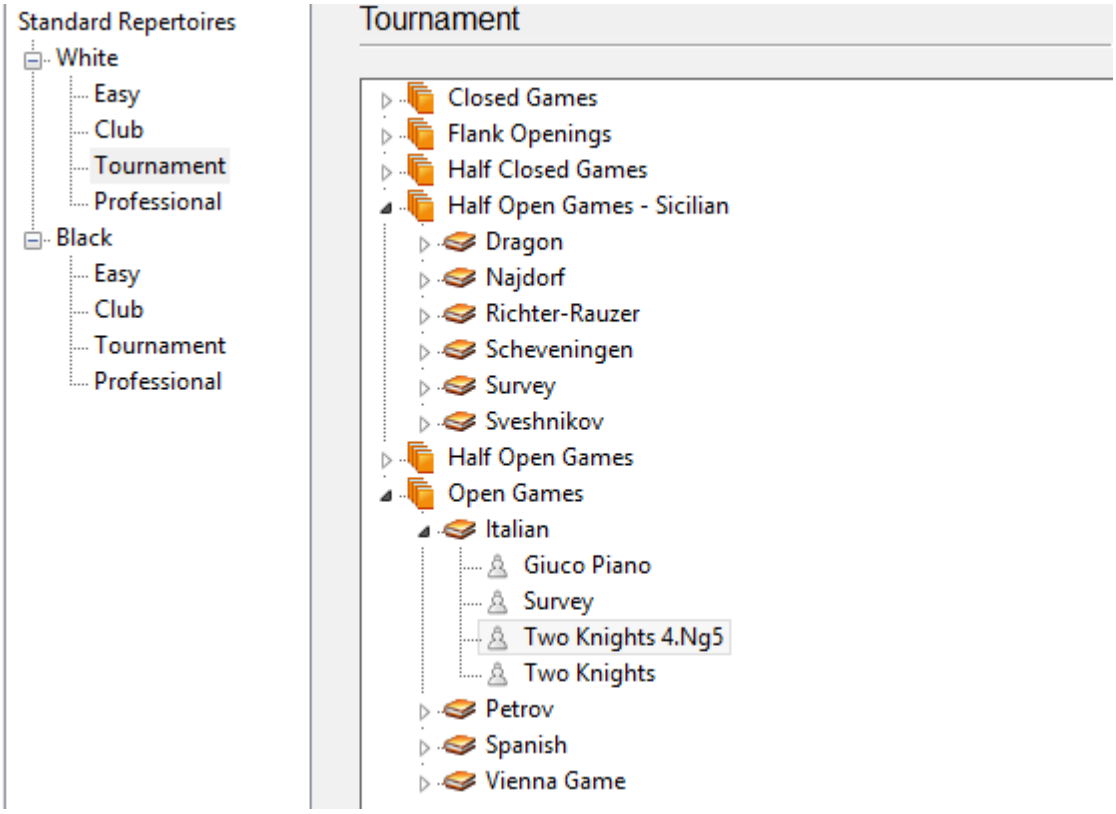
In the board window the functions *Load White* and *Load Black* load the repertoire which has been saved online.

Included with the program is access to standard up-to-date repertoires.

That makes available to you another easy option for building on your existing repertoires.

We offer prep-prepared opening repertoires divided into White and Black and further subdivided into different levels from "Easy" up to very complex variation trees.

Click on *Training* *Standard Repertoires*:



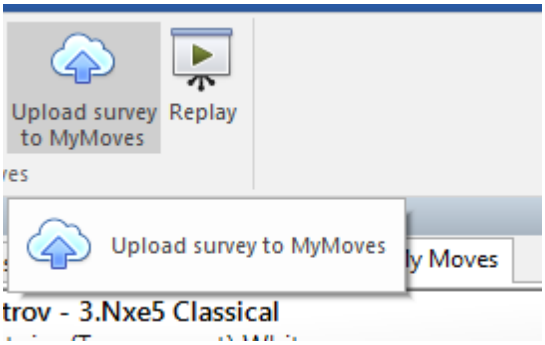
In this way the program offers you access to complete opening surveys of the most

important opening systems! A few clicks will clarify what is on offer here.

These surveys are excellently suited to the learning of new openings; for the club player as a rule knowledge of the most important main variations is enough. Each of the repertoires on offer or the way it is viewed can be tailored to your needs.

We choose these settings in the pane on the left. The settings *Easy* and *Club* present the repertoires in very clear fashion; they are the settings you need whenever you are seeking a quick overview of an opening system. With the settings *Tournament* and *Professional* the representation of the variation tree becomes correspondingly more detailed and more complex.

You can work on these repertoire surveys, extending them and tailoring them to your needs! The function *Upload to My Moves* integrates the survey into your own opening repertoire on the server.



3.8.2 FAQ on “My Moves”

You can load into the notation window the two repertoires under My Moves with the buttons *Load White* or *Load Black* .

If you are already working with a board window open, you can also load the repertoires by means of the button *My Moves* above the notation.

3.8.3 Working on or extending a repertoire

With a click on *Load White* your White repertoire is loaded into the notation window. Moves with "*" are being highlighted as relevant, moves with "**" as important.

The structure of the notation is managed automatically. A variation becomes a main variation the more moves, highlighted moves and important moves it contains. Highlighted moves are more important than simple moves, important moves are even more significant. So, it can happen that the highlighting of a move changes the hierarchy of variations.

The notation under "My moves" is independent of that of the newly loaded game. The key combinations Ctrl-C / Ctrl-V allow you to copy a game from the main notation into *My moves* .

You will find additional functions for dealing with the data in the toolbar below the notation or in the notation window with a right click on ***LiveBook*** or via ***Training***.

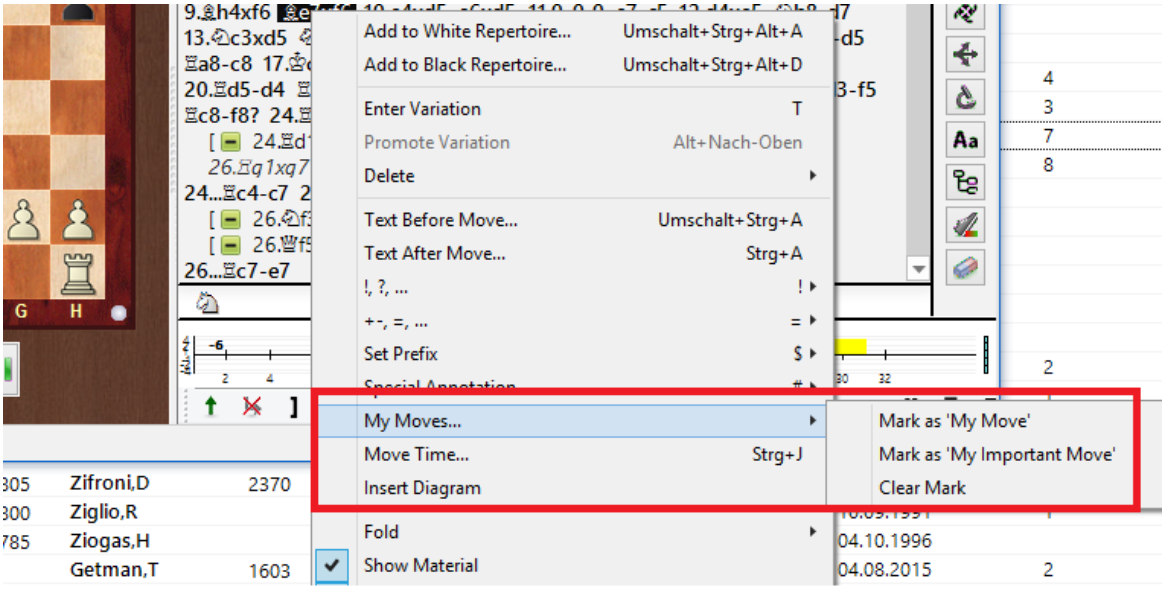
Note: Nothing is saved if you do not highlight any moves in the variations. For the moves to be taken over into the repertoire and saved, it is absolutely necessary for you to highlight the appropriate relevant moves!

Whenever you play through or analyse games you have available to you various options for extending your existing repertoires.

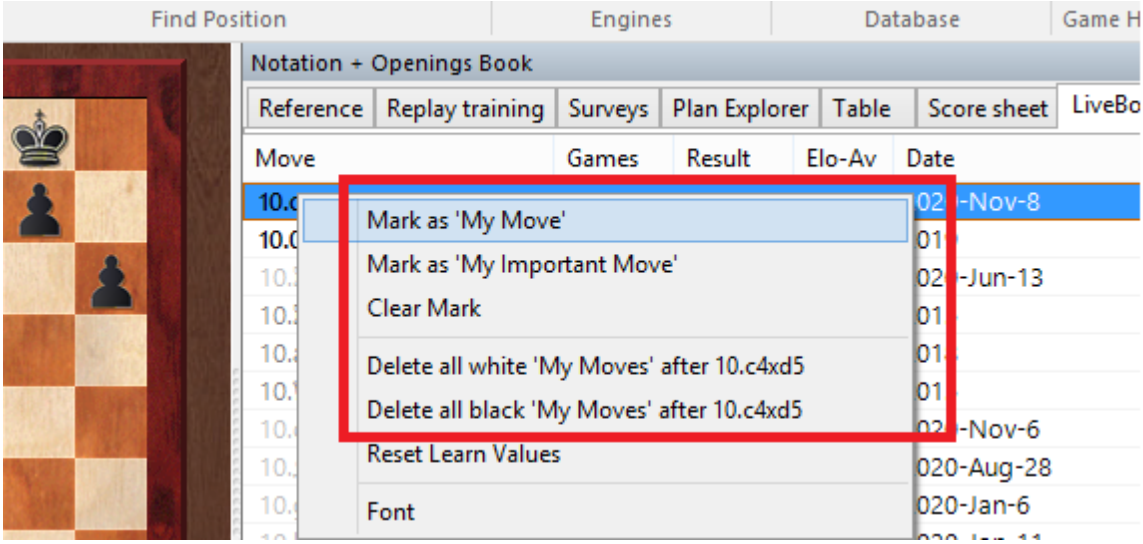
If, for example, you wish to integrate complete variations, you can manage that by simply highlighting a move as "My Move". That moves into the repertoire the complete sequence of moves leading up to the move highlighted. That saves you the tiresome manual inputting of complete variation trees.

Over and above that, there are further options for highlighting specific moves or variations as relevant for your repertoire. These options can also be found in the other modes of the program.

- Right click menu in the notation -> *My Moves*".



- Right click menu in *LiveBook*



- Toolbar at the bottom in *LiveBook*
- Toolbar below notation in the tab *My Moves* .

The gradually growing repertoire trees for White and Black are saved online. You can look at or edit the repertoire not just from the program. This is available from any computer with an activated ChessBase Account.

So, with this procedure you have access to all of your openings from any computer linked to the internet. The information is active for registered users no matter which platform they are using. If, for example, you are playing through games on our news pages or in a live broadcast, you will find the relevant opening moves in your repertoire highlighted in colour. Like that, when playing through a game you can spot at a glance

to what extent the move played in the game is relevant for your repertoire.

3.8.4 Coloured highlights

By means of different coloured highlights and special symbols you can immediately assign a move either to your White or Black repertoire.

The following indications help you in the classification of moves displayed, e.g. LiveBook.

- Blue = the move belongs to your White repertoire
- Green = the move belongs to your Black repertoire
- Turquoise = the move is played with both colours.
- "*" = Highlighted as 'My Move'.
- "**" = highlighted as 'important move'

3.8.5 Backup copies of your repertoire

Safety first is of course the watch word when you work on a repertoire. A rash click can lead to parts of a repertoire being unintentionally deleted. So, make good use of the possibility of regularly saving backup copies!

When the repertoire tree has been loaded you can save it to any database you wish.

Click on *File Save game as* and then select the database you wish. The repertoire is then saved within the database like any other game notation.

Via the menu item *Training Upload to My Moves* you can transfer the backup copy back on to the server!

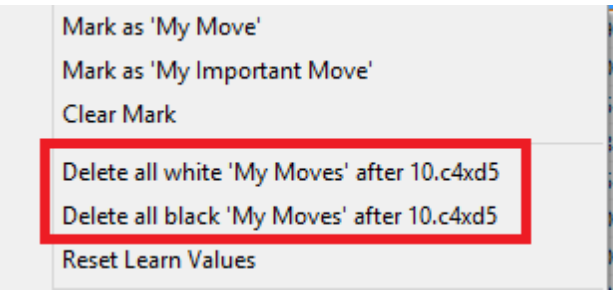
3.8.6 Deleting variations in the repertoire

Highlight the move at the start of the variation which is to be deleted. In the toolbar below the notation click on "Delete *variation*" and the variation highlighted, including possible sub-variations, will be deleted.

When setting up a repertoire quickly, many users will above all integrate parts of the pre-defined standard repertoire or games. In principle that is a very practical function, but it also has its disadvantages. It could happen, for example, that at a later point you would no longer wish to have specific variations in your repertoire and that for the sake of clarity you want to "prune" the variation tree.

For this purpose the program provides simple editing help for removing from your repertoire specific branches of the tree. To do so, simply load the view in LiveBook in which you will find your repertoire moves highlighted in colour. The key functions for

deleting specific variations can be found with a right click.



3.8.7 Completely delete a repertoire

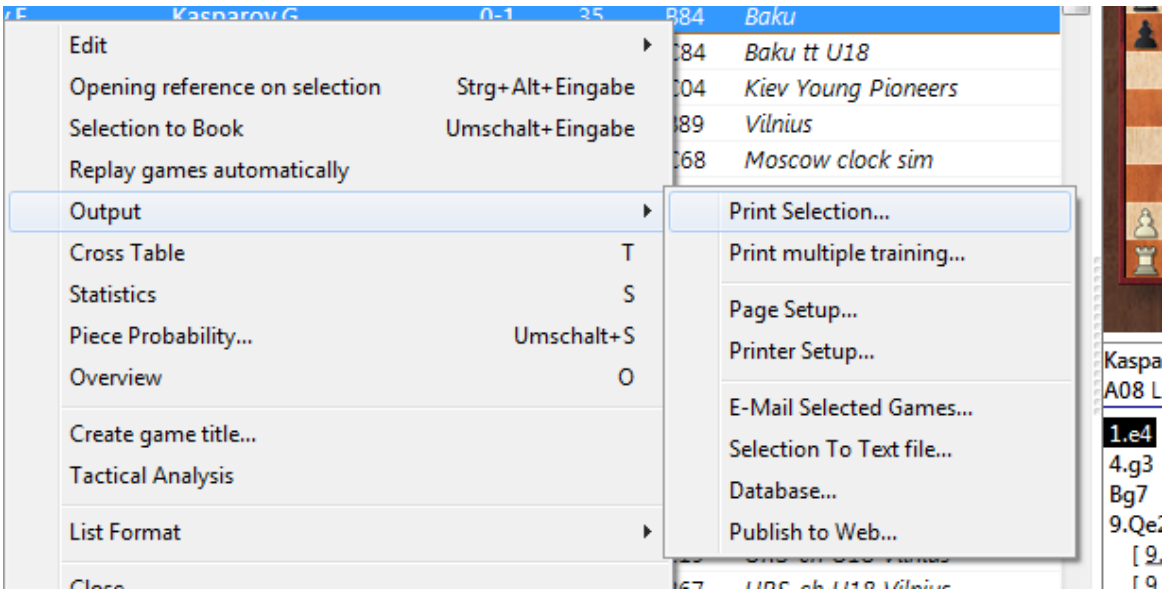
If you want to start building up a repertoire from scratch, that can be done simply. Load, for example, your White repertoire and highlight the first move.

In the toolbar you will find the entry "*Delete Rest*". With the help of the button "Upload to my moves", you now load the empty notation and your opening repertoire is finally deleted. See the notes in the section on *Backup copies*.

3.9 Printing and Publishing

3.9.1 Output menu in games list

List window: Rightclick Output



Selected games can be printed, sent by E-mail or published as HTML pages directly in the games list. To do this mark the games and right-click in the games list. You can

select games with Ctrl-click or Shift-cursor keys, or use Ctrl-A to select all.

- Page **setup**
This opens a dialog box in which you can set all the print parameters of ChessBase.

- **Print selection**
This brings up a print preview before printing the selected games (click Print to actually start printing).

- **Print multiple training**
Use this to print out training material. ChessBase will produce two sheets, the first containing all the positions of the selected games which have a training commentary, the second with the solutions. You get a print preview.

- **Email**
The selected games are sent as a compressed archive file (CBV) by email. Your default e-mail client is automatically started with an empty email form and with the correct attachment. You can set the default e-mail program in the Windows Control Panel – Internet Options – tab Programs.

- **Selection To Textfile**
Creates a text file of the selected games in different formats.

- **Database**
The program makes it possible for you to copy into a new database games which you have selected (highlighted) from the games list. In the games list of the database, highlight the games you wish to copy into a separate database. You are able to highlight games with Ctrl+mouse click or SHIFT+mouse click.

Then right click – Output – Datenbank starts the Windows file selection dialog, from where you can select the target database into which you want to copy the new games.

- **Publish Games**
It is possible to create EBooks with ChessBase. An EBook is an electronic version of a classic book. There are different formats available. Some formats need a reading device, whereas others can be read on a computer with Reader software.

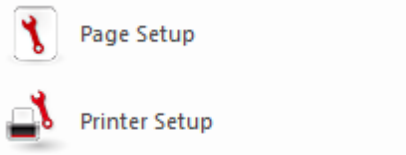
- **Publish to Web**
It is possible to publish one or more games on the Web. This is also possible using Facebook's "Share link".

Board Window - File - Publish to Web

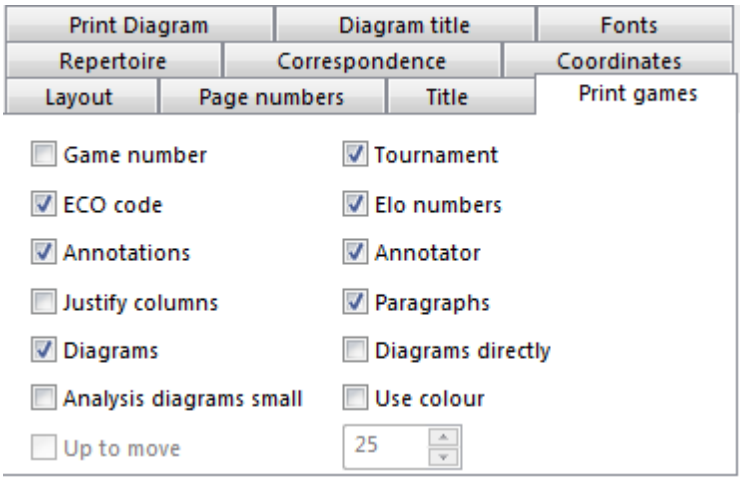
This publishes the game in the current board window to the web.

3.9.2 Page setup

Board window: Menu File Print Page Setup



Following options are available:



- **Layout:** Defines the page layout. The borders are set in points. Each point corresponds to 1/72 inch which is appr. 0,35mm, so in this example the borders are 12,6mm. The game can be divided over more colums and you can set the gap between the colums. Seperator will insert a vertical line between the colums.

- **Numbers**: You can switch on/off the page numbers, have it centred, left or right aligned and select top or bottom. If the first page should start with a different number, you can enter the number in the First page field.

- **Title:** You can select the head and/or footline for the title(s). There are special symbols which can be used in the textfield. @N will insert the user name which is entered in menu: Tools - Options - tab user. @D inserts the date of the printout.

- **Print games**

- **Repertoire:** This tab is used for the function menu: File – Print – Repertoire only. Print Diagram inserts the diagram of the position which is achieved before the deviations in the table start. ECO code inserts the ECO code before the game notation. Line evaluation inserts a chess evaluation symbol at the end of a line.

- **Correspondence:** There's a choice between letter or card format. The latter should be selected in the printer setup and have a landscape printing position. Letters can be folded into two or three pieces in order to form a card-like appearance. When you offer a proposal, check the proposal checkbox. Repeat more moves includes the

moves previous played in the game. The position of the addresses is given in x/y coördinates, where you need to consider the margins set in the layout and where each point equals 1/72 Inch. Example: My address 10 / 20 means that the x coördinate is 36 (border) + 10 = 46 from the left side of the paper. This corresponds to 46 x 1/72 = 0,64Inch or 16mm.

- **Coordinates:** For setting the coordinates around the diagram if any.

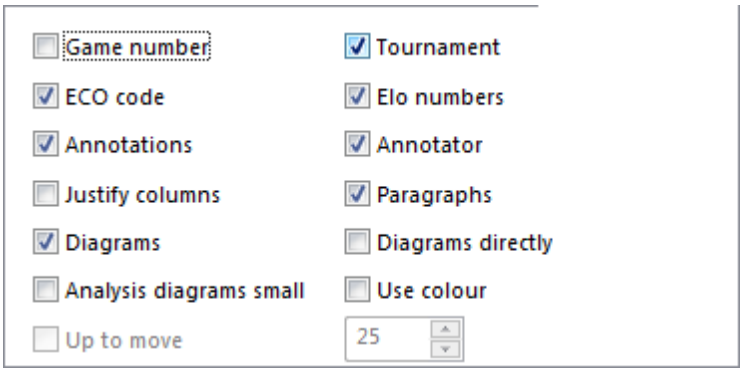
- **Print Diagram**: Here you can set the size for the Diagram. It should however be noted that the largest possible size is determined by the size of a column. When there are two columns, the maximum size is appr. 180 points, corresponding to 180x0.35=63mm. Printing a game will ignore the indent setting, but this value is used when the Print Diagram is used. Flipped will put the board upsite down, mark side to move adds a white or black circle on the right side of the board and diagram numbers inserts the number of the diagram. When the Style has been set to board on screen, the option colours and arrows will be available. The coloured fields and arrows can be made by using graphical commentary.

- **Diagram title:** You can select or enter text which will be printed above or under the diagram.

- **Fonts:** Select the fonts for the notation (selecting a figurine font secures a good printing of the chess commentary symbols as well, not only for the figurine notation), the diagram (modern, old or USCF pieces, as long as it is a Diagram Font) and for printing your own and opponent address for the correspondence move. When you encounter problems with printing the diagrams, especially with the empty white fields, select the *ChessBase - Alternate font type*.

3.9.3 Page setup - Print games

Board window: *Menu File Print Page Setup tab Print games.*



- **Game number:** inserts the record number from the gameslist.

- **ECO code:** inserts the ECO code of the game.

- **Annotations:** works only after searches when printing several games from a list. Example: You want to print an overview of a repertoire by someone. You search for "Player" and print the games and print Up to move 15 to get the opening. You do not want the analysis of the games, but the openings played. Here you can switch the

annotations off.

- **Justify colums:** will fill up the the text with spaces in order to get two straight "newspaper-like" margins.

- **Diagrams:** enables the diagrams to be printed which are inserted in the game by using a rightclick on a move and insert diagram.

- **Analysis diagrams small:** is used for diagrams which are inserted in variations and it will print the diagram smaller than normal to indicate the difference between the game and annotations.

- **Up to move:** See Annotations, works only after searches when printing several games from a list.

- **Tournament:** inserts the name of the tournament.

- **Elo numbers:** inserts the Elo ratings of the players.

- **Annotator:** inserts the annotator of the game.

- **Paragraphs:** forces the program to start a variation on a new line.

- **Diagrams directly:** the diagram is inserted at exactly the same point as entered in the annotation. When this option is off and the diagram does not fit in the remainder of a column, the game notation continues and the diagram is inserted at the top of the next column.

- **Use color:** will set the font color for the commentary in blue, which can be used with color printers.

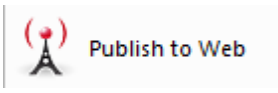
Back to Page setup

3.9.4 Publishing of Games in the Internet

ChessBase can export games as HTML. This allows the replaying of games in a web browser. This code can be integrated into web pages.

It is possible to publish one or more games on the Web. This is also possible using *Facebook's "Share link*".

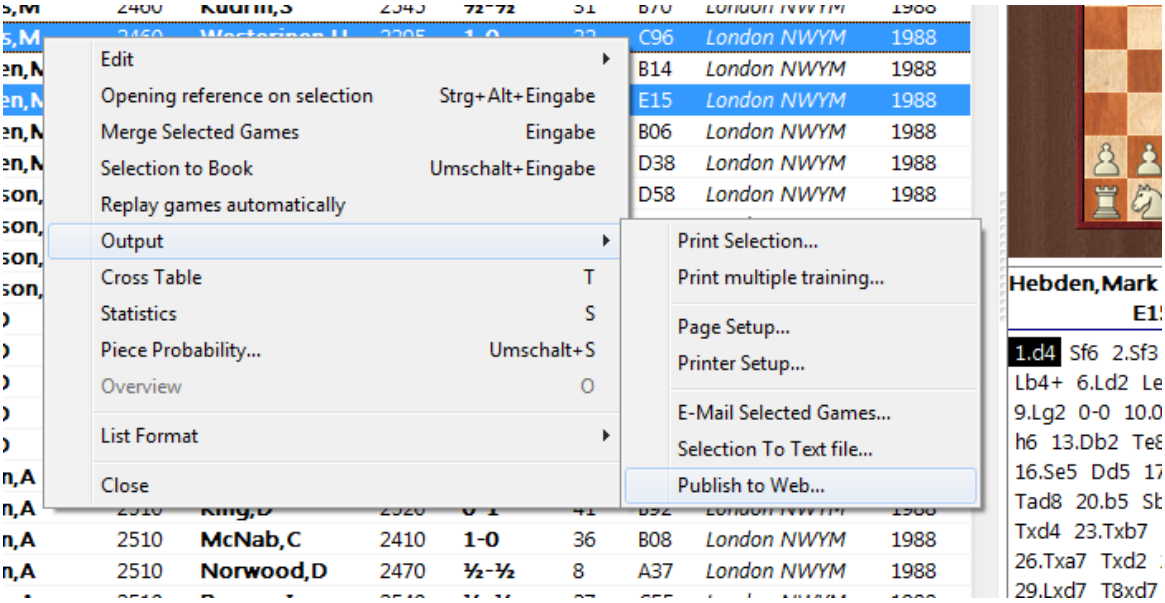
Board Window - File - Publish to Web



This publishes the game in the current board window to the web.

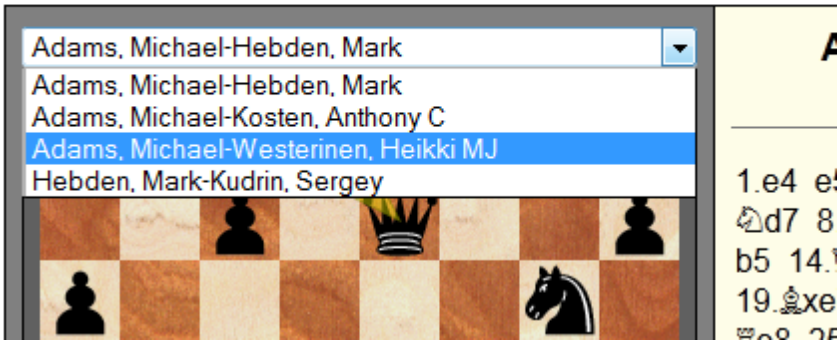
To publish several games at once you have to do the following:

In the database list *select several games*. Right click the selection, then select



The result looks like this:

The program generates a game notation which can be replayed comfortably in a board. Clicking anywhere in the notation opens the position in the board. If more than one game has been published, the user has a dropdown menu to decide which game he wants to replay.



Note: After accessing the website the link is in the Windows clipboard. The link can now be used for announcements on the Web or the publication of games.

This makes it easy for webmasters to present chess related information to their readers. The necessary HTML code can be copied from the Windows clipboard and integrated into the HTML page.

3.9.5 Creating EBooks

It is possible to create ***EBooks*** with ChessBase. An EBook is an electronic version of a classic book. There are different formats available. Some formats need a reading device, whereas others can be read on a computer with Reader software.

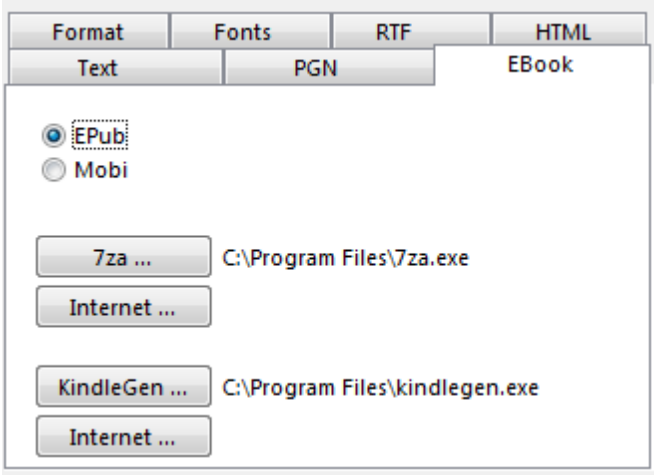
ChessBase exports EBooks only for chess positions and tactics puzzles. At this moment the output of complete chess notation is not considered useful and has not been implemented.

ChessBase exports EBooks in two formats, the open format **Epub** and the **Mobi** format that is used by Amazon for publishing EBooks.

The following example shows how to export an EBook:

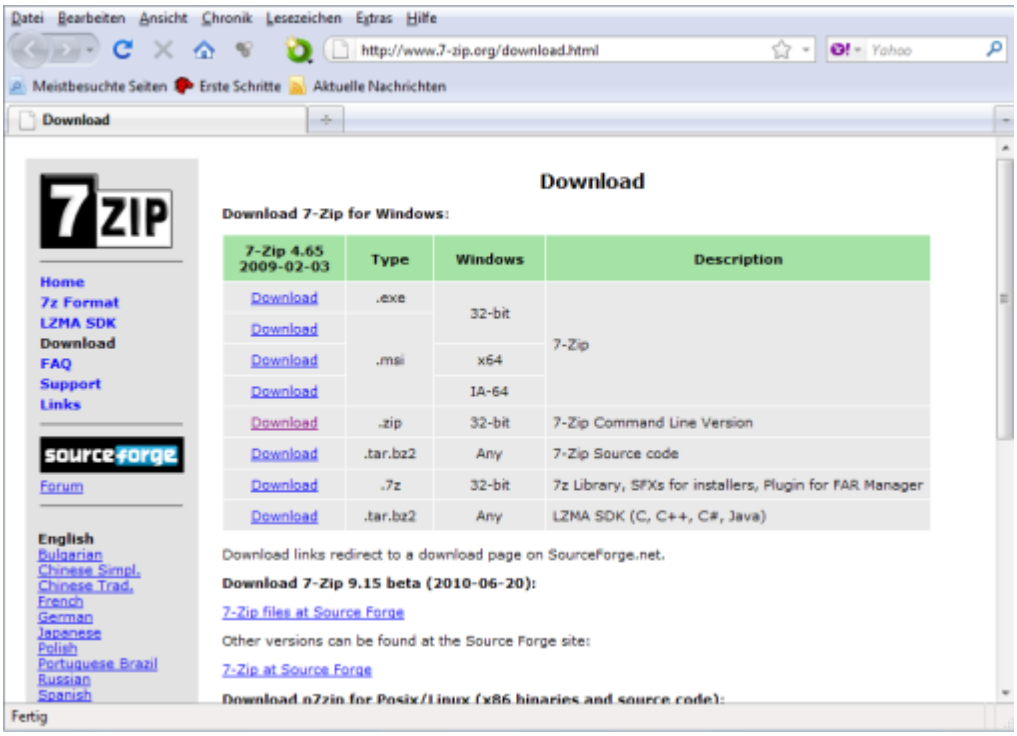
First we load a database with chess positions. Then we select the positions that are to be exported in the game list.

Right click *Output* *Selection to text file* starts the following dialog:



Select the ***EBook tab*** and the format *Epub* for the first attempt. It is only possible to export files in this format after installing the external software 7za.exe.

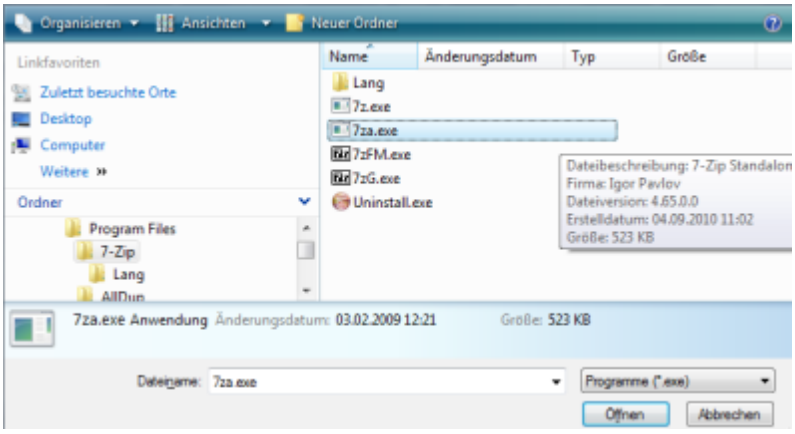
Clicking on the button Internet opens a web page to download this software.



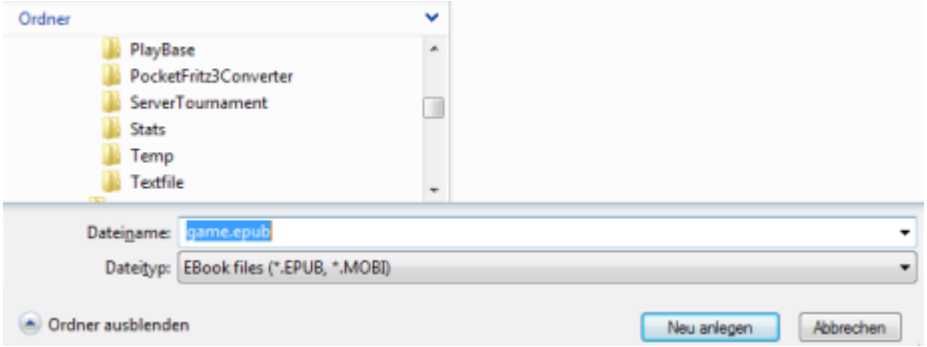
Download the command line version of the program and install the file.

Download	.zip	32-bit	7-Zip Command Line Version

Start the program in ChessBase by clicking the button **7za**, which opens a dialog to select the path of the command line interpreter.

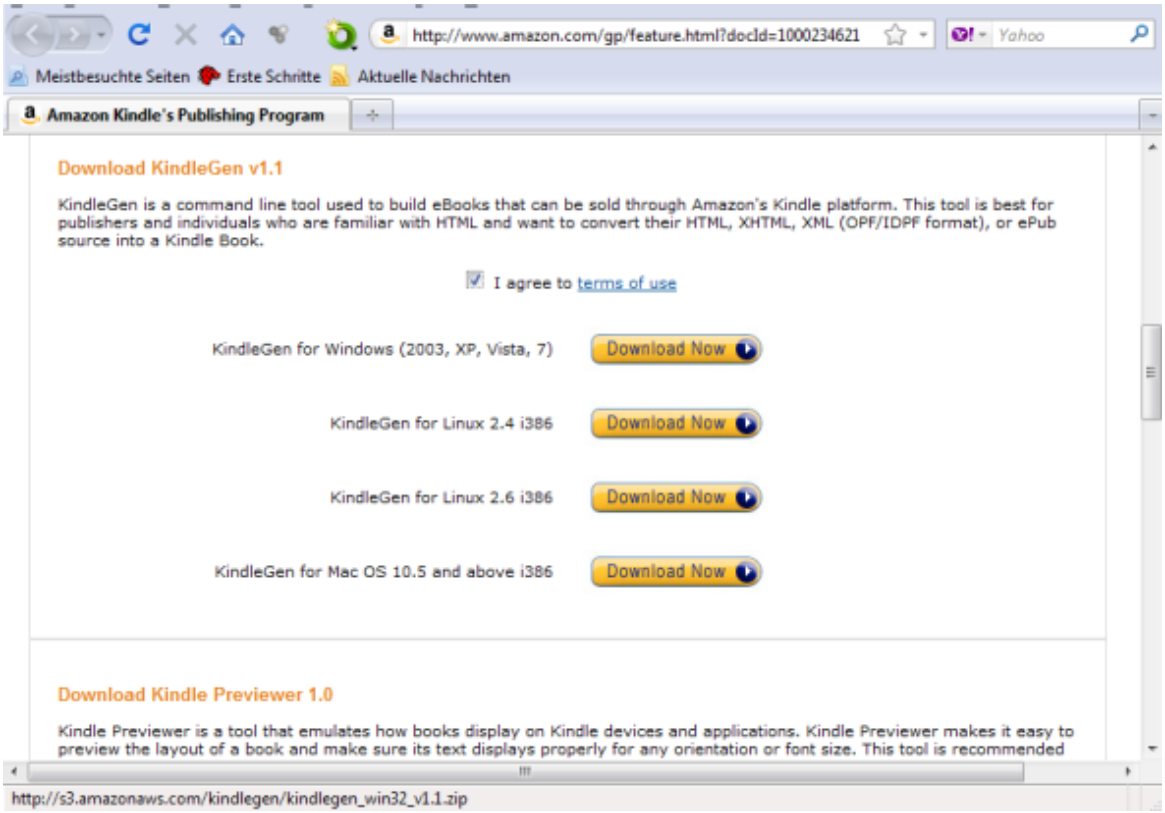


After this you can directly export the EBook.



Amazon's Mobi format is installed in the same way.

Select the format *Mobi* in the dialog box. Clicking the button Internet opens up Amazon's download page. Download the program **kindlegen.exe** and install it on your computer.



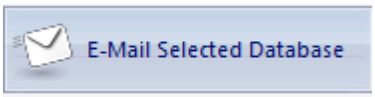
Clicking on the button **KindleGen** opens a dialog to select the path where you installed the program. You can now export positions in the ***Mobi format***.

The Mobi file can now be distributed to be read with *Amazon s free Kindle-Previewer*.

3.9.6 E-Mails from ChessBase

ChessBase can send E-Mails with positions, games or databases. This needs a Default E-Mail Client (like Outlook) installed on your system. If that is the case, sending messages from ChessBase is simple.

- **Database window: Menu File – E-Mail Selected Database**

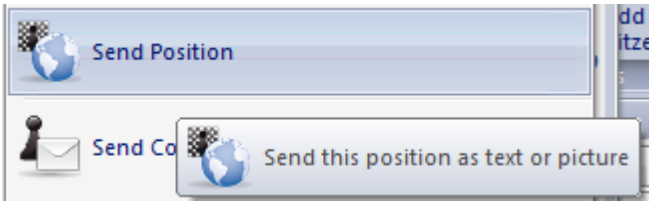


This dispatches the selected database. You can also right-click the database and click *E-Mail Selected Database* in the menu.

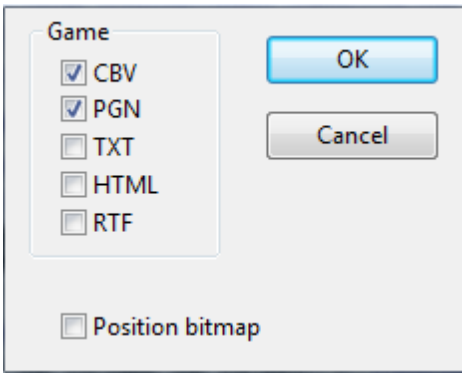
- **List window**: Select games, right-click and use Output – E-Mail Selected Games Dispatches the selected games.

In both cases the mail client pops up and allows you to type in the recipient.

- Board window: *Menu File Send Send game/position*



Dispatches the current game or position. The following dialog appears:

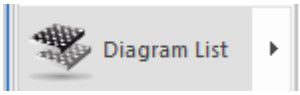


You can specify in what format the message is sent. If you include CBV or PGN ChessBase will create the required databases on the fly and attach them to the message. It will also send the game in plain text or RTF. If diagram positions are marked in the game, a bitmap diagram will be added if you wish.

3.9.7 Diagram List

To print several diagrams in one go, formatted on one or more pages, use the diagram list.

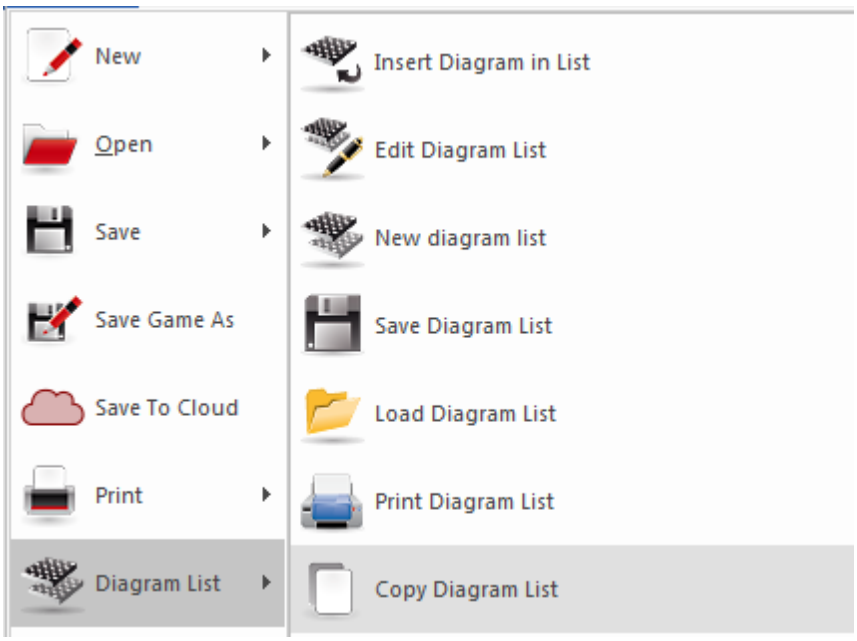
Board Window: Menu File - Diagram List.



A diagram list can be copied via the Windows clipboard directly into a word processing program, e.g. Microsoft Word.

The interface used by the program is the universal RTF format, which is recognised by all the usual word processing programs.

Boards window Menu File Diagram list Copy diagram list .



This enables you to rapidly put together training sheets and later edit them with your word processor.

3.10 Program Configuration

3.10.1 DirectX

ChessBase uses the ***DirectX graphics library*** for the Windows operating system.

The minimum version required is DirectX 9. Please visit www.microsoft.com to download the latest version.

ChessBase will run without DirectX if you do not use the real 3D board.

For the 3D board you also need a graphics adapter which supports DirectX functionality.

3.10.2 DGT Board

Board window: Board DGT Board

The DGT board is a wooden sensor board.

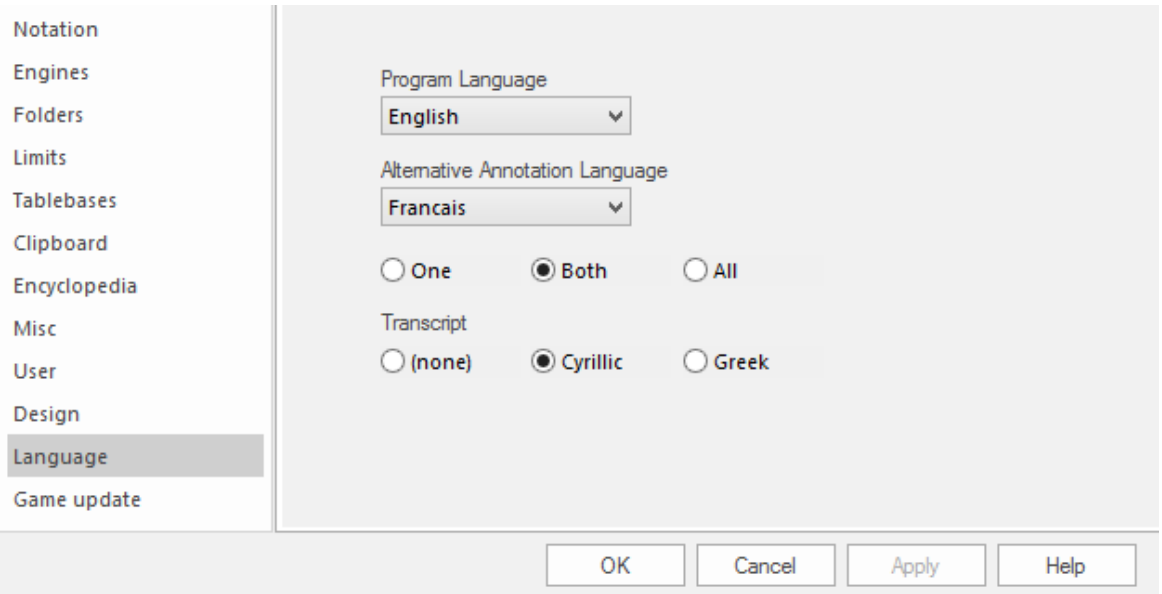
You can connect it to ChessBase for move entry.

The connection of the DGT board and the operation of the driver is described in the DGT manual.

There are different drivers available for the 32-bit and 64-bit versions of our programs. You can download the appropriate driver from the support pages of the DGT website.

