



## **ChessBase 13**

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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](#)

[What`s new?](#)

Chess News, New Products: [www.chessbase.com](http://www.chessbase.com)

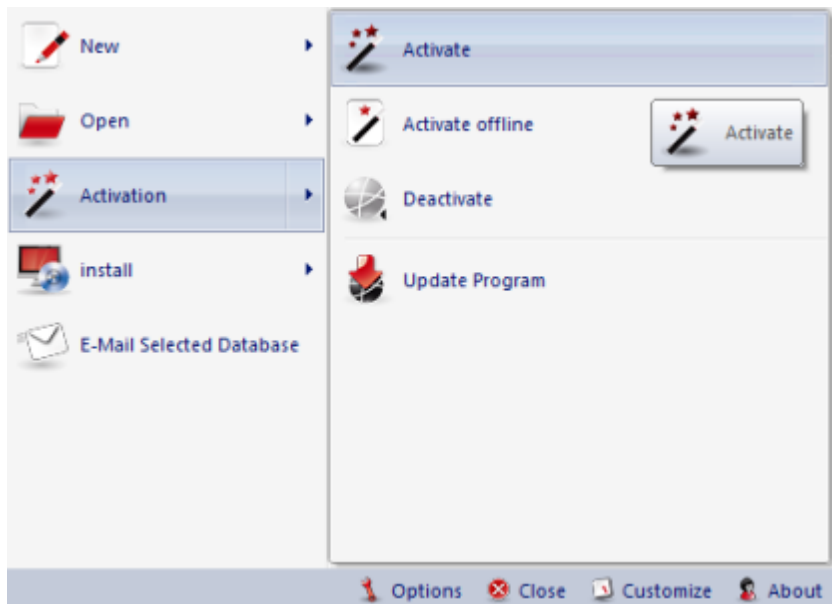
Chess Server: [www.playchess.com](http://www.playchess.com).

## 1.2 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.

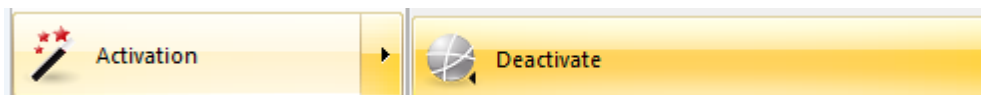
If you want to install the program on a new computer you must first deactivate the old registration. The reason for this is the hardware recognition. When you register the program the server stores details about your computer's hardware configuration.

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.

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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 activating the program.

Information about [ChessBase Admin Tool ....](#)

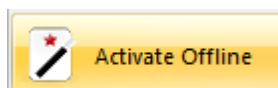
**Important:** If you want to install the program on a new computer you must first deactivate the previous online registration. The reason for this is the hardware recognition. When the program is registered the server stores information about the system configuration of the user's computer.

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

### Manual Activation

It is also possible to register the program on a computer without an Internet connection (for instance a laptop or a second computer). To do this you have to find the hardware key of the computer not connected to the Internet.

Start the program and select the option „Activate Offline“ from the user menu.



After entering the serial number the program displays your computer's hardware key.

Make a note of this hardware key, and then use a computer with an Internet connection to access the web page:

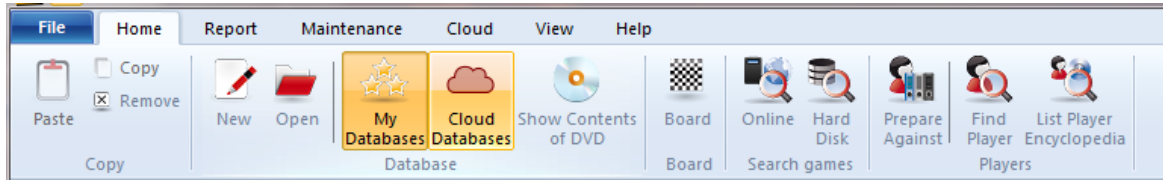
<https://www.fritzserver.eu/activation/>

Enter the hardware key and the security code. The web page will then give you an activation key, which you should carefully make a note of. Enter the key and the security code (here SDGX) in the activation menu of your computer without an Internet connection and click on OK.

If you have entered the details correctly your program will be successfully activated.

## 1.3 User Concept with Ribbons

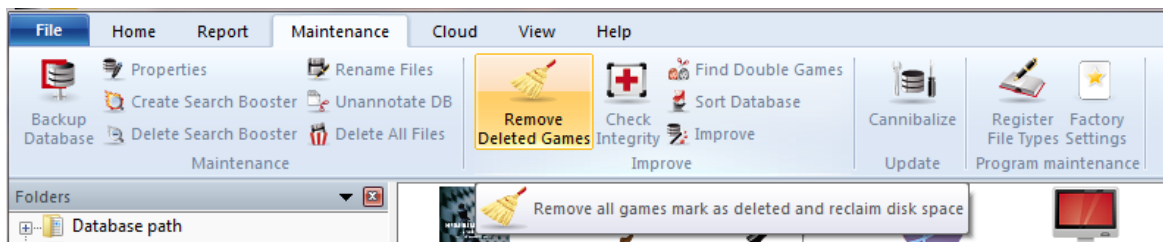
*ChessBase* uses a completely new design which is based on the proposals of the "Microsoft Fluent UI". The so-called Ribbons were first used by Microsoft in Office 2007. The ribbon is a graphical concept for combining menus and icons. This user concept is very useful for complex programs.



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*.



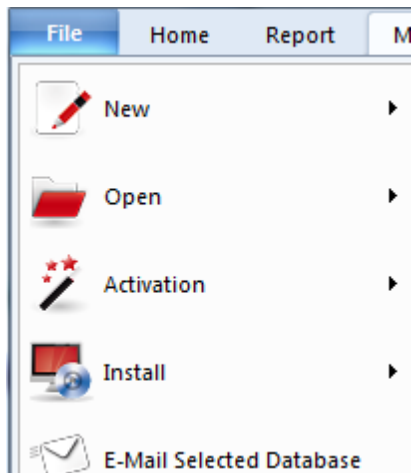
Clicking on one of these expressions does not open a menu, but a toolbar that contains the commands that are available. Every "menu" has its own toolbar, which is called a *ribbon*.