3.10.3 Language

Options Language



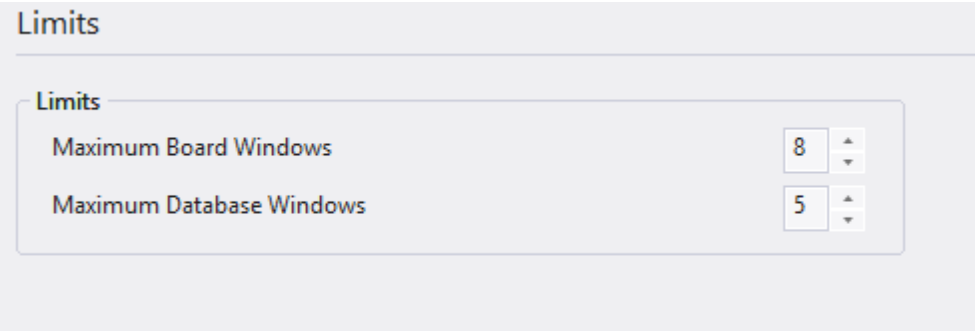
In this dialog you select which language you want the program to run in, which is also the first language for the game commentary. You can select a second language for the commentary and specify whether one, both or all languages should be displayed in

annotated games (ChessBase supports text commentary in different languages).

If a game contains no commentary in the languages you have selected then all languages will be displayed, so that you do not miss anything.

3.10.4 Limits

Menu File Options Limits



Maximum board windows
This determines how many board windows may be opened at any one time. When you load a new game ChessBase will automatically replace the previous game when the limit is reached. This helps you keep the desktop manageable.

Maximum database windows
Determines how many list windows can be opened simultaneously. Again ChessBase replaces the last one when the maximum is reached.

Number of recent games
This determines how many recently loaded games should be displayed in the *Menu File Recent games.*

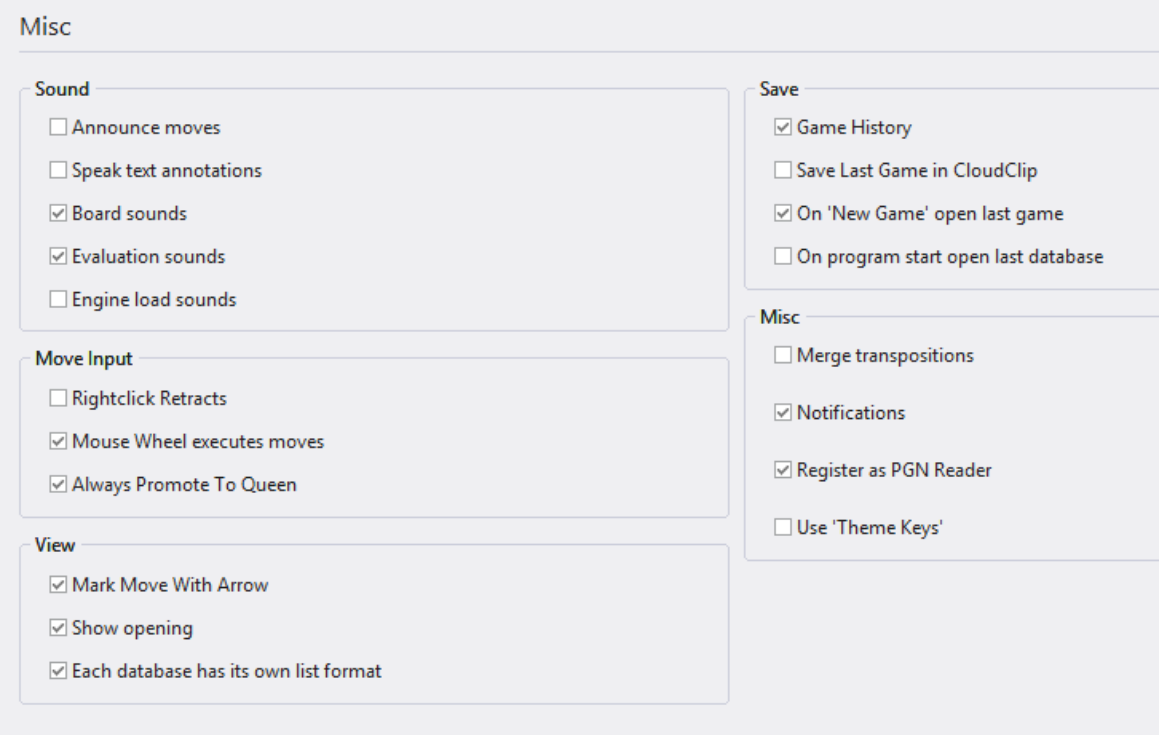
Number of recent databases
This determines how many recently loaded databases should be displayed in the *Menu File Recent databases*.

RAM
Displays how much memory is available on your system. It refers to installed, not free memory.

Cache for reference database
ChessBase reacts to repeated searches in the reference database by caching (holding) large chunks of the database in memory, making all operations much faster. If you have a lot of RAM (512 MB or more) most of the reference database will be cached. After the first search you will notice that there is no more hard disk activity, and that the search has speeded up by a factor of more than ten.

3.10.5 Miscellaneous options

Menu File Options Misc



Right click retracts
Right-clicking the board normally produces a search menu. But when you are entering large numbers of games you might want to use it to retract moves. The right-click retract allows you to enter an alternative move which overwrites the original one without a query.

Register as PGN reader
ChessBase registers it own database formats in the Windows Explorer. This means that double-clicking a database file will open it with ChessBase. You can also have it do the same for PGN files files if you want.

Announce moves
Read out entered or replayed moves loudly.

Speak text annotations
The user can have the moves and text comments read aloud while replaying a game. For this to work it is necessary to activate the function.

Board sounds
Sounds for setting up the board, the ticking of the clock and the moves are played during a game.

Evaluation sounds
A sudden rise/drop in the evaluation of an analysis engine is accompanied by a warning sound.

Show Opening
Shows the name of the current opening in the status line.

Game History
Enables automatical saving of all your work in the daily history database.

Use Theme Keys
Theme keys are only available optionally. Searching for similar endgames or similar structures is more precise and delivers much more exact results. Here you activate or deactivate them.

Mouse Wheel execute Moves
If you would like to navigate quickly through the notation of a game, you can do so very quickly with the mouse wheel.

Save last Game in Cloud Clip
In the options you can specify whether the most recently opened game should be saved in the Cloud Clip database.

Yellow Arrow
When you load a game from a database and play through it the move which was last played (as in the case of our chess programs) is highlighted on the chess board with transparent yellow arrow. That allows you t see at a glance which was the last move played in the game which is in our view helpful. If you do not wish to see this move highlighted you can deactivate the display.

Mark Move with Arrow
When you load a game from a database and play through it the move which was last played (as in the case of our chess programs) is highlighted on the chess board with transparent yellow arrow.

Merge transpositions

This function refers to the merging of games. Within ChessBase the user can select several games in the games list and merge them into a variant tree.

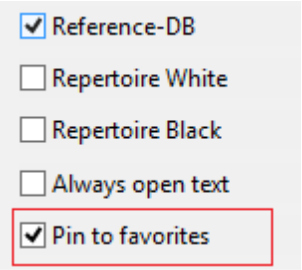
Example:

1.e4 d6 2.d4 d5
1.d4 d6 2.e4 d5

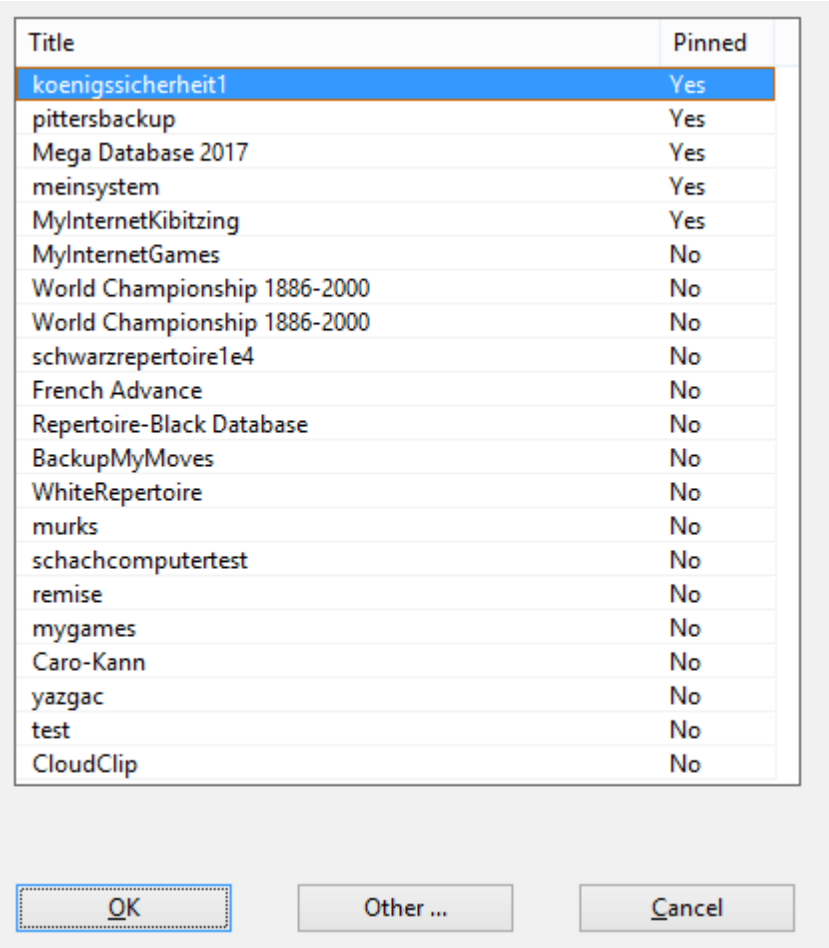
These variants can be optionally combined or not with the function, these are frequently occurring move changes.

3.10.6 Favourites list

A right click on a database symbol displays the dialog with the properties for that database.



This entry allows you to determine which database will be offered when you are saving a game.



Title	Pinned
koenigssicherheit1	Yes
pittersbackup	Yes
Mega Database 2017	Yes
meinsystem	Yes
MyInternetKibitzing	Yes
MyInternetGames	No
World Championship 1886-2000	No
World Championship 1886-2000	No
schwarzrepertoire1e4	No
French Advance	No
Repertoire-Black Database	No
BackupMyMoves	No
WhiteRepertoire	No
murks	No
schachcomputertest	No
remise	No
mygames	No
Caro-Kann	No
yazgac	No
test	No
CloudClip	No

Whenever the user saves a new game, instead of the file dialog box what is displayed first is the Favourites list.

By following the procedure described previously the user can permanently enter a DB so that it can be immediately selected in the dialog box for saving.

...

A click on ***Other*** .starts the file selection dialog with which you can choose any database stored on your hard disk to which to save the game.

3.10.7 Optimize Real 3D Board

To use the real 3D Board, you need a fast graphics adapter which supports 3D rendering in hardware. It should be compatible with DirectX 9 or better. If there are any problems, please try to download recent driver software for your graphics adapter. Check the Microsoft Windows Update page or the web site of the hardware manufacturer.

Important: Usually only the latest drivers of a graphics adapter bring optimal performance.

If you do not use the real 3D board, you do not need DirectX.

3.11 Correspondence Chess

3.11.1 ICCF Correspondence Chess Server

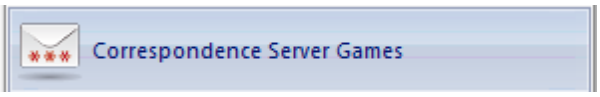
Playing on a correspondence chess server allows games with very long time controls (several days per move). Usually the players only log into the server when they want to make a move.

ChessBase offers an interface to the *ICCF correspondence chess server*. The **International Correspondence Chess Federation** (**ICCF**) ist the world's correspondence chess organisation, and it organises several international correspondence chess tournaments.

The principle is very simple and uncomplicated. After entering a move the playing time of the opponent is activated. The opponent is informed that a move has been made, and it is also possible to send personal messages.

This is how games are played on the ICCF correspondence chess server with Chessbase:

1. Menu File - Open - ICCF-Games



This opens the connection with the ICCF server.

2. Then you have to log on to the server with the username and password that you have been given by ICCF.

3. After logging in there is a game list containing the games you are currently playing.

4. Load a game and call the function to make the move.

5. The program presents a dialog box to input the move

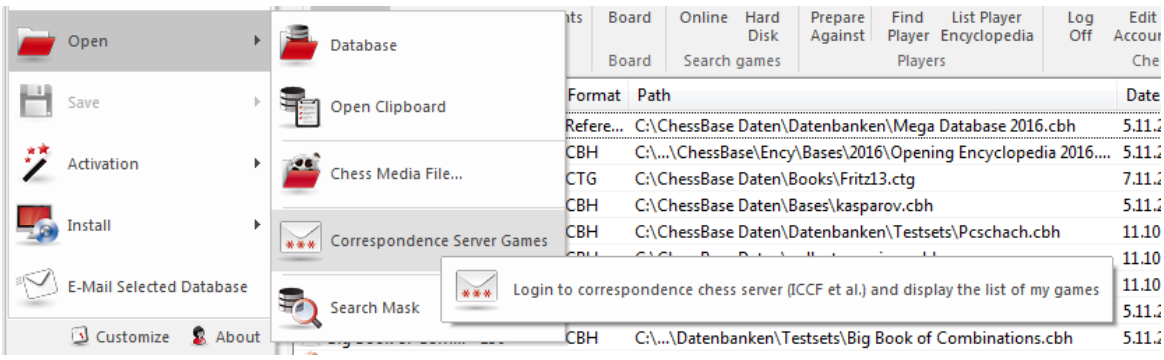
You can use the text field to send personal messages to your opponent.

6. After clicking on OK the move is sent to the opponent.

3.11.2 Correspondence chess management

See also ICCF Chess Server ....

ChessBase has extensive management functions for correspondence chess players. It will look after correspondence games, keep track of progress, present them in the best way possible, print out cards, and send email to your opponents.



These are the available functions:

- To start a correspondence game you must first fill out the correspondence header for the game:
Board window: Insert – Annotations – Special annotation – Correspondence chess header (Ctrl-Alt-W)

- For each move you are going to send you must enter a correspondence move commentary:
Board window: Insert – Annotations – Special annotation – Correspondence move (Ctrl-W)

- To send a correspondence chess move click:
Board window: *Menu File – Print Print Correspondence card.*

- To get a report on the status of the game click:
Board window: File – Print – Print Correspondence report.

- To e-mail a correspondence move or report click:
Board window: *Menu File Send Send correspondence move/report.*

Note: The correspondence header only needs to be entered once for a game, but every move of the game must get a "correspondence move" commentary. This keeps track of the time spent by each side. When you have executed a move for yourself and inserted the correspondence move commentary you can print out the letter or postcard you send to your opponent.

How to play a correspondence game

This is basically how you start and maintain a correspondence game:

Click the New game button or press Ctrl-N.
Press Ctrl-Alt-W to get the header mask. Fill out the header form as explained in the next sections.
Enter your opponent's first move (e.g. 1.e4)
Press Ctrl-W and fill out the commentary form.
Save the game (Ctrl-S) and ponder your reply.
Load the game and enter your move (e.g. 1...e5).
Press Ctrl-W and fill out the commentary form.
Click File – Print – Print Correspondence card. Mail the card to your opponent. [Alternately click File – Send – Send correspondence move if you are playing by E-mail]

Replace the game (Ctrl-R) in the database.

Special games list for correspondence games

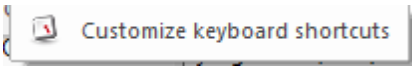
In the games list of your correspondence database you find special correspondence columns: Last Move, Move sent, Time White, Time Black. On the games list use *right-click List Format Correspondence Info* to make those columns visible.

Correspondence Notation

ChessBase supports entering games and printing in correspondence notation. Just type 5254 in the starting position. To switch to correspondence notation, call Menu Tools – Options – Notation – 1.4244.

Question: Why is there no shortcut for the option "*Send correspondence chess move by E-Mail*"?

Answer: You can create a keyboard shortcut yourself via *Customize* .



You can find this on the programme's file menu.

3.11.3 Correspondence header

Board window: Insert Annotations Special annotation Correspondence chess header (Ctrl-Alt-W)

Time control

Start: the day on which the tournament begins. The date is important for the time controls, since all moves played before this date do not use up any of the allotted time.

Time control 1 up to move... In recent time it has become normal to accelerate the game after a given number of moves. Enter this number here if that is the case in your game.

Time control 1: Specify how many moves must be played in how many days during the first period. 10 moves in 30 days is the most common time control in correspondence chess.

Time control 2: Specify how many days there are in the second period. The rate of play is the same as the first period.

Colour: Specify which colour you have in the game.

Game info

This just gives you information on the current status of the game: time used, time left, average postal time for each side, days left until the next time control, etc.

Email

Maximum days: In correspondence chess by E-mail or fax the maximum remaining days are restricted. After every time control all the left-over days are cancelled.

Use time: There is a special rule which specifies that any move that arrives within 24 hours has used zero days. This can lead to a problem. If a move is received at 23:59 hours the time spent until 23:28 hours on the next day is zero, until 23:59 it is one day and until 00:00 it is two days. This is not a programming bug, it is required by the rules.

Use stamp: If you use time and are playing an E-mail game you can deactivate the time stamp in the dialog of the correspondence chess move.

ICCF: The ICCF (International Correspondence Chess Federation) demands a special format for the email, which looks like a table. When you activate this box, this format is generated.

Append PGN: The game is attached to the email in PGN format.

Attach Diagram: A diagram in the JPG format is attached to the email.

Subject: The text in this entry will be copied to the subject line in the email program. You can use this to easily manage your emails when you play more correspondence games simultaneously.

Notation

Standard notation: Normally people tend to use the numeric correspondence chess notation. Here you can switch to standard algebraic.

Address

Type in your own address and the address of your opponent. Include the E-mail addresses if you are playing by E-mail. This will be used by your E-mail client when you send a move.

Vacation

Enter the vacation periods for both sides. This information is taken into consideration in the calculation of the time controls. You can add or remove vacation periods. ChessBase sorts the entries, removes overlaps and merges them into one vacation.

Signature

Enter your own complimentary close like Yours sincerely, name.

3.11.4 Correspondence move

Board window: Game Annotation Special annotation Correspondence move (Ctrl-W)

Received, replied, stamped

Here you can enter when you (or your opponent) received the postcard or the E-mail, when the reply was made and when the postcard was stamped. To calculate the time used (to print on the postcard) ChessBase will only use the days from "Received" and "Stamped". "Replied" is only for your information. The times in the right column are only activated if you have activated Use time in the correspondence header.

- **Penalty / set manually**

According to the rules of correspondence chess there is a penalty of subtracting some days from your time account if you overstep the time allocation for a move without previously informing your opponent. These penalty days are entered here. ChessBase will take them into account when calculating the time controls. You can also override the rule and set a value manually.

- **1st / 2nd repetitions**

Keeps track of move repetitions.

- **Offer/accept/refuse draw, resign**

If you activate any of these the information will be stored in the game and printed on the postcard.

- **Move is unclear**

Sometimes the opponent's move may be ambiguous, or it may be illegible. Activate this to inform him of the circumstance.

- **Time overstepped** – this checkbox is automatically activated when ChessBase sees that the time limit was exceeded.

- Propose move / "If-moves" – in order to propose a continuation for your opponent you must execute the move on the board and click this checkbox for that move. You have to enter your reply as well (the point of proposing a move). You can enter a whole series of moves, or propose a number of alternatives, always marking the opponent's move as a proposal – but not your own, which can remain without commentary. The dates will be ignored. Before you print out the card you must go to the position in which you actually execute your next move. ChessBase will print out the card with your move and the proposal(s).

3.12 Engines

3.12.1 Installed engines

ChessBase shares a common directory for chess playing engines with programs like Fritz, Stockfish, Komodo etc.

The program's engine interface uses with the specifications of the current Windows version, for example Windows 10. This means that in future engines will no longer be stored in the folder /Program Files/ChessBase/Engines, they will be stored in /Program Files/CommonFiles/ChessBase/Engines.

After the installation you will find the Fritz engine and the current version of Crafty in the new folder. The chess engines of earlier program versions will still be in the folder / Program Files/ChessBase/Engines.

What do these changes mean for the user? The answer is simple: nothing at all. All the engines can still be used by Chessbase. This is true for recent engines as well as for older chess engines like Fritz 7 and Shredder 7.

UCI engines can be used wherever they are, in any folder or any disk on the computer. The configuration files with the extension ***.uci** are always saved in the folder /

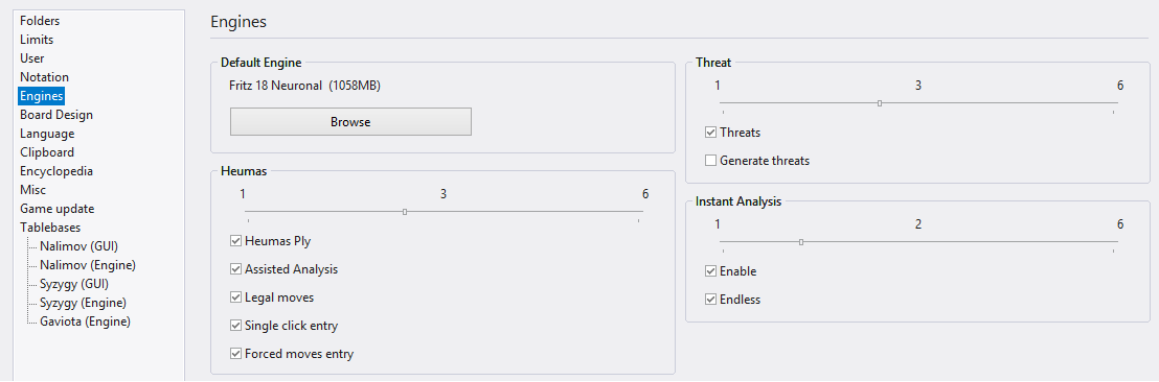
Documents and Settings/Username/Application Data/ChessBase/Engines.UCI.

When you install new ChessBase programs the engines are automatically put into the Engines directory.

Cloud Engines ...

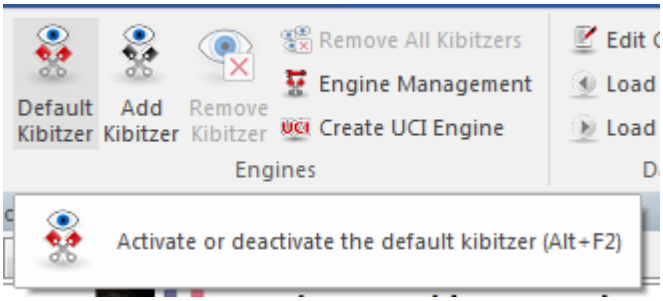
3.12.2 Default engine

Menu File - Options - Engine



Board window: Home - Default Kibitzer.

In this dialog you can make one analysis engine your default engine. You can also set the hash table size for this engine.



The default engine starts whenever you click the button on the right in the tool bar (or press Alt-F2).

In the board window you can use the menu Engine – Add: (engine name) to start the default engine.

3.12.3 Load Engine

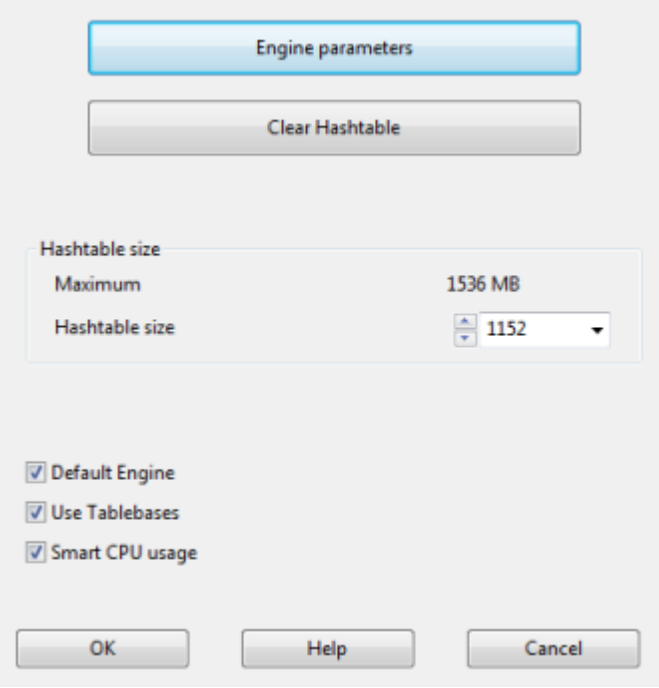
Board window - Add Kibitzer

This brings up a dialog box in which your can load engines and set different engine parameters.

-> Cloud Engines ...

Advanced offers you more possibilities.

For example:



Clear hash tables: This removes all information from the hash tables (which might have been filled in an earlier search).

Engine parameters: click to set the engine parameter available for the selected engine.

Hash table size: This is important if you are looking for optimum strength, especially in longer time control.

Permanent brain is the term for thinking on the opponent's time. This is an advantage because the engine often guesses what the opponent is going to play and then has already calculated its reply.

Tablebases are special endgame databases which allow the program to play five-piece endings perfectly (even find them in the search).

Use Tablebases: If endgame tablebases have been installed the program can play the best moves from the tablebases without using the engine, as long as a position with five or less pieces is on the board.

Smart CPU Usage

A deep engine starts on a computer with hyperthreading (i7 4 Cores + 4 Hyperthreading) with only 4 Threads/Processors. On a computer without hyperthreading (i5, AMD) it starts with n-1 Threads/Processors. If this option is turned off it runs as in older versions.

Exception: The user has defined the number of threads/processors explicitly, for instance by defining a UCI engine.

Cloud loads the main window of Engine Cloud so that you can load cloud engines.

If you select an engine in the list that has been defined as not the standard engine the tick before the engine's name is removed.

Note: UCI engines can also be used as the standard engine in ChessBase.

3.12.4 Loading multiple instances of an engine

Many engines can be loaded more than once in the same window.

This allows more possibilities in the analysis mode "Deep Position Analysis".

It is possible to run evaluations with one variation and with several variations at the same time.

3.12.5 Hash tables

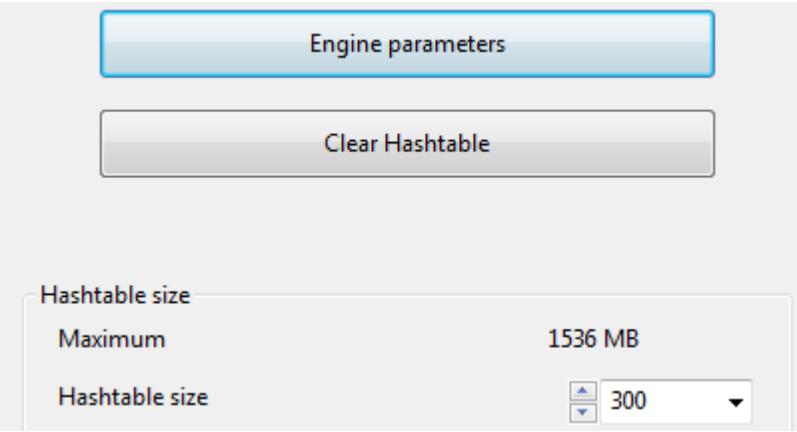
Analysis engines or Kibitzers use “hash tables” to store positions that have already been examined, in case they turn up again in the search tree. This speed things up tremendously, especially in the endgame.

You can set the size of the hash tables in the Add Kibitzer dialog. ChessBase will give you a plausible value for the hash tables. You should try to use the maximum, since that speeds up the engine tremendously. But if you go too high then Windows will start "swapping" on your hard drive, which will slow down the program to a snail's pace. So if your hard disk is being accessed constantly during analysis it means that the hash table size is too large. Reduce it until there is no hard disk activity during analysis.

The programs Deep Fritz and many others "learn" with their hash tables. If you are analyzing a very complex position and go down certain lines these programs remember them, especially winning and losing variations. When you return to the position they suddenly understand it much better. It is then that they come up with new and interesting ideas.

3.12.6 Engine parameters

Board window: Home Add Kibitzer - Engine parameters.



This is a function for experts – normally the default values will do fine when you work with an analysis engine.

The engine parameters influence the analysis style of the engines. For instance increasing aggressiveness will generally make a program find mate combinations faster.

In certain engines you will find more and different parameters to set. For example, Nimzo allows you to set piece values, which is useful when you are solving studies.

3.12.7 UCI Engines

What is UCI?

This program was designed as a multi-engine system. This means that the graphical user interface and the actual chess engine (the module that calculates moves) are strictly separated. They use a pre-defined interface to communicate with each other. UCI stands for Universal Chess Interface. It is a new communications standard defined by *Stefan Meyer-Kahlen*. The UCI interface is closely related to the "Winboard" protocol. This means that existing Winboard engines can be very easily adapted by the authors to run under our interface.

For these programmers the new UCI interface has the following advantages:

- The engine can be run under an interface which has numerous advanced testing facilities that allow them to improve the strength of the engine.

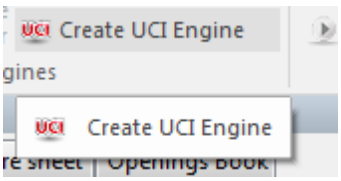
- The engine runs at full performance and strength without the need of additional adapters.

- The engine will become available to a large number of users, who are able to install it without the need for complicated configuration, as is often the case with Winboard.

- The UCI protocol may be used without any license fees, for private and for commercial purposes.

Note: UCI Engines can also be used as default analysis engines in Chessbase 10.

A UCI Engine is installed using the menu *Home UCI Engine*.



The dialog has two purposes:

1. A new UCI engine can be selected and made available to ChessBase.

2. The parameters of an engine that has already been installed can be modified. The modified engine can then be saved under a different name.

With regard to renaming engines there are certain restrictions. The original engine name must be contained in the new name. If the engine is saved with the standard settings the name must be left in its original form, i.e. you will not be able to edit the engine name at all. On the other hand if you change the default parameters then the name must also be changed (retaining the original name as part of the new one). The

name of the engine author cannot be removed. However you do not need to modify it when you change the parameters.

Installing a UCI engine
Before a UCI engine is displayed in the engine dialog (F3) it has to be installed. This is done in a few simple steps:

1. Select the option Create UCI engine.

2. Next you must tell the program where the UCI engine is located. This is done by point and click in the file selector that appears. Use "Browse" and locate the UCI engine on your hard disk.

3. The name of the engine and its author are automatically given. Simply click "OK" to install the engine, which will then be displayed in the engine list.

Note that the UCI engine can be stored in any directory on any partition of your hard disk.

Modifying engines
Many UCI engines allow you to modify a number of search and evaluation parameters which influence the playing style of the engine. To change the parameters proceed as described above. In the Create UCI engine dialog click on the button Parameters.
Each UCI engine will display the parameters which can be changed, and which vary for different engines. If you change any of the parameters the input fields for "Name" and "Author" become active and can be modified, within the constraints described above. After clicking "OK" the new engine is registered and will appear in the Fritz engine list, together with the other UCI and native Fritz engines.

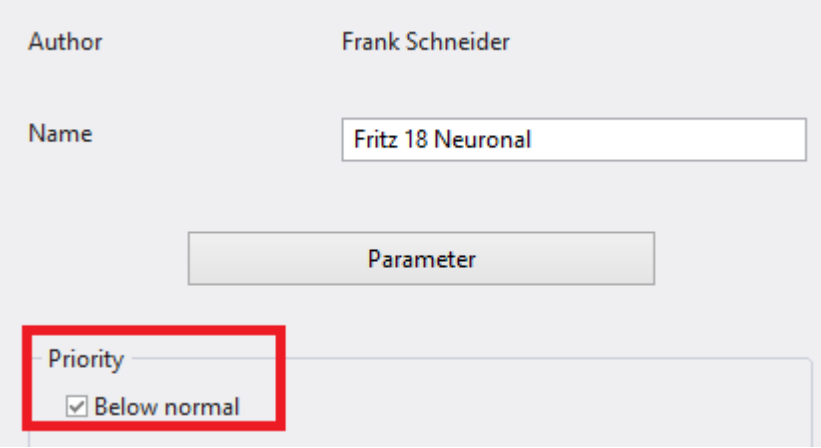
Please note: modifying and storing an engine with a different name does not create a new copy of the engine on your hard disk. Only the modified parameters are stored under the new name and applied to the engine when this is started.

3.12.8 Note about the UCI engines

The software was designed as a multi-engine system and allows - as does ChessBase by the way - the integration of various chess engines. The graphical user interface and the actual chess program are strictly separated from each other and communicate with each other via a predefined interface. A large number of chess engines are available for download via the Internet, which communicate with the user interface via UCI protocol. UCI stands for Universal Chess Interface and was developed by Stefan Meyer-Kahlen.

The software supports engines that work with the UCI protocol and you can integrate them under the GUI.

Under the menu item *Engine - Create UCI Engine* you start the dialog to integrate the UCI engine.



This is about the distribution of the computing time. The communication between the program interface and the chess engine runs via a separate program, the engine interface. The interface runs with low priority to allow the parallel running chess engine a maximum of resources. Some UCI engines have problems with the default setting when the interface could not directly take over the ratings and other information due to lack of resources. With the setting " low priority" you can fix e.g. display problems of UCI Engines.

The actual UCI engine gets the appropriate computing time even with a low priority and brings full performance. So the setting has no negative effect on the performance of a UCI engine ! This can be easily determined by analyzing a given position with both settings on/off. The setting has practically no effect on the speed, it is about a smoother operation.

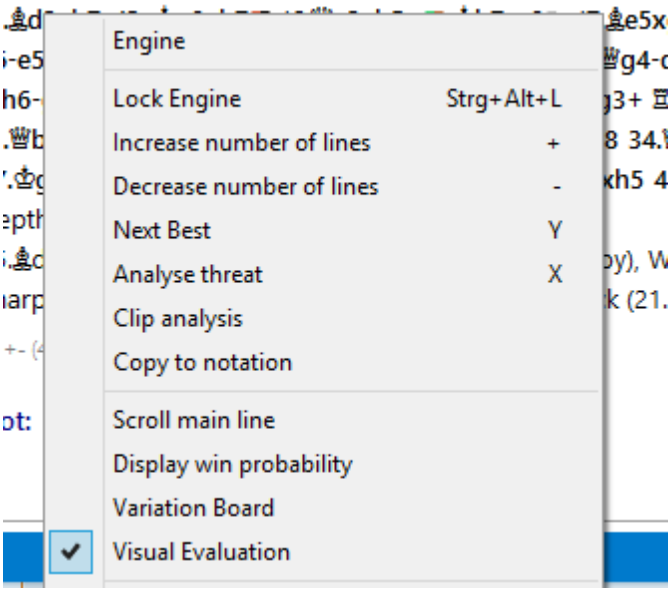
3.12.9 Extended Options in the Engine Window

In the engine window the user now sees a new display of the number of processors used. This display is only relevant for computer systems with several processors and programs that are able to use more than one processor.

Clicking the CPU button in the engine window allows the user to change the number of processors being used.

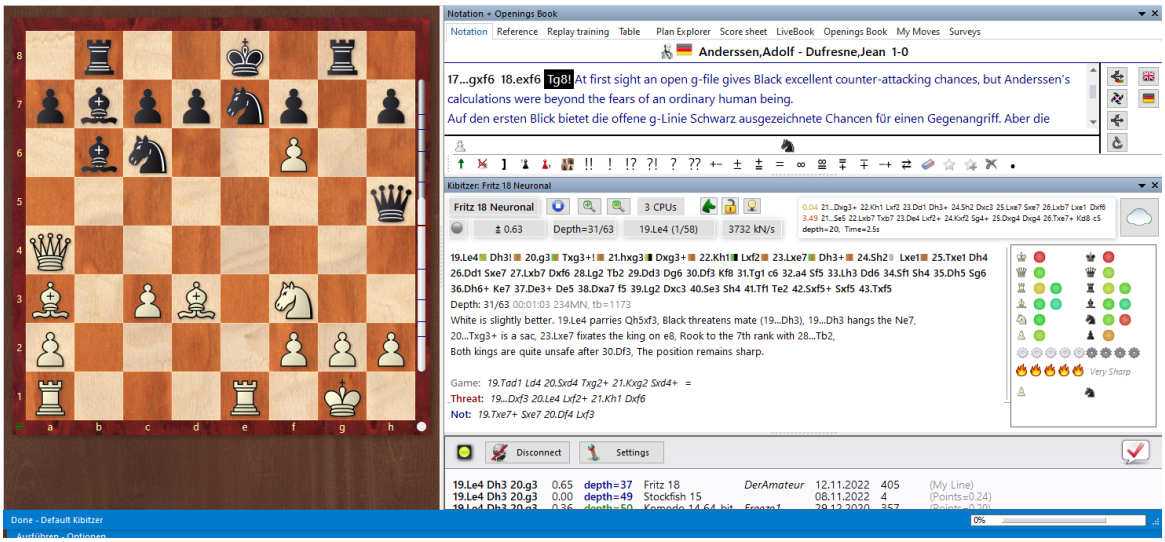
3.12.10 Extended Engine Information

In the analysis mode the standard engine displays new information in the engine window. Right clicking in the engine window opens a context menu.



Next Best calculates the second best alternative for continuing. While the engine is calculating this information can be accessed faster by typing the key **Y**.

At the beginning of the engine window the best line found so far is displayed in light gray letters.



After this possible alternatives are displayed.

Tip: This information is at the beginning of the list view. If you cannot see this information use the scroll bar to scroll back to the beginning of the list.

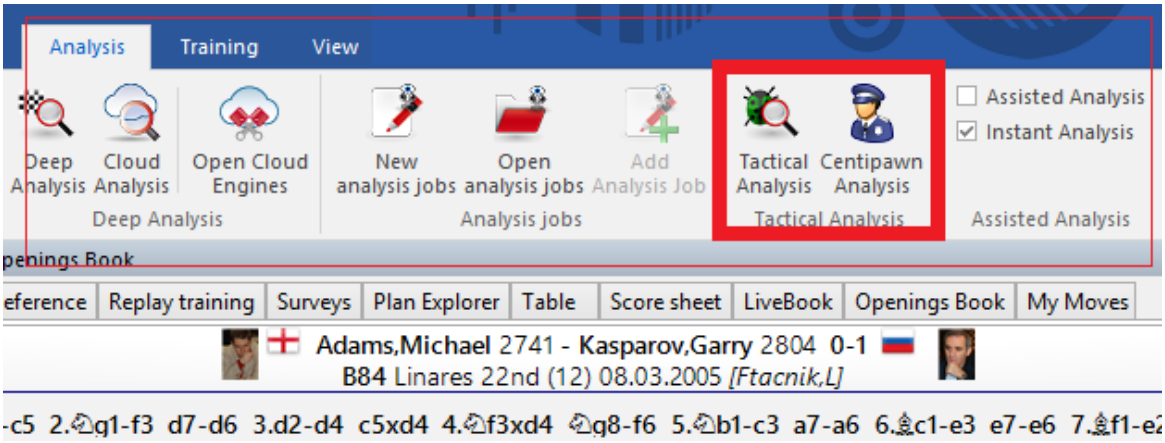
Hint: The next best move option is only available while the engine is only analysing one line.

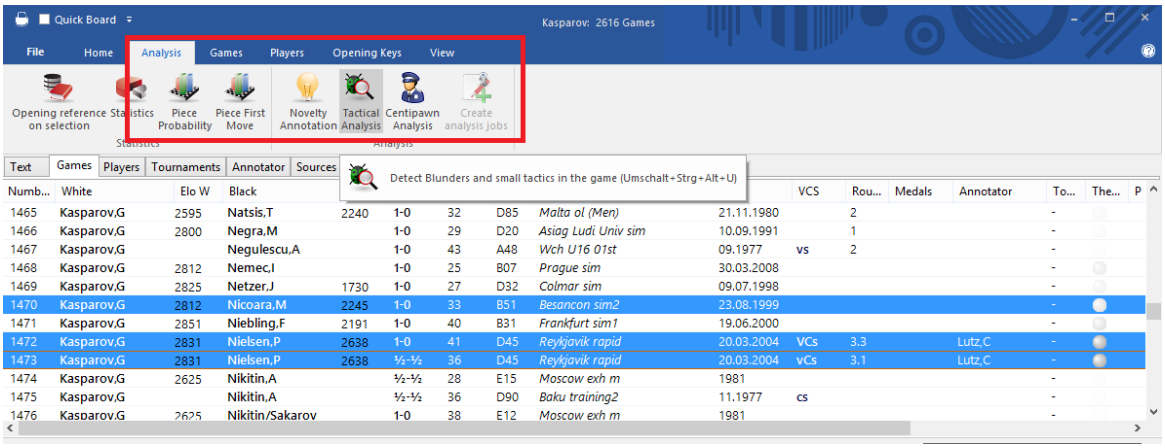
Display of the current main line
At the bottom of the engine window the line that is currently being examined is displayed.
The main advantage of this display is that it is constantly updated even if the best line displayed remains unchanged during lengthy processing.

3.12.11 Analysis menu

As well as the rapid analysis/evaluation profile, the program offers many possibilities to check automatically with a strong chess engine game continuations or individual moves.

In the board window you will find these functions under the heading **Analysis**,



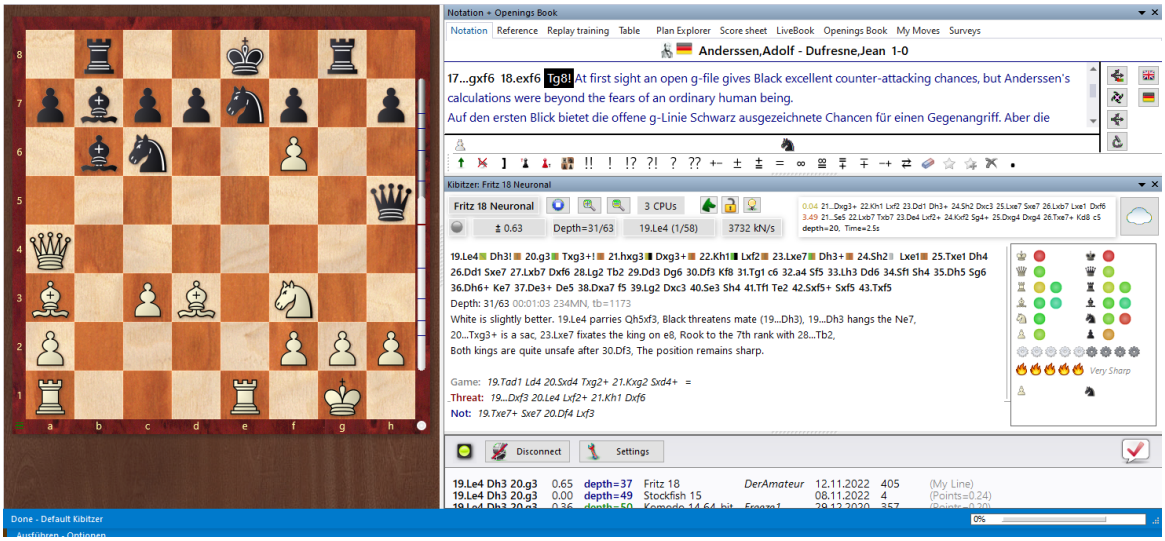


The function preferred by most users should be the new Tactical Analysis.

3.12.12 Advanced Engine Analysis

The concept of engine analysis under *Fritz/ChessBase* and with many common chess software runs unchanged as in the early 90s.

The evaluation of the current board position is always in the form of numbers and letters. This evaluation by a chess engine in the form of pawn units naturally gives the user a clear help and valuable hints for the evaluation of the current board position. The visual display in the engine window implemented in the present program version goes much further and makes both the evaluation of the position and the analysis much more transparent for the user.



A running engine analysis provides the evaluation, the program visualizes the placement of the *pieces, pawn structure, king security, general activity* and the sharpness of the position as a graphical display in the engine window. The user thus sees at "first glance" how the engine evaluates the aforementioned important factors.

This innovative form of analysis is extremely helpful, even the display of non-trivial threats or temptations can be recognized by the user much faster.

The program also offers the option of suppressing the display of the complete engine output and receiving only subtle hints as a stimulus to your own thinking. This option is excellent when watching live games, for example, and encourages more of the user's own thinking.

3.12.13 visual evaluation

The program visualizes the placement of the pieces, pawn structure, king security, general activity and the *sharpness of the position* as a graphical display in the engine window. The user thus sees at "first glance" how the engine evaluates the aforementioned important factors.

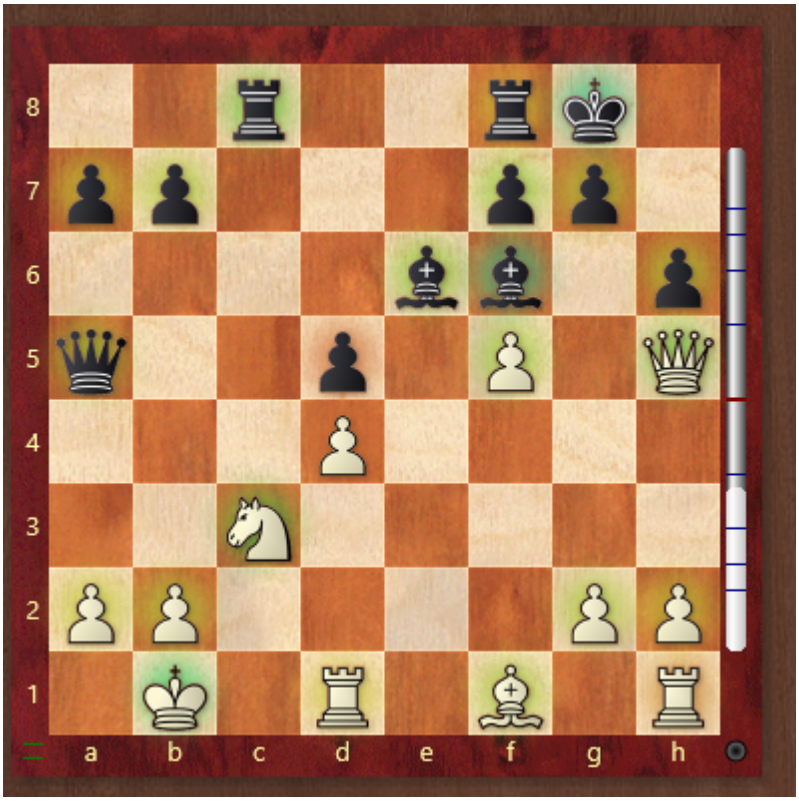
Note: via right click in the engine window you can switch between variant board and visual display.The visual evaluation is available in every engine window:

Right click -> Visual evaluation

Based on the symbols you can see the sharpness of the position, the colored figure symbols work according to the traffic light principle.

Green=safe, yellow=ok and red=threatened.

Move the mouse over the activated visual evaluation in the engine window.This changes the display in the board window.



So if you move the mouse over the area of the visual ratings in the engine window, the individual pieces are marked on the board, which gives more information especially for the pawns.

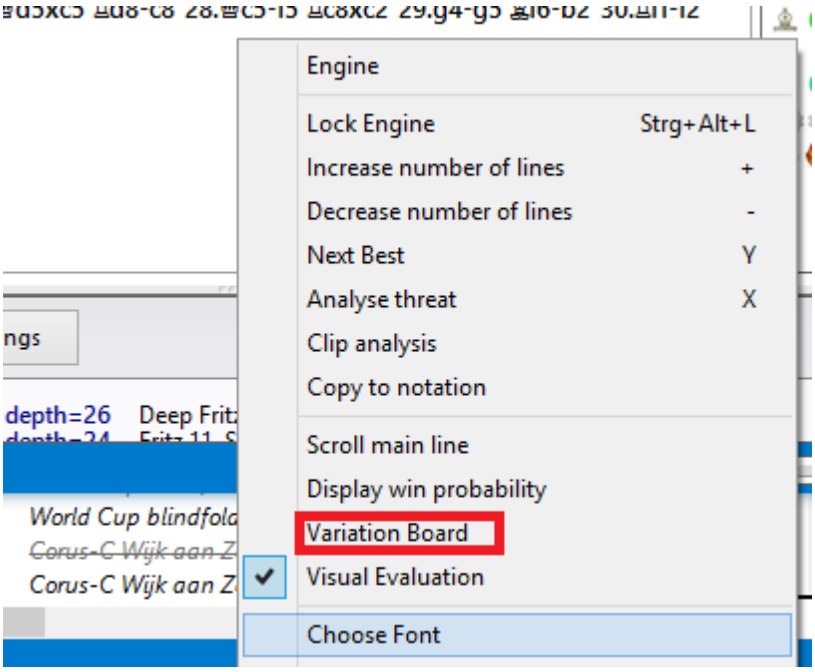
The color marking of each piece shows how well it is placed. The interpretation of the visual indicator is simple, it works as usual according to the traffic light principle. Green is very good, red is very bad. In the case of the king, the king's security is given high weighting, while in the case of the pawns, the quality of the pawn structure and the power of passed pawns are added.

Below the piece symbols, the visual display of the input window shows the mobility and activity for black and white in five levels. The rating of the engine is shown with the small gears.

Especially interesting is the classification of sharpness/complexity of a position in five levels (one to five flames). You can see immediately if there is a sharp tactical position on the board!

3.12.14 Animation Engine Variations

Long engine variations in the analysis window cannot be visually replayed by a normally strong player. Although there is an optional variant board (right click) in the engine window for replaying a variant, the better alternative works via MouseOver.



You simply move the mouse pointer to a move of the displayed variant and the variant is immediately displayed in the board window on the large chess board!
Just hold the mouse on a move of the variant and the variant will be shown on the board. If you move the mouse pointer away from the variant, the initial position is displayed again in the board window.

This display is also available with the new analysis comments in the engine window.

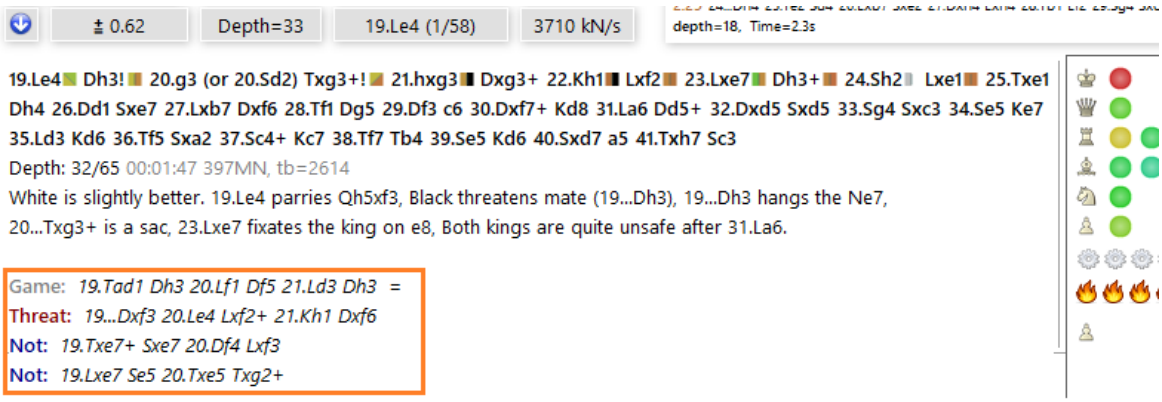
3.12.15 Analysis with Comments

When analyzing a position, there are often two questions:

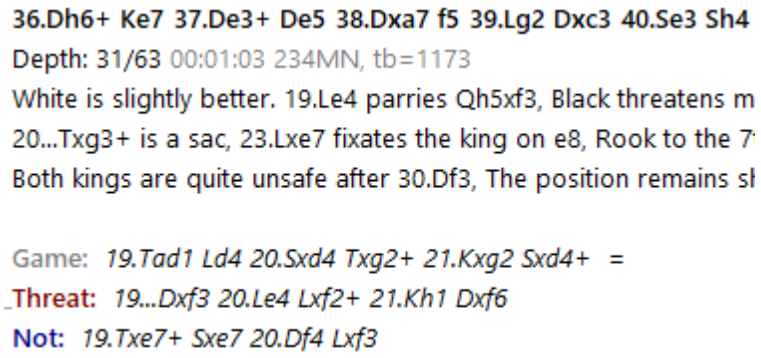
1. "Why doesn't...?" For example, material is hanging, but the refutation is not immediately obvious.

2. "What threatens?"

Of course, one can answer these questions by typing moves oneself. But often one is not at all aware that the position holds a funny refutation or interesting threat. Then these new analysis comments are a good suggestion.



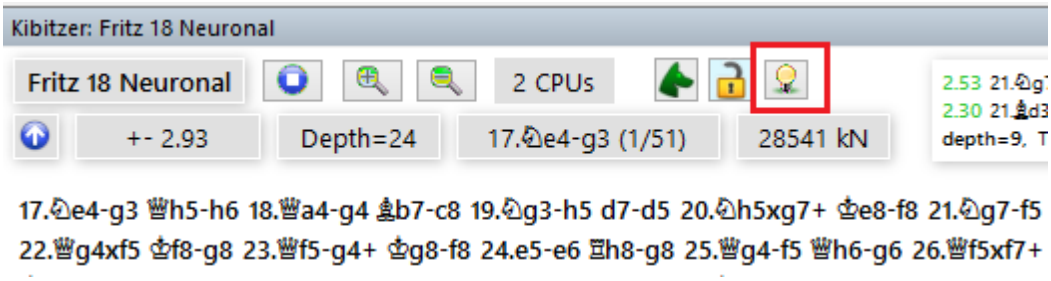
The display varies depending on the available position criteria.



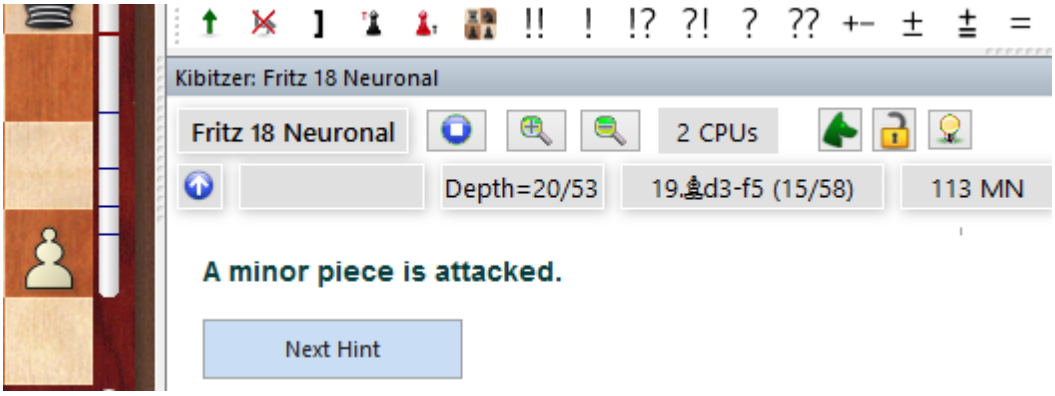
3.12.16 Tips in the engine window

As a rule, the detailed evaluations tempt many users not to deal intensively with board positions. In many cases it makes sense to find the best possible continuation independently.

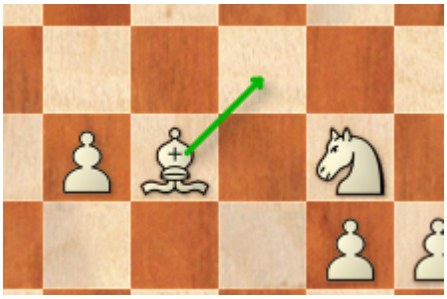
Therefore, in the engine window you will find the switch " *Hints on/off* ", which you can use very well for your own training.



The program now hides the display of the calculated main variant and gives the user more or less discreet tips/hints about the board position.



Clicking on the "***Next hint***" button displays another hint. After multiple queries the program shows the hint directly with a green arrow on the chessboard.



Clicking again on the small icon in the engine window switches back to the more informative engine display.

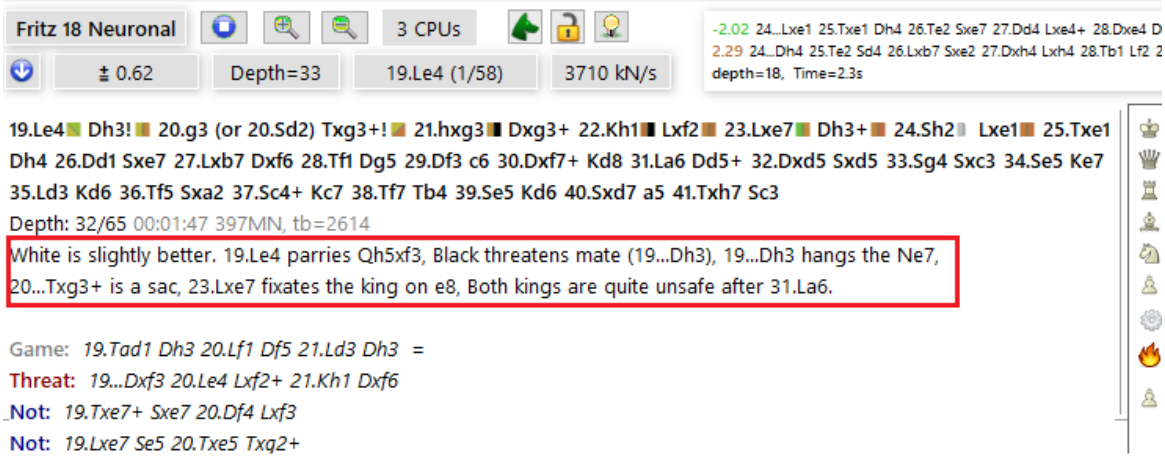
3.12.17 Engine variant with language

The program "explains" the displayed engine variant in text form with completely natural language! It is challenging for a non-title holder to "blindly" imagine what is concretely happening in an engine variant. You see the best move, the rating and that's it.

This version of the program describes in natural text what the variation contains in terms of chess motifs.

For example, in a super-sharp position, a complex variation has the strange rating "0.00". ChessBase 17 then writes "*perpetual check*" or "*positional repetition*" and the matter is clear.

Material changes are described vividly: "*White wins the queen for rook and knight*". "*Black loses two pawns*". Other examples: "*The position simplifies into an endgame TL vs TS*".



Exciting are statements like: "*White gets a dangerous passed pawn on e6*". Or "White sacrifices a bishop", "Black has a penetrating attack", "White gets the majority on the kingside". "Both kings are insecure". "White plays a lever". "Maneuver Sd2-f1-e3-d5."

This makes the motives behind the position clear: the variation can be replayed directly without much clicking:

1. move the mouse arrow to a variant move and the position appears on the main board.

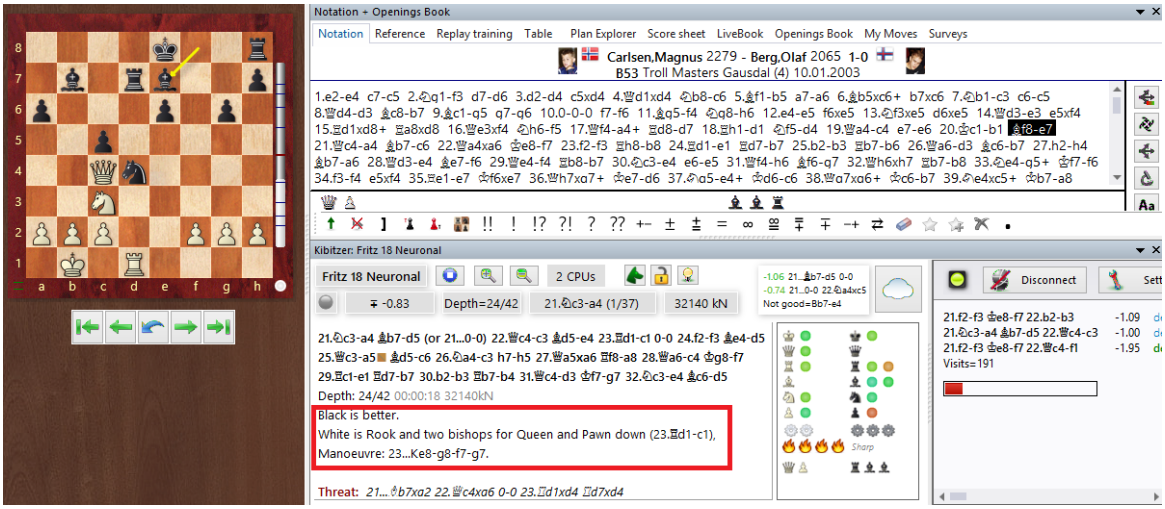
2. alternatively: move the mouse arrow to a variant move, then replay with the arrow keys. The board background turns blue to indicate that you are not moving in the game.

As soon as the mouse arrow leaves the engine variant, the initial position is again on the board and the arrow keys act again on the game continuation.

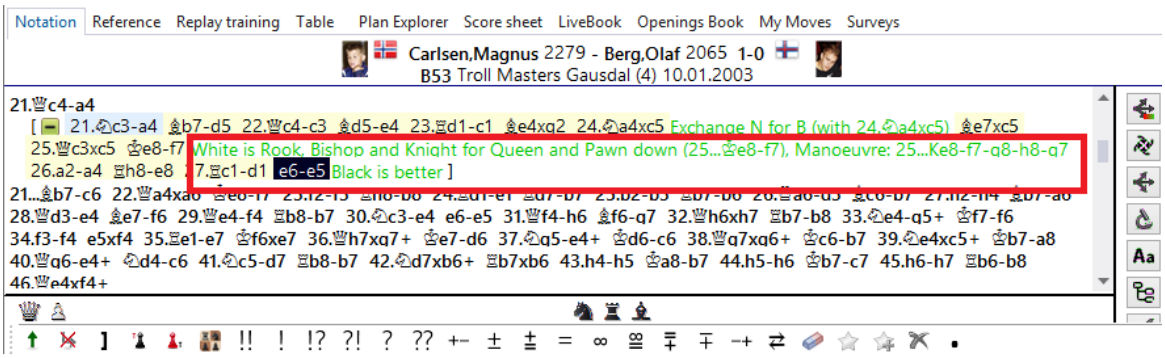
3.12.18 Apply text analysis and variants with a click

In addition to the main variants, alternative variants, threats, the program also displays text comments with linguistic explanations in the engine window.

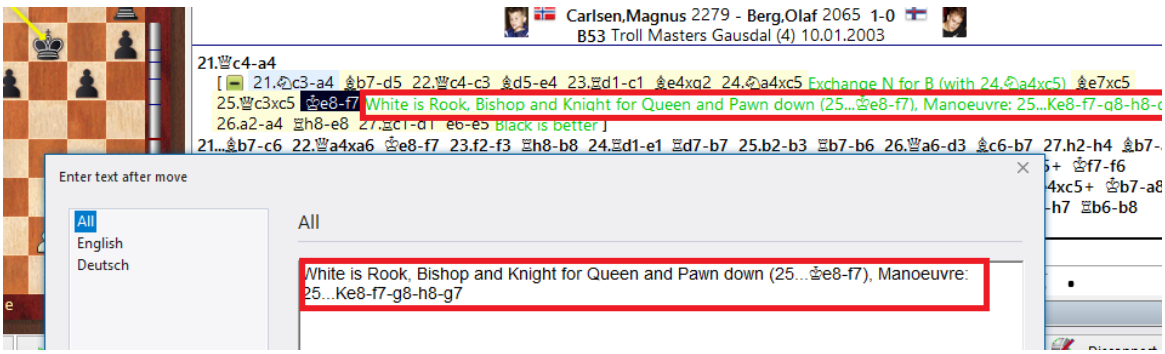
Let's take a look at a concrete example with the duration analysis. The language commentary generated by the program within the engine window is highlighted in color.



With a click of the left mouse button you transfer the text comment including variant into the notation.



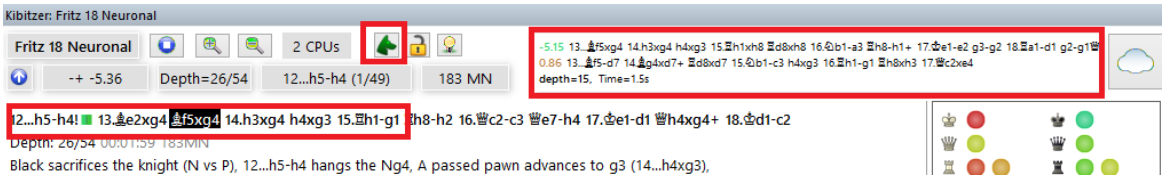
By double-clicking on the text comment in the notation, you start the Editor and can edit and further process the language comment!



This makes the annotation of games much easier.

3.12.19 Buddy Engine

This new form of analysis, which has not been implemented yet, clearly leads to more precise analyses, especially in complex positions. An engine analyzes the positions of the engine variant and determines whether certain moves are forced!

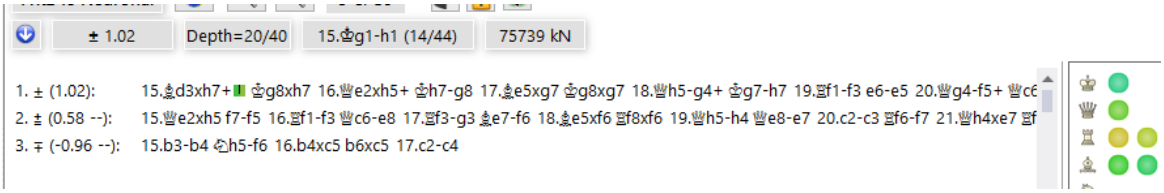


Our term for this engine is *Buddy Engine*.

All forced moves are commented by a colored square in the engine window. The square is used by the program as a symbol for "single move". A forced move can be recognized immediately, because it is displayed in color and therefore looks "quite colorful".

It is exciting for the user to discover forced variants: for example, one could play a slightly "worse" move in the opening preparation, but it demands the highest accuracy from the opponent, because everything is forced. This has higher practical chances of winning than a move that is perhaps 0.3 pawns better but easy to deal with.

We have been recommending for years to analyze with two variations. This way you can see if the best move is the only possible one. This has a price: a multi-variant search runs slower than the single-variant search.



With the Buddy Engine in the current program version, the single-variant search regains greater importance, because the advantages of the multivariant mode are partially offset. The Buddy Engine simply checks the initial position and then provides the user with the information to what extent the best move is forced, i.e. the only possible move.

We chose the term buddy because this engine acts as a sort of buddy/supporter of the main engine. The buddy engine takes a quarter to a fifth of the hash and CPU resources, leaving the main engine with almost unrestricted power.

With the current hardware generation, the buddy engine manages in most cases to check if the main engine has a big gap in the score to the second best engine.

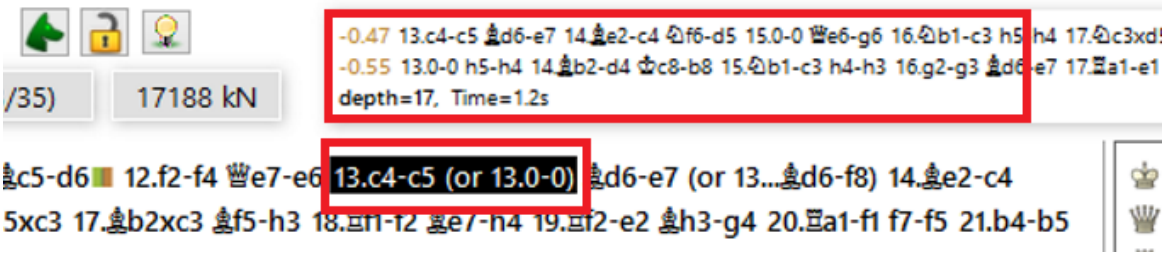
Thus, the main advantage of this approach is that the main engine in single-variant mode achieves higher computational depths in the same amount of time, thus significantly increasing the quality of the analysis.

The Buddy Engine calculates slower than the main engine and works according to the following criteria:

1. the engine should look at many moves and therefore has less computing time per position.
2. it has only one CPU at its disposal.

Therefore, discrepancies can occur when the main engine detects another sharp move only at great depth. However, this is not a problem in practice, because it is detected immediately and it is also an interesting property of the position (complexity). In this situation, one simply switches (with bulging hash tables) to the two-variant search.

In the separate buddy window you can see what the engine is currently calculating. ^If you move the mouse pointer over a move of the engine variant, the corresponding analysis is displayed in the buddy window, so that you can see full variants.



And not only for the initial position, but for each of the first moves. The longer the main engine calculates, the deeper Buddy's analyses become and the further he goes into the variants.

The commentary symbols are two-colored and there are three geometric shapes:

The left/top color shows the rating of the best move.

The second color corresponds to the second best move: green = move leads to advantage / yellow = roughly balanced / red = loss.

A vertically divided rectangle shows that the best move is trivial.

Diagonal from bottom left to bottom right means: Not trivial, but easy to find. Diagonal from bottom right to bottom left: Move appears later in the search, so is harder to find.

21.Sf4 is a winning sacrifice and the best move. After the second best move, White is also still in a good position. 23.Sxh5 is clearly the best. If White doesn't take on h5,

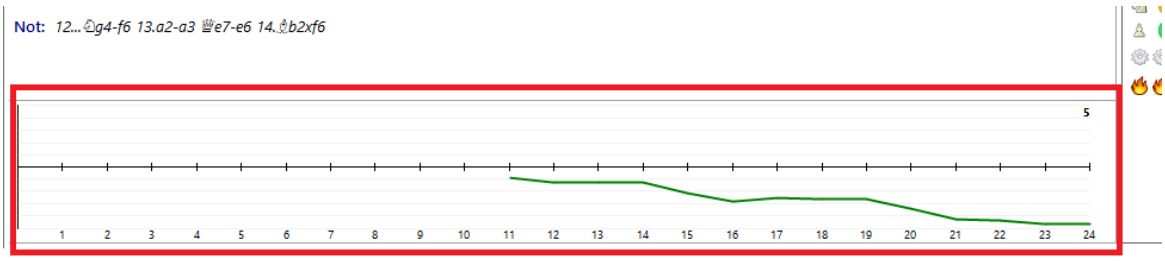
the advantage is gone. Black has to retake, but that doesn't save.

Tip:try the Buddy Engine with some critical games/positions. In practical use, you will quickly come to appreciate the benefits of this analysis concept.

Tip: You can switch the Buddy Engine on or off at any time in the engine window by clicking on the small green button.

3.12.20 Evaluation history in the search

If the engine window has vertical space, the program displays the rating history of the search. So you can see from when the rating stabilized. This gives the user an idea of the complexity of the position (or in rare cases the blindness of the engine).



The Larsen-Spassky game from the 1970 match is probably the most famous real short game (under 20 moves) among the absolute world elite. The rating history for White shows the disadvantage before 12...h4(Larsen-Spassky before 12...h4): But only after 22 moves the consequences are clear.

3.12.21 Deep analysis

Most chess players analyse their games interactively. They try out variations on the board and let them be evaluated by chess engines.

This is very good for preliminary analysis so that you can get used to the motives of the position, but sometimes engines need more time to examine a position in detail. For this it is necessary to let an engine examine a position for a long time.

Board window: ***Analysis - Deep Analysis***

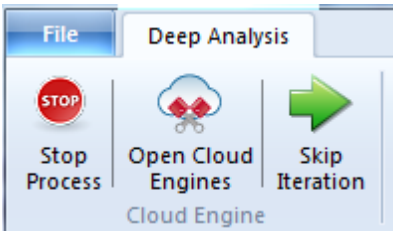
In the deep analysis the engine generates a tree with the possible moves.

The analysis is left to run by itself. The longer it runs, the more reliable the variations are. After longer times the search depth is bigger, but not too complex so that the result remains easy to understand. Variations that do not look good after a large search depth are automatically removed. This leads to an annotation with an analysis of the most important moves. This function is an improvement over Fritz's deep position analysis, because no time is specified and the variation tree is dynamically restructured as the search progresses. After the function has been started the program calculates indefinitely and generates an analysis tree with the best moves and replies. The tree is dynamically updated and weaker variations are removed.

The program analyses candidate moves and makes the moves for further analysis, as every chess player would do it himself. This generates a tree which changes from iteration to iteration. Every iteration increases the processor time.

In the notation variations are shown in grey if they do not seem good at the current depth. If a variation cannot be proved to be good at two consecutive depths it disappears from the notation, so that only the best continuations are analysed and displayed.

During the analysis there are two ways you can influence the analysis:



Stop Process: This halts the analysis. The result can be stored as a different game, or the existing notation can be overwritten.

Open Cloud Engines: You can add cloud engines to the analysis to improve the quality. The function then accesses engines that are running in parallel.

One engine makes the candidate moves and creates a variation tree. In the example

this is done by Fritz 13.

The additional cloud engines calculate answers to the moves simultaneously, which are then added without losing any time. In the example this is done by the Houdini engine.

The title bar of the engine window tells us what function the engine has.

The candidate engine runs in multi-variation mode, because it has to calculate a lot of candidate moves.

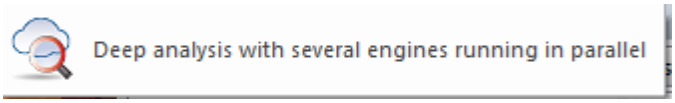
During the deep analysis other engines can be added to the cloud server without interrupting the analysis. These engines automatically adopt the correct roles. If individual cloud engines stop running the analysis continues, as long as at least one local engine is running.

Skip Iteration: This skips an analysis level, which increases the processor time and the analysis depth of the engine.

> **Note**: Variations that are in the notation at the start of the analysis are never deleted and are always analysed, unless they are the results of a previous Cloud Analysis.
>
> Moves that have been marked with a question mark are never analysed.

3.12.22 Cloud Analysis

Board Window - Analysis - Cloud Analysis



Chess players usually analyse their games and chess positions interactively. They try out moves on the board and let them be evaluated by an engine that is continuously running. Unfortunately there is not always enough time to let the analysis run deeply enough. The opposite method is an analysis that runs by itself, in which an engine examines a position for a long time. There are two ways to do this in ChessBase: Deep Analysis and Cloud Analysis.

Cloud Analysis is a deep analysis in which several engines run in parallel, which saves a lot of time and increases the accuracy of the analysis. These engines either run on different computers, or they all run on one powerful computer, on which they have to share the ressources. The advantage of the Cloud Analysis is that the analysis can be carried out without using the hardware and software ressources of the local computer.

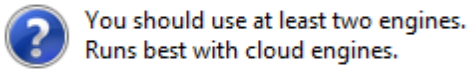
In the Cloud Analysis the engines adopt different roles. One engine always controls the analysis. Another engine evaluates the candidate moves from original position to make sure that the best possible depth is reached. One or more engines evaluate the possible replies to the candidate moves. Their search only changes when the candidate moves change.

A practical configuration is to use two to four engines. One controls the analysis, one evaluates the candidates, and optionally one or two reply to the strongest candidate moves. It is also possible to use several candidate engines if the moves they suggest are different.

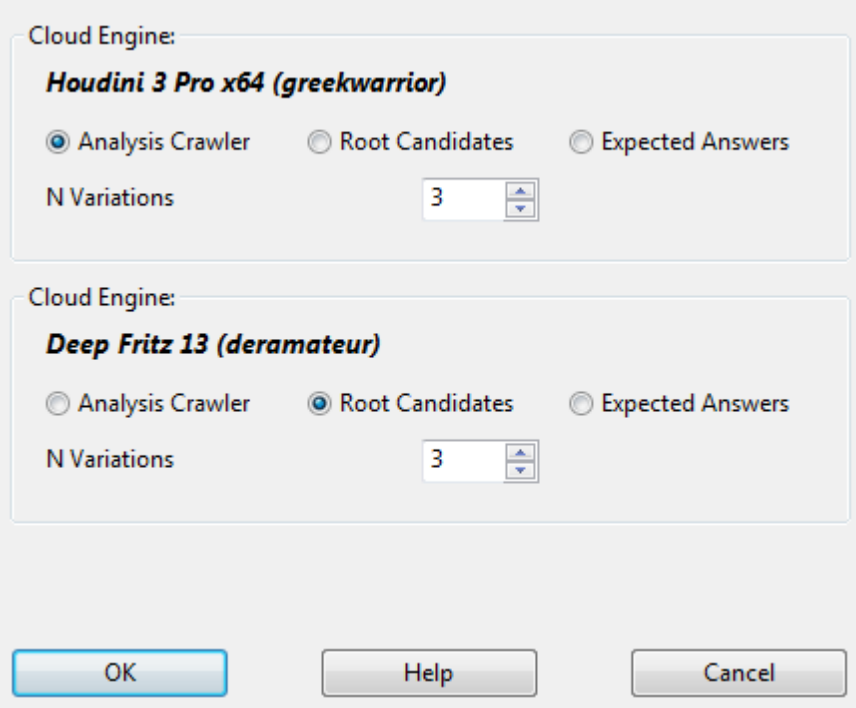
If the cloud engines run on other computers the analysis continues reliably even if individual engines stop running. This can happen if an Internet connection is interrupted or someone else takes control of an engine. The controlling engine at least must run on the local computer. If additional cloud engines are added they are automatically assigned roles.

The function offers the deep analysis of a position with several engines that are running in parallel. It can be used with both cloud engines and local engines on your own computer. However, if local engines are used they must share ressources, which makes them slower. Cloud engines can run on other computers that you own, or they can be rented.

This function is only useful if more than one engine is used.



After starting the analysis you can tell the selected engines what they have to do.



In the Cloud Analysis one engine works continually evaluating the candidate moves of the initial position. Another engine (the "analysis crawler") makes these candidate moves and generates a variation tree. Unlike the Deep Analysis (see above) the controlling engine accepts the candidate moves in every iteration without losing any time.

It is also possible for several engines to evaluate replies to the candidate moves simultaneously. These replies will also be accepted without any delay. These engines work non-stop, and they will only start again when the candidate moves change. By doing this you can build your own cluster.

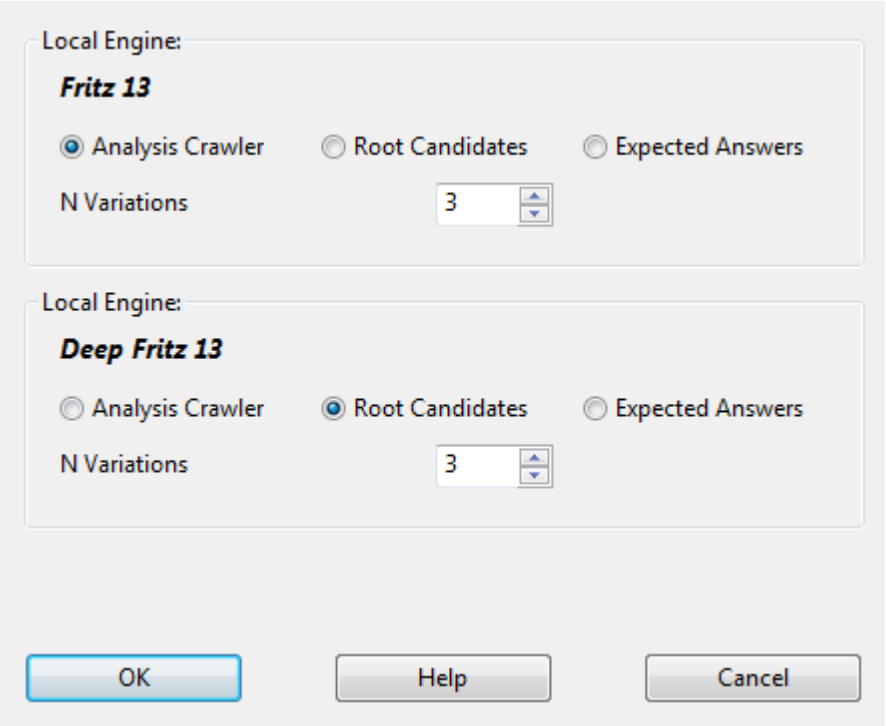
During the Cloud Analysis it is possible to add other engines to the cloud without interrupting the analysis.

They automatically take over the correct roles. If cloud engines stop running the analysis will continue as long as at least one local engine is still running.

If engines are loaded in advance their roles can be configured. It is more useful to work with different candidate engines so that the analysis is not identical.

Cloud Analysis with locally stored chess engines

You can use this analysis without cloud engines if you have a powerful computer with several chess installed.



To do this start one or more kibitzers in the board window.

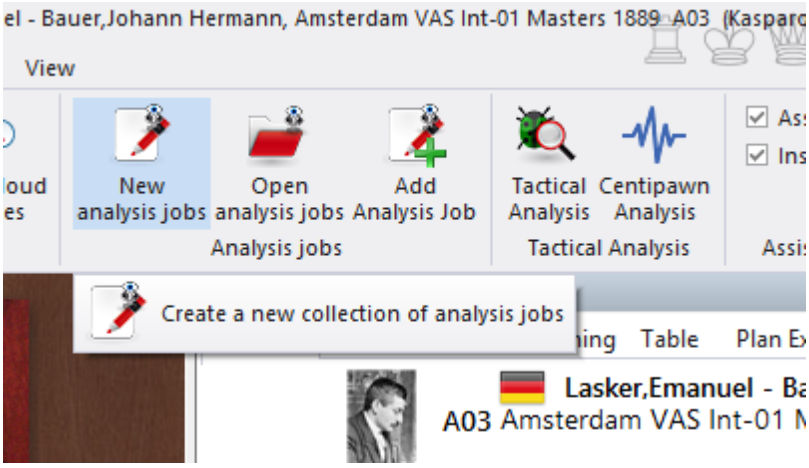
Note: Variations that are in the notation at the start of the analysis are never deleted and are always analysed, unless they are the results of a previous Cloud Analysis.

Moves that have been marked with a question mark are never analysed.

3.12.23 Analysis Jobs

The program offers the user the possibility to automatically analyze a series of positions with different engines or only one specific engine. This function makes it possible to mark a whole series of positions and analyze them one after the other with different engines. The results of the analysis are saved and can be viewed at any time later.

This incredibly useful function can be found in the board window under the menu item *Analysis - New Analysis Jobs.*

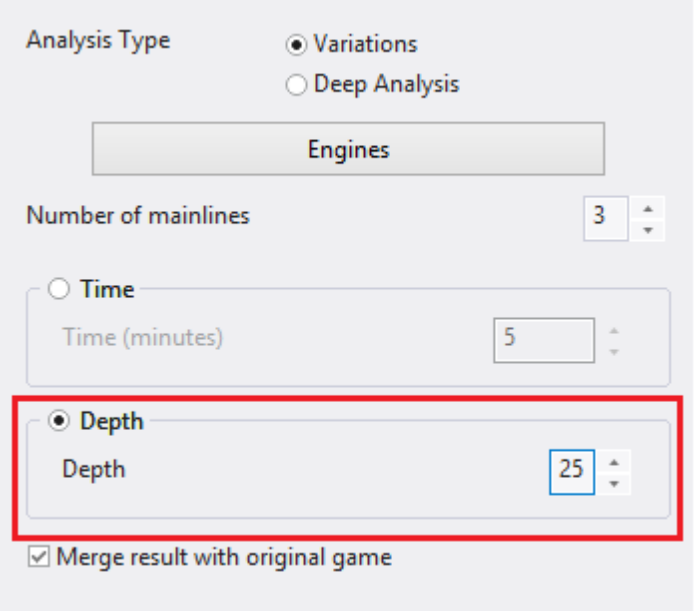


In the subsequent dialog, you will be prompted to enter a name for the database in which the results of the analysis jobs will be summarized. You should make sure that the name is as meaningful as possible so that you can clearly assign it at a later time.

After that comes the dialog for the fine adjustments. In the dialog you can record the positions for the analysis, define the preferred engine for the analysis of the position or look at previous results.

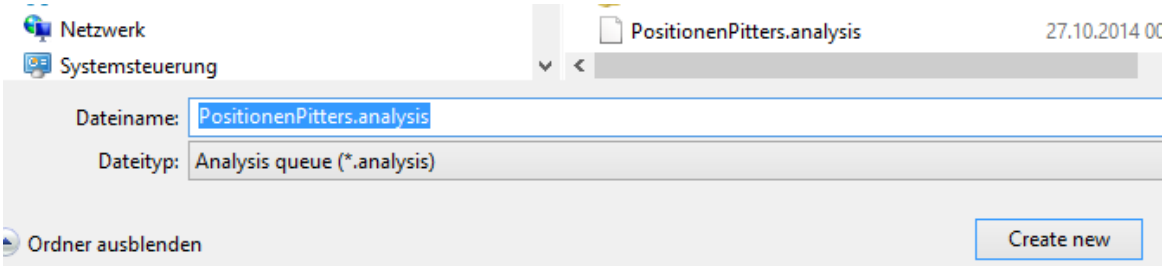
By right-clicking with the mouse and selecting Properties, you can individually adjust the analysis properties for each position.

The total duration of the analyses is displayed, with a click on Start/Next the analysis process is started.



Analysis jobs are a collection of positions which are automatically processed by ChessBase. The results of the evaluations by chess engines are stored in a database with the same name, so that you can return to them later to study them.

Clicking on "*New analysis jobs*" generates a file that contains the positions to be analysed. In the standard Windows dialog you can select a folder in which the file with the extension ***.analysis** should be save.



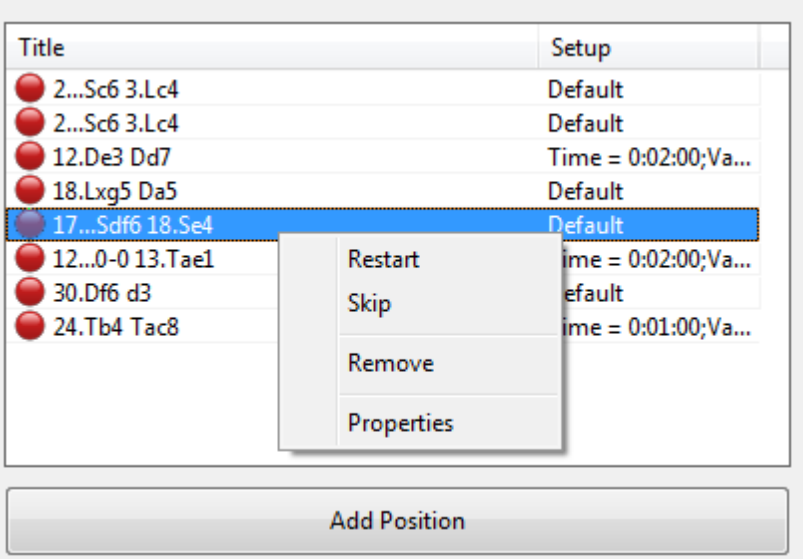
Users can then customize the analysis process by configuring various settings in the *"Analysis Setup"* dialog box.

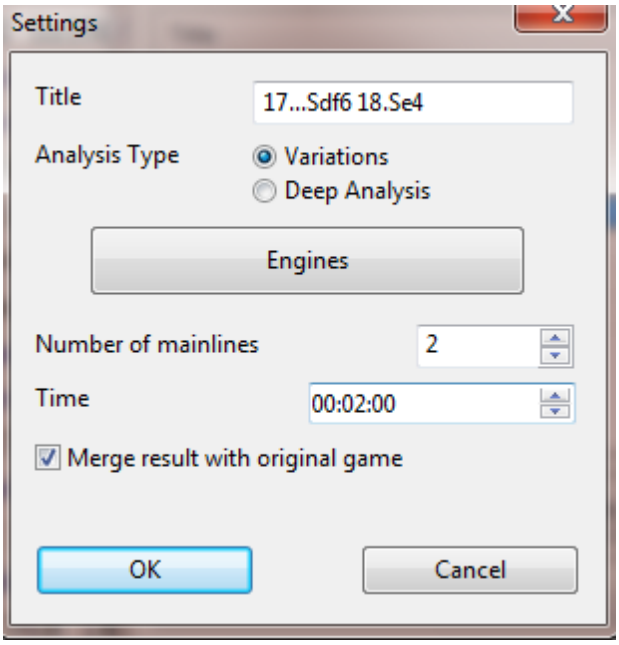
Users can open other boards while the analysis dialog box is open and add positions to the analysis queue by clicking "Add".

Add position This command adds the current board position to the analysis queue. The dialog box remains in view when you open analysis queues - and you can quickly add the positions that you would like to be analysed using the "Add" command.

Edit a position You can configure the settings for each individual position if you do not wish to use the program's default settings. This is done by right-clicking on the relevant entry in the queue.

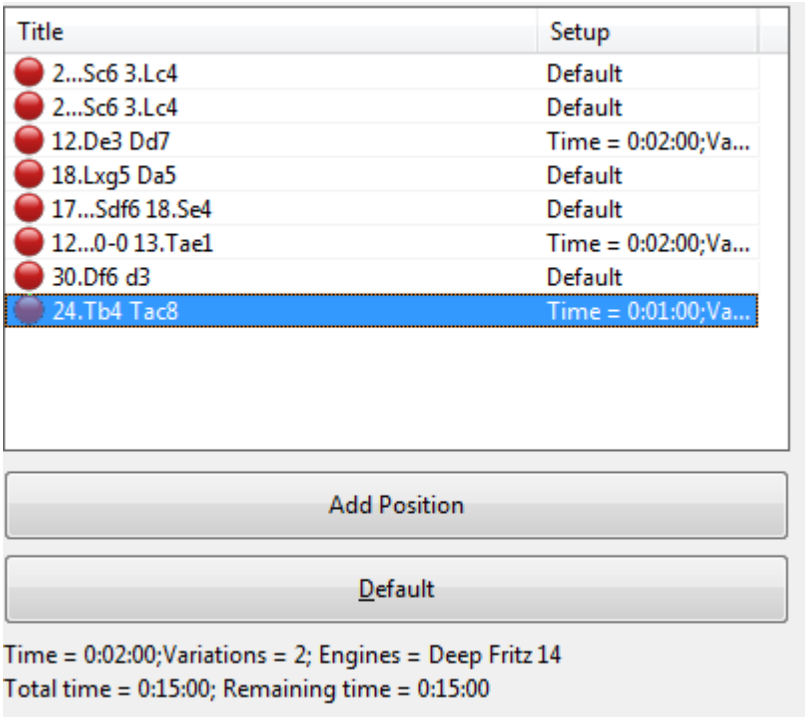
Settings To edit the settings for a position in the queue, right-click on it and click *Properties* .