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*.

Minimize Ribbon

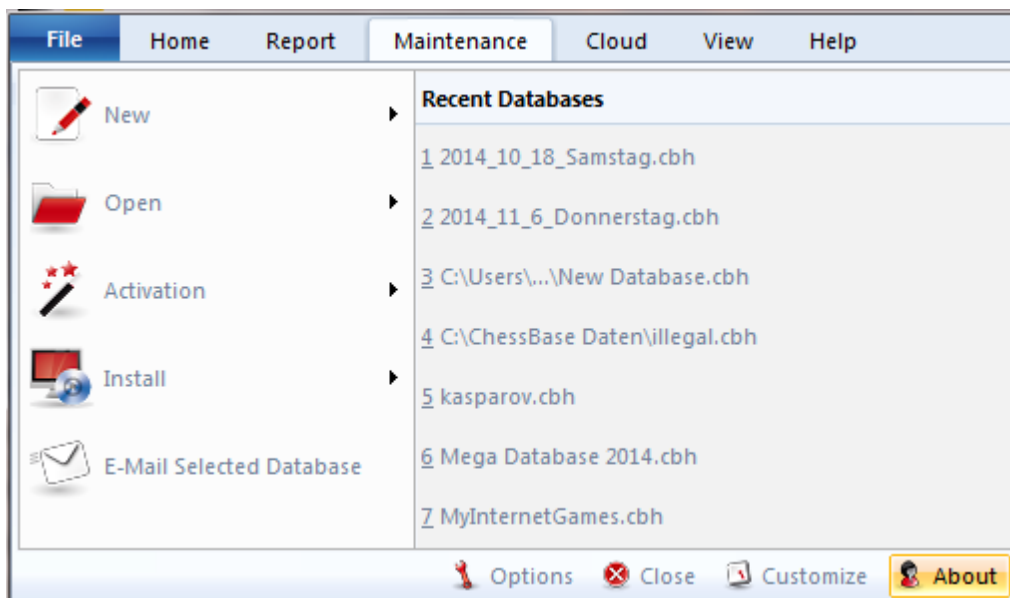
In this case the ribbon is hidden until you click on one of the expressions.

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.

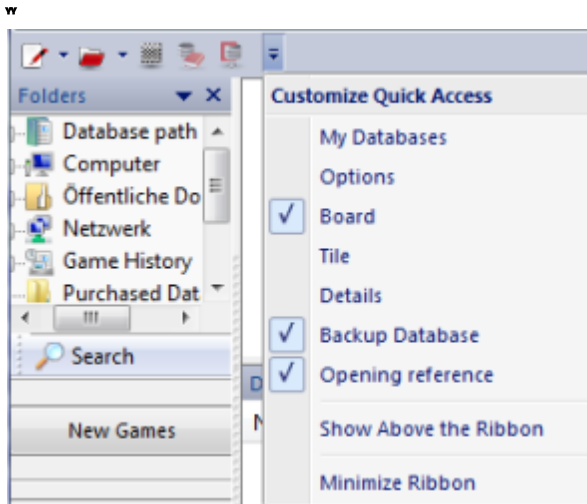


This menu is used to change the program options and start essential program functions.

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

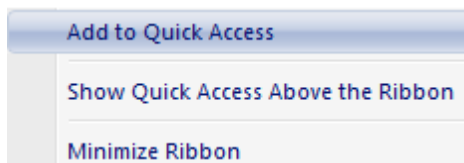


Another important element is the Quick Access toolbar with a list of icons that can be used to start commonly used functions with a single mouse click.



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

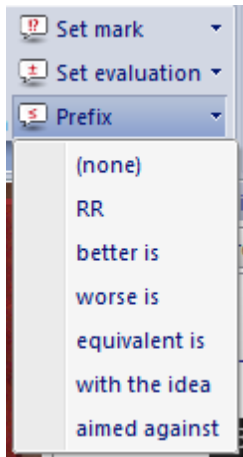
The user can also configure the quick access toolbar. Right clicking on one of the icons opens a context menu with the following options:



*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.

## 1.4 What's new ?

- [Cloud Databases](#). 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.
- [Repertoire Databases in the Cloud](#). In ChessBase 13 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.
- [Analysis Jobs](#). Analysis jobs are a collection of positions which are automatically processed by ChessBase 13. 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.
- [Publishing Cloud Databases on the Web](#). 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.

- [Toolbar in the Notation Window](#). In the board window there is a toolbar that contains the most important functions for editing the notation.
- [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.
- [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".
- [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.
- [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.
- [Extended Information in the Game 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.
- [New Database 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.
- [Input and saving of illegal positions](#). ChessBase 13 supports the input and saving of illegal positions. This can be useful for demonstrational purposes or for explaining certain concepts.
- [Support Syzygy Tablebases](#). ChessBase 13 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. 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.

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## Important Functions in ChessBase

- Automatic update of the [player encyclopedia ...](#)
- Use of [cloud engines](#) with the [Engine Cloud server](#). The engines can be your own, or they can be rented from other users.
- Access to the [Live Book ...](#)

- [Game analysis](#) with Let's Check ...
- New simplified search functions for [similar endgames](#), [middle game structures](#) or [manoeuvres ...](#)
- Compare games by the [same players](#) with a single mouse click ...
- New analysis functions --> [Deep Analysis](#) and [Cloud Analysis ...](#)
- Fast switching of the database for the ["Reference"](#) in the board window ...
- Intelligent search field for the [online database ...](#)
- [Simple publication of games](#) in the Internet ...
- New [improved dialog for selecting engines](#) including access to cloud engines ...
- [Fast display](#) of a game in the preview board ...
- Tournament index with [text search ...](#)
- Selectable database symbols and direct access of the [contents of a DVD ...](#)
- Updated [Chess Media System ...](#)
- Support of [Gaviota endgame tablebases ...](#)
- [Automatic update](#) - Updates are offered actively by the program ...
- 32 and 64 bit versions. On computers with a lot of memory (> 4 GB) databases can be stored in memory, which makes the searches faster.
- Larger [database symbols](#) for high resolutions ...
- Direct access of [DVD contents](#) with a single click ...
- After visiting the chess server either the database of the kibitzed games or the games that have been played is in the direct list.
- Improved wood textures for the board. The textures Teak, Babinga, Pine and Worn have been updated.