You can then give the position a title, specify the type of analysis or the engine(s) you would like to analyse the position.

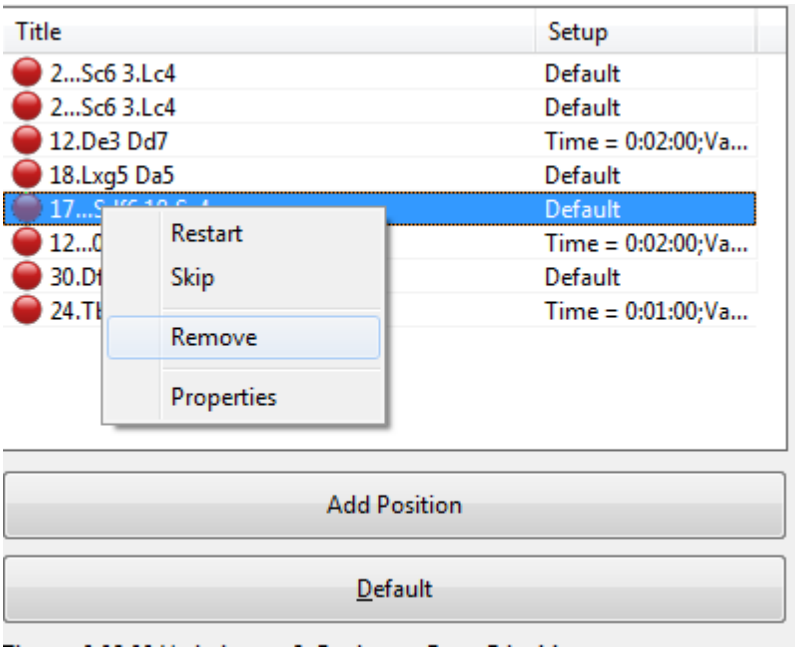
You can also define how long the analysis should last. Any changes you make are shown in the dialog box under “Setup”.



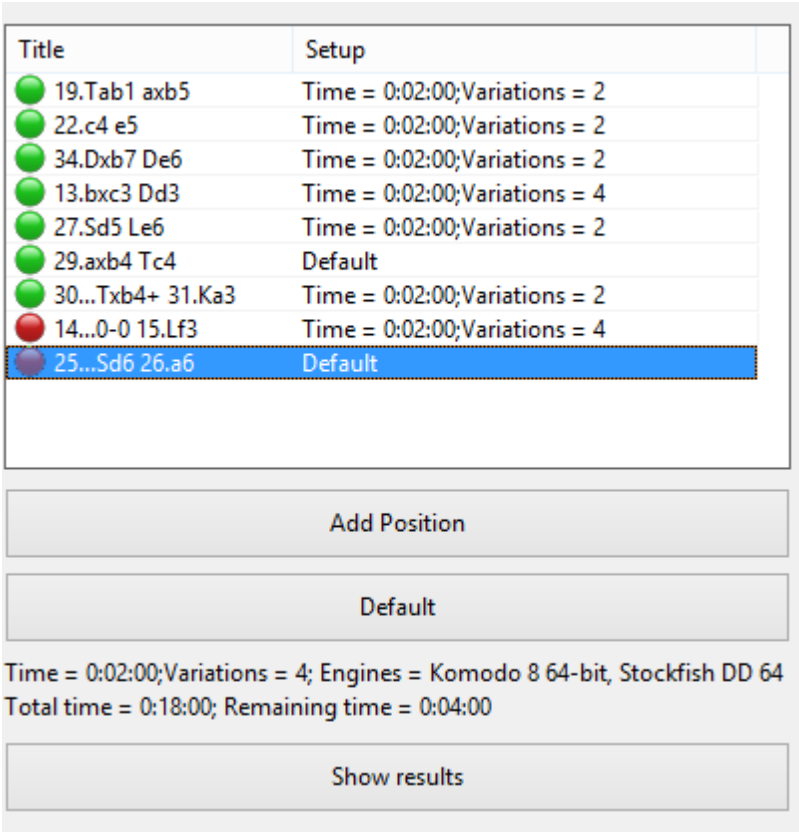
The time limit and type of analysis can be set individually for each position, meaning you can choose e.g. between a brief analysis with single or multiple variations, or a deep position analysis. Each position can be analysed by up to 6 engines simultaneously.

Removing a position

To remove a position, right-click on it and select *Remove* to delete the selected position from the analysis queue.

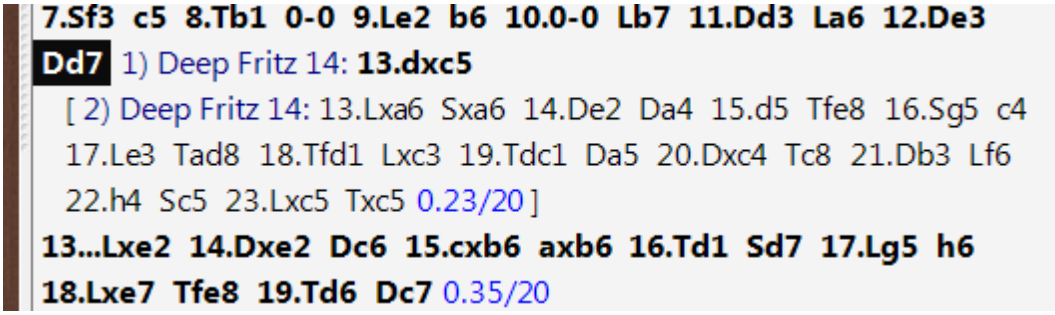


The entries with a green symbol have already been processed, the red symbol signifies that the position has not yet been analysed.



You can add individual positions to the most recently used queues quickly and easily. To do this, you merely have to have already created a queue.

Each queue file has settings, and these apply to all the positions in that queue. Any changes made here always affect all of the positions! The settings can, however, be changed for individual positions. If you would like to analyse a number of different positions with different settings then you can create a new queue file with your desired settings.



Tip: You can run multiple instances of ChessBase 13 on a modern 64-bit computer, meaning that multiple analysis jobs can be run simultaneously. Saved analysis

queues have the file extension **".analysis"** and can be loaded, modified or deleted at any time.

"Start/Continue" either starts the analysis or continues the analysis of a queue that has already been started.

Skip iteration This skips over an entry during analysis.

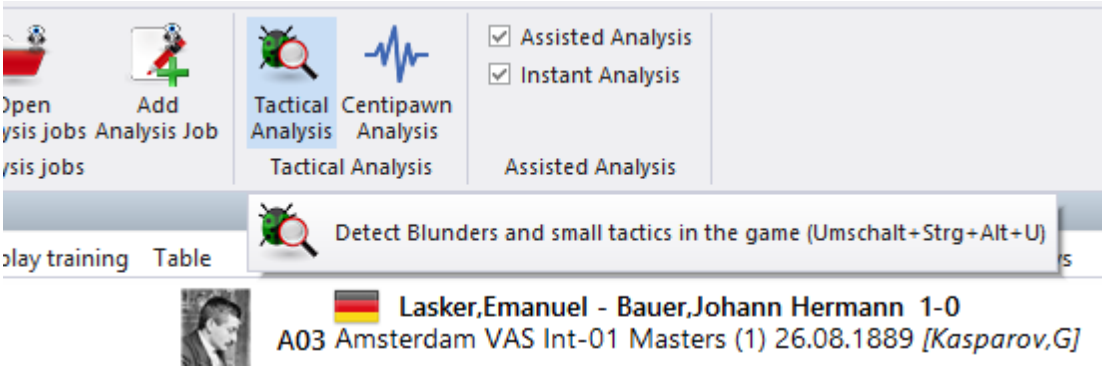
Show Results
This shows the results of the analysis. The program opens a window with a list of the relevant game entries and the results of the analysis in a preview pane.

By double clicking on the entry in the list, the game is loaded in a board window and you can see the results of the analysis in the notation window.

"Restart" restarts the analysis.

3.12.24 Tactical analysis

ChessBase offers in the form of "*Tactical analysis*" an extra function for automatically checking games for mistakes and tactical inaccuracies.

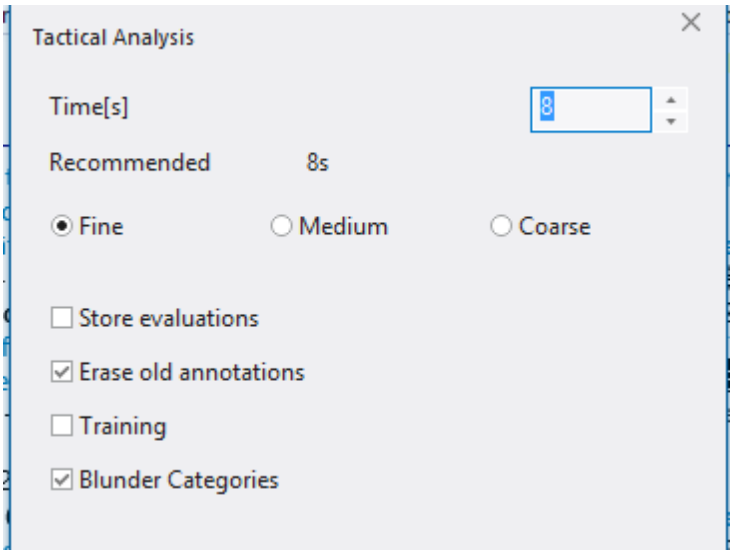


This analysis function is very suitable for the rapid, automatic analysis of your own as yet unannotated games.

From the list window you can have several games analysed at a time.

The games are simply highlighted with *CTRL+mouse click* in the list and then the *Tactical Analysis* is selected.

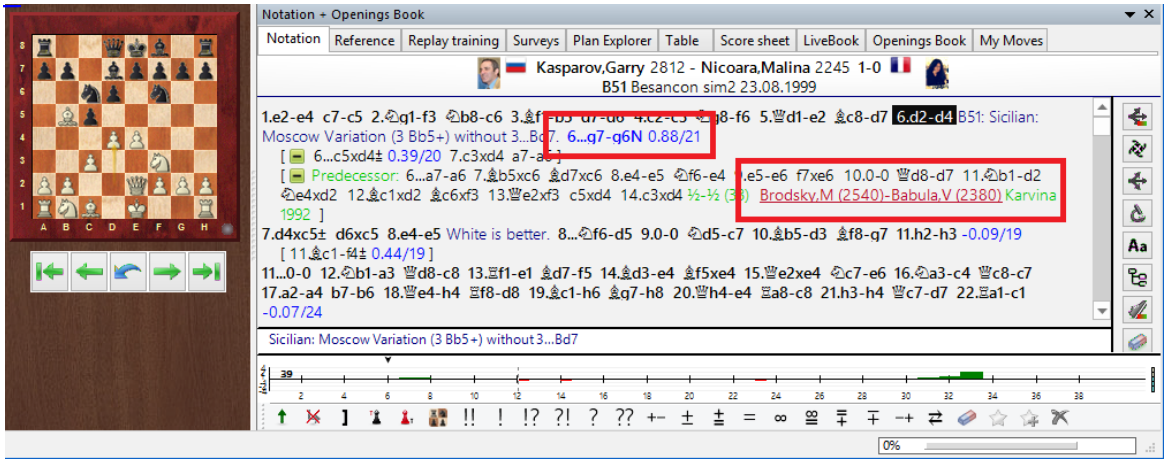
The dialog box allows you choose some basic settings:



Based on the hardware in use the program suggests a time per move; more thinking time would slow down the analysis. The tactical analysis can simply be left to work in the background while you complete other tasks in parallel on the computer.

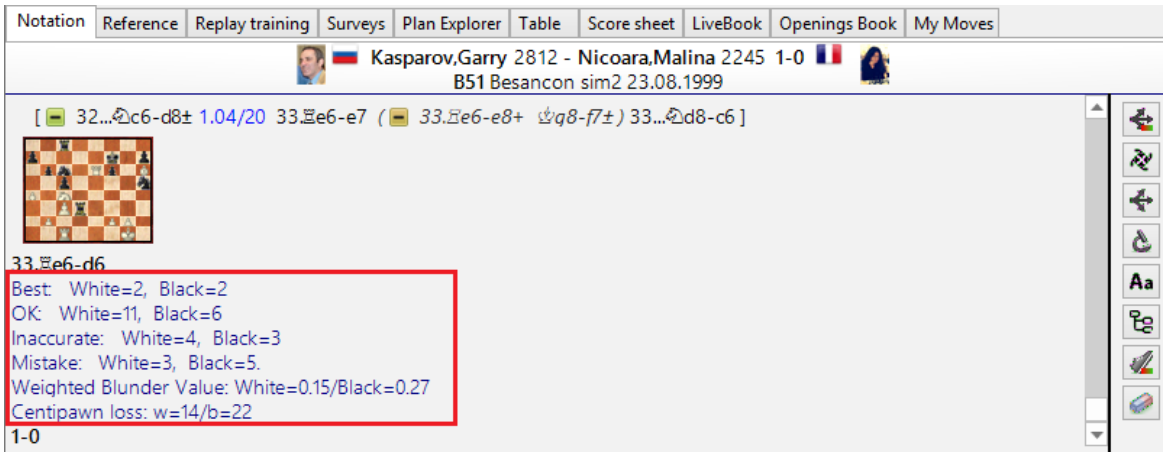
Let us take a look at the result of just such an analysis:

"



The analysis copies the following information into the notation:

- Any opening novelty based on the reference database you have installed
- Training questions
- Alternative continuations including the engine's evaluation
- Graphical commentary
- Overall summary at the end of the notation including centipawn evaluation



Note: The default engine as set in the options is the one used for analysis.

If you are interested first and foremost in opening innovations, highlight your games in the list view and select "*Novelty annotation* . The program checks the games and lists only the innovations.

3.12.25 Individual tactics training

The best learning effect is achieved by critically examining your own games. ChessBase and Fritz offer you the possibility to filter tactical moments from your own games and offer them again for solution. With the help of ChessBase you can check afterwards where exactly you or your opponent made tactical mistakes.

Optionally, you can select several games or a single game and let the program automatically generate the training tasks.

Both Fritz and ChessBase offer this function, only the calculation of the analysis function is different. In the chess program you use the Full Analysis, in ChessBase you use Analysis - Tactical Analysis.

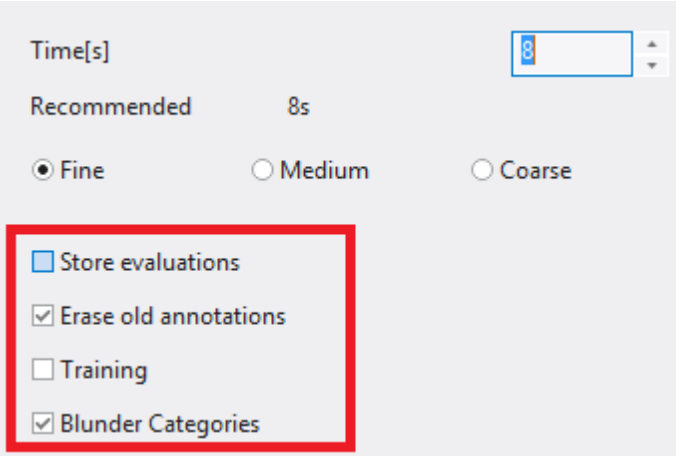
Both functions are identical and allow you to automatically generate *test positions* from your own games, so that you can again examine the critical situations from your own games.

If you want to examine a single open game, load the game into the board window and select the previously mentioned analysis function in the program.

In the dialog window you can now select the analysis settings, here with the database program.

Set the analysis time per move in seconds and be sure to select the Training setting. This option is needed to generate the training positions!

The setting "*Fine*" is very important for the function, because it generates further test positions to be solved, if necessary.



After the analysis is done by the program, the critical positions are presented in the form of a training task. The critical position is marked with a diagram within the notation.

Even more comfortable and recommended in practice is the analysis of a complete collection of games, e.g. all games you have played in the last season. In the chess program you open the game list of the database, select the games with CTRL+mouse click and then select the full analysis.

With the database program it works similarly. You can mark the games you want to analyze in the list preview and then right-click and select "*Tactical Analysis*".

Use the tactical analysis and go through the tactical moments in your own games again.

You can also use the Harvest Training function ...

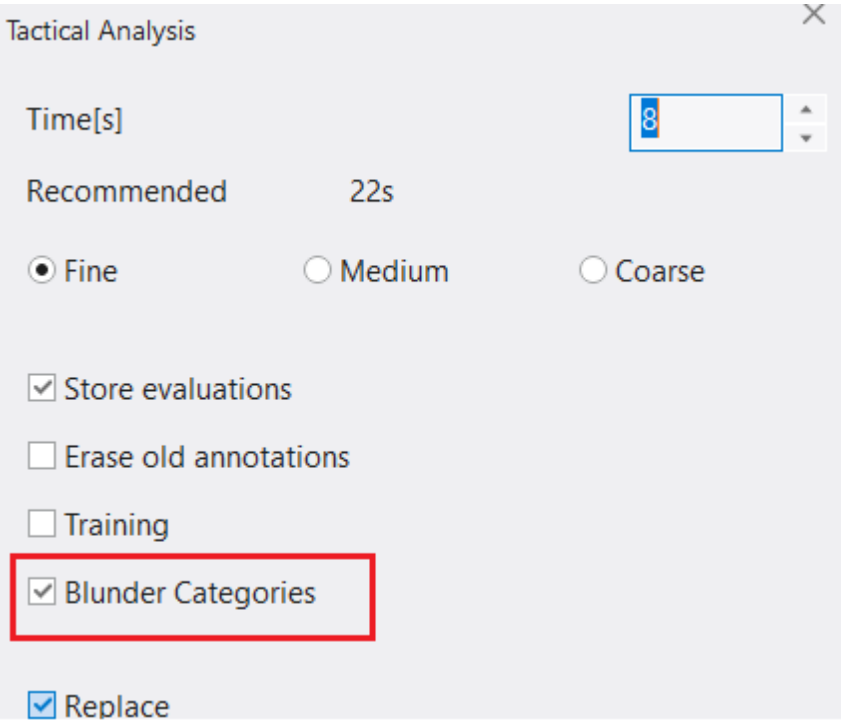
3.12.26 Blunder Categories

"

The program offers an interesting option within the tactical analysis.

To do this, mark in a game list the games in which the program should mark concrete training positions and assigns an error category to them.

Right click on game selection starts the dialog:

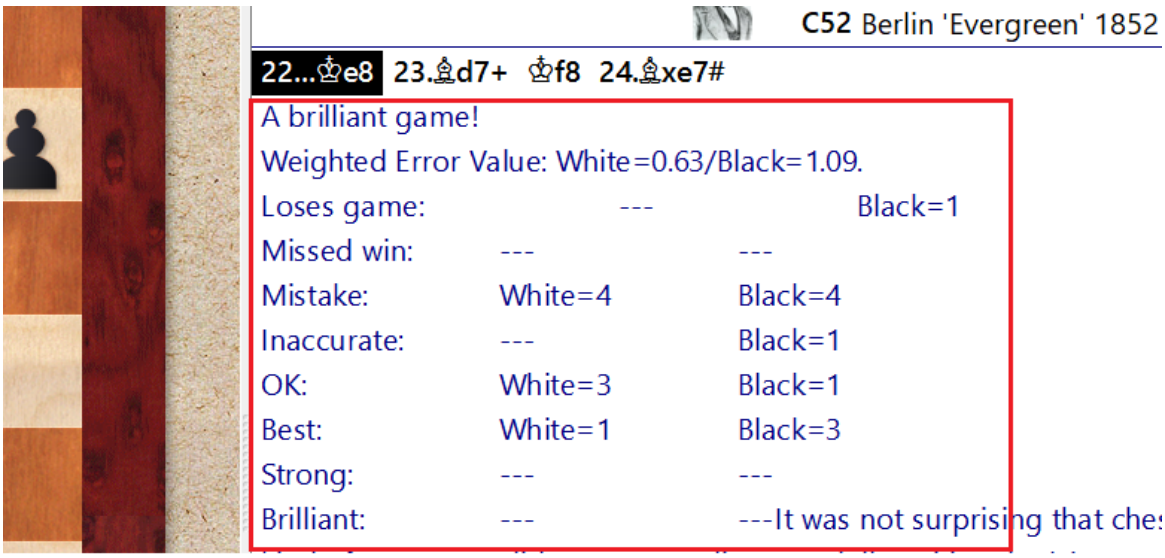


In the dialog there is an entry "*Blunder Categories*".

What does "*Blunder Categories* concretely do?

The program enters information about the weighted error values, number of errors and

inaccuracies in the form of categories such as error, inaccurate, etc. at the end of the game notation.



3.12.27 A tip on tactical analysis

When you are doing a tactical analysis in ChessBase, during the analysis the program adds to the notation automatically calculated variations and comments.

The meaning of most entries, e.g. references to comparable games, innovations, positional evaluation by the chess engine switched on at that particular time, etc. is to great extent self-explanatory.

What is the meaning of the numbers, e.g. (82) in the sample game in the commentary. E.g. before Cramling.

6.0-0 D26: Queen's Gambit Accepted: 4 e3 e6 5 Bxc5 c5 sidelines **0-0 7.b3** Bxe3 12.fxe3 Bg4 0-1 (82) Cramling,P (2515)-Peng,Z (2407) Ekaterinburg 2006]

The option to have commentary of this sort has existed for a long time in ChessBase, so primarily it has nothing to do with tactical analysis. Tactical analysis simply uses this option in order to provide some commentary.

The user is specifically given direct information about the game suggested for comparison. The game Cramling,P – Pen,Z ended 0:1 after 82 moves.

The game Jiranek,B – Grothe,M ended 1-0 after 60 moves.

14.Bxf6 Qxf6 1-0 (60) Jiranek,B (1454)-Grothe,M Berlin 2015]

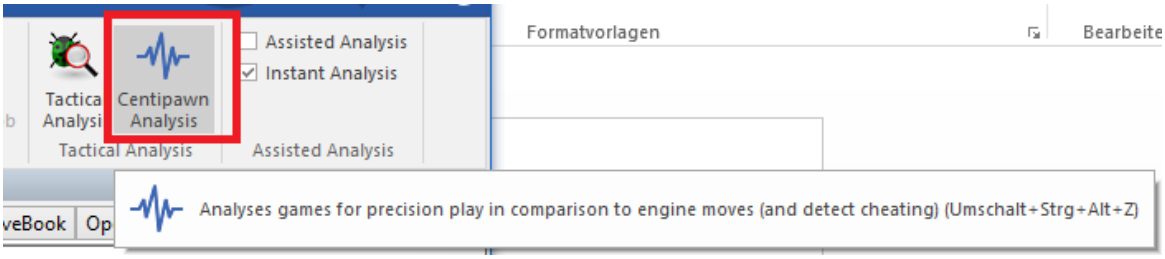
3.12.28 Centipawn Analysis

Unfortunately, a frequently occurring problem in online chess is the employment of unauthorised aids, e.g. chess engines running in parallel. As a way to measure tactical precision and as an indication of possible computer help Centipawn Analysis has been introduced.

This subsequent analysis option for games which have been played is implemented in ChessBase.

Highlight within the games list of a database those games which are to be checked with the Centipawn Analysis.

Games list -> Analysis tab -> Centipawn Analysis.

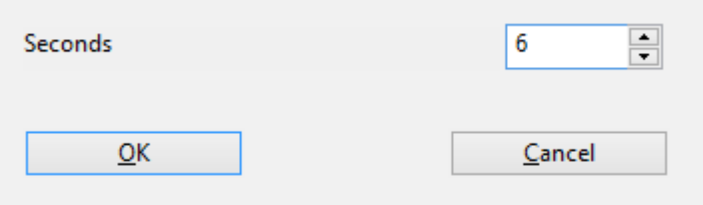


Centipawn loss is worked out as follows: if from the point of view of an engine a player makes a move which is worse than the best engine move he suffers a centipawn loss with that move. That is the distance between the move played and the best engine move measured in centipawns, because as is well known every engine evaluation is represented in pawn units.

If this loss is summed up over the whole game, i.e. an average is calculated, one obtains a measure of the tactical precision of the moves. If the best engine move is always played, the centipawn loss for a game is zero.

Even if the centipawn losses for individual games vary strongly, when it comes, however, to several games they represent a usable measure of playing strength/ precision. For players of all classes blitz games have correspondingly higher values.

In a database select the games to be checked (*Ctrl-A for all games*). Then in the tab ***Analysis*** choose *Centipawn Analysis*. A search time between zero (=400ms) and three seconds is completely sufficient when working with an up-to-date rapid computer.



After the analysis is completed the result is written into the database in the form of a text file.

Strong GMs in long games reach CP losses between 15 and 25. Club players achieve between 30 and 60. However, the values can vary to a great extent. Even club players can sometimes absolutely manage low values such as 10.

A low value in an individual game is not proof of cheating. In quiet draws the values tend to be lower.

Reliable values can only result from larger numbers of games.

Interpretation of the values

The results of Centipawn Analysis are recorded both in the notation and in a separate text file. The text file can be found in the folder in which the database is stored.

Example: Notation

CentiPawn Loss w=32/b=53. biggest=102/278

In the notation we have the average Centipawn loss for White and Black (in hundredths of a pawn).

In the output file in the database folder we have the result for each individual game of the player and after that the average for all the games.

Richter, 4, 59 avg=26 means 2 games, one with 4, one with 59. Mean (average) is 26.

3.13 Engine - Cloud.com

3.13.1 Server Engine-Cloud.com

The new server **Engine-Cloud.com** offers a groundbreaking innovation for analysis with chess engines. It is possible to use the Internet to access chess engines that are running on other computers and use them for your own analysis. Engine Cloud is ideal for people who have several computers and would like to combine them for detailed analysis. It is also possible to run an engine on your computer and offer it to other users in the Cloud.

- Increase the quality of your analysis by using different chess engines on different computers, combining the results in a single board window. That is just as comfortable as if you were running the engines locally on your own computer.
- If you own several computers you can use them with Engine Cloud to create a single analysis. When you do this you have all the ressources of the available hardware and software at your fingertips.

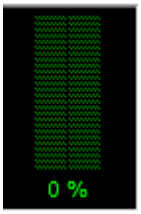
  It is possible to remotely access an office computer and use its chess engines in the Interface as if they were stored on your own computer.

- This system offers many advantages to tournament players. They can travel to a tournament with a relatively weak notebook. In between rounds they can use Engine Cloud to analyse positions with the more powerful computers that they have at home.

- Chess engines are extreme applications that demand a computer's complete power. This means that a lot of energy is needed. If you work with a notebook a lot you can use the computing power of other computers to prolong the life of your battery and still use the maximum power for analysis. Another advantage is that the fan doesn't have to be used so much, so the computer runs more quietly during the analysis.

- Powerful computers cost a lot of money. By using Engine Cloud you can pay a small fee to use top engines running on extremely powerful hardware. You can decide for yourself how often you want to use these ressources, so you don't have to invest a lot of money in expensive hardware to make first class analyses.

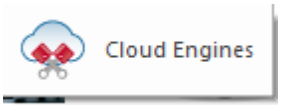
- For complex analyses you can access several machines at the same time as kibitzers, each running with full power.



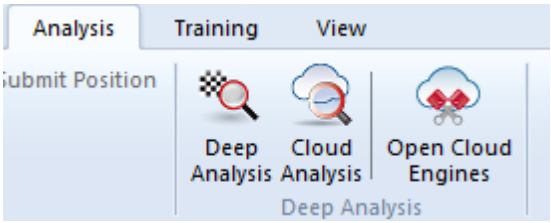
- If you own fast hardware and top engines you can use Engine Cloud to offer your ressources to other users for a small fee.
- You can use Cloud Engines to do anything that you would use local machines for, such as analysis, engine matches, or for games in the the Engine Room at Playchess.com.

3.13.2 List View

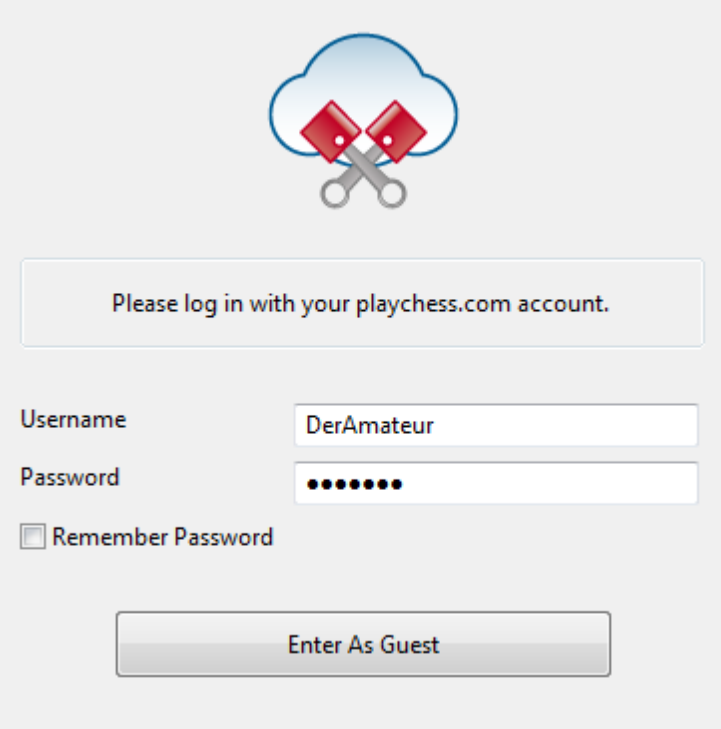
Database window - Cloud - Cloud Engines



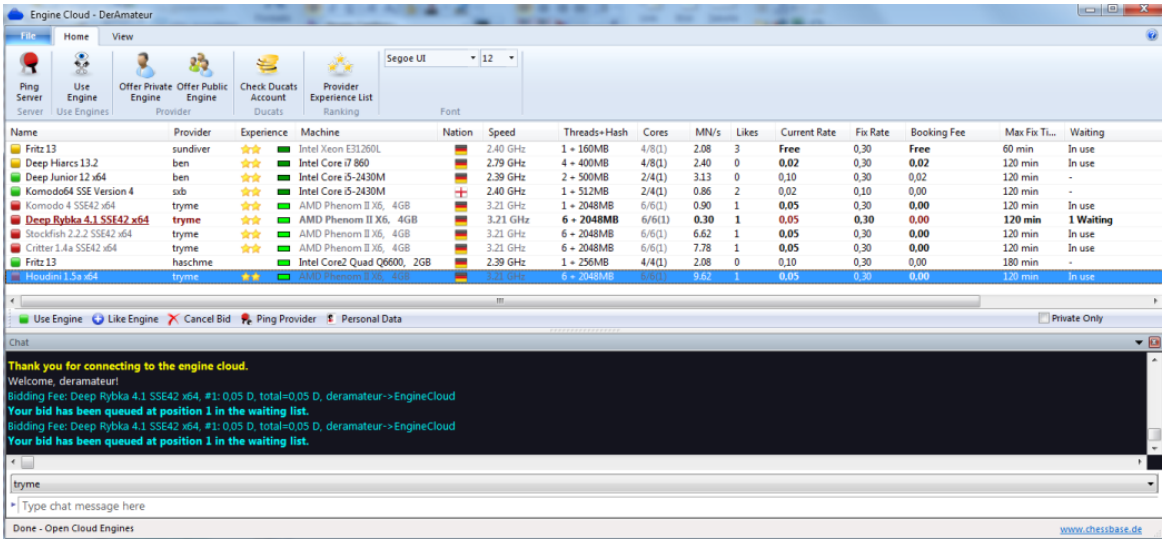
Board Window - Analysis - Open Cloud Engines



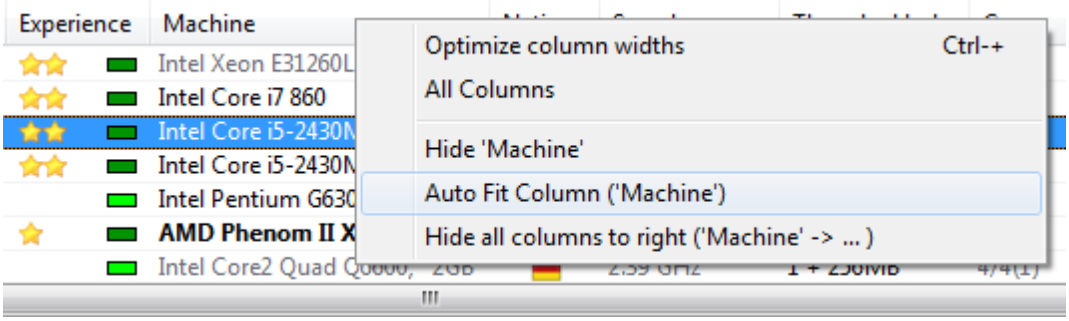
After logging into Engine Cloud with your Playchess.com account details you see the start up screen of the server.



Here you can offer engines, and you can see a list of the Cloud engines offered by other people.



The list is ordered into columns. By right clicking on a column header you can configure the list to your own requirements.



The following information is offered in the columns of the List View.

Name	Provider	Experience	Machine	Nation	Speed	Threads+Hash	Cores	MN/s	Likes	Current Rate	Fix Rate	Booking Fee	Max Fix Time
Fritz 13	sundiver	☆☆	Intel Xeon E31260L		2.40 GHz	1 + 160MB	4/8(1)	2.08	3	Free	0,30	Free	60 min
Deep Hiarcs 13.2	ben	☆☆	Intel Core i7 860		2.79 GHz	4 + 400MB	4/8(1)	2.44	0	0,02	0,30	0,02	120 min

Name
The name of the engine that is being offered.

Provider
The name of the Playchess.com user. You can right click on a column and click on Show User Information.

Experience
The experience rating of the user. It is based on the usage of the engine, the number of different users, the number of Likes, and the amount of ducats that have been earned. You can see also the quality of the Internet connection.

Machine
The hardware configuration of the computer being offered.

Nation
The nationality of the provider.

Threads + Hash
The number of processes that are used by the engine, followed by the size of the hash tables.

Cores
The number of cores and threads that are being supplied by the provider. The example shows that 4 cores with 8 threads are being offered in 1 processor.

MN/s
The performance of the Clound Engine in meganodes per second.

Likes
The number of positive ratings of the user configuration.

Current Rate
The price per minute for the use of the engine, as decided by the user.

Fixed Rate
The fixed price per minute, as decided by the provider.

Max Fixed Time
The time limit for the use of the engine at the Fixed Rate. At the end of this time the user can be outbid.

Booking Fee
The one time booking fee, which is independent of the time used.

Waiting
The number of users that are waiting to use the engine, in the order of their offer for using the engine.

Author
The name of the developer of the chess engine.

Let`s Check
The speed index for the access on the Let's Check server. The higher the index is, the faster green entries appear in Let's Check.

Some information in the list are displayed in different fonts and colours.

Deep Fritz 11	gfroberg		Intel Core i7 870	2.93 GHz	4
Houdini 2.0 w32	kjoeller		Intel Core2 Quad	2.33 GHz	3
Stockfish 2.2.2 JA SSE42 1C	sxb		Intel Core i5-2430	2.39 GHz	1
Houdini 1.5a x64Michi	keimer		AMD Phenom II X	3.31 GHz	5
Deep Junior 12 x64	ben		Intel Core i5-2430	2.39 GHz	2
Deep Fritz 10	deramateur		Intel Core2 Duo E	3.00 GHz	2

If you are using a Cloud engine yourself it is displayed in green and underlined. In this example the engine „Houdini" is being used for analysis.

If an engine is only available for private use it is displayed in the list in blue.

Fritz 10	deramateur	Intel Core2 Duo E8400

The colour of an engine changes to red when an offer has been made for an engine.

Deep Junior 12 x64	ben	
Fritz 10	deramateur	
Fritz 13	sundiver	
Fritz 13	nag kings	

This happens when there are several offers for an engine and there is a waiting list.

Waiting
In use
In use
-
-
In use
1 Waiting
In use
-

If your offer is not the highest the engine will be loaded when the other users have stopped using it. This way of using Cloud engines is useful if you are not at your computer all the time and you want to limit the costs.

If the hardware configuration of a provider changes the text in the Machine column changes to light grey.

Machine	Nation	Speed	Threads+Hash
Intel Xeon E31260L		2.40 GHz	1 + 160MB
Intel Core i7 860		2.79 GHz	4 + 400MB
Intel Core i5-2430M		2.39 GHz	2 + 500MB
Intel Core i5-2430M		2.40 GHz	1 + 512MB
AMD Phenom II X6 1090T, 16G		3.62 GHz	6 + 2048MB
Intel Core2 Quad Q8300, 3GB		2.49 GHz	3 + 192MB

There are various symbols to the left of the engine's name.

Deep Hiarcs 13.2	ben
Deep Junior 12 x64	ben
Komodo64 SSE Version 4	sxb
Komodo 4 SSE42 x64	tryme
Deep Rybka 4.1 SSE42 x64	**tryme**
Stockfish 2.2.2 SSE42 x64	tryme
Critter 1.4a SSE42 x64	tryme
Fritz 13	haschme

All engines marked with a green symbol can be used for analysis immediately, by double clicking on the engine's name

If a yellow symbol is used the engine is being used by someone else, but you can take control of the engine for your own analysis by offering a higher price

The engine name is displayed in red if there is a waiting list for the engine. A red symbol next to the name means that there is a fixed price per minute.

At the bottom of the List window there is a toolbar with commonly used functions.

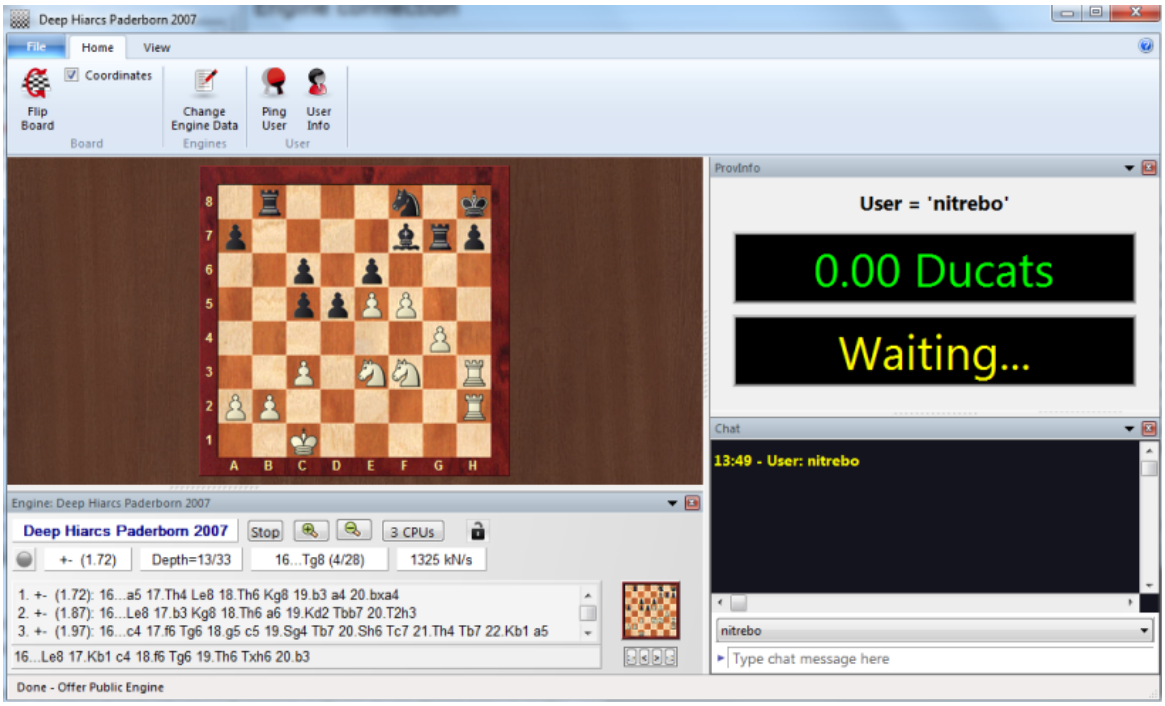
Use Engine | Like Engine | Cancel Bid | Ping Provider | Personal Data

Use Engine The engine is loaded that is selected in the list.

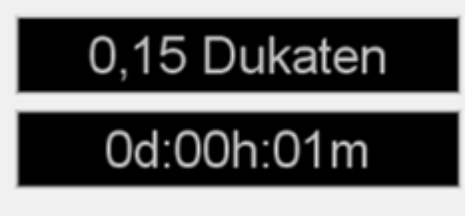
Like Engine	You can say that you like the engine.
Cancel Bid	This removes your bid from the waiting list.
Ping Provider	This measures the speed of the provider's Internet connection.
Personal Data	This opens the provider's „Personal Data" menu.

3.13.3 Board window with provided engine

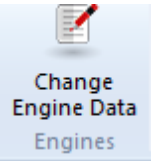
If you have made an engine publically available it is started in a separate board window.



If someone is using the engine that you have provided this board window shows you the position that the user is analysing with your engine. The window also shows you information about the user, the time he has spent analysing, and the number of ducats transferred.



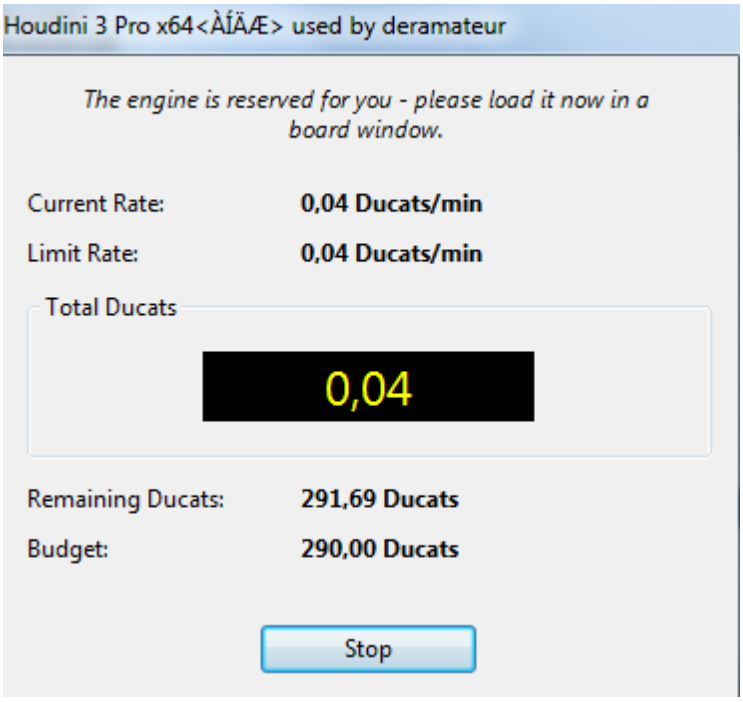
You can talk to the user in the chat window.



Change Engine Data offers the chance to change the conditions for an engine's use. If you close the window the engine is unloaded and is no longer available to be used.

3.13.4 Engine connection

After loading an engine for your own analyses by double clicking it and agreeing on payment a connection window is displayed for the cloud engine.



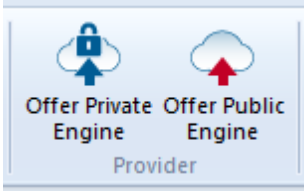
In this window you can see the price for the use of the engine and how much money you have paid for using the engine so far. Your account balance in ducats is also displayed.

3.13.5 Using a Cloud Engine privately

If you own several computers you can connect them with Engine Cloud and use them for a single analysis.

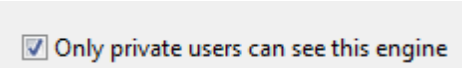
First you have to start the program on the computer on which the engine is installed. Click on the menu *View* *Open Cloud Engines*.

Log on with the user name of your Playchess.com account. In the selection window pick the engine you want to use as a Cloud Engine and select the option *Offer private engine* .



Now start the program on the other computer that you want to use for the analysis, and select *Open Cloud Engines* again.

Log on with the same account as before. The engine that you have provided is displayed in the list in blue. If you only want to see the private engines in the dialog tick the box *Private Only* .



Double clicking an engine in the list opens the connection window, and the engine is now shown in the board window ready to be used for analysis or playing games.

3.13.6 Public Cloud Engines

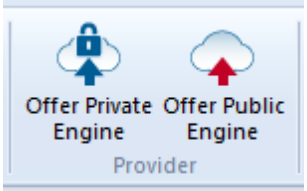
In order to use the public Cloud Engines you would usually need a supply of Ducats. Ducats are the currency used on the server Playchess.com. They are used to pay for services such as private training, and they are also used to pay for the use of Cloud Engines.

Sometimes you can find users who offer their computer free of charge. These engines are marked as Free in the *Booking Fee column*, but there is the chance that another user will take this engine away from you by bidding ducats to use it.

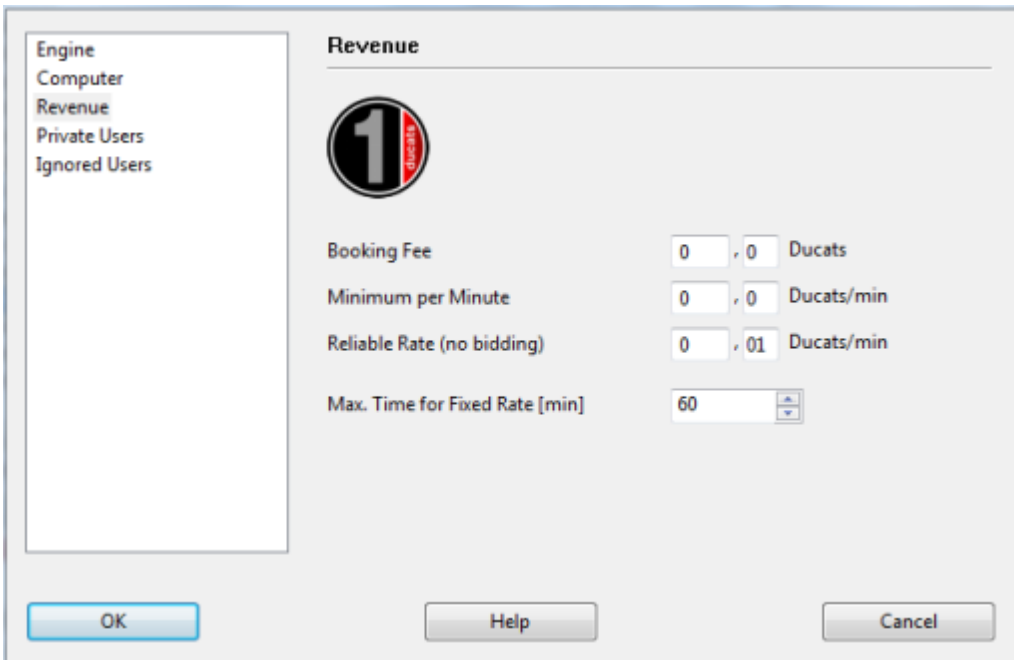
Booking Fee	Max Fix Time
Free	60 min
0,02	120 min
0,02	120 min

You can buy ducats in the ChessBase online shop at www.chessbase.com.

In the column Name the available engines are displayed. If an engine is marked with a green point in front of the name it can be loaded immediately and can be used for your own analysis.



If you are offering an engine for public use you can define the conditions for its use in the Revenue menu.

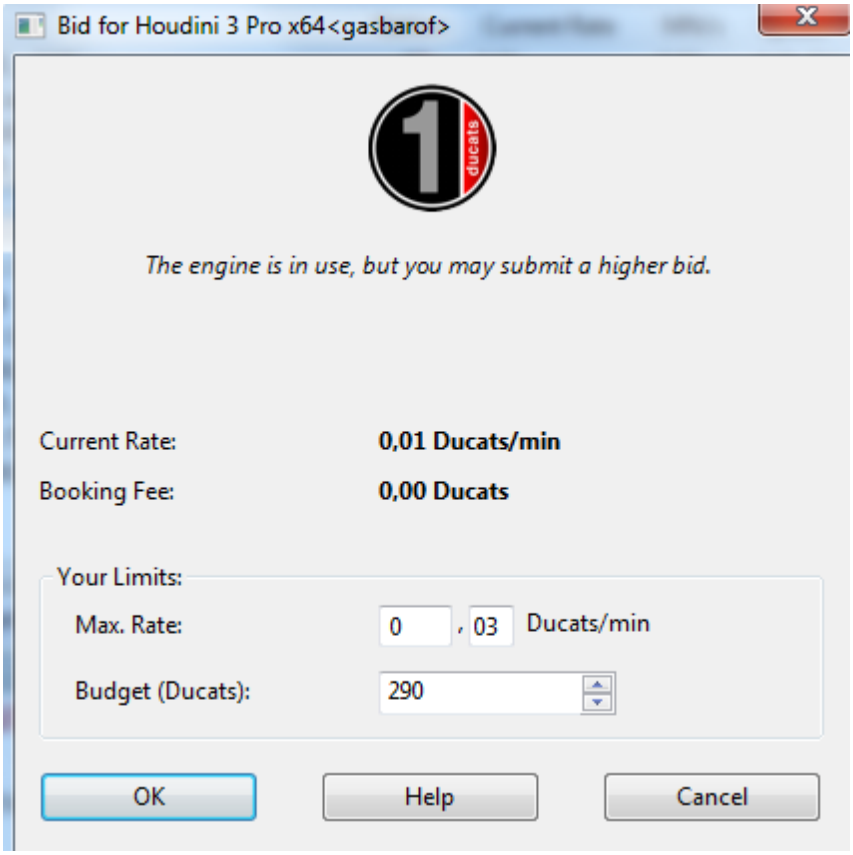


The ***Booking Fee*** is always charged when an engine is used. It is possible to set the value to zero.

The ***Minimum per Minute*** should be set to a low rate, but other users can offer a higher amount and take control of the Cloud Engine at any time. You can fix an upper limit for the offer, but only the existing rate is charged if no other user takes control of the engine. This setting is sensible if there is a low demand.

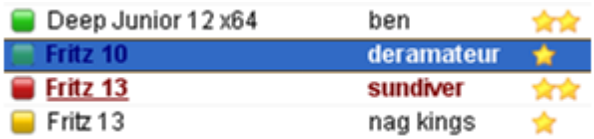
You can be certain of keeping an engine by booking it with the ***Fixed Rate***. This rate is a bit higher than the standard rate, but other users are not allowed to outbid you and you are guaranteed control of the Cloud Engine. This is recommended if there is a high demand on the Engine Cloud Server. During the analysis the user never pays more than the price for one minute in advance. If you aren't satisfied with the results supplied by the engine you can stop the analysis. In this way you can try out many engines without risking a lot.

If a yellow symbol is displayed to the left of an engine it is currently being used by another user. If you would like to use this engine you can attempt to outbid the user.



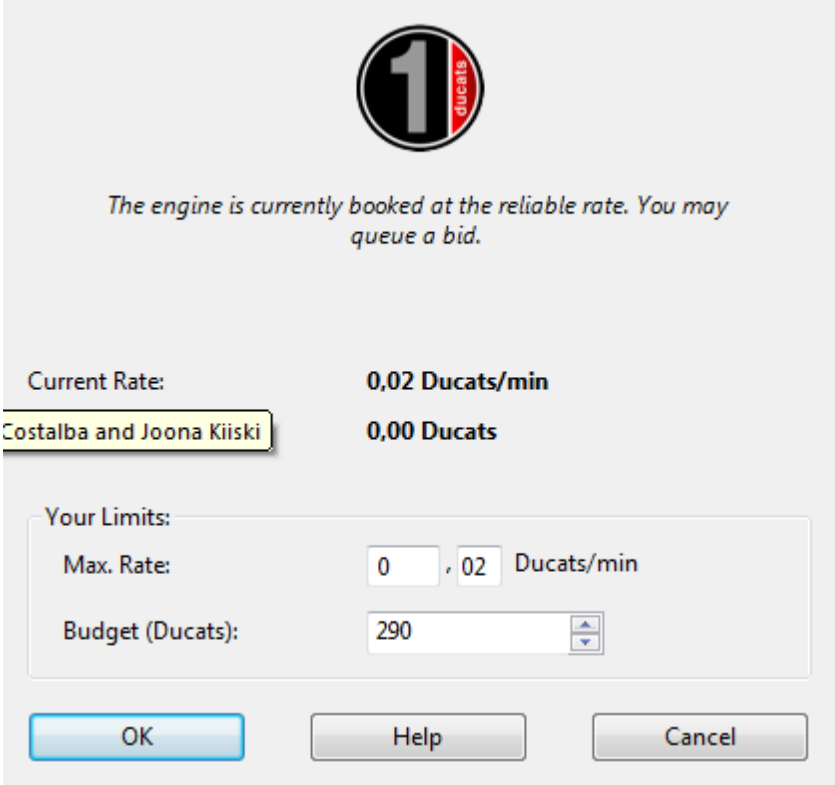
If an engine is being used a fee is added to the bid which is the same as the current price per minute. This is also the case if a bid is unsuccessful. This is to protect the user of an engine against destructive bids which are only intended to take an engine away from him. If a bid is unsuccesful the user is placed in a waiting list. This means that the bidder gains control of the engine automatically when the previous user no longer needs the engine. After an engine has been booked a new window opems with the current board position and the engine begins the analysis.

If there is a waiting list for an engine the engine's name is displayed in red.



If there is a red symbol to the left of the engine's name the engine has been booked for a fixed price, the reliable rate per minute.

As already stated, an engine can be taken away from another user by offering a higher bid.



As soon as an engine changes hands a window opens that tells the user the status of the engine, the bid and the ducat budget.

By clicking on the button Stop the engine is halted immediately and the payments are stopped.

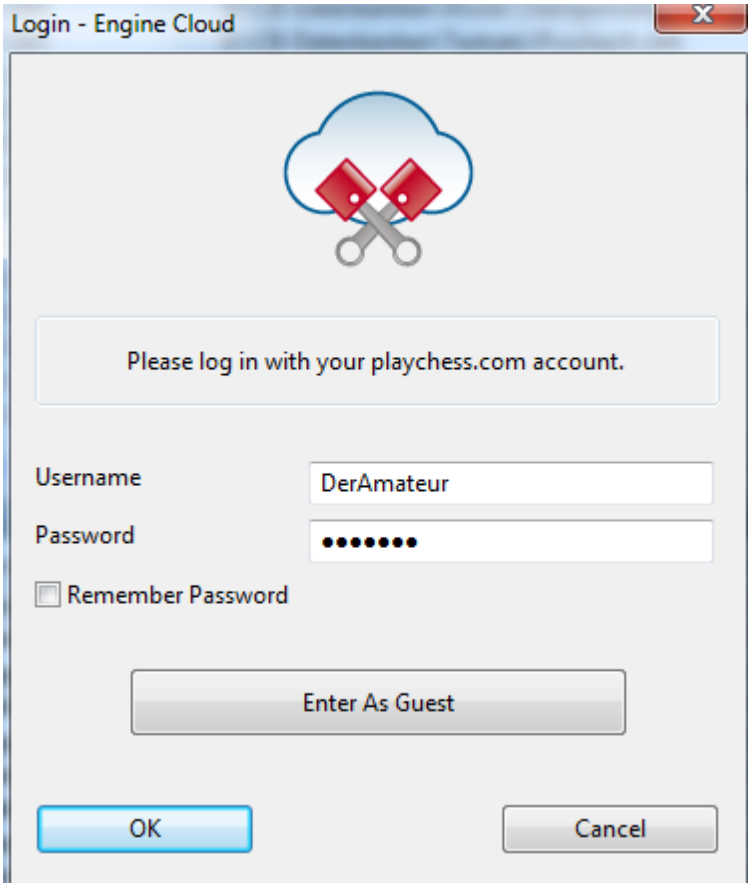
3.13.7 Offering a public Cloud Engine

Every chess engine that has the engine layout that was introduced in Fritz 11 can be offered as a Cloud Engine. These engines are easily recognisable, since they have the extension ***.engine**.

UCI engines can also be used as Cloud Engines. In the case of UCI engines pay attention to the conditions of the license of the maker of the UCI Engine! The older chess engines can still be used in the GUI, but they are not accepted as Cloud Engines. Only the engines that can be used are displayed in the dialog window.

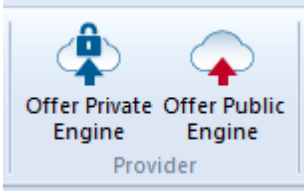
After the program has been started use the menu *View* *Open Cloud Engines*.

The next step is to log into the server with your existing Playchess.com account details.



Note: If you log in as a *Guest* you can see the activities of the Cloud Engine server, but you cannot load an engine or take part in the analysis possibilities.

After you have connected to the server click the button *Offer Public Engine*.

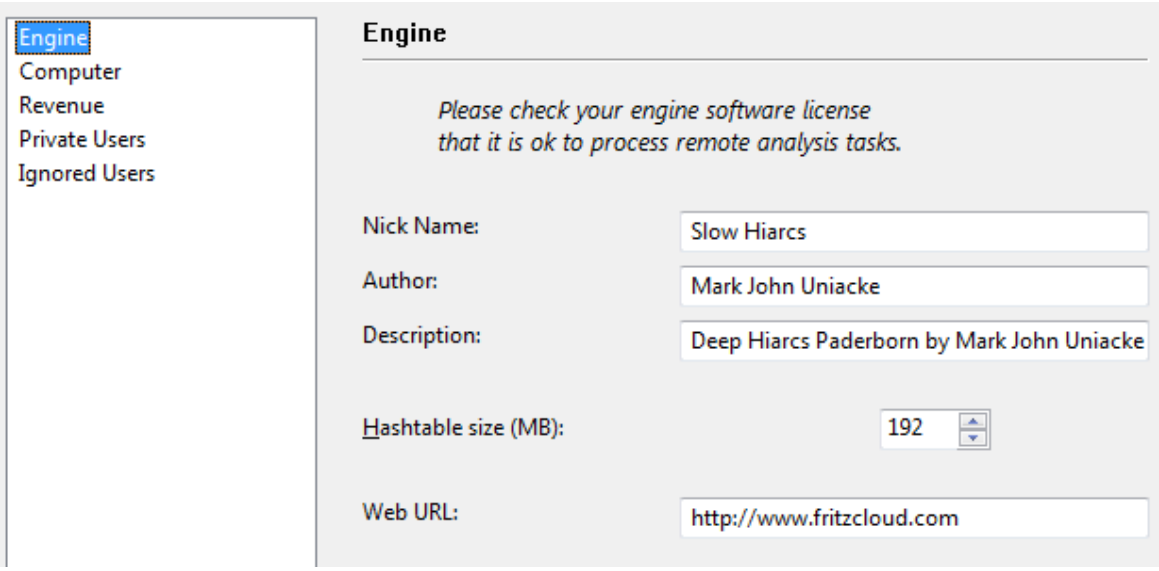


Select an engine from the Load Engine dialog and confirm the selection with OK.

"

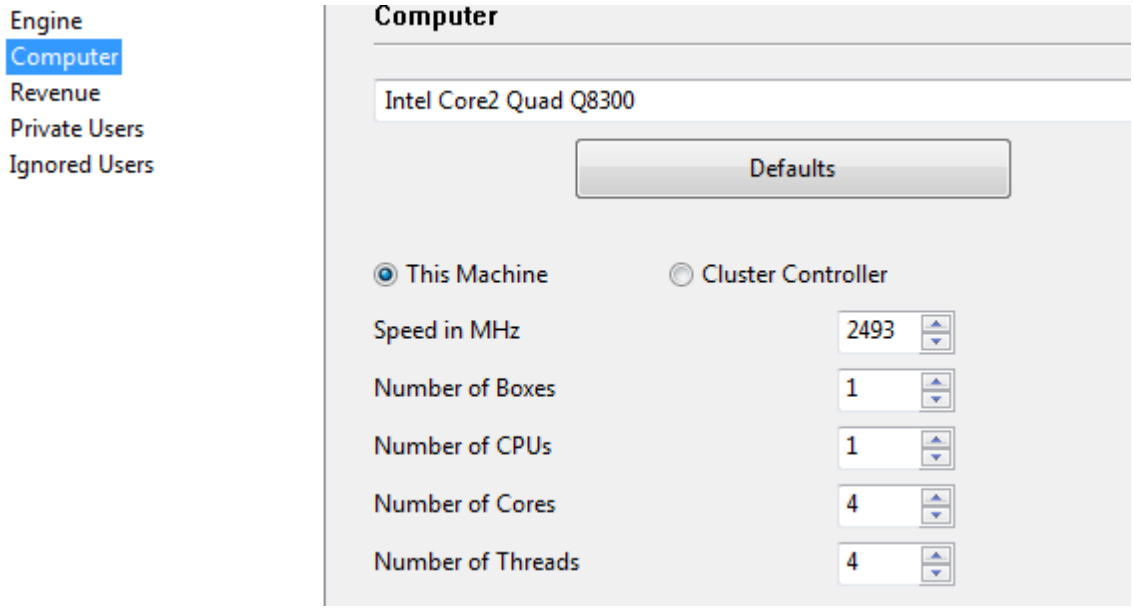
In the configuration dialog for the Cloud Engine you have selected there are the following options:

Engine



Here you can set the Informations for the used Chess engine.

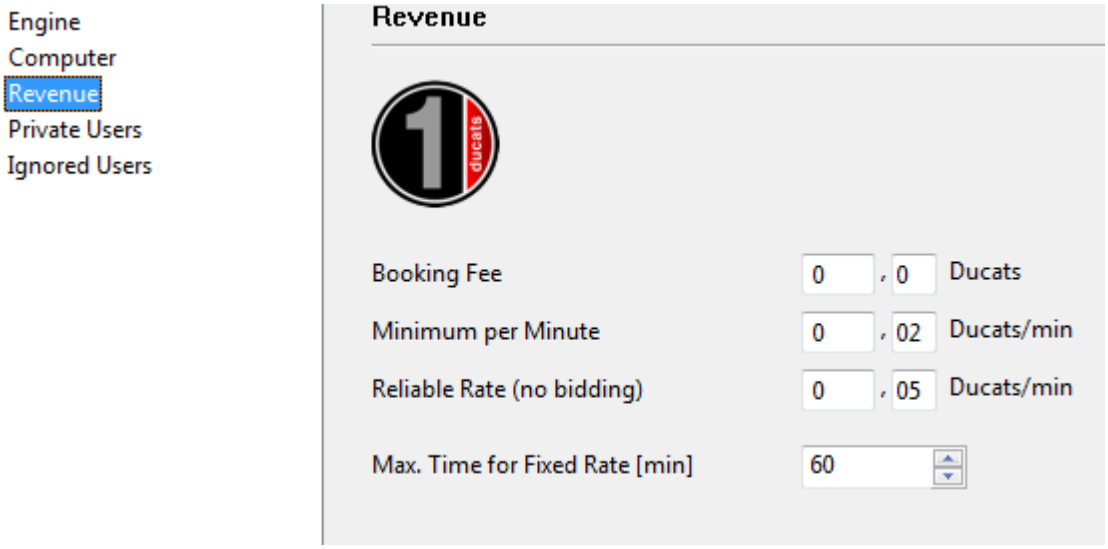
Computer



This defines the settings for the hardware ressources. *This Machine* copies the settings from the System Properties. By selecting *Cluster Controller* you can define your own settings for the ressources you want to make available, for instance the

number of cores or threads.

Revenue

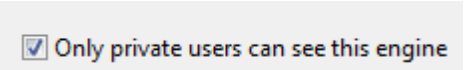


This sets the prices for potential users of the engine. The meaning of the individual parameters is described in another part of this Help file.

Private Users / Ignored Users

This adds users who you would like to allow to take part in your private analyses.

If you tick the box *Only private users can see this engine* only the users named here can see the engine that is being offered.



It is also possible to prevent certain users from using the engine. To do this you have to tick the box *Activate ignore list* .

Notes for the providers of public engines

When you first start to use Engine Cloud you should charge a very low amount for the booking fee. This will assure that as many users as possible will try out your hardware/ software combination. You will definitely receive ducats for providing a cloud engine when users decide to use the engine for a fixed price. In our opinion the first attempts at offereing a Cloud Engine should be used to build up a good reputation among users, who will then go on to make big analyses with the engines.

The server identifies the engine by the user name, the engine name and the hardware key. The system calculates the average speed and sums up the positive ratings for

other users in the Likes column.

3.13.8 Summary of the auction system

It is important to understand the difference between the providers and the users in the Engine Cloud system.

It is possible to be both a provider and a user at the same time.

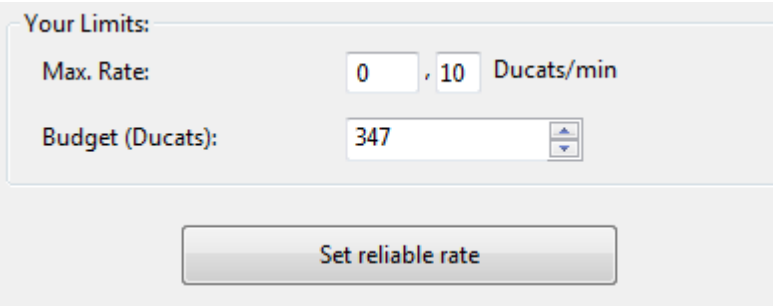
Renting of a Cloud Engine for a fixed price

The booking fee plus a fixed price per minute has to be paid.

If a red symbol is at the beginning of the row the engine cannot be taken away from the current user by outbidding him. den. Bids can still be made, but they will not be accepted until the current gives up the engine or his maximum time runs out. If the

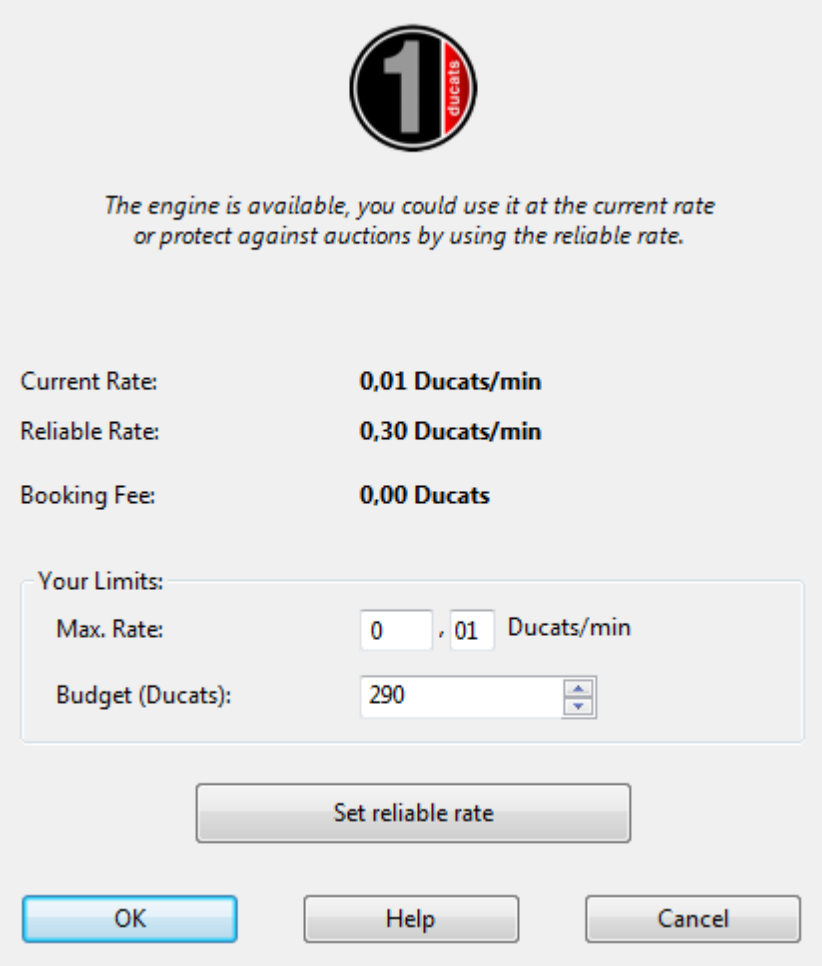
board window is open the engine starts to analyse this position automatically!

Normally there is a maximum time for renting the engine at the fixed price.



At the end of this time there is no more protection against being outbid, but if there are no bids you can continue to analyse normally.

All engines with a green symbol can be used for analysis immediately by double clicking on the engine's name.

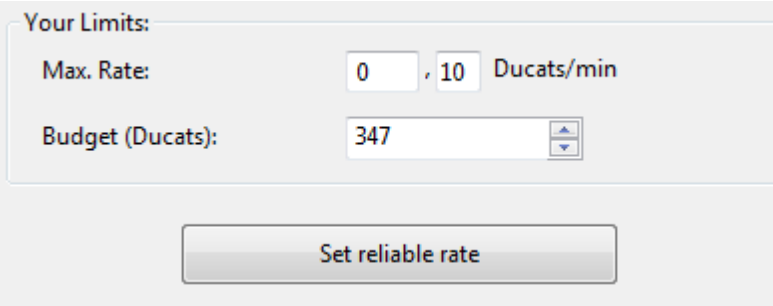


In the dialog window you can see the provider's settings for the current price, the fixed price and the booking fee.

Renting of a Cloud Engine with an auction

In this case you must pay the booking fee and the current rate for one minute. The yellow symbol next to the engine signifies that the engine is being used by another user. If you would like to use this engine for your own analysis you can try to outbid the user.

You can offer a higher rate than is being used with the menu Limits – Max Rate.



If you are outbid the price rises automatically, like it does with Ebay bids. Starting with the next minute the user is charged the higher price. If the other bidder withdraws his bid, for instance by logging out, the price falls slowly back to the old value.

If the user's price is outbid he is given a warning and has to react. If he does not increase his price the engine is unloaded after 20 seconds. The new user then pays the higher price that he has offered. Even if the engine is unloaded fast it can take a few minutes for the price to drop to the old level. This means that if there are auctions for popular engines the prices are automatically higher.

Fees

At the end of the rental period the provider pays a transaktion fee of 2% to the server.

If the provider merely unloads the engine, half of the price since the start of processing the last main line is refunded.

When you bid against another user you have to pay the price for one minute to the server even if your bid is unsuccessful. This is to prevent people making bids just for fun.

3.13.9 Hints Engine Cloud

3.13.9.1 Use of Cloud Engines

Can engines be used without paying ducats?

This is possible if you load private engines on your own computers to be used by yourself. This is one of the ways to use the Engine Cloud. You can also use the engines of other users that are listed in the Booking Fee column as FREE.

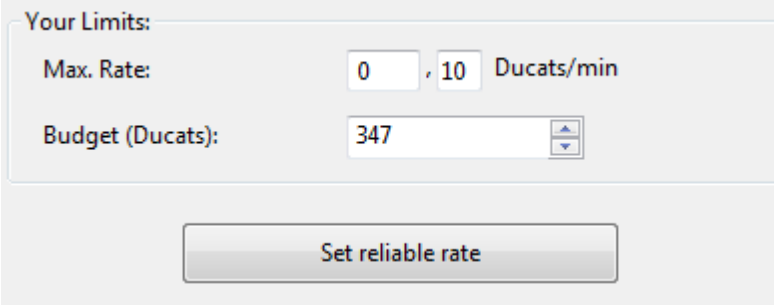
Booking Fee	Max Fix Time
Free	60 min
0,02	120 min
0,02	120 min

Can I offer a lower price than the currently asked price per minute? Can I negotiate a price?

You can always make an offer. The provider is informed and has the opportunity to lower the booking fee. If he does this the engine is automatically loaded. It is recommendable to load a board window with the position to be analysed in advance. If an engine is loaded while the user is away it immediately starts to analyse the position in the board window.

Can the length of time for using an engine be limited?

This can be done by limiting the ducat budget for using an engine.



As soon as the limit is reached the Cloud Engine is unloaded and the current line

including its evaluation is copied into the game notation.

Can engine matches be carried out with Cloud Engines?

Yes. Engine Cloud offers an interesting type of autoplayer. You can load both engines from the Engine Cloud server, or you can load one engine to play against a local engine on your own computer. The Cloud Engines can be used for test suites, permanent analysis on the Let's Check server or in the Machine Room on Playchess.com. If you use a Cloud Engine in this way you should use a fixed price. This makes sure that you will not be outbid and will be able to continue using the engine. If you lost an engine by being outbid you would lose a game.

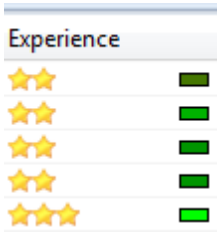
3.13.9.2 Providers of Cloud Engines

Can an engine be offered just to a small group of users?

In the engine settings there is section for „Private Users". Here you can list the users who are allowed to access your engine.

What do the stars in the „Experience" column mean?

This shows how often a provider's engine has been used.



The number of stars is based on the number of times it has been used, the number of different users, the number of Likes and the ducats that have been earned.

What price should I ask for my system configuration?

The price is decided by supply and demand. You should start off by offering your Cloud Engine free of charge. This will allow you to gather experiences and decide on a suitable price.

What does „Max Time for Fixed Rate" mean?

The fixed rate protects the user of a Cloud Engine from being outbid. After the time limit specified by the provider has been reached the Clound Engine is open for new bids, even though the current user can continue if there are no bids.

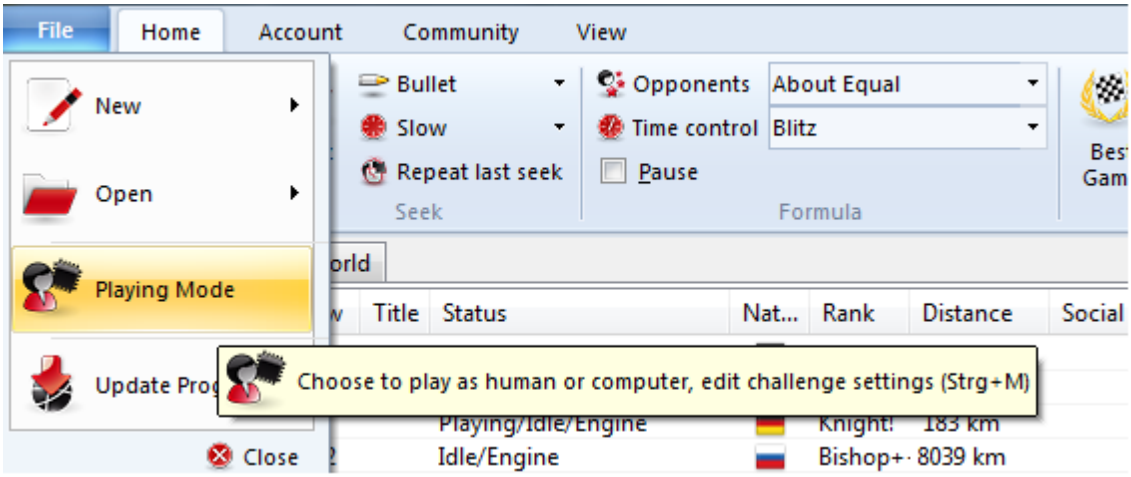
Can more than one engine be offered on a computer?

No. The identification of an engine is a combination of the user name, the engine name and the hardware key. This combination is unique for every engine.

3.13.9.3 Cloud Engines on Playchess.com

Cloud Engines can be used in many different ways. You can use these engines for your own analyses and tests. This can be done for permanent analysis or in the Engine Room on the Playchess.com server.

You can use Cloud Engines in the Engine Room in Playchess.com. Enter the Engine Room and select the option File – Playing Mode – Computer.



Click the button Define Engine to start the Load Engine dialog. There is a button Cloud in this dialog.

If you click this button you are asked to log into the Engine Cloud server.

Now the main window of the Engine Cloud Server is opened in a separate window. You can select the engine you want to use in the Engine Room by double clicking on one of the engine names in the list.

After you have done this a window is displayed for the engine connection, and the engine can be used in the Engine Room in the same way that any local engine can be

used.

There is a confirmation in the Chat window when a Cloud Engine has been loaded.

3.13.9.4 Cloud Game Analysis

Chess players usually analyse their games and chess positions interactively. They try out moves on the board and let them be evaluated by an engine that is continuously running. Unfortunately there is not always enough time to let the analysis run deeply enough. The opposite method is an analysis that runs by itself, in which an engine examines a position for a long time. There are two ways to do this in ChessBase: Deep Analysis and Cloud Analysis.

Cloud Analysis is a deep analysis in which several engines run in parallel, which saves a lot of time and increases the accuracy of the analysis. These engines either run on different computers, or they all run on one powerful computer, on which they have to share the ressources. The advantage of the Cloud Analysis is that the analysis can be carried out without using the hardware and software ressources of the local computer.

In the Cloud Analysis the engines adopt different roles. One engine always controls the analysis. Another engine evaluates the candidate moves from original position to make sure that the best possible depth is reached. One or more engines evaluate the possible replies to the candidate moves. Their search only changes when the candidate moves change.

A practical configuration is to use two to four engines. One controls the analysis, one evaluates the candidates, and optionally one or two reply to the strongest candidate moves. It is also possible to use several candidate engines if the moves they suggest are different.

If the cloud engines run on other computers the analysis continues reliably even if individual engines stop running. This can happen if an Internet connection is interrupted or someone else takes control of an engine. The controlling engine at least must run on the local computer. If additional cloud engines are added they are automatically assigned roles.

The function offers the deep analysis of a position with several engines that are running in parallel.

More details ....

3.13.9.5 Let's Check

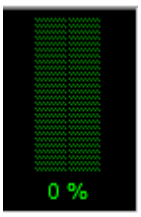
The Cloud Engines can be used on the Let's Check server in the same way as any locally stored engine.

The speed index is based on the speed of the engine's provider, not on the speed of the computer with which you are using Let's Check.

3.13.9.6 Infinite Analysis with a Cloudengine

Every game can be analysed by several Cloud Engines in parallel. Since the Cloud Engines run at full speed regardless of the limitations of the local computer you can come to plausible analysis results very fast.

The above diagram shows the analysis of a position with four different Clound Engines, which are each running at full speed in the board window. As you can see from the Task manager, the CPU load is only 0%.



The Cloud Engines can deliver precise results even on weaker computers.

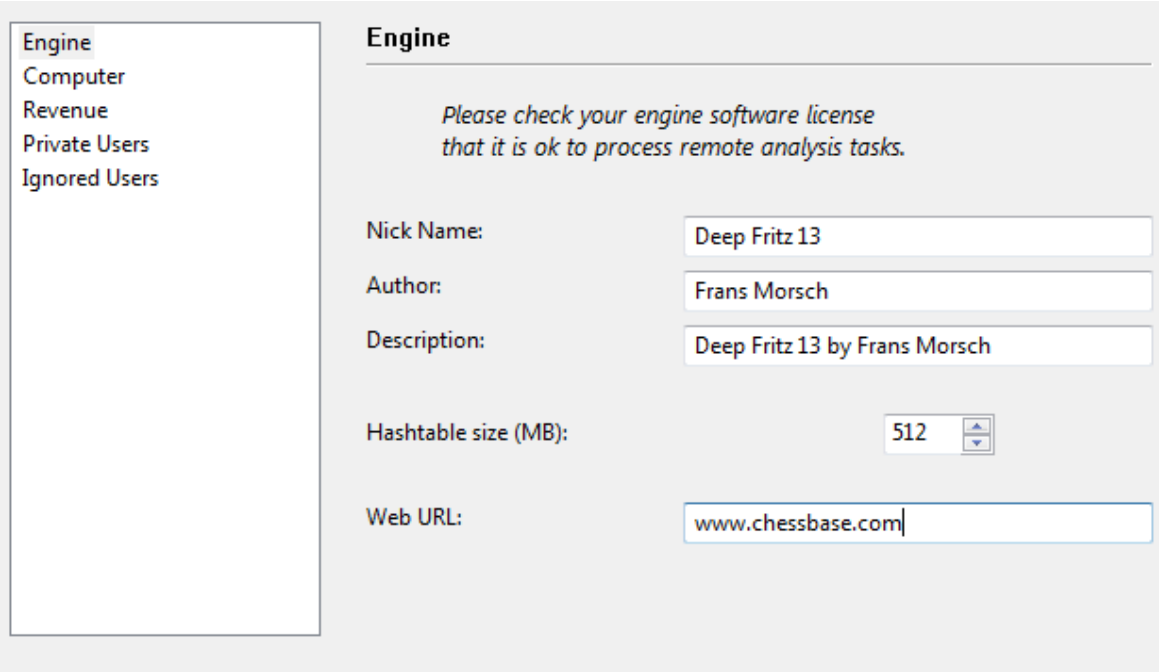
This type of analysis can also be used while watching a game in the Broadcast Room of the server Playchess.com.

3.13.9.7 Settings dialog for providers

- Engine ....
- Computer ...
- Revenue .....
- Private Users ....
- Ignored Users ....

3.13.9.8 Engine

The section ***Engine*** defines the standard settings for the display of the engine in the Engine Cloud main window.



Note: Please pay attention to the user license of the software that you would like to use on the Engine Cloud server!

Nick Name: Pick a name that you would like to give to the engine in the list window.

Author: The name of the developer of the chess engine.

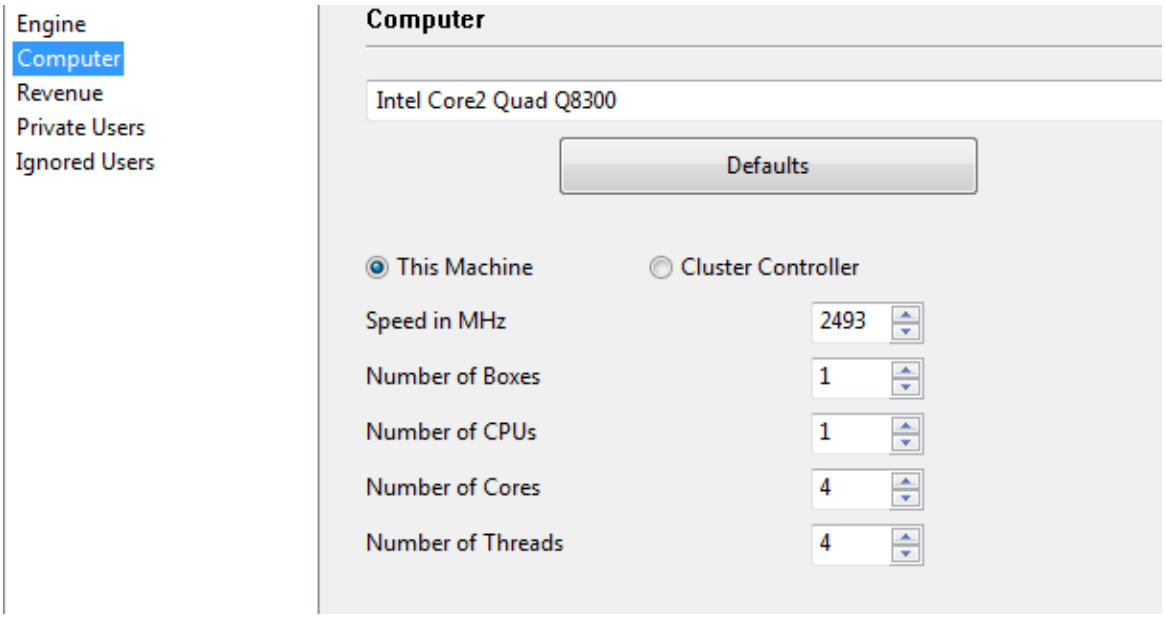
Description: The provider can give a short description of his configuration.

Hashtable size: The size of the hash tables in megabytes.

Web URL: The address of a web site containing further information.

3.13.9.9 Computer

The section ***Computer*** allows the provider to adjust the system configuration he is offering. If you do not wish to make any modifications simply tick the box „This Machine", and the settings from the System Properties will be used.



The option *Cluster Controller* is needed if you have access to a cluster. A cluster is a group of networked computers which act as a single computer to the outside world. A cluster is very efficient for carrying out intensive analyses with chess engines.

If you have access to a cluster and want to offer this, it is displayed as a cluster in the column *Cores* .

The following paramaters are available:

Speed in MHz The processor speed.

Number of Boxes This parameter is only relevant for clusters.

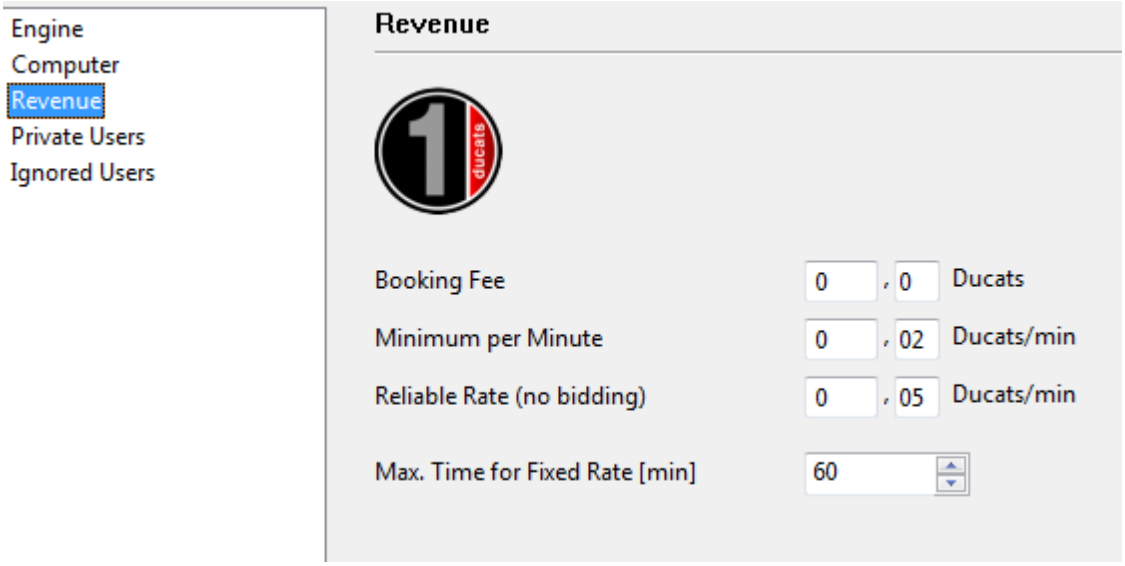
Number of CPUs The number of processors that are used.

Number of Cores The number of processor cores.

Number of Threads The number of parallel tasks allowed in the process.

3.13.9.10 Revenue

Supplying a chess engine costs money, for instance for the electricity used. The section Revenue determines how much users must pay the provider for using his engine.



The *Booking Fee* is charged whenever an engine is used. It is possible to set this value to zero.

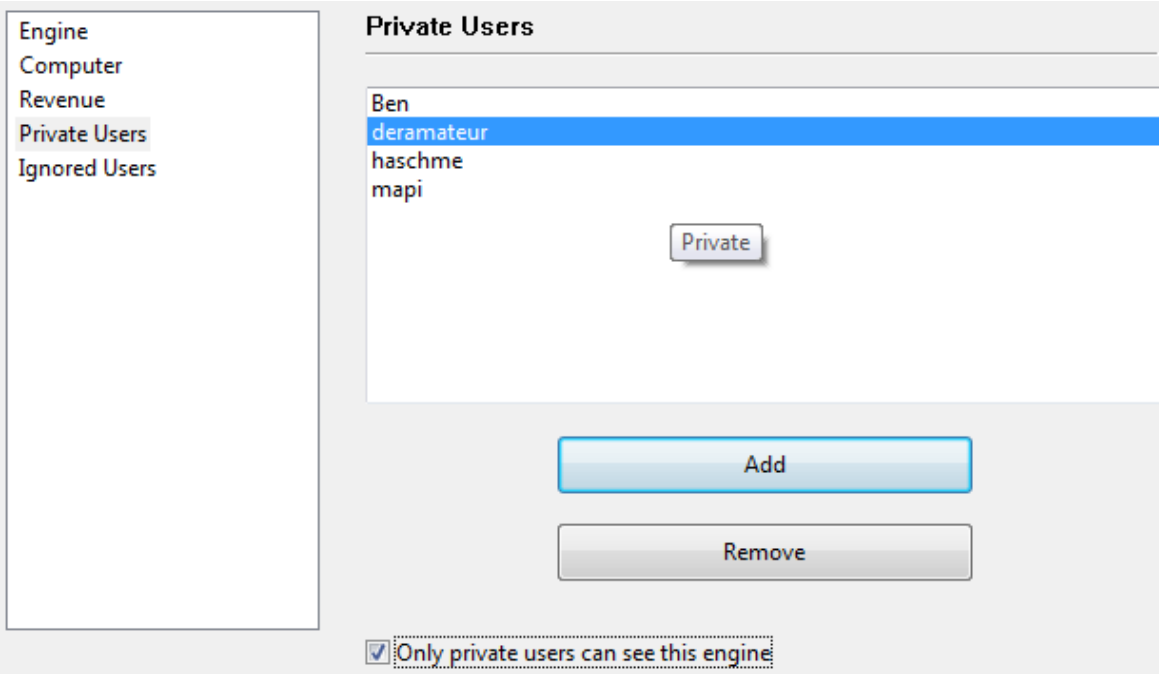
The *Minimum per Minute* is the lowest price for which a user can use the engine. Other users can bid more than this amount at any time.

The *Fixed Rate* (Reliable Rate) is a higher rate at which bidding auctions are no longer allowed. Other users cannot take control of the Cloud Engine by bidding more. Users pay the *Fixed Rate* when there is a high demand for engines on the Engine Cloud server.

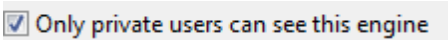
Providers of Cloud Engines ....

3.13.9.11 Private Users

In this section you can name users who you would like to take part in your private analyses.



Tick the box *Only private users can see this engine* if only the listed users should see the engine in the engine list.