---

**ChessBase** uses the [toolbar format of Microsoft Office](#). All important functions can be accessed by mouse click.

In the board window the online database is used to display [openings novelties](#).

You can [try out moves](#) in the board window. If you move a piece without releasing the mouse button the best replies for the opponent are displayed with green arrows. This is also possible while a chess engine is running.

Immediate access to the repertoire database from the [board window](#).

Access to the [last games loaded](#) directly from the board window. Direct access to the current database possible.

Display of the [creation time](#) of a database.

Layout of the [reference search](#) and the [online database](#) adapts itself automatically to the size and shape of the window.

New [database symbols](#) and easier access to the local network.

Rarely used database symbols are removed from the ["My Databases"](#) display if they have not been used for several months.

Databases can either be sent to the Windows trash can or [physically deleted](#) from the hard drive.

In the database window there is a [small preview board](#). By using the cursor keys it is possible to view the games in a database without opening a separate board window.

[Direct search](#) of games list, for example for players.

[One-click publishing](#) of games in the Internet. You do not need your own web site to publish a game in the Internet.

[Direct display of strong games](#), i.e. games played by players with high ratings.

Display of [hot variations](#) in the openings reference.

Easy dialog for the [reference database update](#) subscription.

Creation of [EBooks](#) in the formats epub and mobi (for Amazon Kindle).

[Automatic creation](#) of a repertoire database. Improved method of importing games into a repertoire database.

[Database clusters](#). The program "clusters" common openings and generates variation trees.

Piece positions are updated more quickly by using Direct X.

The [openings report](#) has been completely rewritten. It runs noticeably faster, and the reference view has been integrated.

[Display of novelties](#). Unlike the earlier program versions ChessBase 11 no longer uses the locally installed reference database, but only the fast, always up to date online database for searches. This gives you an immediate overview of current trends in openings theory.

Compact file format [\\*cbone](#). Databases are stored in a single file. This is ideal for backup files and for sending databases.

The processing of [training questions](#) in the board window has been completely rewritten, and now jumps straight to the next question or game.

New design and full compatibility with Windows Vista and Windows 7.

High resolution pieces and symbols.

---

## Important Functions

In the list views additional information is displayed by *tooltips* .

[Indexes](#) for players, tournaments, annotators, sources and teams.

Fast search via a command line in the player, tournament, annotator, source or team index.

The display and handling of [openings keys](#) has been rewritten and now has the same format as the Windows Explorer.

Automatic [openings reference](#) in the board window with a display of all moves and games in the online database in which the current board position is found.

Improved move input with "[Heumas](#)", the HEUristic Move ASsistant.

[Game History](#) protocols all of the user's chess activities.

Natural [3D board](#) display in the board window.

Graphic display of [threats](#) on the chess board.

Extended search functions, e.g. searching for a specific number of pieces of the games that a player won.

Support of the [Chess Media System](#) for presenting training videos with a synchronised chess board.

Deleting and replacing games within [PGN databases](#) is now implemented.

Complete support of the [DGT board](#) for the fast input of game notation.

New notation view with the [score sheet](#). Printing of the score sheet is possible.

Sorting of lines in the [variation dialog](#).

Integrated client for the chess server Playchess.com.

Mirroring of board setups is possible.

Configuration of the Windows clipboard for using PGN files.

Drag & Drop implemented in all [list views](#).

Optional display of the material available in all [game lists](#).

Saving game notation with Drag & Drop or Copy/Paste now possible for every database.

Input window for [text commentary](#) can be resized. The last size and position are saved.

Announcing of moves and board sounds via the computer speakers is supported.

Changing of tournament, source, annotator or team indexes is possible for groups of games.

Elo values can be deleted for selected games.

User-defined "hot keys" are available for all functions.

Improved display with different options for [training questions](#).

Improved overview with the display of a game in several small diagrams.

All backup copies (archives) are displayed in the database explorer and in the file dialog.

Text input available for [correspondence chess notation](#).

Information about correspondence chess handling is displayed in the game lists.

Tournament templates contain correspondence chess options, such as time controls.

Improved correspondence chess management for printing, mailing, holidays, etc.

Support of very large databases (bigger than 4 GB).

Complete support of the UCI protocol for connecting UCI chess engines.

[Engine parameters](#) configurable for saving individual settings.

Support of the Nalimov endgame databases (tablebases) with an improved configuration dialog.

In the multi-line mode there is a display of the continuations that have changed at a certain search depth.

Improved graphics, e.g. transparent arrows on the chess board.

In game lists and game notation the font option "Clear Type" is supported.