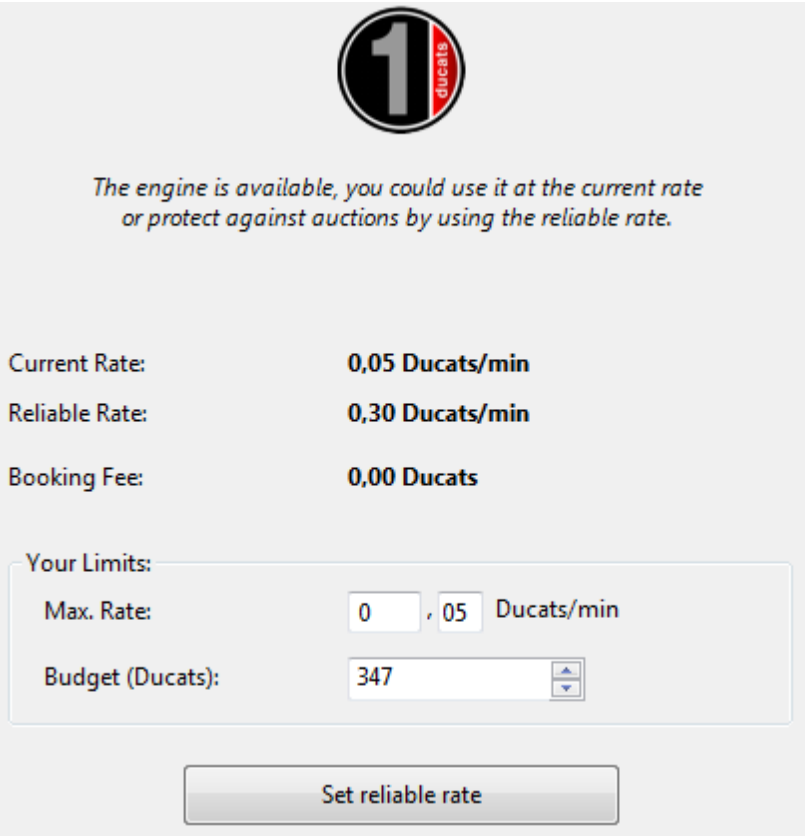
If an engine is only available for private use it is listed in blue and is underlined.

3.13.9.12 Ignored Users

It is possible to forbid certain users to access an engine. The engine is invisible to these users. After the users who are to be ignored have been listed you have to tick the box *Activate ignore list* .

3.13.9.13 Bid Dialog

After double clicking on an engine in the Engine Cloud window a dialog for bidding pops up.



This dialog displays the status of the engine. In this case it is displayed that the engine is available at the current rate.

Current Rate This shows the price that the user must pay to use the engine.

Fixed Rate This is the reliable fixed rate as defined by the provider.

Booking Fee This is the one time fee for using the engine.

In the ***Max Rate*** the user can agree to pay a higher rate for using the server. If there is a bid against him the price rises automatically, in the same way as Ebay bids. The user is then charged the higher price starting the next minute. If the other user withdraws his bid, for instance by logging out, the price slowly drops to the old value.

If the new bid is larger the user is given a warning and must react immediately. If he does not react the engine is unloaded after 20 seconds.

Note: In the chat window you are informed about the results of bids.

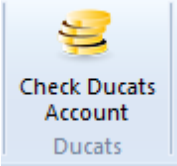
See also

Auction system .....

Public Cloud Engines .....

3.13.9.14 Ducats

Ducats are the currency of the Playchess server. You can purchase ducats in the ChessBase Shop.

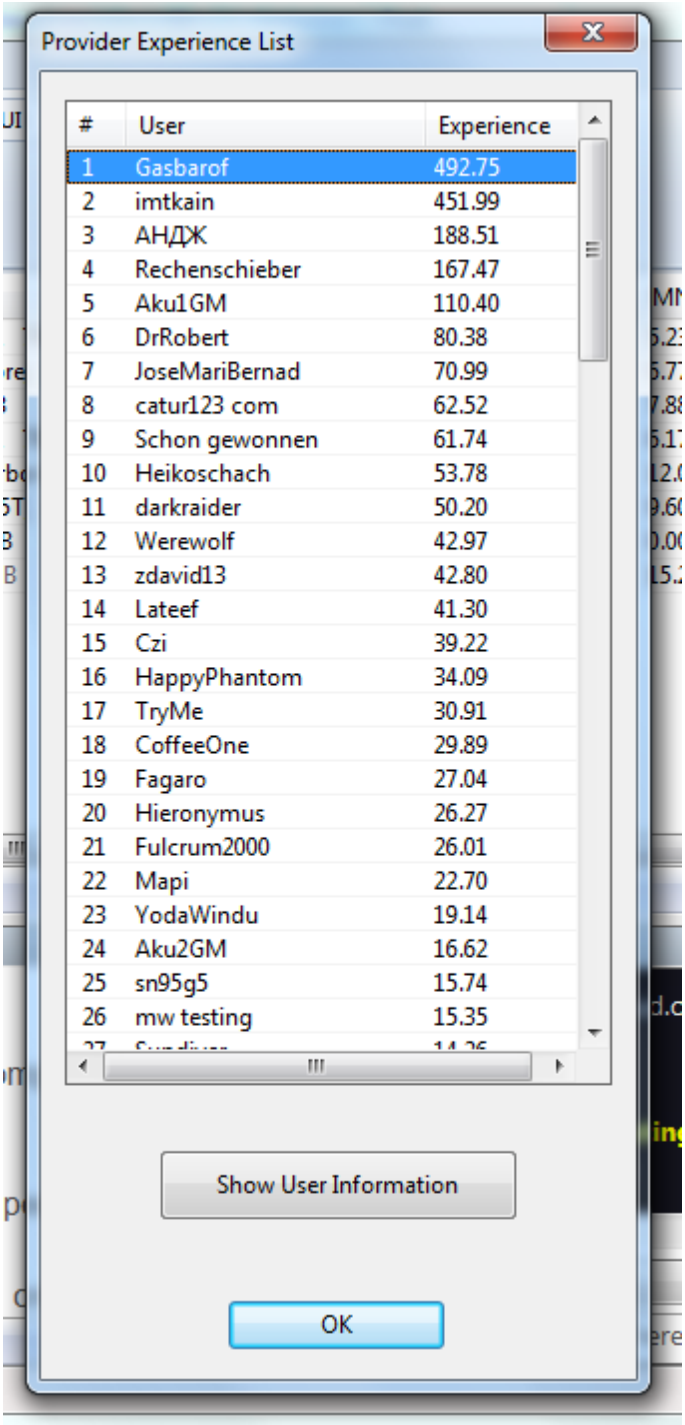


A ducat is worth about 8.6 cents, 11.6 ducats are equal to one Euro (approximately one dollar). The conversion contains the VAT required by German law. You can buy ducats from the ChessBase shop at this rate.

3.13.9.15 Rating List

In the main window of the Engine Cloud server you can open a rating list based on user experiences.

The rating in the list is based on the time the engine was used, the number of different users, the number of Likes and the ducats that were earned.



#	User	Experience
1	Gasbarof	492.75
2	imtkain	451.99
3	АНДЖ	188.51
4	Rechenschieber	167.47
5	Aku1GM	110.40
6	DrRobert	80.38
7	JoseMariBernad	70.99
8	catur123 com	62.52
9	Schon gewonnen	61.74
10	Heikoschach	53.78
11	darkraider	50.20
12	Werewolf	42.97
13	zdavid13	42.80
14	Lateef	41.30
15	Czi	39.22
16	HappyPhantom	34.09
17	TryMe	30.91
18	CoffeeOne	29.89
19	Fagaro	27.04
20	Hieronymus	26.27
21	Fulcrum2000	26.01
22	Mapi	22.70
23	YodaWindu	19.14
24	Aku2GM	16.62
25	sn95g5	15.74
26	mw testing	15.35

3.14 Let`s Check

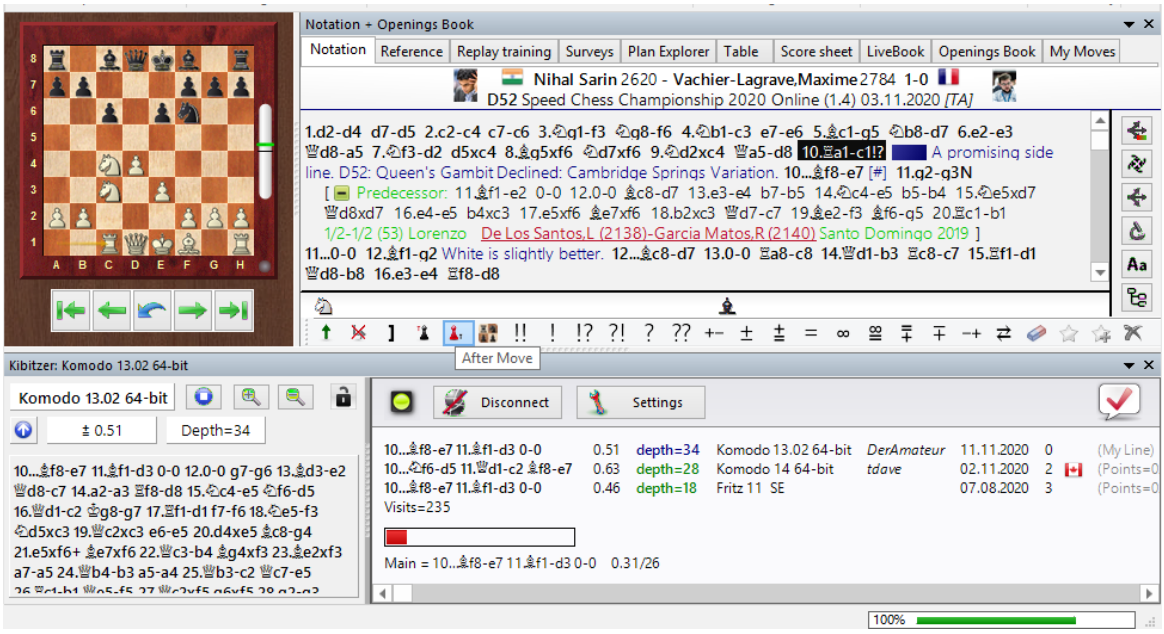
3.14.1 Description

"Let’s check" is a new analysis function which will revolutionise the chess world for years to come.

Engine analysis has changed chess forever. This is so obvious that many aspects are now taken for granted. For instance, a slow engine on an old notebook does not always tell the truth, and yet people only wait a few seconds before uncritically making the recommended move. Popular positions are analysed by thousands of players over and over again. This means an immense amount of time and electrical enetgy, both of which are finite ressources.

The program offers help. Every position that has been analysed by anyone at any time is voluntarily saved on a server. The possible engine variations are then available to everyone who looks at this position. We call this system „Let’s Check‟ because detailed analysis can be gained immediately without investing any time.

Whoever analyses a variation deeper than his predecessor overwrites his analysis. This means that the Let’s Check information becomes more precise as time passes. The system depends on cooperation. No one has to publish his secret openings preparation. But in the case of current and historic games it is worth sharing your analysis with others, since it costs not one click of extra work. Using this function all of the program's users can build an enormous knowledge database. Whatever position you are analysing the program can send your analysis on request to the "Let’s check" Server. The best analyses are then accepted into the chess knowledge database. This new chess knowledge database offers the user fast access to the analysis and evaluations of other strong chess programs, and it is also possible to compare your own analysis with it directly. In the case of live broadcasts on Playchess.com hundreds of computers will be following world class games in parallel and adding their deep analyses to the "Let's Check" database. This function will become an irreplaceable tool for openings analysis in the future.



When you store a variation in Let's Check you can add your name to it. If your analysis is later replaced by a deeper evaluation his name is then put in your place. Three variations are possible for every position. Whoever analyses a position deeply for the first time becomes the „discoverer", and his name is connected with the position forever, even if other users make a deeper analysis. Apart from common theory every position in chess can be „discovered".

There is an honours list for those who have won or discovered variations. Winning a variation is more valuable depending on how often it is visited and how deep the previous variation was. It is also possible to use Let's Check anonymously without entering your name.

Whether you are a beginner, a club player or a grandmaster. With the help of "Let's Check" every chess player can contribute to this database. Especially valuable: whoever analyses a position for the very first time wins the position for himself and his analysis is connected with his own name for the chess world. Who has won the most positions? With the help of deeper analyses you can win positions from other players and enter the honours list of "Let's Check". (All chess engines are allowed as analysis programs, whether single or multi processor versions).

With Let's Check every chess player has access to the current openings theory and the evaluations of the strongest chess engines. The program presents the complete openings theory as a statistics tree. The "LiveBook" shows for every position not only the complete statistics based on the weekly updated Chessbase Online Database (currently over five million games) but also how often a particular continuation was examined in the "Let's Check" database.

LiveBook ..

Game analysis ..

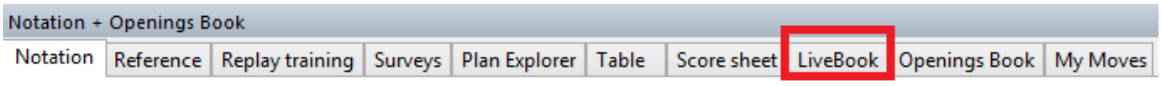
3.14.2 LiveBook

"
"The Let's Check data can be used as an openings book. Since all the openings of the online database are contained the LiveBook is already the largest source of information for openings moves that have already been played. You can use this book to play or just to look up information. The LiveBook is „live" because it can change from second to second. Every position that is checked with the LiveBook is immediately available together with an evaluation.

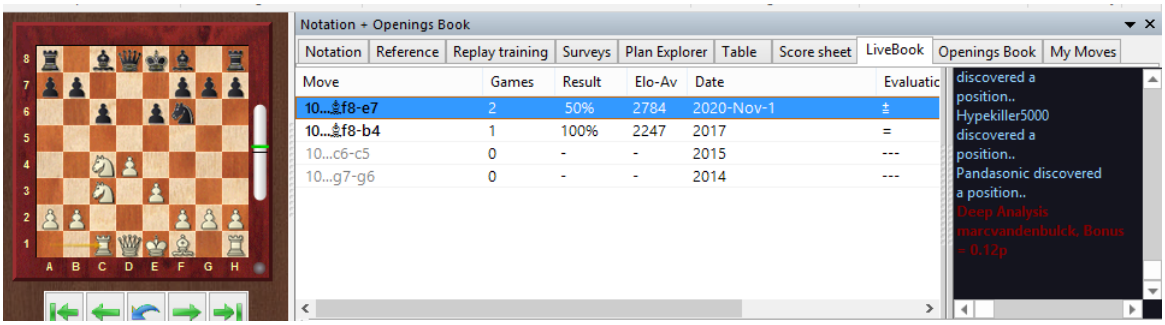
When a top game is broadcast and the viewers are using LiveBook, a full analysis with evaluations is available in the LiveBook when the game is over.

Anyone can add moves to the LiveBook, regardless of how sensible they are. Just like a human brain the LiveBook forgets information that is unimportant and rarely accessed.

Click on the tab *LiveBook* in the notation window.



If you are connected every move you make is stored, so click on „Disconnect" for private preparation. Data is only transferred to the LiveBook when the connection light is green.



The information about the position is displayed in columns.

Move	Games	Result	Elo-Av	Date	Evaluation	Visits	[%]
9.c3	34	46%	2417	2012-Feb	=	177	45
9.De2	21	62%	2455	2010	⊐	90	23
9.Dd2	13	58%	2410	2012-Okt	=	72	18
9.Sxf6+	2	75%	2353	2002	---	4	1
9.0-0	2	50%	2392	2011	=	39	10

Move: shows the possible moves in this position.

[%] : The frequency with which this move was played. This is based on the games in the LiveBook.

Evaluation: The average of the evaluations added by chess engines.

Games: The number of games in which the move was played.

Result: The average performance of the move.

Elo-AV: The average Elos of the players in the games used.

Dates: The last analysis added to the LiveBook.

Visits: The number of accesses to the position that is being displayed.

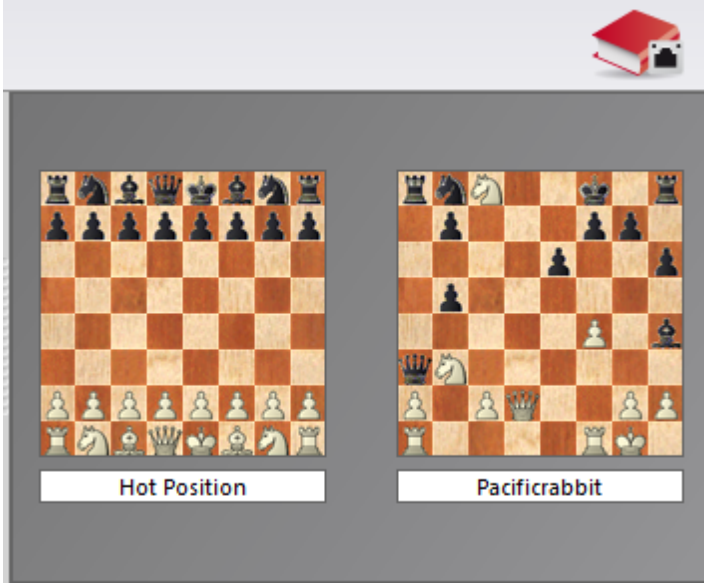
If a top game is being played on the chess server and lots of viewers are using Let's Check, then when the game is over it is available in full in the LiveBook with relatively deep engine analyses.

Anyone can add his own moves to the LiveBook, sensible or not. Just like a human brain the LiveBook forgets unimportant material after a while, i.e. information that is rarely updated.

When the engine is running additional information can be found in the engine window when the Let's Check function is active.

Infoboards in the LiveBook

In the LiveBook tab there are two miniature boards.



The left or upper mini-board shows the position which is currently being accessed the most. The right or lower mini-board explains the current chat. If it says, for instance, "DerAmateur has won a position"", the position is displayed. Clicking on a line in the chat window displays the position. Clicking on the board copies the position.

3.14.3 Basics

In the LiveBook every position that was analyzed with an engine is stored in a single Opening book.

You can access the Database with Fritz, Komodo or ChessBase and also with our Web Apps!

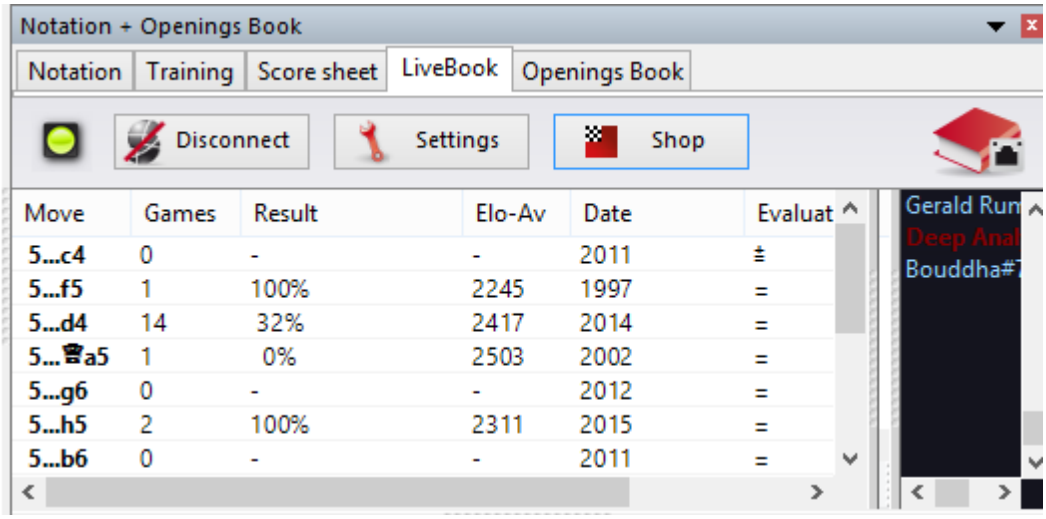
Also the computer analysis that was made with the position is stored. If more than one engine was used then the three deepest analyses will be stored and displayed with the position.

With the LiveBook you have also access to all the games in our Online database, it also includes all the analyzed positions that have yet to appear in a game.

You can find thousands upon thousands of novelties and analysis waiting to be discovered and used for your own Analysis!

When you open a game in Fritz 15, Komodo or ChessBase 13, the notation pane where the moves are recorded has a number of tabs at the top:

Click on the LiveBook to see what it has for that position.



The LiveBook will now show you not only all the moves that exist from this position,

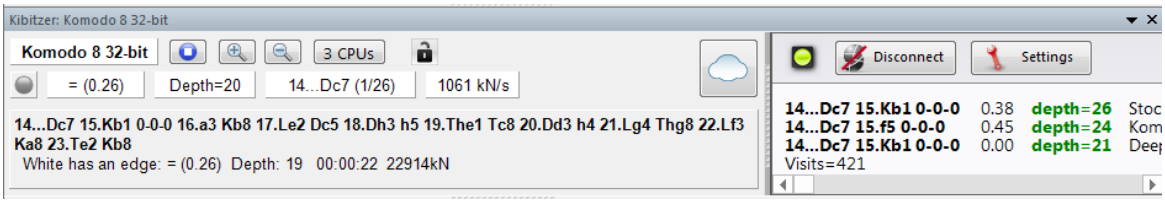
but also how many games. It also display the evaluation, based on the computer analyses recorded, and the number of visits.

Evaluation	Visits	[%]
±	200	1
=	772	2
=	2004	6
=	108	0
=	150	0
=	248	1
=	131	0

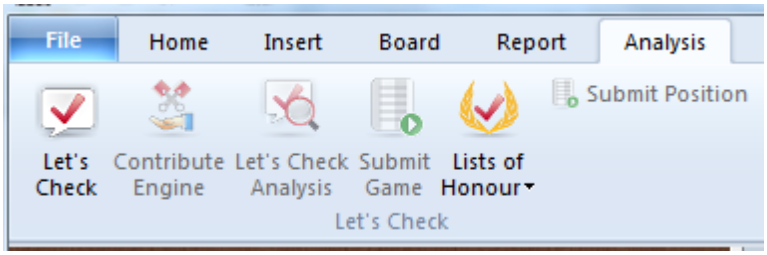
So if you prepare an Opening check the LiveBook. With the Information form the Livebook you also save your time running your engine on a move.

3.14.4 Start Let`s Check

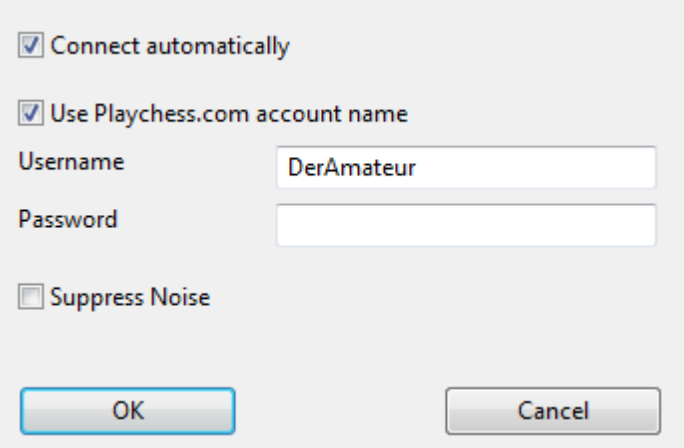
Click on the large blue right arrow in the engine window to start Let's Check.



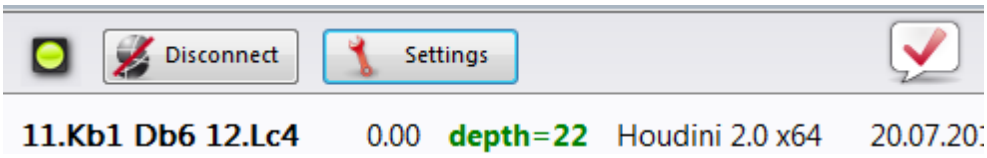
Alternatively you can start the analysis with the menu *Analysis - Let's Check*.



Click on *Settings* to enter login details for the chess server to add your name to your analysis.



To work privately click on "*Disconnect*". When the connection button is green you are connected with the server.



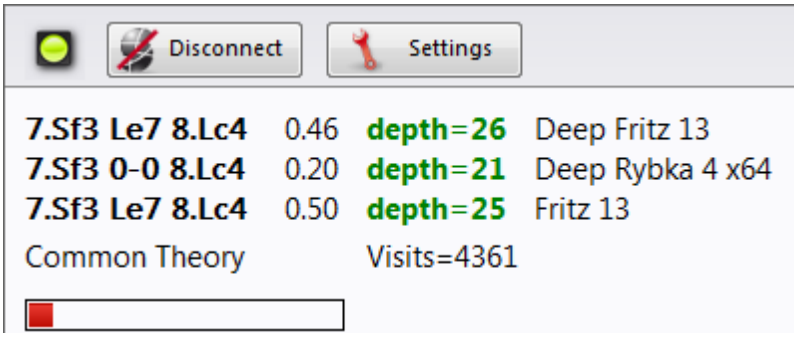
Whoever saves a variation in Let's Check can have his name added to it. If a variation is replaced by a deeper analysis the name is replaced with that of the other person. Up to three variations are allowed for each position. Whoever is the first to analyse a position sufficiently deeply becomes the positions "Discoverer". His name is always connected to the position, even if other users later add deeper variations.

You win a variation if you replace the second or third variation in the list of three variations. You win a position if you replace the first variation in the list. The first variation is not deleted, it just drops down to the second place.

The creation date of the variation is displayed next to the discoverer's name.

The value next to the national flag shows how often a variation was confirmed. The higher this number is, the more trustworthy the information is.

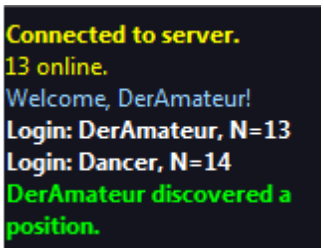
The window also displays whether the position is standard openings theory (main), the number of visits and the main variation.



Progress Bar

Deep analyses are very valuable. The progress bar shows roughly how long it will be until the position has been analysed enough for your name to be added to the book.

As soon as the analysis has been accepted this is displayed in the chat window.



> **Note:** Apart from the already known openings theory every position in chess can be "discovered".

There is an honour list for those who have won positions, i.e. who have named positions. A win is more valuable the more often a position was visited and the deeper the previous variation was. It is also possible to use Let's Check anonymously without adding your name.

Discovering a position

More calculation time is needed to "discover" a position than for standard analysis. The green progress bar jumps back slightly when the next step is displayed.

The system has three levels:

1. Fast calculation (black display)

2. Deep calculation (green display)

3. Very deep calculation (Discoverer, only the first)

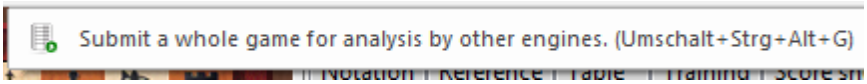
Deeper calculations can overwrite the variation, but the name of the person who discovered the position remains. The window also shows whether the position is part of common chess theory, the number of visits, the main line and the depth.

The entry *My Line* has to do with the variation that has been discovered (3 half moves) and is currently being displayed in the Let's Check window. The position's discoverer is stored separately and has nothing to do with this information.

The evaluation of the analysis is also displayed.

3.14.5 How should a game be analysed with Let's Check?

A deep analysis that would normally last over an hour can now be carried out in a few minutes.



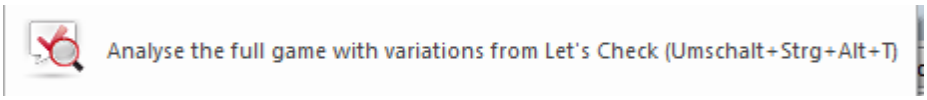
The condition for this is that you have already won enough analysis credits by contributing your own engine. The credits system achieves a balance between giving and taking analysis power. For every position that you analyse while contributing your engine you win 1 credit. If you analyse a complete game you win about 1.3 credits per position. This difference is to benefit the server's own interests.

As far as the analysis is concerned it is relatively uninteresting that the evaluations come from different engines. On the one hand today's top programs are so similar that you almost long for a different variation. On the other hand it has no chess value to trust differences of 1/100 pawn values. Engine analyses are subjective because they have been tuned in games of machine against machine. They should only be used as guidelines in non-tactical positions.

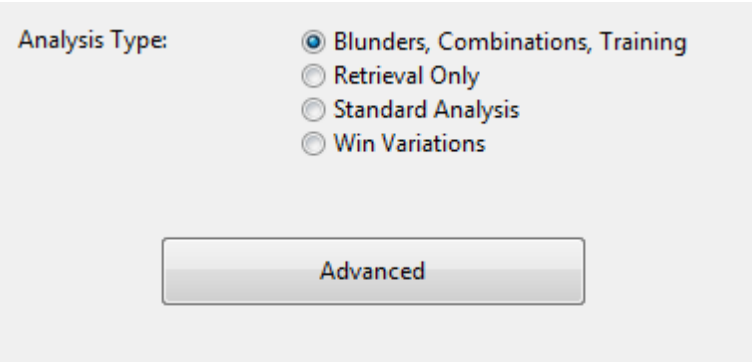
How can I access the results of a game I've submitted all at once?

In the chat window of the Live Book you can see how many positions have already been analysed. The first results usually arrive after about a minute. As soon as the game is finished select *Let s Check Analysis* in the Analysis tab and click "Add".

Board window: Menu Analysis - Let's Check Analysis - Blunders, Combinations, Training.



All the calculated variations will be inserted in the game notation.

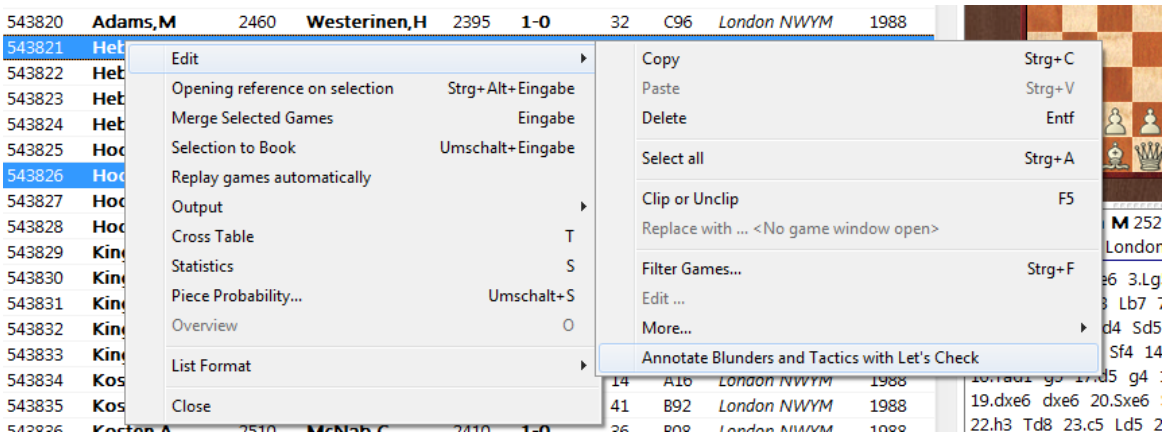


Games played by strong grandmasters are usually available fully analysed in the Let's Check database by the next day. All the important tournaments and championships of

the past have already been fully analysed.

For instance, look at the Candidates Zurich tournament 1953. Within seconds each game is commented pointing out possible errors and combinations in the style of a human commentary. Only obvious blunders are commented. If tactics are found training questions will be generated automatically.

To do this for several games at once: In the database list select the games you want to examine, then *Right Click - Edit - Annotate Blunders and Tactics with Let s Check*.



This access of variations is very practical after live games broadcast on the chess server have finished. Games being watched by many viewers are usually available immediately after the game with deep analysis.

3.14.6 What do the green, blue and red letters for the depth mean?

Let's Check recognises three levels of evaluation depth. The "green level" is the lowest and needs about a minute of calculation on a modern computer with a deep engine. Evaluations below this level are ignored when choosing a main line.

0.44	**depth=25**	Fritz 13
0.46	**depth=26**	Deep Fritz 13
0.20	**depth=21**	Deep Rybka 4 x64

The "blue level" is the depth that is needed to discover a position. The "red level" leads to the message "Deep Analysis" in the Chat window. On a modern computer with four processors this can last up to an hour.

3.14.7 Why does the progress bar often jump back after reaching 100%?

The progress bar shows how far you are from reaching the next goal. This can be the depth to win a variation. As soon as this has been achieved the progress bar shows the time needed to win the next variation.

When there is nothing left to win the depth goals for a position have been reached and the message "Deep Analysis" appears in the Chat window of the Live Book window.

3.14.8 Let's Check Server Statistics

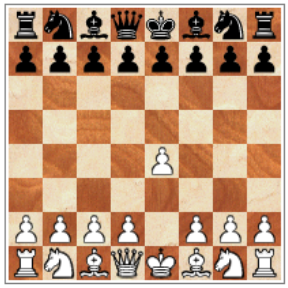
You can view the statistical information in real time at any time.

Let's Check Statistics

10.11.2016, 21:22:53

Value	Since midnight	Yesterday (24h)	Total before today
Analysing Users total:	9693	10586	42636
Now Logged in:	3133	---	---
Peak:	3391	3394	4403
Book Requests:	5403039	6331633	114308308
MoveLists:	695019	758387	14440593
New Positions:	0	0	0
Current Growth:	0 pos/min	0 pos/min (av)	---
Analysed Positions:	977962	1130533	21536136
Automatic Analysis Jobs:	83653	95278	1855752
Deep Variation Wins:	1768	1724	30372
Discoveries:	1944	2320	34505
Comments:	0	0	4

Deepest Analysis

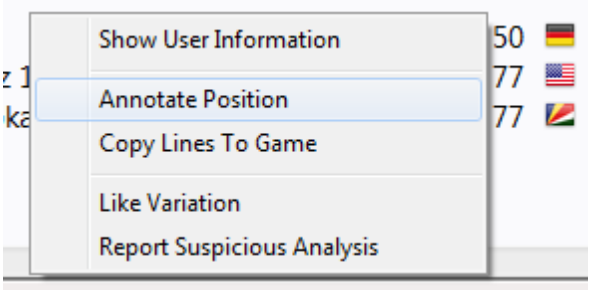


Hot Position

Hottest until now

3.14.9 Let's Check context menu

Right clicking in the Let's Check window opens a context menu with various functions:



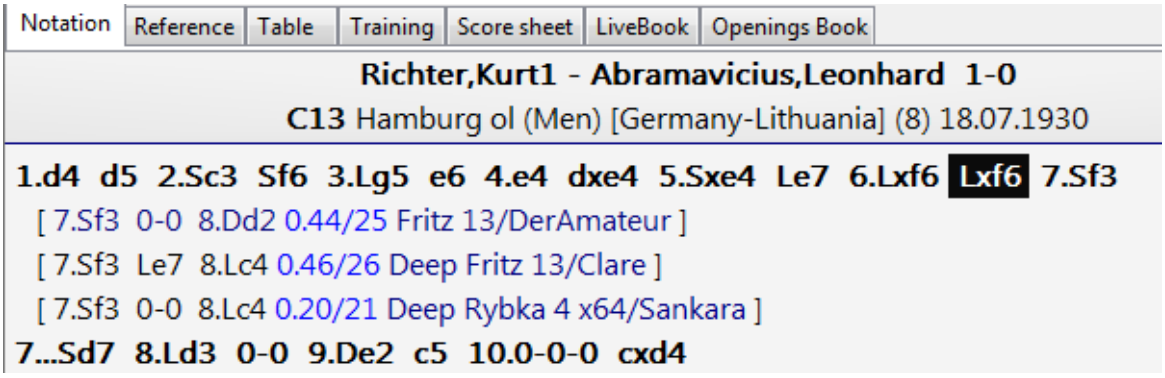
Show User information: This displays information about the user whose analyses have been sent to the Live Book. This is only possible if he has a user name on the Playchess.com server. In the dialog window there is a section containing the statistics. This shows the number of points the user has, and the number of variations he has won. The number of points depends on the value of the positions that have been analysed. The window only contains the total points reached. The number of variations is a number that can change at any time, if another user stores a deeper analysis for this variation. The window also shows how many Likes the user's lines and comments have been given by other users.

Annotate Position: This inserts the analysis of other users into the game notation. Right click in the Let's Check window and then click on "Annotate Position". This copies the analyses from the Let's Check database nested up to four levels deep. Only variations are used that have at least a "green level".

After clicking on the function the evaluation is copied into the notation.

Copy lines to notation: This copies all existing variations (not just the selected variations) into the notation.

The following is an example of copying lines into the notation:



What does "Engine/Game Correlation" mean at the top of the notation after the Let's Check analysis?

This value shows the relation between the moves made in the game and those suggested by the engines. This correlation isn't a sign of computer cheating, because

strong players can reach high values in tactically simple games. There are historic games in which the correlation is above 70%. Only low values say anything, because these are sufficient to disprove the illegal use of computers in a game. Among the top 10 grandmasters it is usual to find they win their games with a correlation value of more than 50%. Even if different chess programs agree in suggesting the same variation for a position, it does not mean that these must be the best moves. The current record for the highest correlation (October 13th 2011) is 98% in the game Feller-Sethuraman, Paris Championship 2010. This precision is apparent in Feller's other games in this tournament and results in an Elo performance of 2859 that made him the clear winner.

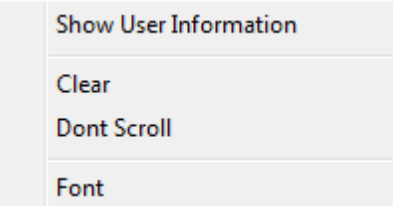
Like Variation/Report Suspicious Analysis: These functions send a report about the evaluation of the selected variation to the server. This is also displayed in the Chat window of the Live Book.

3.14.10 Information in the Chat window

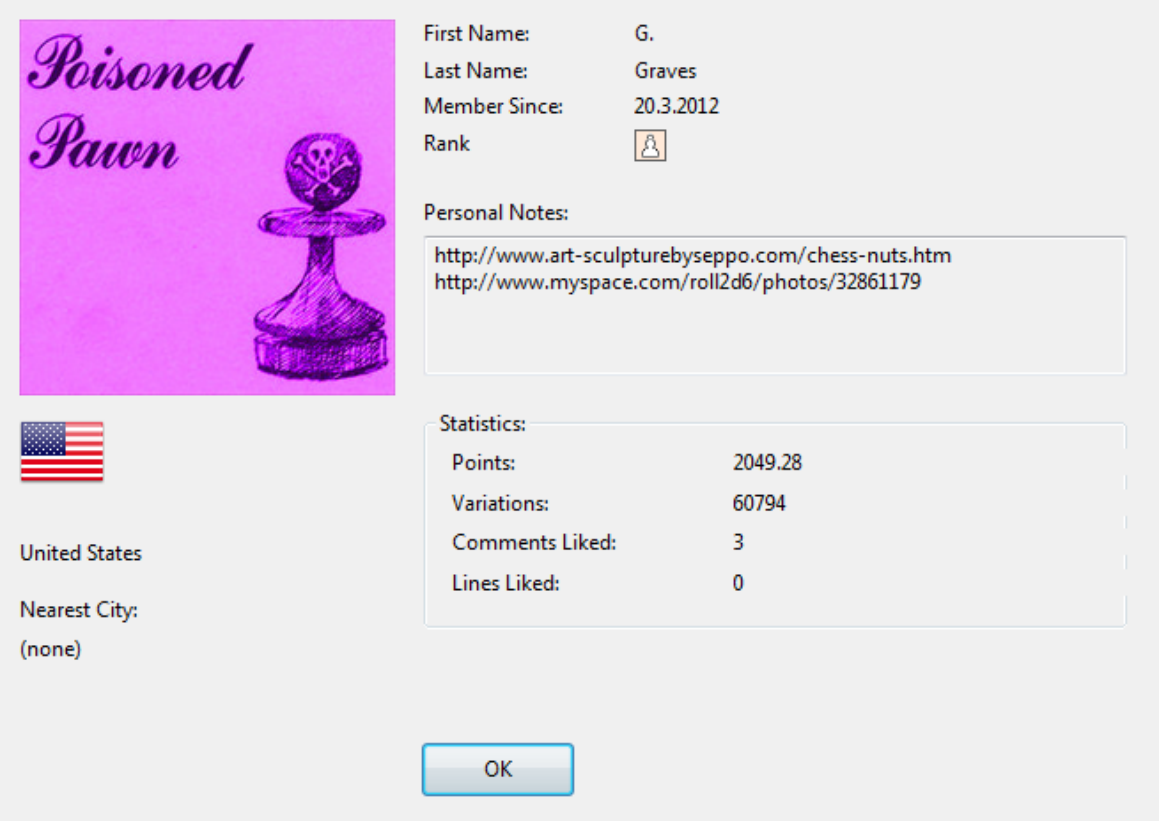
In the Live Book's Chat window you can see important information from the server.

New comments are displayed, and users are also displayed who discover a position or win a variation.

There is also a context menu for the Chat window.



Show User Information: This displays detailed information about the user whose engine analysis was entered into the Live Book.



The number of points, the number of variations and the ratings are displayed. The number of points depends on the value of the positions that have been analysed. The window only contains the total points reached. The number of variations is a number that can change at any time, if another user stores a deeper analysis for this variation. The window also shows how many Likes the user's lines and comments have been given by other users.

Clear: This empties the contents of the Chat window.

Don't scroll: This freezes the Chat window in its current position.

Font: You can choose a different text font to display the text in the Chat window.

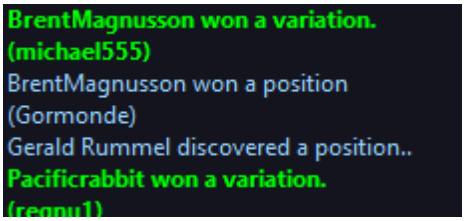
Important information in the Chat window

Warning: N variations = 3

This message appears when the user is running his chess engine in multi-line mode. This results in an analysis which isn't as deep and is of less value for Let's Check, since it profits from analysis that is as deep as possible.

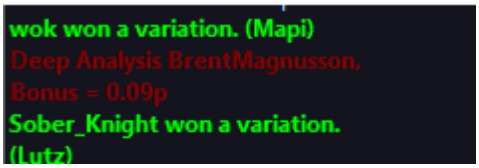
Information about variations that have been won

Variations can be both discovered and conquered (won). In the Chat window it is often stated that a variation has been won. What is the meaning of the name of the user that is in brackets?



This message tells us that the the other user has sent a deeper analysis to the server that has replaced the variation previously sent.

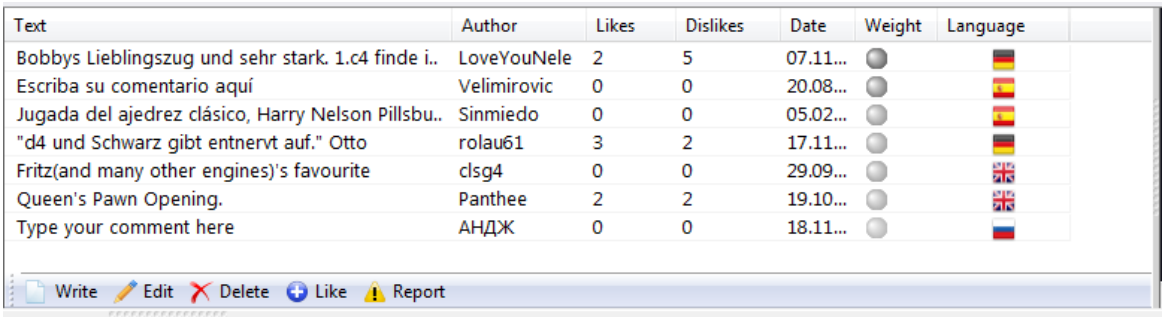
Information Deep Analysis
"Deep Analysis" goes one step further than discovery, and means that the user has made an extremely deep analysis.



The user also receives bonus points for the ranking list as described.

3.14.11 Commentaries in the LiveBook

The evaluations in Let's Check come exclusively from chess programs. Every position in the LiveBook can be given a text commentary in any language with a maximum length of 139 characters.

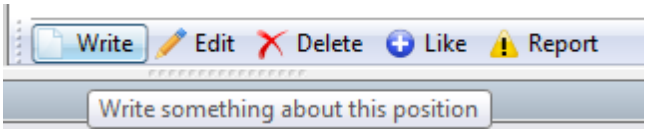


Text	Author	Likes	Dislikes	Date	Weight	Language
Bobbys Lieblingszug und sehr stark. 1.c4 finde i..	LoveYouNele	2	5	07.11...		
Escriba su comentario aquí	Velimirovic	0	0	20.08...		
Jugada del ajedrez clásico, Harry Nelson Pillsbu..	Sinmiedo	0	0	05.02...		
"d4 und Schwarz gibt entnervt auf." Otto	rolau61	3	2	17.11...		
Fritz(and many other engines)'s favourite	clsg4	0	0	29.09...		
Queen's Pawn Opening.	Panthee	2	2	19.10...		
Type your comment here	АНДЖ	0	0	18.11...		

Write Edit Delete Like Report

Other users can rate these commentaries with either "**Like**" or **"Don't Like**". Commentators who are often praised are weighted more and their texts are moved to the top. Texts are only allowed that have to do with the chess content of the current position and do not contravene the copyrights of other authors. Anyone who breaks these rules will be ejected without a warning.

Use: Depending on the size of the LiveBook window the text entry field is at the right or at the bottom. Clicking on "*Write*" opens the input dialog.



Clicking on a flag selects the language.

The commentary can be deleted or edited until someone else rates it.

Tip: Clicking on a commentary opens it in a preview window to make it better to read.

"He must come through this hollow way, no other path leads to Küssnacht" - Friedrich Schiller

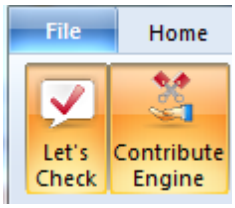
The commentary is now displayed clearly in a commentary window.

You can add your own text comment to the Live Book, if the position has not yet been processed, using the menu “Write”.

3.14.12 Networked Analysis

Whoever wants to easily climb up the Let's Check Honour List should temporarily "contribute" his engine to the community. The system thinks like one global worldwide chess brain about positions that seem to be interesting to people at the moment, or which may become interesting soon. If you have logged into the Let's Check server the positions may be conquered by you or even discovered for the first time

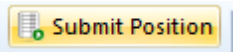
Analysis - Contribute Engine



After this function has been started the engine that the user has "contributed" is used for the analysis of positions that are picked by the server. The server chooses positions based on different criteria, such as their current interest. By using "Contribute Engine" you are aiding in the creation of an online book for other users.

It is possible to abort this function at any time. You can do this by closing the window, starting a new game, or by clicking on the "Contribute Engine" button a second time.

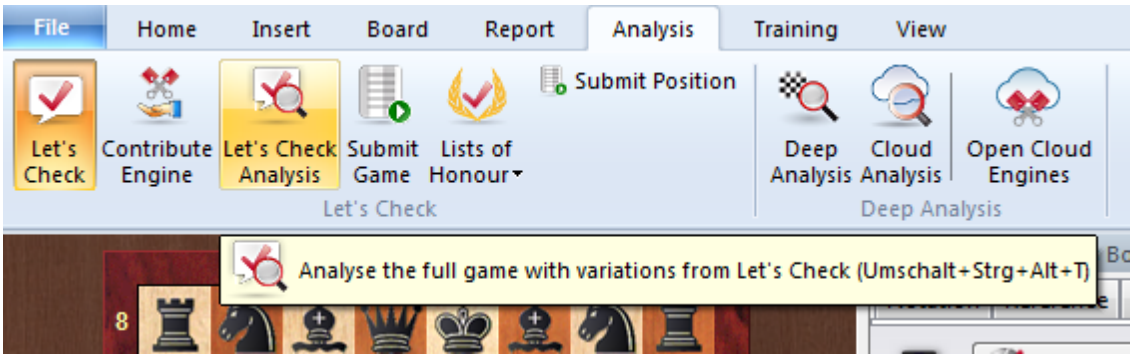
It is also possible to suggest positions for analysis.



These positions are presented to the „contributed" engines. Whoever contributes an engine collects „credits". If your credits account is in the plus positions that you suggest for analysis are treated with a high priority, and they are chosen sooner, Even if you have overdrawn your credits account you can suggest any number of positions, but they will be put at the end of the queue and may even expire before it's their turn.

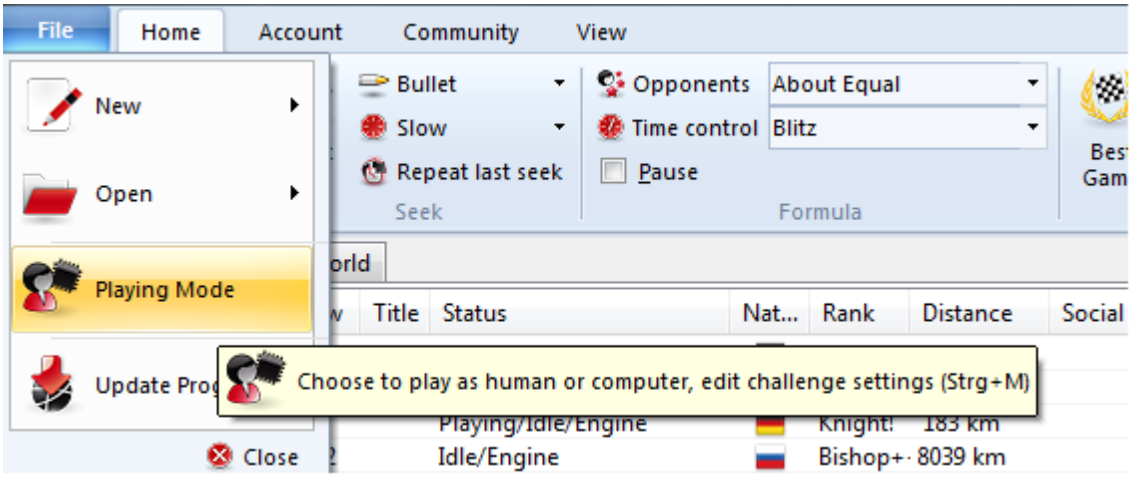
3.14.13 Game analysis with Let's Check

Menu Analysis - Let's Check Analysis



Let's Check can quickly comment a game with engine variations. If all the positions are already known the full analysis only lasts a few seconds. Blunders are marked with question marks, the best known moves are marked with exclamation marks.

There are four types of analysis:

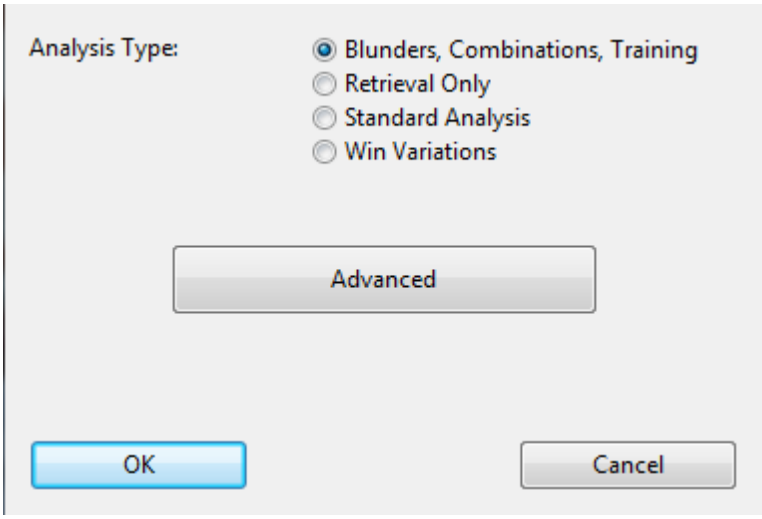


1. Blunders, Combinations, Training checks within seconds each game is commented pointing out possible errors and combinations in the style of a human commentary. Only obvious blunders are commented. If tactics are found training questions will be generated automatically.

2. "Retrieval Only" just fetches known variations from the server and does not make any calculations.

3. "Standard Analysis" analyses until the minimum depth is reached to enter a person's name. If a variation with this depth already exists no calculations are made.

4. "Win variations" calculates until at least one variation has been won.



The minimum and maximum calculation time per move limit the calculation time.

Tips:

1. After an important live game deep analyses are probably already available for the whole game.

2. If you analyse famous historical games using "Win variations" with a large minimum time it is possible that you will "discover" new positions.

3.14.14 Prospecting for innovations

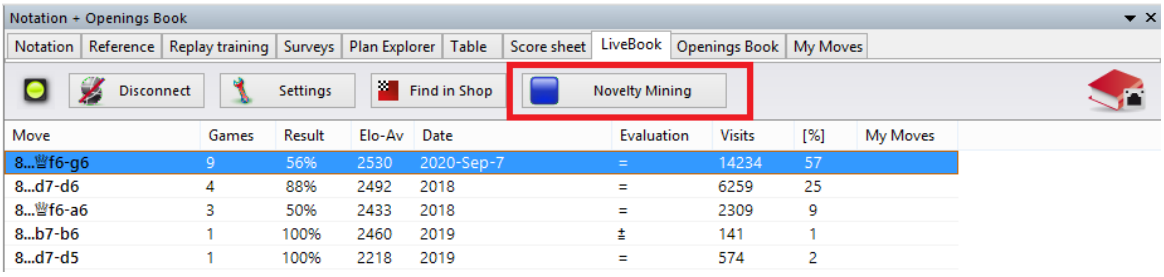
Many popular opening systems have been thoroughly analysed and it is very difficult to find theoretical innovations in preparation against a theoretically knowledgeable opponent with which one can surprise him or her. One approach to finding them is the search for rare or even as yet unplayed moves which still get a good evaluation from an engine. This is the route taken by many players, above all professional chess players. You try out various continuations and ideas in the opening variation you have chosen and follow the evaluations of the engine. This method offers some advantages, but also takes up a lot of time.

The program now offers the possibility to carry out the search for potential theoretical innovations automatically.

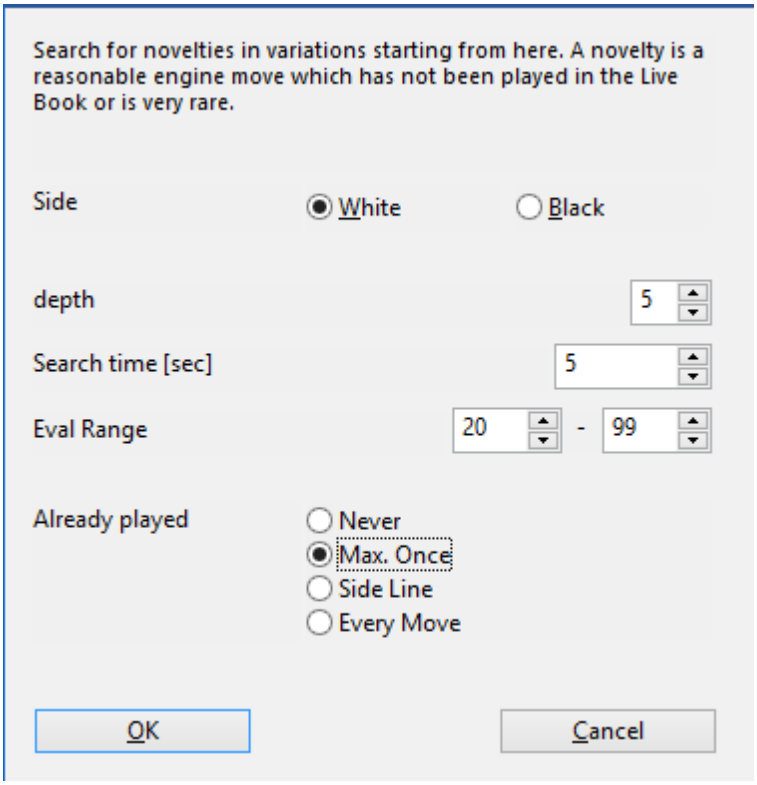
This new – pre-opening extremely important – innovation is called *Novelty Mining* because it reminds one of the panning for nuggets of gold in a heap of river sand.

Procedure

Load into the board window an opening position which is relevant either for your repertoire or for preparation for an opponent. In the notation window click on the tab ***LiveBook*** . There you will find the new entry ***Novelty Mining***".



After the click, first of all the settings dialog is started. Here you can specify exactly how the search for a playable (usable) innovation is to be carried out by the default engine.



The following settings are possible:

- The Side for which a usable novelty should be found.
- Depth sets the nesting depth of the variations which will be investigated from the current position. The resulting variation trees can be flatter if not sufficient games have been played with them.
- Evaluation range fixes the evaluation interval in hundredths of a pawn: if a move calculated achieves a value in this range it counts as a possible. For White and Black these ranges are different and are automatically suggested when colours are changed. The more aggressively or optimistically you set this interval the fewer hits are found , but these nuggets are all the more important.
- Already played refers to the number of possible games already played: if "Never" the move should not have been played in good games. "Max. once" means that one previous game has been found. "Side Line" concerns less than 5 percent of all games. With "Every move" all limitations are off. All moves played are analysed. That results in an automatic engine check of the variations which follow.

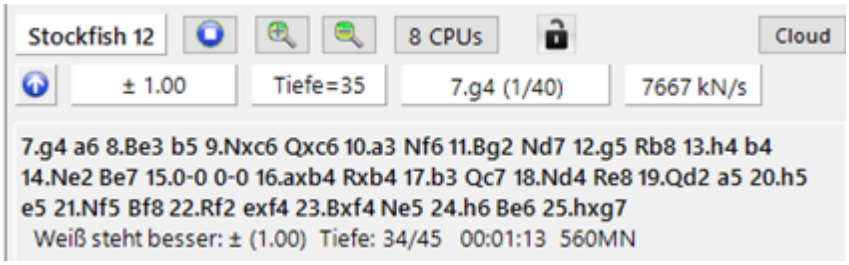
Hint: The engine search for novelties works very efficiently. Normally one would set up a search with many multi-variations in order to explore widely for alternatives. The multi-variation search, however, gives exactly as much calculating time to the main variation as to all the other continuations. So, side lines are calculated clearly less deeply.

When mining the frequently played variations are excluded according to the setting *Already played* via the UCI interface. That immediately directs the whole of the

calculating power into the alternative candidates.

Example: After the moves 1. e4 c5 2. Nf3 e6 3. d4 cxd4 4. Nxd4 Nc6 5. Nc3 Qc7 6. f4 d6 mining finds the nugget 7.g4 with an evaluation of >= 0.4.

If you carry out a "normal" search with Stockfish after 6... d6, this move which has never been played is also suggested.

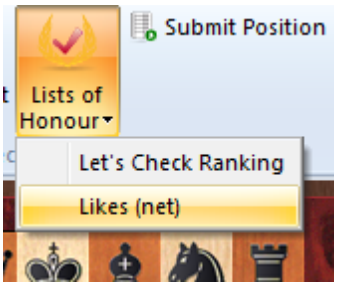


During the search a status window is displayed -> *Technical messages*.

There you will see the progress and when appropriate the display of possible alternative continuations or candidate moves. The results are copied to the notation; you can if you wish choose to save them.

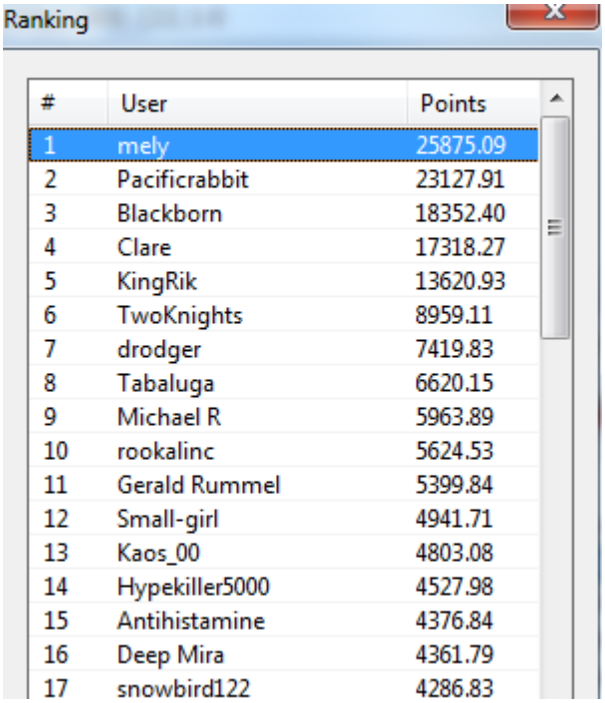
3.14.15 Honours Lists

The program shows two rating lists for the usage of the online analysis.



Weighted Rating List for Let's Check

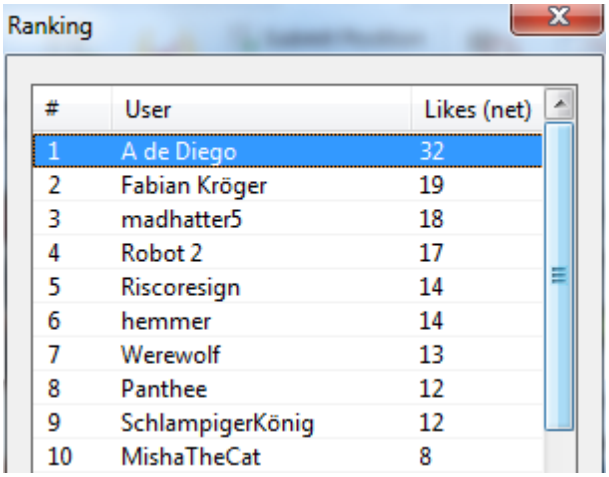
The rating list is based on the frequency of the engine analyses and the search depth.



Ranking

#	User	Points
1	mely	25875.09
2	Pacificrabbit	23127.91
3	Blackborn	18352.40
4	Clare	17318.27
5	KingRik	13620.93
6	TwoKnights	8959.11
7	drodger	7419.83
8	Tabaluga	6620.15
9	Michael R	5963.89
10	rookalinc	5624.53
11	Gerald Rummel	5399.84
12	Small-girl	4941.71
13	Kaos_00	4803.08
14	Hypekiller5000	4527.98
15	Antihistamine	4376.84
16	Deep Mira	4361.79
17	snowbird122	4286.83

"Likes" shows a list of the rated commentaries of a user.



3.14.16 Speedindex

The speed index is a relative value. It is based on the speed of the computer used by one of our developers.

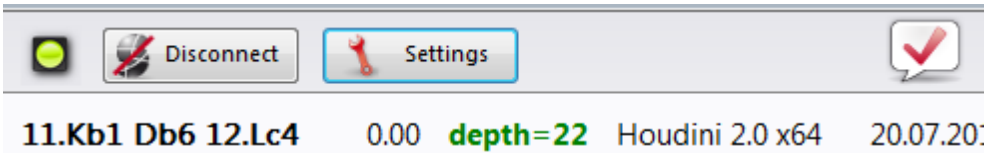
This value is relevant to the user because it gives an idea how long it will take to calculate a variation.

The lower the number is the longer it will take until a variation becomes green.

3.15 Common questions about Let`s Check

3.15.1 Is my analysis always sent to Let's Check?

No. Clicking the button "Disconnect" breaks the connection and no more data is sent via the Internet.



To do this the program must have been activated with a valid activation key.

When Let’s Check is active engine analysis is sent to the database, and already existing analyses are received. All queries of a position are stored in the database and counted as “visits”. No other data is sent, and no complete games.

If information has been sent it means the user has entered this move notation with the Let’s Check feature running.

3.15.2 Can Let’s Check be used anonymously?

Let's Check can be used without logging into a Playchess.com account.

In this case you will receive no information about who analysed which position.

3.15.3 What does it cost?

The use of Let's Check is included in the price of the program.

3.15.4 What difference does the power of my computer make?

The program regularly performs speed checks on your computer. Fast computers are at an advantage. By contributing your engine you can process more positions in the same time and win "credits".

Deep engines also have a strong advantage. Analysing in multi-variation mode needs more time. If you log into your Playchess.com account your "speed index" will be displayed in the Chat window.

3.15.5 What engines are allowed?

Every engine that can be used in the User interface can be used for Let's Check.

3.15.6 Can variations and evaluations be manipulated?

Since Let's Check is open for all engines it is possible that old, bad or manipulated engines can be used. Destructive content is always possible whenever people can share content in any form of online community.

The hardware power and the processing time of variations play a role, so it will be difficult to falsify an analysis even if an engine has reported having made the deepest analysis.

In the Let's Check window we also see how often a variation has been verified by other users. The system cleans itself, and so unverified variations and the obsolete evaluations of older engines will disappear with time.

3.15.7 Can senseless moves be input and analysed?

All legal positions and moves are valid for analysis. Rarely visited moves without deep analysis expire after a while.

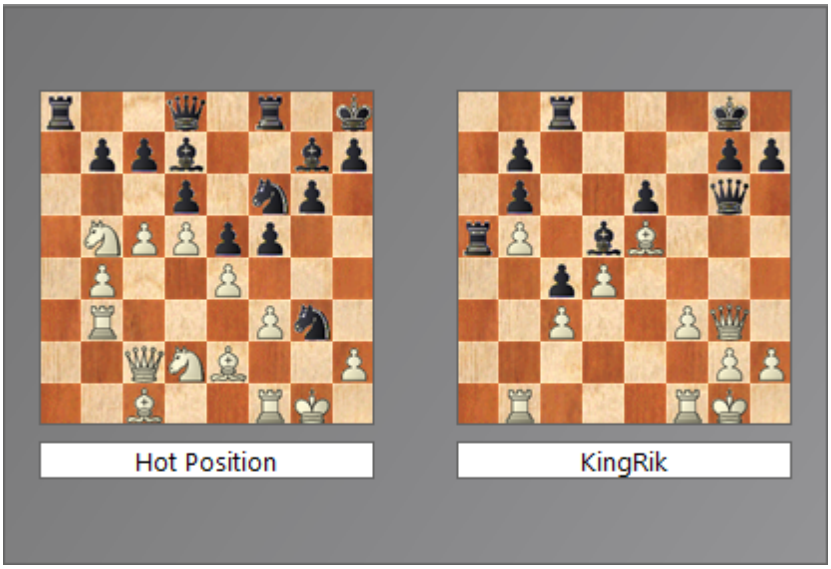
If you don't want to see any senseless moves you should check the option "*Hide rare moves".*

3.15.8 How are the Let's Check honours lists created?

Points are awarded for winning a variation. The number of points depends on the popularity of the position and the time spent calculating it. The starting position is the most valuable position because it is visited the most. If you lose a variation to someone else you lose some of the points you were awarded for winning this variation, so your points can fall when you are not active.

3.15.9 What do the two diagrams in the LiveBook window mean?

The left (or upper) diagram shows the most popular position, i.e. the position that is being analysed by the most visitors. The right (or lower) diagram shows positions that have been reported as discovered or won in the Chat window.



Clicking on a won/discovered message in the Chat windows displays this position. This position can be copied into the main board (Home - Paste Position). Then the moves of the variation can be played backwards, if they are known to the system.

If the first move of the engine variation leads to a position which also has a deeply analysed engine move this is added to the "main line". This is repeated until no more positions are found or a length of 10 half moves is reached.

3.15.10 Can a text commentary be edited or deleted?

You can edit or delete your own comments until someone else clicks "Like" or "Dislike". Comments can be changed by right clicking on them.

Administrators can correct spelling mistakes or delete comments if they violate copyrights or do not make a chess-related comment on the position. Copyright is deemed to to have been violated if comments are taken from a source that exceed the amount of usually accepted quoting.

3.16 Cloud Databases

3.16.1 Cloud Databases

"***Cloud Computing***" refers to the use of resources such as applications, processing power and data storage on remote computer systems. The connection is made using the Internet from a typical device, such as a PC, smart phone or tablet.

A typical example of cloud computing is the use of our Engine Cloud Server. It is possible to access chess engines that are running on other computers and use them for your own analysis, or you can supply your own engines to be used by other users.

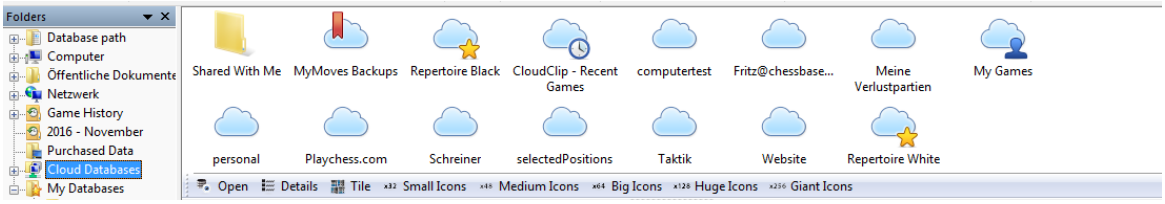
With ChessBase it is now possible for you to store your data not only on your own hard drive but also on our ChessBase servers. This makes it possible for you to access

your data from different devices without having to copy or re-install databases. It is even possible to make your databases accessible to other users as a cloud database.

Of course, you can use external cloud storage such as Microsoft's "OneDrive" to store databases in CBH format. This is a good solution for large CBH databases, and it is supported by ChessBase. However, ChessBase's cloud databases offer many other chess-related functions, for instance web browser access on all platforms.

This has the following advantages:

- You can access your opening repertoire or your stored games from anywhere without using ChessBase.
- You can put games on the Cloud for your friends and teammates to access via their web browsers.
- You can publish a database on the web with a single click.
- These are new functions that make it much easier to exchange chess data.
- There is a new entry Cloud Databases on the left side of the database window.



This allows you to access and view the cloud databases.

3.16.2 DataBase Format Cloud

Question: Which format do my games have to be in (PGN or CBH) to upload them to the ChessBase cloud?

The ChessBase-cloud is a feature were you need either ChessBase or a ChessBase-account.

If you use ChessBase, you may create a Cloud-database and then your able to enter games by replay them move by move, or just copy and paste them from other ChessBase-databases, either PGN or CBH.

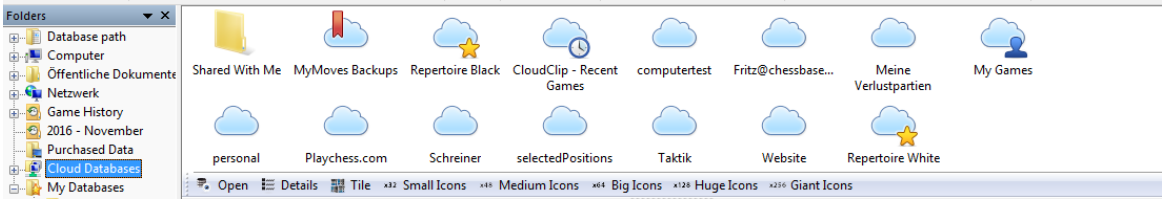
If you use the ChessBase-account exclusively you are able to open in the Web-App "My Games" PGN-files which are stored on your local disc.

You are able to copy this game in cloud-databases which you have created with the Web-App.

3.16.3 Registration with ChessBase Cloud

The registration is free of charge for everyone who has an ChessBase account. This means that the username and password are the same as for your Playchess.com account.

Menu Home Cloud Databases (Alt + F12)



If you do not yet have an ChessBase account you can either log in as a guest or use this link to go to a web page to register a new account.

http://playlogin.chessbase.com/playchesslogin/Create.aspx

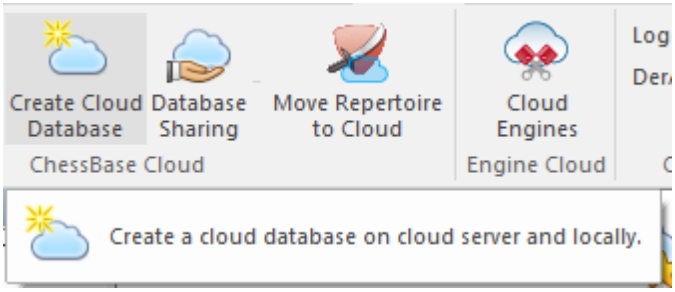
The button "*Create Account*" opens the page in your web browser.

You can use this same account to use our other online offers. You can play games on Playchess.com, you can try out fritzundfertig.de, you can leave user comments on www.chessbase.com, you can use Let's Check and the Engine Cloud, and you can access the web database database.chessbase.com.

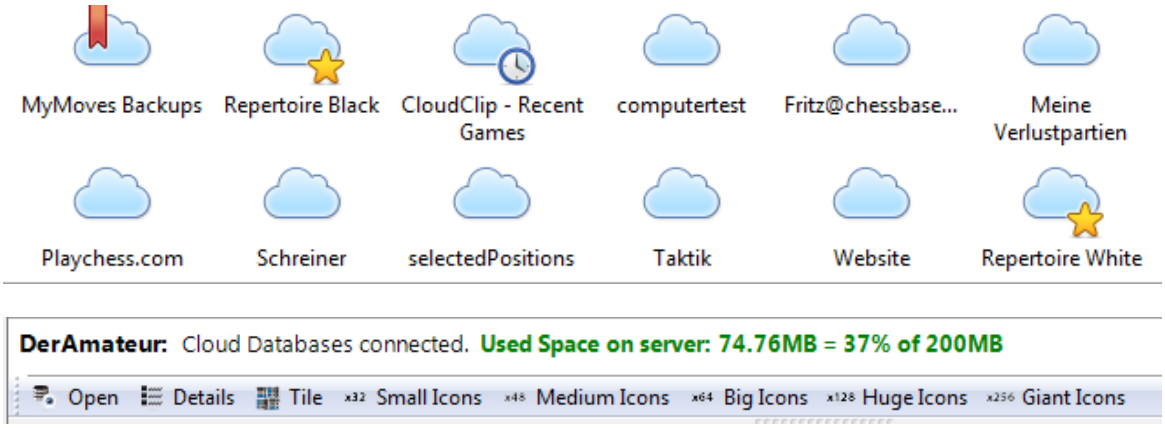
Registration is free of charge.

3.16.4 Create new Cloud Databases

Depending on the level of your ChessBase membership you can create a large number of databases, which you can later delete.



The databases "*My Games*", "*Repertoire White*" and "*Repertoire Black*" are pre-installed. If you try to delete these databases all the games in them are removed, but the databases themselves remain.

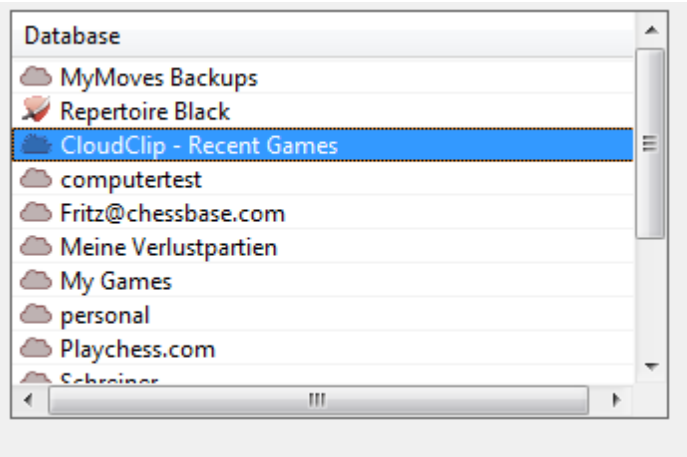


The status line below the database symbol gives you information about the account name and the amount of space that is used on the server.

3.16.5 Saving Games

Board Window - File - Save To Cloud

Select the Cloud Database now to save the Game.



3.16.6 Storage space for the Cloud Databases

The amount of storage that you have depends on the type of membership you have. A free unregistered ChessBase account has 20 MB disc space. That is enough for about 10,000 games.

A basic membership of Playchess.com gives you 100 MB.

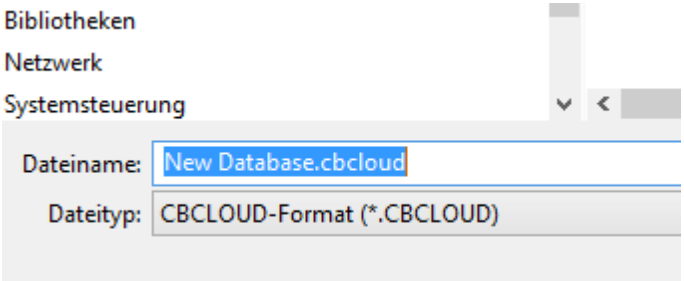
A premium membership gives you 250 MB. These amounts are not guaranteed and may be changed at a later date.

See http://shop.chessbase.com/en/categories/42 for more details!

When you have run out of space you can delete databases that you no longer need. Alternatively you can delete games from cloud databases by first marking them as deleted and then using the function "*Remove deleted games*".

You can create a new cloud database by clicking on the button "***New Cloud Database***".

This opens a standard Windows dialog, and you can create a new database with the extension ***.cbcloud**.



The new database is generated both on your local hard drive and on the server. You can begin working on the database locally, importing the games that you want it to contain.

Games can be added to it in the same way as any other database, for instance via the Clip Database.

The server now synchronises the locally stored database with the remote database by copying the games into the cloud database, which can now be accessed by other devices or with a web browser.

3.16.7 Using Cloud Databases offline

Cloud databases can also be used offline. Any changes made will be synchronised the next time there is a connection with the Cloud.

The cloud databases are stored on your computer's hard drive in the folder Cloud in Documents.

3.16.8 Database functions with Cloud Databases

All databases with the extension ***.cbcloud** can be viewed and edited in the same way as other databases.

Games can be stored, replaced, copied and deleted.

It is also possible to filter and sort the game lists.

Differences between CBH and CBCloud Formats

What differences are there between these database formats?

The **CBCloud format** is made up of only four files. There are no index files for the players, tournaments, etc. The same data can be stored as in the CBH format, but due to the lack of index files there are less functions to access the data.

Sorting and two-level deleting is possible.

3.16.9 Deleting a Cloud Database locally

What happens when you delete a cloud database from your computer's hard drive that you want to keep on the server?

When you delete a cloud database on your hard drive you are asked if it should also be deleted from the cloud server.

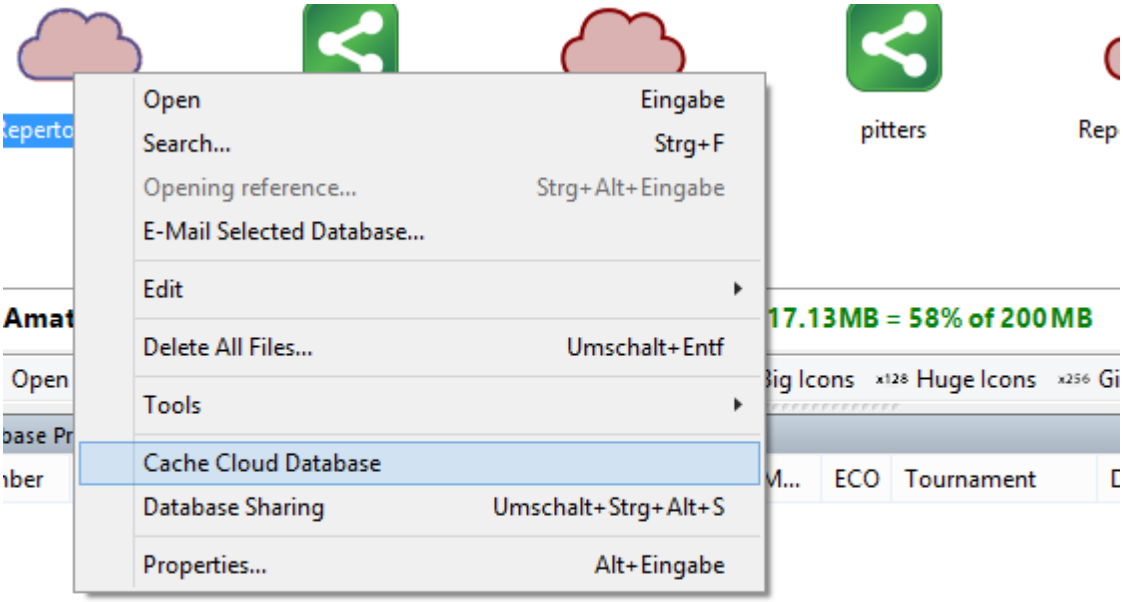
The next time you open the cloud databases the symbol is displayed, and clicking on it creates a local copy again. Locally deleting a cloud database is sensible if you are looking at your databases on another computer and want to completely remove them afterwards.

3.16.10 Accessing Cloud Databases on other computers

An advantage of cloud databases is that you can access your data from any computer with an Internet connection. If you open your cloud databases on another computer, will all the games be downloaded?

Only the descriptions of the games that are visible in the games list are downloaded. When you click on a game the whole game is downloaded.

It is also possible to download all the games in a Cloud database to work with them locally. This is done by right clicking on a database symbol and selecting "*Cache Cloud Database".*

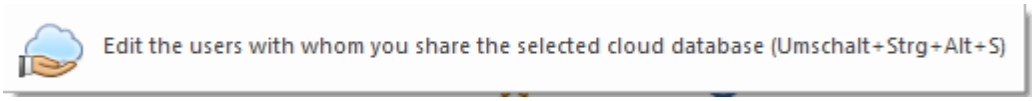


Click a database symbol for a preview here.

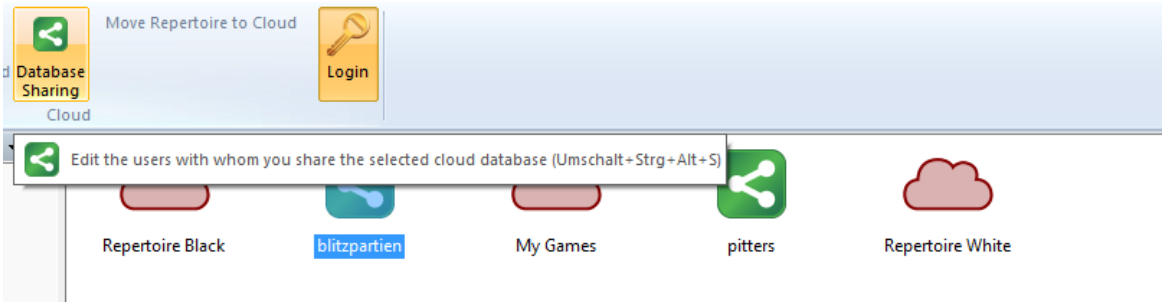
Tip: It is also possible to access the same cloud database on two computers at the same time. All changes are synchronised in real time.

3.16.11 Sharing Cloud Databases

Cloud databases can be shared with other users.

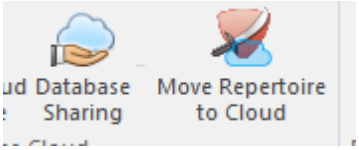


Connect to the Cloud Server and select the database that you want to share by clicking on it.

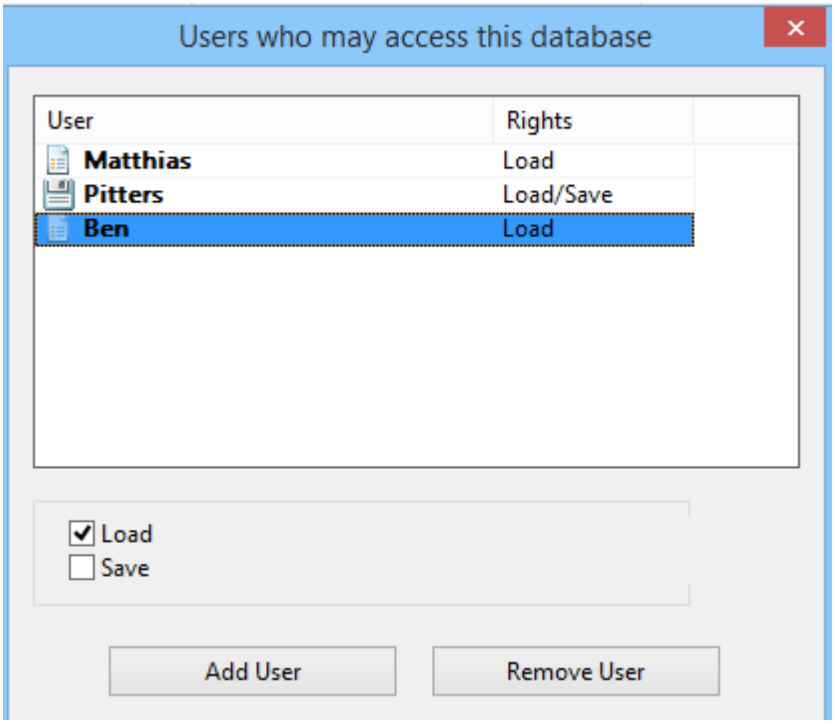


Click on the button "*Database Sharing*" to start the dialog to select which users are allowed to use the database. Alternatively you can right click on a database and

select the option "Database Sharing".

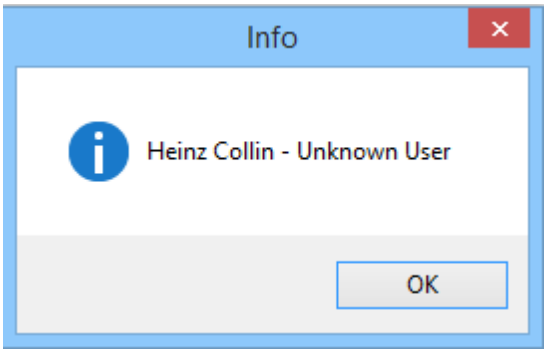


Cloud databases that have been released to be shared can be recognised by the green icon.



Click on "*Add User*" and enter the ChessBase account name of the user. It is automatically checked if this is a valid account.

If the account does not exist this warning is displayed.



Each user can be given three levels of access rights:

1. No rights – i.e. only the display of the database list.

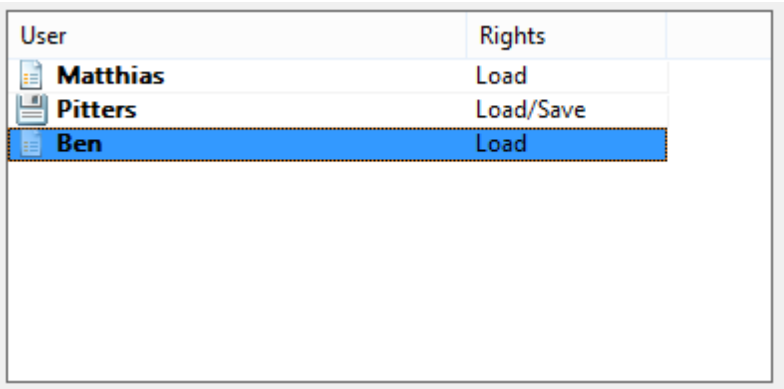
2. Reading rights – i.e. loading of games.

3. Writing rights – i.e. storing games.

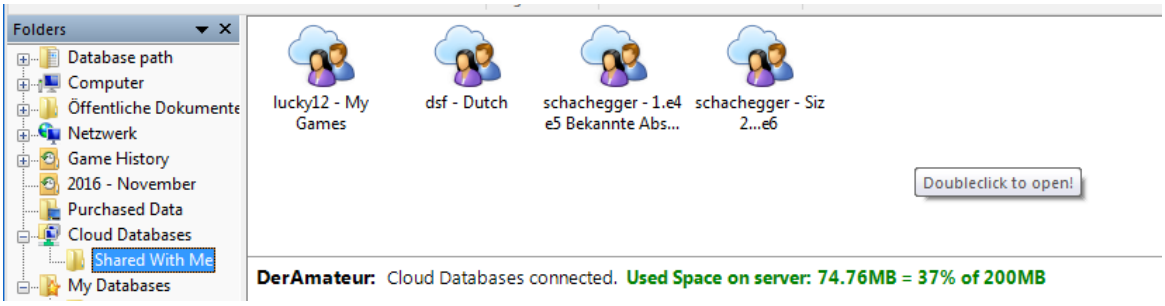
If you tick "Save", the user has writing rights for the shared database. Otherwise he can load the games in the database, but he isn't allowed to edit them in the Cloud.

How can I set Option 1 in the dialog? --> Untick both boxes.

The status is shown in the column "Rights" and by small symbols to the left of the user names.



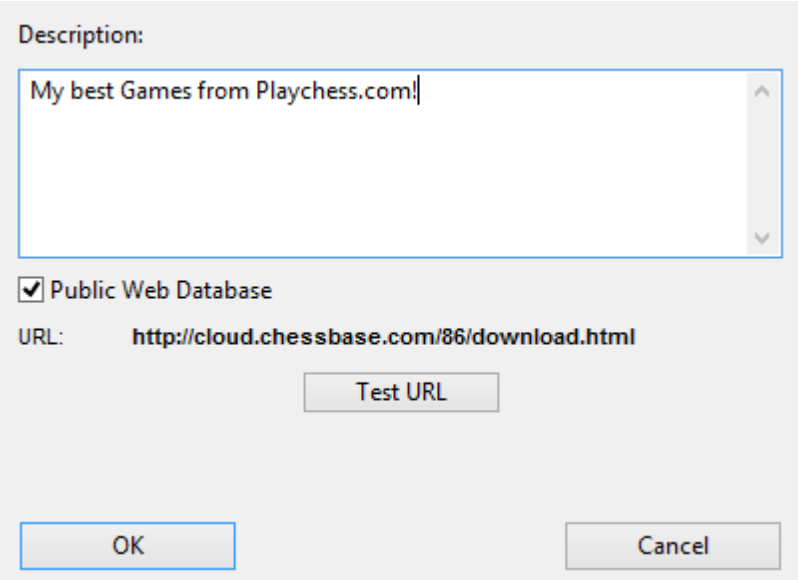
In the explorer bar of the database window there is an entry "Cloud Databases/Shared with me"



This displays all the databases that other users are sharing with you. You can see the relation to the other User too.