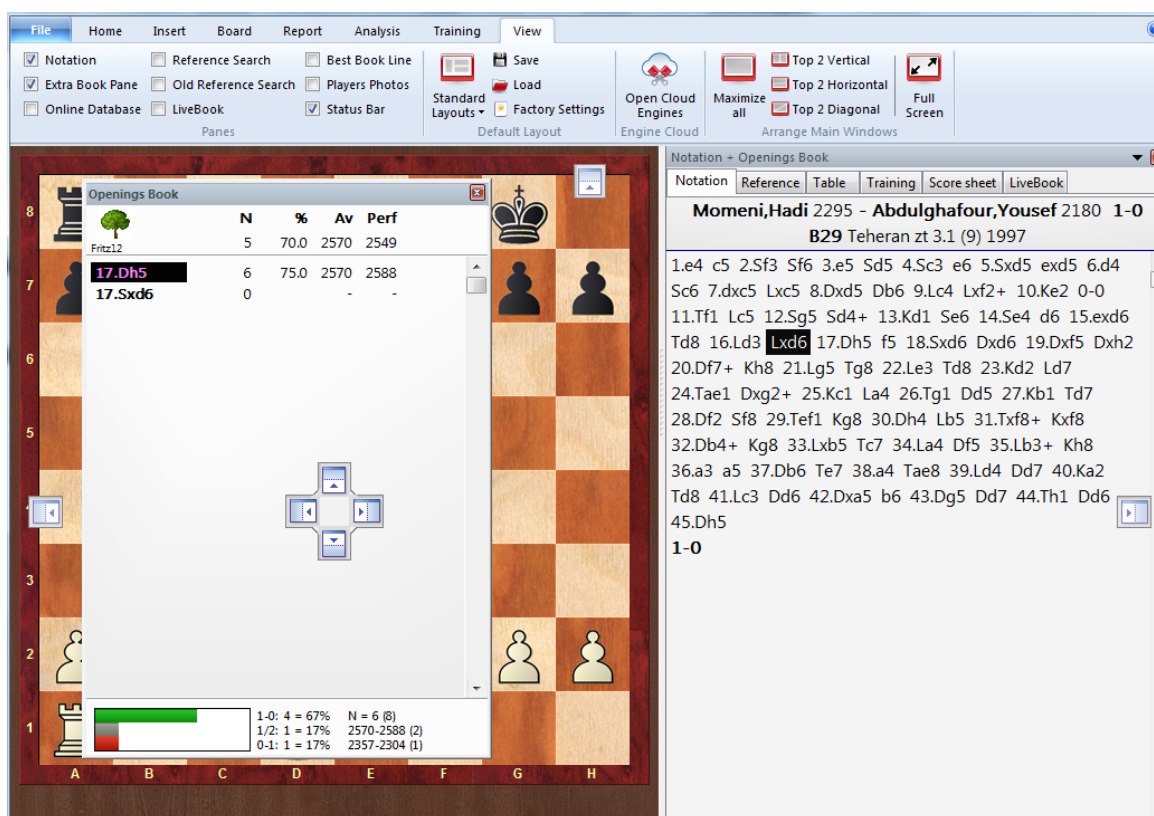
Improved handling of Outlook for sending games by [email](#).

New ChessBase databases can be created with Windows Explorer.

## 1.5 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.

0	41.7	2590	264
5		2563	256
3		2463	262
1		2590	255
1		2565	255

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.

## 1.6 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 keys 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](#).

## 1.7 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.

See also:

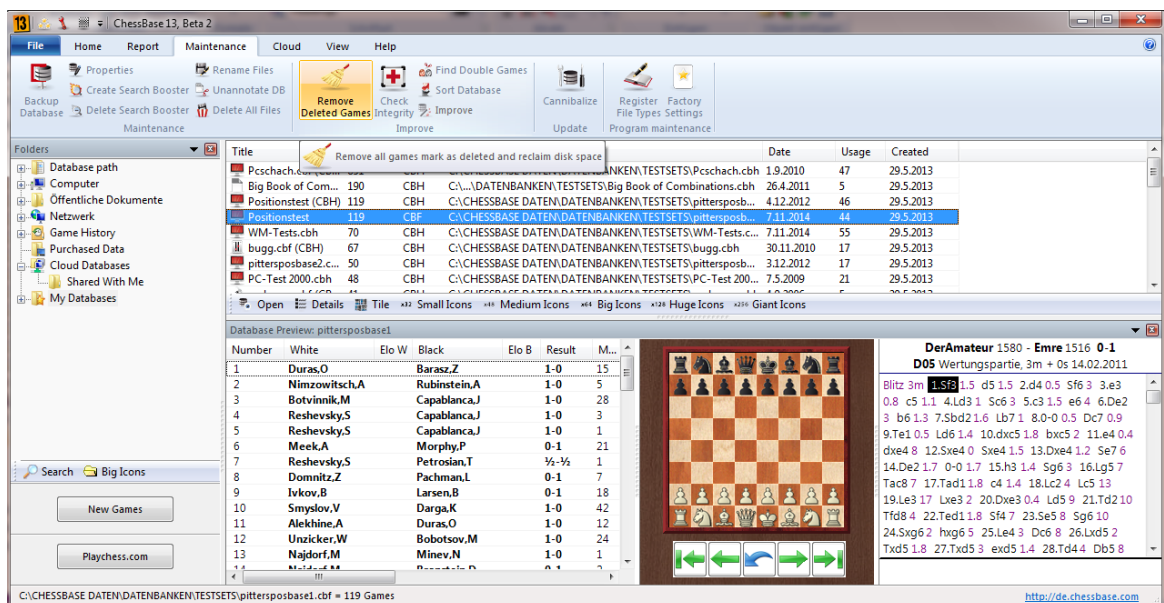
[Filtering a games list](#)

[Sorting a games list](#)

[Finding games online](#)

## 1.8 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.

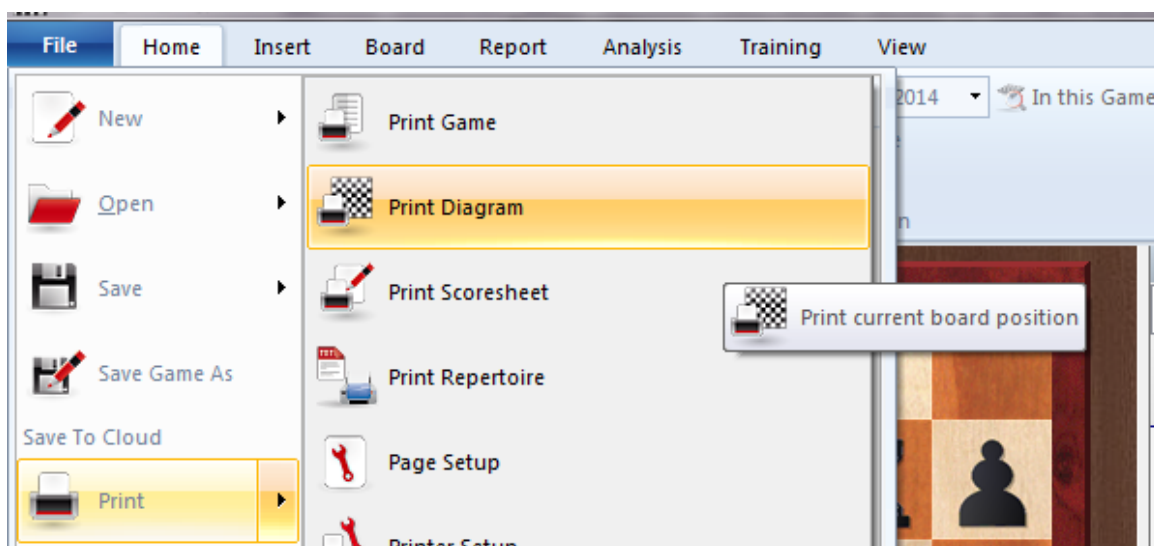
- ▶ Copy games by [Drag & Drop](#) or by menu Edit – Copy and menu Edit – Paste.
- ▶ Edit type and title of a database by right-clicking on the symbol – Properties.
- ▶ Call [advanced database management](#) functions by right-clicking on the symbol – Tools.
- ▶ The most important tool is to [backup](#) a database into a single compressed file: *Right-click, Tools Backup Database.*

## 1.9 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*.



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.

### 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*.

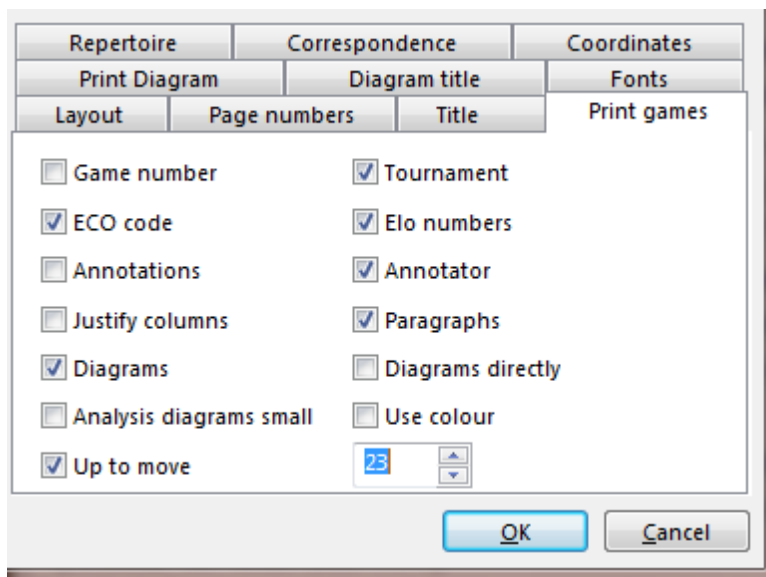
**Note:** To change the order of games for layout purposes, drag & drop them to the desired position in the games list.

### 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*

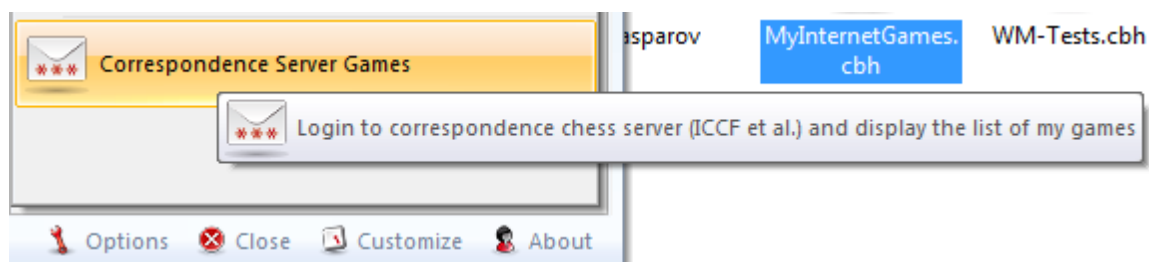
### E-Mailing games

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.

## 1.10 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.

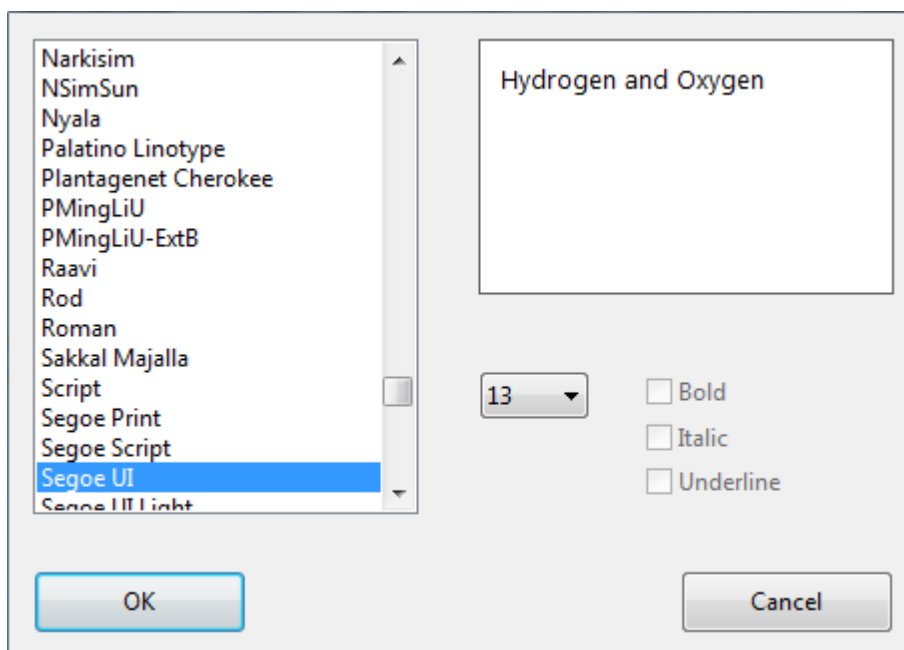
### Correspondence Notation

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.

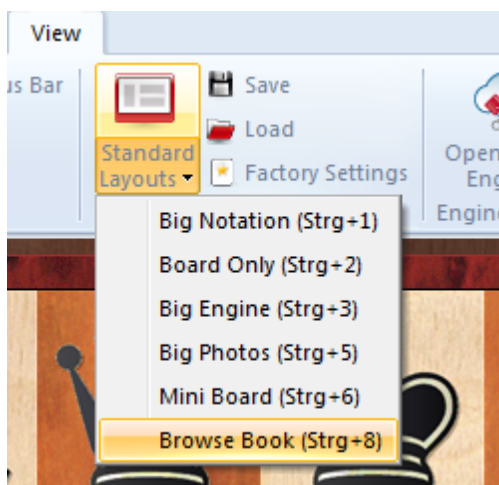
## 1.11 Configure the program

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](#).