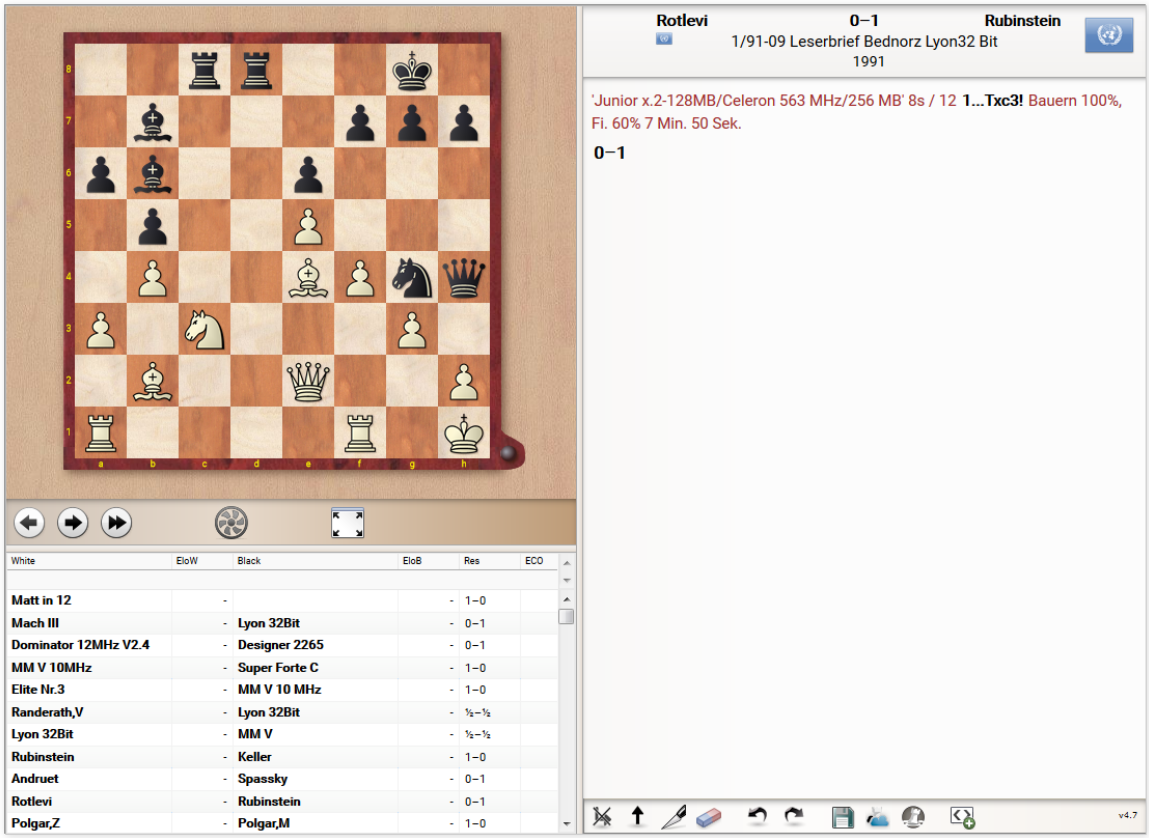
3.16.12 Publishing Cloud Databases on the Web

Click on the "Cloud" tab. Select a Cloud database and click "*Share*". Select "*Public Web Database*" in the following dialog and write a small description text.



Clicking on "*Test URL*" shows you how your database will look when it's published on the web.

The PGN Replayer is open and the game are available.



Your standard browser will be loaded, together with functions to replay games, and all the games will be available to be downloaded in PGN format.

> **Note**: If you change the database, for example by adding new games, the web version of the database will be automatically updated. You do not need to use the share function again, and no new files are uploaded.

3.16.13 Repertoire Databases in the Cloud

In ChessBase you can manage your opening repertoire in two databases, one for White and one for Black. It is recommendable to keep these two databases in the Cloud, so that you can look at them on any computer that has ChessBase 13.

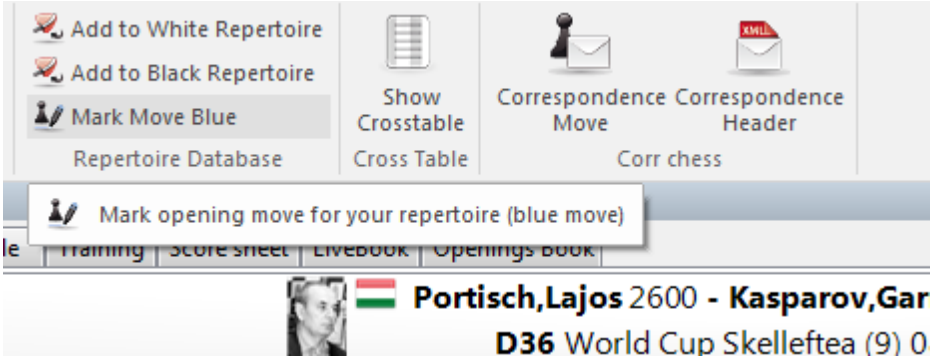
The first time you access the Cloud the program offers to automatically generate repertoire databases for White and Black.

If you accept the offer you can supply the source for the automatically generated databases.

You can create the repertoire databases at any time by selecting Report -> Create Repertoire in the database window and accessing a database with your own games.

If you already have a single repertoire database that you created without separating colours in ChessBase 12, the function Report -> Create Repertoire offers the possibility

to divide it into White and Black. ChessBase uses the moves that you have marked Blue. It is strongly recommended to divide your repertoire into White and Black.



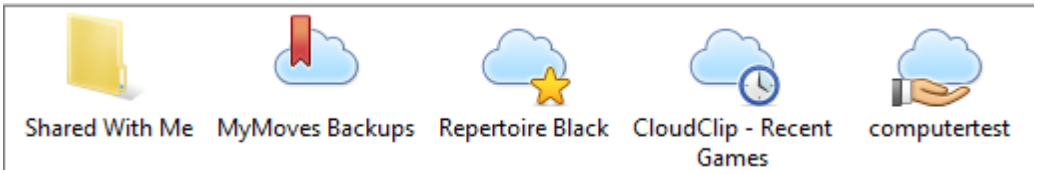
In the board window, use the function Report -> Repertoire -> *Mark Move Blue*.

This marks the moves in your games which should be added to your repertoire. This builds a repertoire report for new game collections or searching in the repertoire database. There is no sense in marking all your games with 1.e4 in the repertoire report just because 1.e4 leads to a line in your repertoire database with Ruy Lopez.

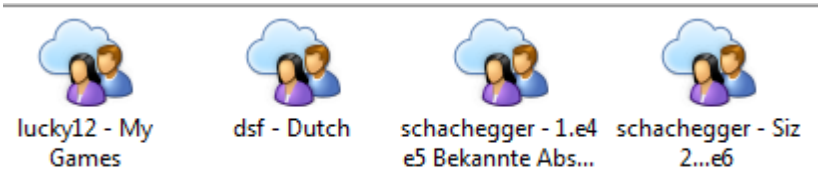
You can access your openings at any time from any devices. Browser applications are currently being developed with which you can access your repertoire for training purposes without using ChessBase.

3.16.14 Cloud Database Icons

Cloud icons and their features are not displayed permanently in the database window. They disappear?



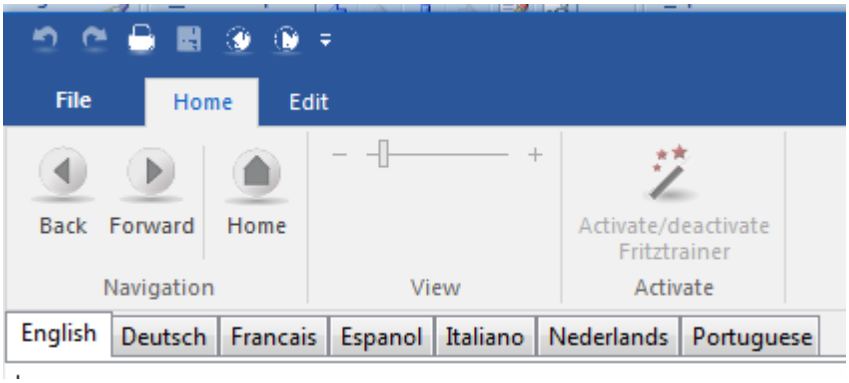
This is correct. They are dependent on logging in. As soon as you have logged in all the cloud icons are listed under "*My Databases*". When you log out they are removed.



3.17 Database text

3.17.1 Database text

A database text is not a game but a text report, which may contain pictures, videos, positions and links to games, keys, other texts, etc.



It appears like a game in the database list, and can be loaded in the same way.

Database texts can also contain links to video sequences. When you click a video icon the clip is replayed.

ChessBase Magazine usually includes over 30 minutes of video. The database text is created with a special database text editor that is built into the program. To start a new text click New – Text in the database window or press Ctrl-Alt-N.

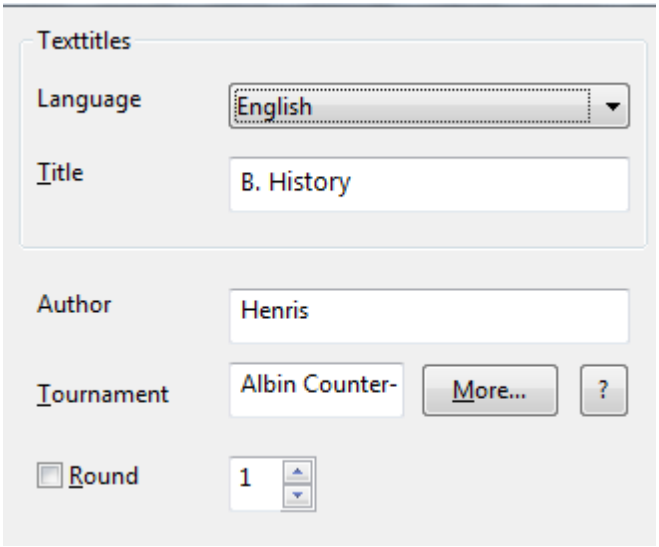
Sorting database texts

When you sort a database this is how the database texts are handled:

Database texts without tournament data or year are sorted to the top of the database
Database texts with tournament data are placed in front of the tournament, so they appear as the first entry for a tournament in the tournament index. This is used to create a tournament report.
Database texts which contain data on specific rounds of a tournament (round reports) are sorted to the top of each round of the tournament.

3.17.2 Database text header

Database text editor: Text data (F2)



The header of a text defines the way it will appear in the games list and its position when you sort the database.

Titel, author and tournament
These will appear in the games list. The author will also be automatically included in the annotators' index. The title can be different for each language.

Round
If you enter a round number sorting the database will insert the text at the top of the corresponding round of the tournament (round reports).

Details
This is used to enter additional tournament information. This is exactly the same as in the tournament data dialog.

3.17.3 Database text editor

Database window: Menu File New Text (Ctrl-Alt-N)
Starts the database text editor with a new database text. You can also load an exisiting text and edit it.

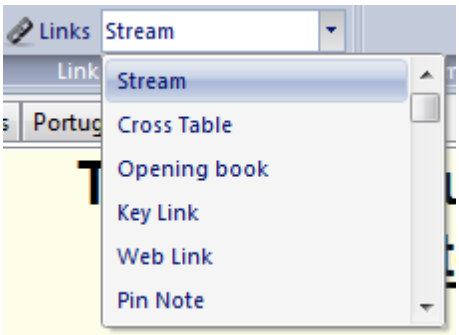
Database text editor: Editor Mode (Ctrl-W)
After writing a text you can switch it to browser mode in which the text can only be read, not edited. In this mode links and embedded events are activated with a single mouse click (as in a web browser). In edit mode they require a double-click. Switch back to Editor mode if you want to make changes.

Keyboard functions
The ChessBase editor conforms to most of the normal Windows conventions with regard to typing and editing. The keyboard functions are very similar to those of the Windows notepad.

Ctrl + cursor left/right	Jump one word left/right
Home/End:	Jump to beginning/end of line
Ctrl-Home/End	Jump to beginning/end of text
Shift + cursor keys	Mark text
Shift + Home/End	Mark text to beginning/end of line
Shift-Ctrl + Home/End	Mark to beginning/end of text
Ctrl-A	Mark entire text
Ctrl-B	Marked/following text bold
Ctrl-C	Copy marked text into clipboard (Ctrl-X cuts text)
Ctrl-E	Centre text
Ctrl-I	Marked/following text italic
Ctrl-R	Replace text
Ctrl-S	Save text
Ctrl-U	Underline marked/following text
Ctrl-V	Insert text from clipboard
Ctrl-Z	Undo last operation
Shift-Ctrl-Z	Redo last (undo) operation
Ctrl-0	Switch to standard text
Ctrl-1	Switch to main header
Ctrl-2	Switch to header 2
Ctrl-3	Switch to header 3

3.17.4 Database text multimedia links

Database text editor: Format – Multimedia



In a database text you can embed pictures, sound files and videos. The pictures must be in the Windows BMP format, sound files in the WAV format, and video in wmv. They can only be linked into the database text after you have saved it. The multimedia files are copied in separate directories with the name of the database and the extensions *.bmp, *.wav and *.avi.

Audio and video aliases
This allow you to use audio or video files more than once in a database text, e.g. in the translation of the text in a different language. Clicking Audio or Video alias produces the list of all the files already used. Choose the one you need. The file is not copied a second time but has two links in the database text.
Links to sound files produce a sound file symbol in the text. When you click this symbol then the audio file will be replayed. WMV files are represented by the first frame of the video.

3.17.5 Database text chess links

Just like a HTML page ChessBase database texts can have links to other texts, pictures, videos, etc. In addition there are a number of chess specific links, such as tournaments, games, keys, players, etc. When a game link is clicked the game is loaded in a separate window for replay.

The links are to be found in the Links menu of the Database text window (you can also right-click in the text editor and select Link). The chess specific links are all to be found in the submenu ChessBase.

- *Edit Game (Shift-Ctrl-G)*

The game must be loaded in a board window. The link is to the game and the exact position that is currently on the board. If the game is in the same database as the text, then the text will merely contain a reference to it. Note that in this case you cannot simply copy the text to another database. ChessBase will not be able to find the quoted game in the new database and so it will not be loaded. If the game is in a different database the ChessBase will copy the entire game (without commentary) into the text. However, only the reference will be visible.

- *Edit Position link (Shift-Ctrl-D)*

Inserts a diagram, which you can define in the Enter position mask. If you have loaded a game the position on the board will be automatically be inserted. You can select the diagram size, coordinates and specify whether it should be a full diagram or just a fragment, which you select from the Format dropdown menu. Mark the diagram and press Ctrl-E if you want to center it.

- *Edit Cross table (Shift-Ctrl-T)*

Click a tournament in the tournament index (you can also click the first game of the tournament in the games list). Switch to the database text and insert the Table link, which will appear as the tournament name. When you click this link a cross-table of the tournament is generated.

- *Edit Player (Shift-Ctrl-E)*

Enter the player's full name, exactly as it appears in the players encyclopedia. To make sure you get the spelling right you should type in a few letters and then click the "?" button for a list of names from the encyclopedia. Choose the one you want. When you click the player link a picture and the biographical details are loaded from the encyclopedia.

- *Edit Text (Shift-Ctrl-X)*

You can create a jump to a different text in the same database. A dialog box displays all the texts that are present, and you can select the one to be linked.

- *Edit Game list (Shift-Ctrl-L)*

This lists the games of a database. You cannot insert a link to the games of a different database.

- *Edit Key link (Shift-Ctrl-K)*

You can put a reference to an openings or theme index in a database. The key must be opened, but in order to avoid confusion only one key can be active in order for the link to be created.

- *Edit Opening book (Shift-Ctrl-B)*

This inserts a link to an openings book.

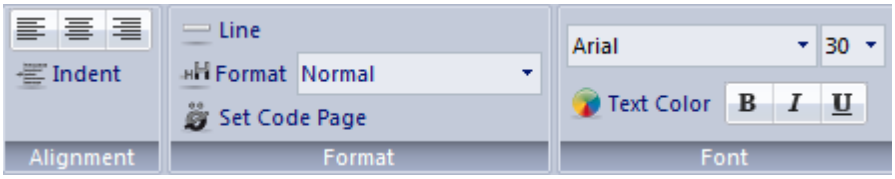
- *Edit External gamelist (Shift-Ctrl-F)*

This inserts a link to the last opened database. Naturally if you send the database with the text to somebody else you must also include the external database, otherwise the link will not work.

- *Edit Search mask (Shift-Ctrl-M)*

This allows you to define a search mask and create a link to it in the text. You can enter a name for the link (e.g. "Short wins"). When the link is clicked the search is conducted on the current database.

3.17.6 Format text



- **Language**

The language of the database text should be set with the tabs on the top left of the window. Depending on which language is set for the program operation the corresponding language will be automatically loaded.

- **Format: Header**

There are four standard formats: Main header (Ctrl-1), header 2 (Ctrl-2), header 3 (Ctrl-3) or standard text (Ctrl-0). You can also use Define header formats (Ctrl-D) to set the font, colour, alignment and stylefor each of the formats.

- **Format: Alignment**

Use Left align (Ctrl-l), Right align (Shift-Ctrl-R) or Centered (Ctrl-E) to align the marked or following text.

- **Format: Indent**

The left indent is given in points.(each point corresponding to 1/72 Inch)

- **Format: Style**

Use Italic (Ctrl-I), Bold (Ctrl-B) or Underline (Ctrl-U) for the marked or following text.

- **Format: Font (Ctrl-F), Font size**

This allows you to select a font for the marked text. It is advisable to only use standard Windows fonts, otherwise the text may not appear properly on other computer systems where the font is not installed.

- **Format: Text color (Ctrl-R)**

Change color of marked text. You can select a color from the Windows colours palette.

- **Format: Web Link**

Type in the URL of a web site. Clicking the link will start up your Internet browser and connection to the web site given.

- Format: Pin note

Mark a text passage and then click Format – Pin note. You will be prompted for a text label, which is inserted in place of the marked text. Clicking the pin note label in the database text makes the original text appear in a separate box. Pin notes help you to make your text neater. You should use them to insert explanations or footnotes to the text.

- Format: Text Label

This is a link within a database text. You must enter a text string. When the lable is clicked the program will search for this in the database text and jump to that position. Text labels are very useful for a table of contents at the top of a text, or for jumping to other sections.

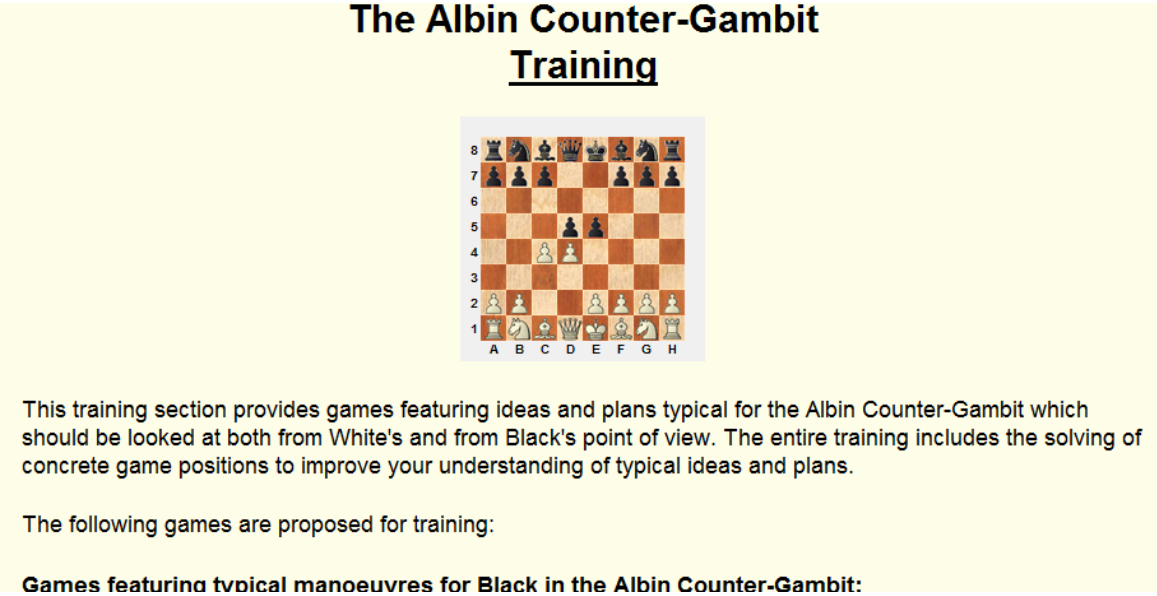
- Format: Line

Inserts a horizontal line in the text

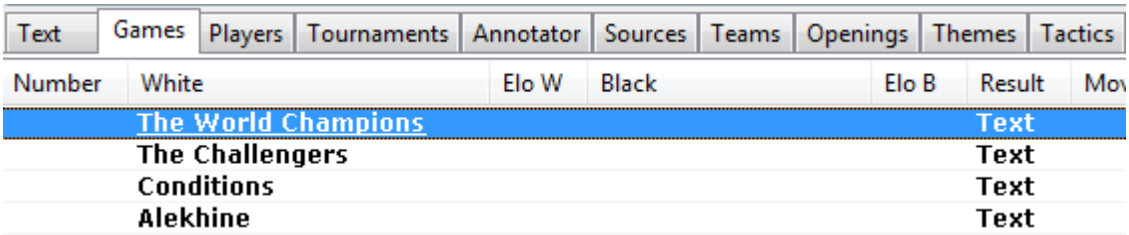
You can also format text and insert links by marking and then right-clicking it

3.17.7 Default Text

When a database contains a database text at the first position, you can open this by clicking on the text tab in the database list window:



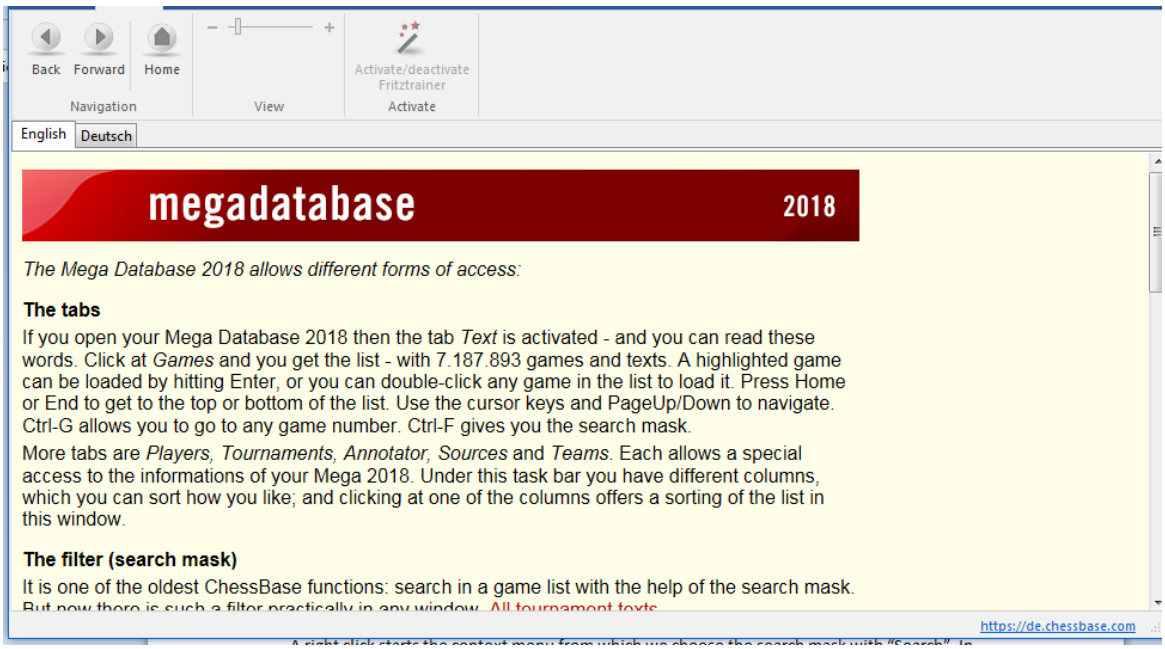
There is no language selection tab in this editor, the text is shown in the program language. To switch between possible other languages, load the database text by double-clicking it from the games list:



3.17.8 Looking for and finding database texts

Our database format allows not only the simple saving of games, positions or game data. Databases may also contain extensive texts including embedded links, these are called database texts. All database texts are produced with the integrated ChessBase text editor and contain important information.

The following screenshot shows an example of the way database texts are represented within a games list.

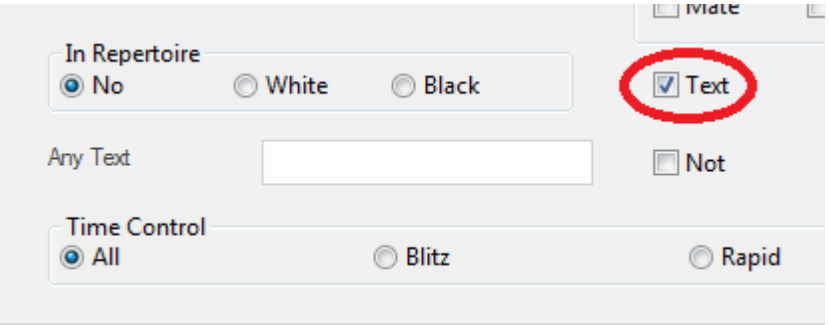


Within the text itself you can immediately access the game being discussed with a click on the link or in Fritz Trainers you can load the appropriate video directly.

Database texts are generally to be found at the start of the games list, but can also be stored in the middle or at the end of the list. You can target a search for database texts in one or more databases.

Let us assume that you would like to search through several databases in ChessBase for database texts. Hold down the Ctrl key and use mouse clicks to mark the databases to be searched.

A right click starts the context menu from which we choose the search mask with "Search". In the search mask, under the tab "Game data" there is the option *Text* .



If this button is activated, the program will filter out for the window containing the results of your search all those database texts which are present.

Tip: if you frequently make use of a search for database texts, ChessBase allows you to store the criteria for your search and reload whenever you need to! These functions are made available to you in the search mask of the new version of the program via *Load* and *Save* .

4 Support

4.1 System requirements

Recommendation: PC Intel i7, i9 or Ryzen 7/9, 8 GB RAM, Windows 11 or 10 with 64-bit, Windows Media Player, graphics card with 1 GB RAM, RTX graphics card for real time Raytrace board, (DVD-ROM drive) and Internet access.

The program runs quite smoothly on older computers with

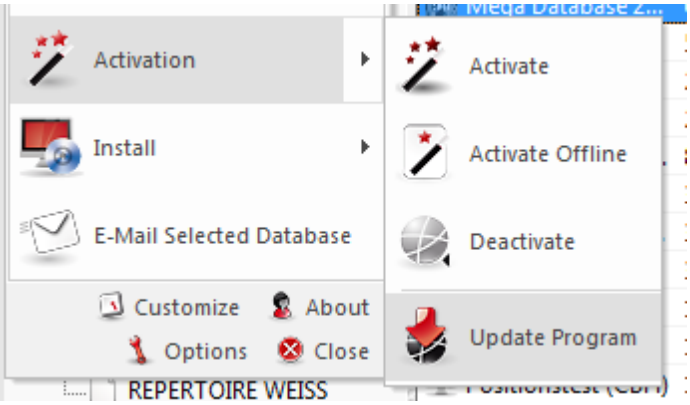
Minimum (without raytracing): PC Intel i3 or i5 or Ryzen 3, 4 GB RAM, Windows 8.1 (32- or 64-bit), DirectX11, graphics card with 512 MB RAM, DVD-ROM drive, Windows Media Player and Internet access.

System requirements ChessBase Account: Internet access and current browser, e.g. Chrome, Safari. For Windows, OS X, iOS, Android, Linux.

4.2 Support

First of all: Check for updates in the chess server.

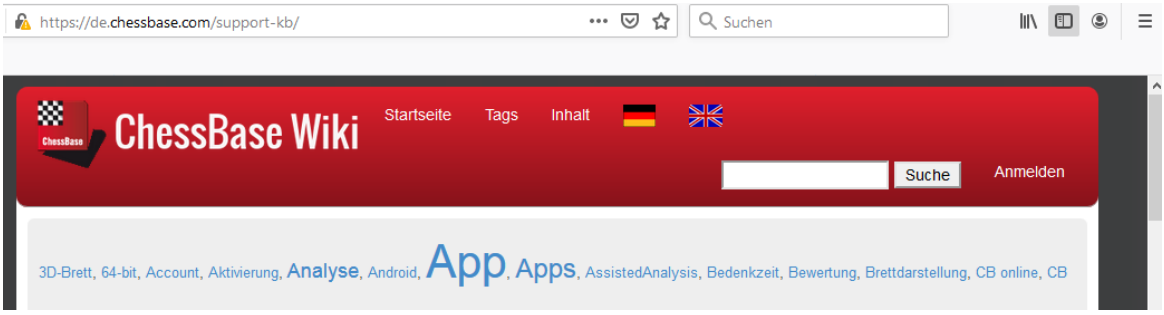
Automatic updates as required



Updates are actively supplied for the program

The program is supplied with a help file. When in the program, click on the symbol with a question mark on the top right-hand edge of the screen to open the help file.

Visit the support page on www.chessbase.com for answers to frequently asked questions.



Check the download page of www.chessbase.com for further resources.

Write a mail to our support if this does not solve your problem.

Check for Windows Updates.

Menu Help

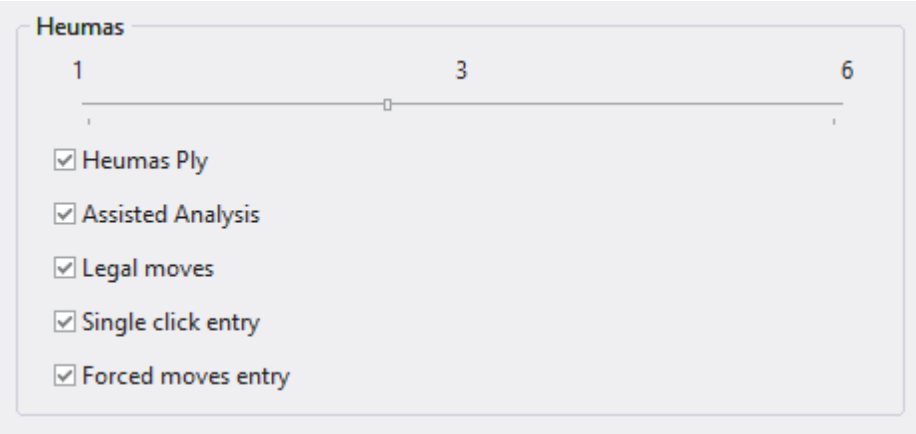
Access to the Helpfile.

4.3 Use touchpad

If you primarily play on a laptop with a touchpad. Unfortunately this leads to quite a few slips where you accidentally release the piece before its destination. Is there a way to change the interface so I can click the piece, and then click the destination square?

Please disable some options in the *option dialog Game*.

Menu File - Options - Game.



Disable the items "*Single Click Entry*" and Premove.

Now a smooth operation via touchpad should be possible without any problems.

4.4 Trouble shooting

- My position (reference) search does not find all games

Delete and recreate the search booster, it might be defect

- I don't have access to the Online database.

Using the Online database presupposes that you have a proper dial-up network connection installed. When you start your Internet browser the connection should be made automatically. If it is not you will have to manually start it before you try to access games from the Online database from within ChessBase.

- The E-mail function of ChessBase does not work, and nothing is sent

Your Email program is not registered as your default Email client. Check the settings of your Email client or use the Windows Control Panel – Internet Options - tab Programs. The email program should support Simple MAPI. Netscape 7.1 does not support Simple MAPI.

- In the board window the chessboard has letters instead of pieces

The diagram fonts have not been correctly installed. Possibly ChessBase did not get the rights to install fonts in your Windows setup. Try to install the fonts manually. They are all to be found in the directory \Fonts on the ChessBase DVD.

▸ When printing diagrams on an HP printer the white squares are too narrow
Switch to alternate font mapping. In the board window go to File – Print – Page setup – Fonts and change the font settings to "ChessBase Alternate".

▸ When printing diagrams on an HP laserjet IIIP printer, characters appear in stead of figurines.
There are two options in the Printer Setup – Fonts:
1. Print True Type Fonts as Bitmap Soft Fonts and
2. Print True Type as Graphic.

You need to set option 2

4.5 Font problems

Problem
In the game notation and in printouts the chess symbols are not given correctly;

or

For the chessboard the wood and marble textures are not available; the board cannot be scaled.

Cause
The TrueType fonts are not correctly installed. This most often occurs when you do not have the required administration rights under Windows.

Solution
Install the fonts manually in the Windows Control Panel – Fonts. The fonts are to be found in the *directory \Fonts* on your ChessBase DVD.

4.6 Optimize Real 3D Board

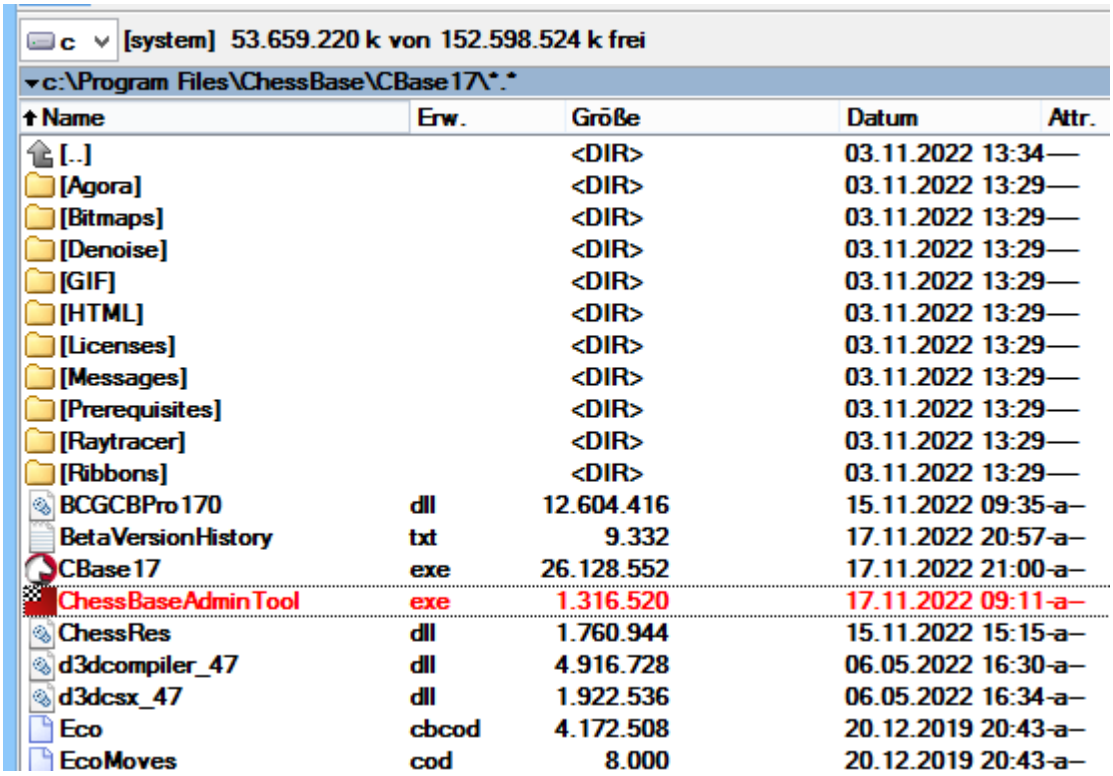
To use the real 3D Board, you need a fast graphics adapter which supports 3D rendering in hardware. It should be compatible with DirectX 9 or better. If there are any problems, please try to download recent driver software for your graphics adapter. Check the Microsoft Windows Update page or the web site of the hardware manufacturer.

Important: Usually only the latest drivers of a graphics adapter bring optimal performance.

If you do not use the real 3D board, you do not need DirectX.

4.7 Admin Tool

In the program folder you will find the separate program "ChessBaseAdminTool.exe".



Name	Erw.	Größe	Datum	Attr.
[..]		<DIR>	03.11.2022 13:34	—
[Agora]		<DIR>	03.11.2022 13:29	—
[Bitmaps]		<DIR>	03.11.2022 13:29	—
[Denoise]		<DIR>	03.11.2022 13:29	—
[GIF]		<DIR>	03.11.2022 13:29	—
[HTML]		<DIR>	03.11.2022 13:29	—
[Licenses]		<DIR>	03.11.2022 13:29	—
[Messages]		<DIR>	03.11.2022 13:29	—
[Prerequisites]		<DIR>	03.11.2022 13:29	—
[Raytracer]		<DIR>	03.11.2022 13:29	—
[Ribbons]		<DIR>	03.11.2022 13:29	—
BCGCBPro170	dll	12.604.416	15.11.2022 09:35	-a-
BetaVersionHistory	txt	9.332	17.11.2022 20:57	-a-
CBase17	exe	26.128.552	17.11.2022 21:00	-a-
ChessBaseAdminTool	exe	1.316.520	17.11.2022 09:11	-a-
ChessRes	dll	1.760.944	15.11.2022 15:15	-a-
d3dcompiler_47	dll	4.916.728	06.05.2022 16:30	-a-
d3dcsx_47	dll	1.922.536	06.05.2022 16:34	-a-
Eco	cbcod	4.172.508	20.12.2019 20:43	-a-
EcoMoves	cod	8.000	20.12.2019 20:43	-a-

This application is started automatically after the program is started and informs you about the activation status of the installed programs.

In the case of problems with the activation the program can be started manually by double clicking on the EXE file in the program folder.

- **Activate** starts the dialog for the program activation.
- **Activate Offline** starts the dialog for the program activation on a computer without Internet access.
- **Deactivate** deactivates the selected program version.

4.8 FAQ on activating / deactivating

Recent versions of our programs come with a serial number. After the program has been installed, it is absolutely necessary to activate the software by inputting this on our activation server. After the software installation the activation dialog box is automatically displayed. This is where – when connected to the internet – you enter the serial number.

Question: On how many computers can one install and activate, for example, the latest version of Fritz or ChessBase?

Answer: In principle it is possible to install, activate and then use each of our programs simultaneously on three different computers. That makes it possible for you to employ your software, e.g., on a desktop computer and a notebook!

Question: I have got a serial number for the chess server and the registration of a ChessBase Account. Although I am certain that the serial number is valid, it is not accepted when I enter it via My account – Enter serial number!

Answer: A valid serial number allows you to unlock an account only once. When the serial number has been used for an activation, its useful life is over and thus the serial number can no longer be used for further activations!

Question: I have bought a new computer. Whenever I want to activate a program with the serial number, I get the succinct reply, the *Serial number is in use* .

Answer: You absolutely have to make sure that when you change the configuration of your system or acquire a new computer that you have deactivated the program! By doing so you reset the number of times the serial number has been used and you can then input your serial number again when you have changed the configuration or bought a new computer.

The option for deactivation can be found under *File Activation Deactivate*!

Note: these functions are only available if the user is logged in with his ChessBase account within the program! At the top right of the screen you will find the entry " *Login* ".

The activation and update are available under the menu item *File - Activation - Program Update*.

If the menu item is grayed out and therefore inactive, log in with your ChessBase account!!!

Log into the following login dialog with the user name of your ChessBase account. If you now switch to the activation menu after logging in, you will notice that these important functions are available

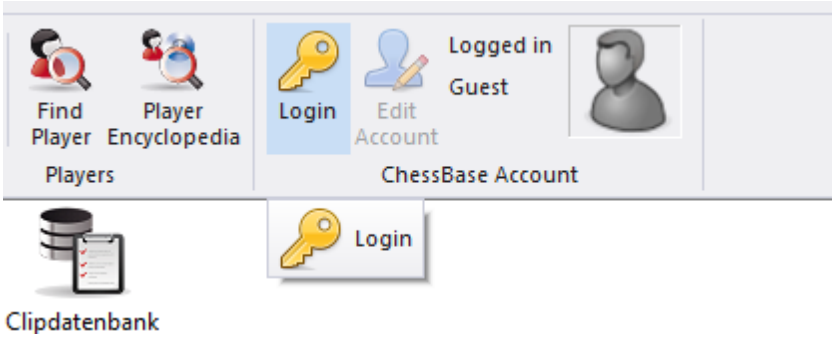
4.9 Updates

The serial number is needed for the first program start.

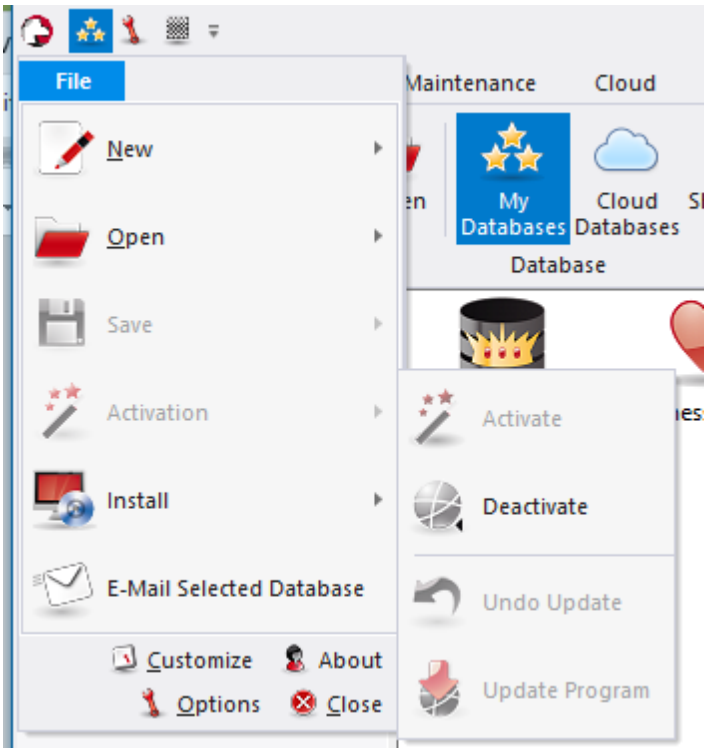
After entering the serial number the program has unlimited access to the online database and the Updates.

We always offer updates with corrections and new functions for an installed program version. These are available to the registered user free of charge.

Note: these functions are only available if the user is logged in with his ChessBase account within the program! At the top right of the screen you will find the entry " *Login* ".



The activation and update are available under the menu item *File - Activation - Program Update*.



If the menu item is grayed out and therefore inactive, log in with your ChessBase account!

Log into the following login dialog with the user name of your ChessBase account. If you now switch to the activation menu after logging in, you will notice that these important functions are available!

4.10 64 bit versions of Windows

Attention: In the 64 bit versions of Windows it is now the convention to install programs in a different path, "C:\Progam Files", and no longer in "C:\Program Files (0x86)".

For this reason only the 3D boards packaged with CB12 can be used, not those included with Fritz. Some older engines might still be found in "C:\Program Files (0x86) \ChessBase\Engines."

4.11 DGT Board 64 Bit

If you have a 64bit application like ChessBase12 64bit or Deep Fritz 14 then you need to connect with the DGT e-Board. At this moment most of the chess applications are 32bit!! If you are not certain and have a 64bit Windows, you can install both 32bit and 64bit drivers.

Download Site is http://www.digitalgametechnology.com/site/index.php/dgtsupport/downloads-2

4.12 Error Messages

4.12.1 Can't open database

ChessBase cannot find or open a database.

Possible causes:

- The database is being used by another program in write-protect mode (see network capabilities)
- The database is corrupted. Run an integrity test and try to repair the database.
- Too many databases are opened simultaneously (not too likely).
- The database has been deleted externally while ChessBase was running (i.e. the icon is still displayed).
- The database was copied from a DVD to your hard disk without removing the write protection (which is on all DVD files). Remove the write protection or use the

function Menu File - Install - Install Database from DVD instead of copying the files with the Explorer.

4.12.2 Database in use, can't delete

You are trying to delete, rename or reorganize a database that is currently in use. Please first close all relevant windows.

The database could also be open from another program, e.g. over the local network.

4.12.3 Only replace game with multimedia commentary

Multimedia commentary (sound, pictures, video) in games and database texts are saved in separate directories and files. This makes certain restrictions necessary. Saving a game in the same database would duplicate all multimedia files. For this reason ChessBase only permits replace game.

4.12.4 Not enough RAM memory

The function you are trying to use requires more RAM memory than is installed in your computer. For instance, finding double games is fast because a lot of information is cached in memory. Without enough memory the function may be painfully slow.

4.12.5 Read/write error

ChessBase can open a database but cannot store any games in it.

Possible causes:

- The database is corrupted – use the integrity check to repair it.
- Your hard disk partition is full.
- Another program has opened the database so that no write operations are possible (see network capabilities).

4.12.6 Wrong database format

The function you have chosen is not possible with this type of database.

Examples:

1. You cannot create keys or a search booster in a PGN database.

2. You cannot access indexes, find doubles or check integrity on a database in the older CBF format.

Solution: Convert the database to the normal ChessBase format (right-click the database symbol).

4.12.7 Error Update

Two error messages:

Can't upgrade to version the following info window opens cannot write

C\:users\xxxxx\AppData\Local\chessbase\Updates\CBx15x64exe

Download Error: The code segment cannot be greater than or equal to 64K.
errcode=C8

Solution: Delete the file " CBx16x64.exe " in the directory **C: users\xxxxx\AppData\Local\chessbase\Updates**.

Reboot your computer.

Start CB again and run the Update via *Menu File - Activation* again. That should solve the problem.

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