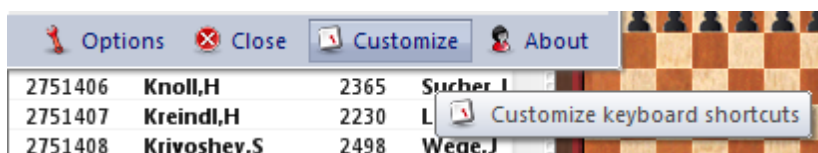
Also font size is essential for your individual comfort. In all text display windows (notation windows, game lists, etc), you have right-click menus containing a Choose Font item (or List Format -> Choose Font).



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.

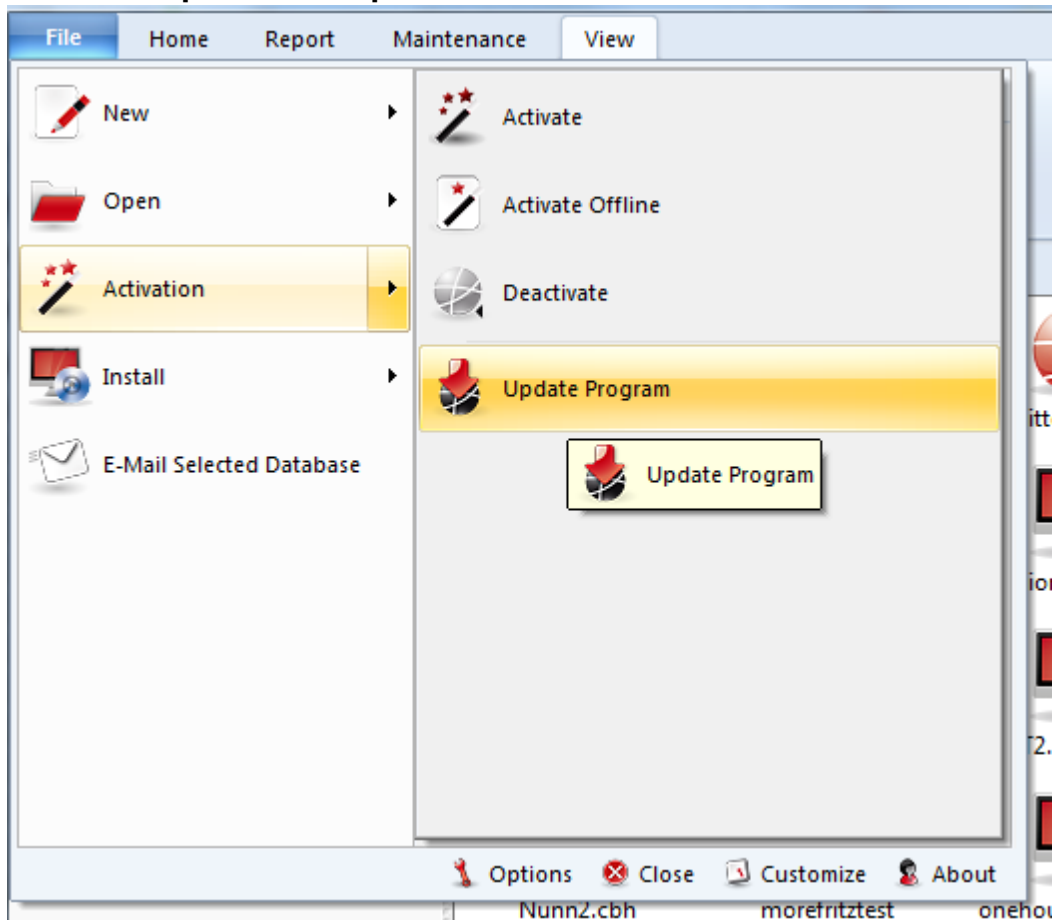


**Hint:** Call *Menu File - Shortcuts* for a list of all keyboard shortcuts. Click the Copy button to copy this list into the Windows clipboard for pasting into a text processor to print out a handy reference.


## 1.12 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](http://www.chessbase.com) for answers to frequently asked questions.

Check the [download page](#) of [www.chessbase.com](http://www.chessbase.com) for further resources.

Write a mail to our [support](#) if this does not solve your problem.

Check for Windows Updates.

## 2 User Interface

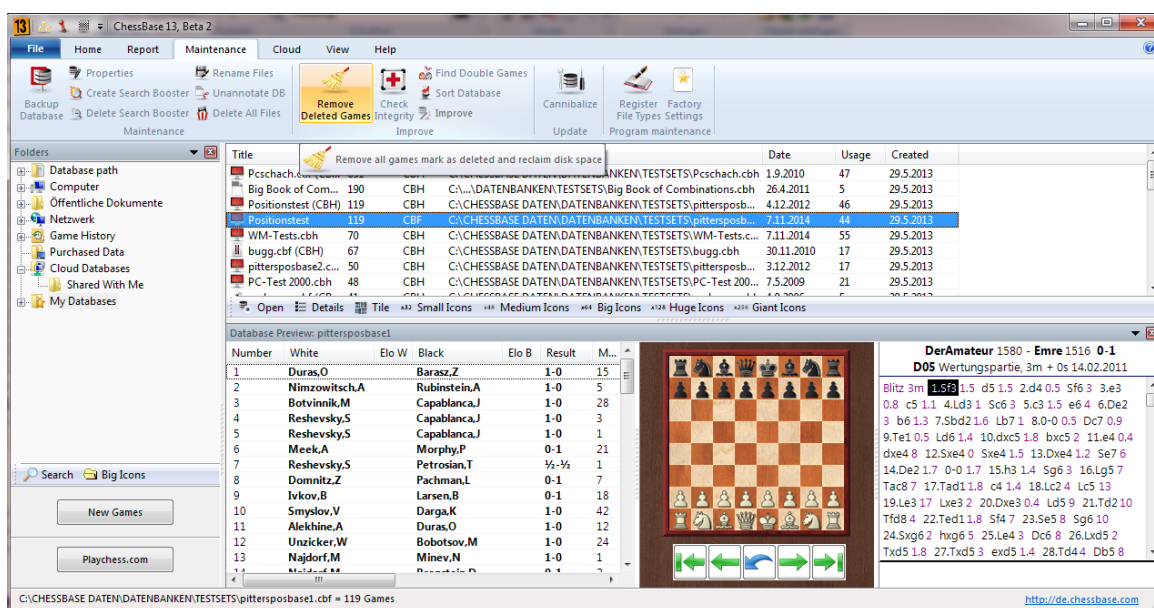
### 2.1 Program Windows

#### 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.



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.

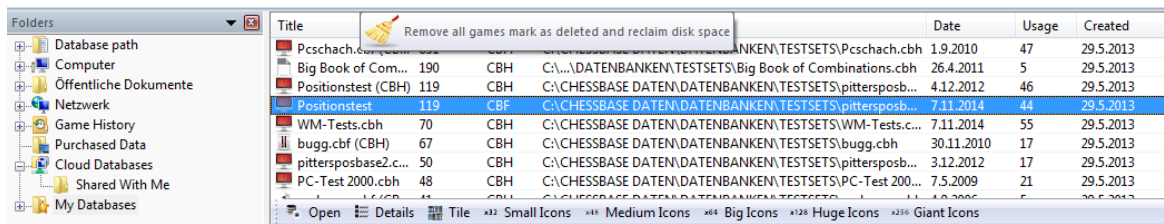
The database window has a window pane called Database Preview. If you click once on a database symbol, this shows a [games list](#) of the database. You can switch this of in the Window menu or toggle it with Ctrl-Alt-L.

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.

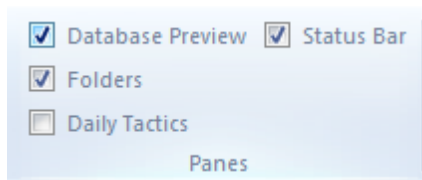


### 2.1.1.2 Preview Window in the Database Window

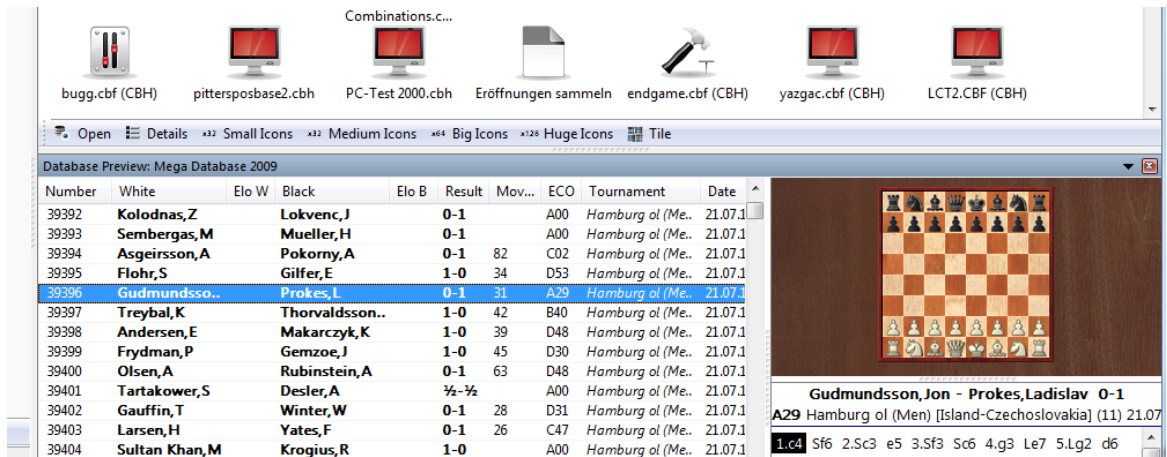
The [database window](#) is the nerve centre of ChessBase. This is where you load and view databases installed on your computer.

A very useful feature is the *Database Preview*.

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

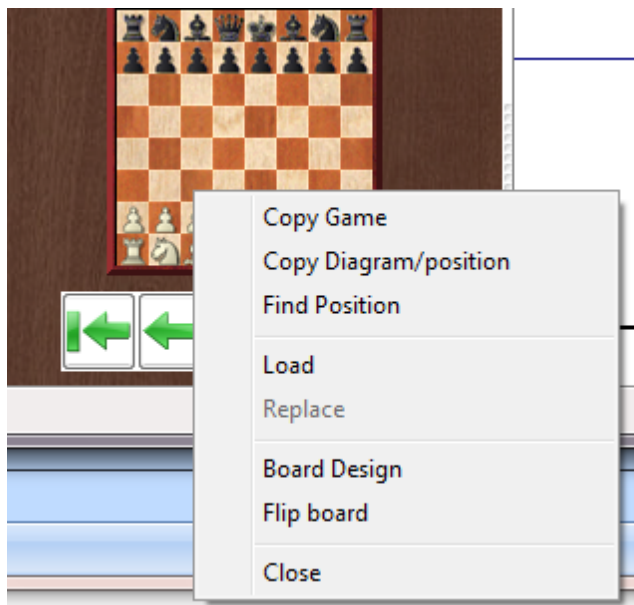


The database preview opens an additional window, which contains the game list of the database that you have selected.



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

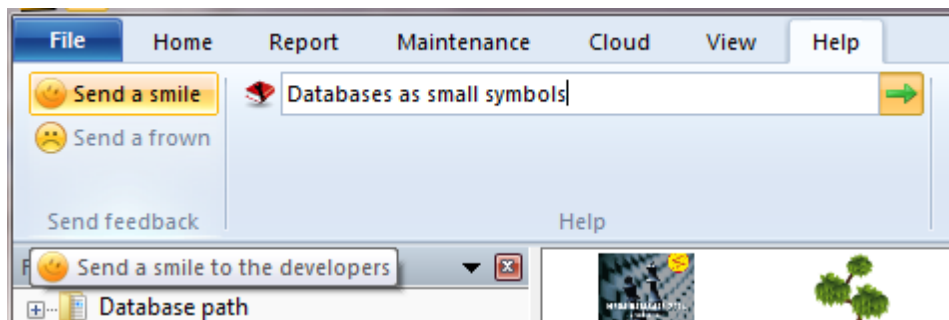


Easy loading of games from the fast board (the board in the game lists).

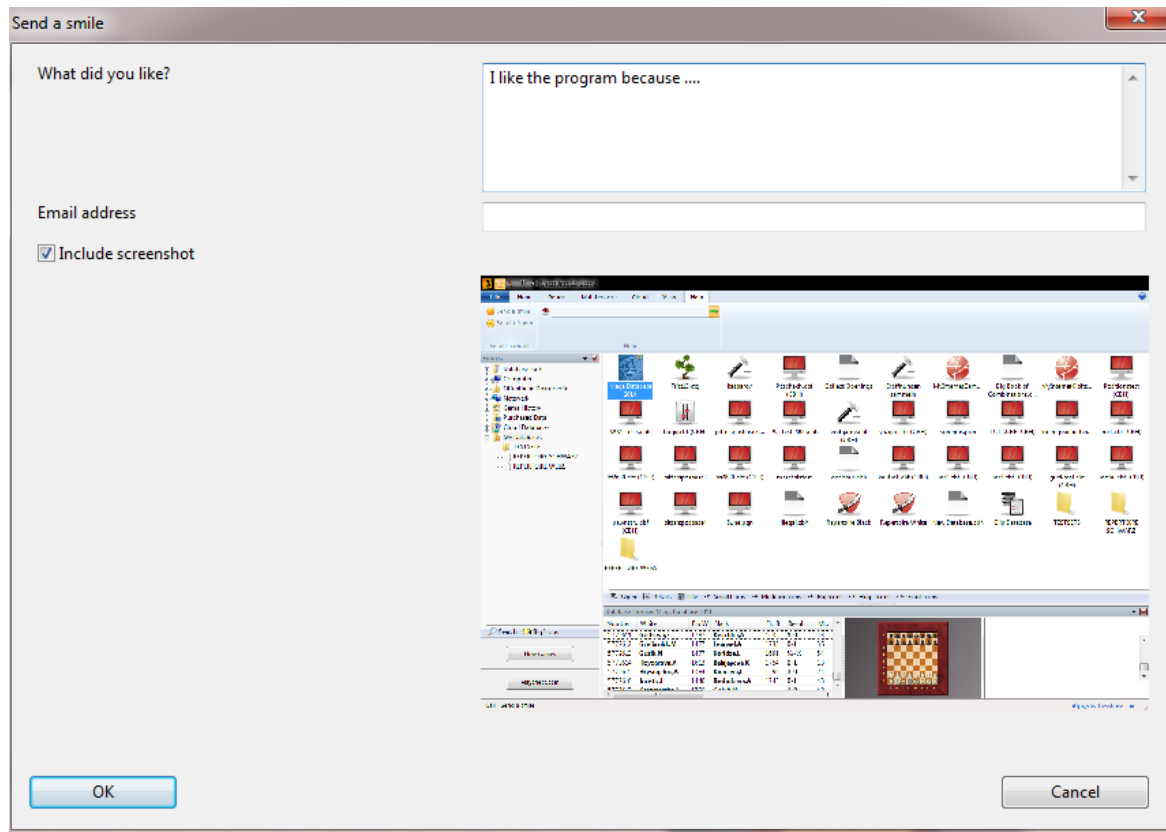
Double clicking on a move in the notation loads the game into the normal board at this exact place.

### 2.1.1.4 Help Menu

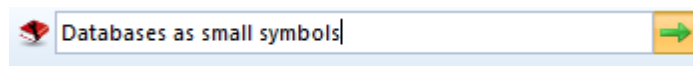
You can access information on how to use the program or provide the developers with feedback using the Help menu in the Database window.



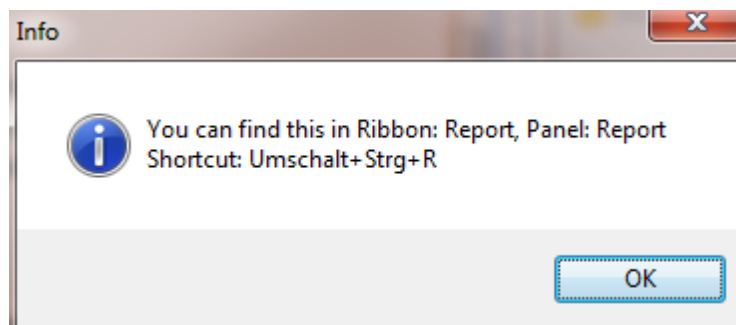
"Send a smile" or "Send a frown" sends your reaction to the developers. Insert your description in the Formular.



You can get more tips on how to use the program by entering a query into the field and clicking the arrow.



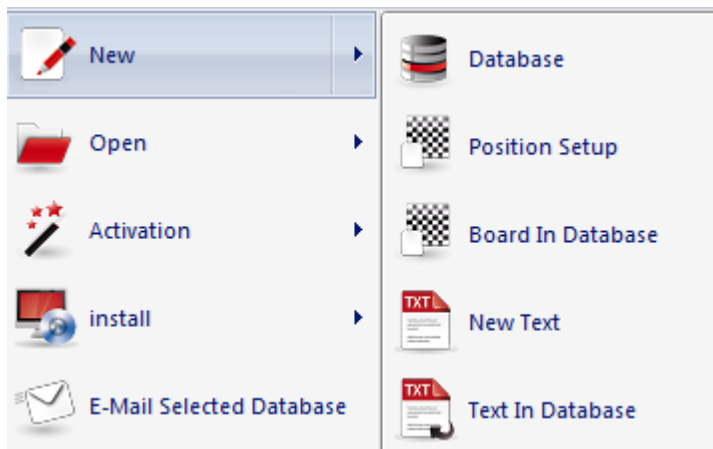
The program then displays the relevant shortcut, for example.



## 2.1.2 Board window

### 2.1.2.1 New ... in selected database

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

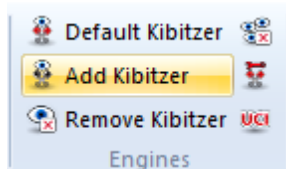


This produces a new board, position input or text window which will be stored in the currently selected database (pressing Ctrl-S will automatically store it in that database).

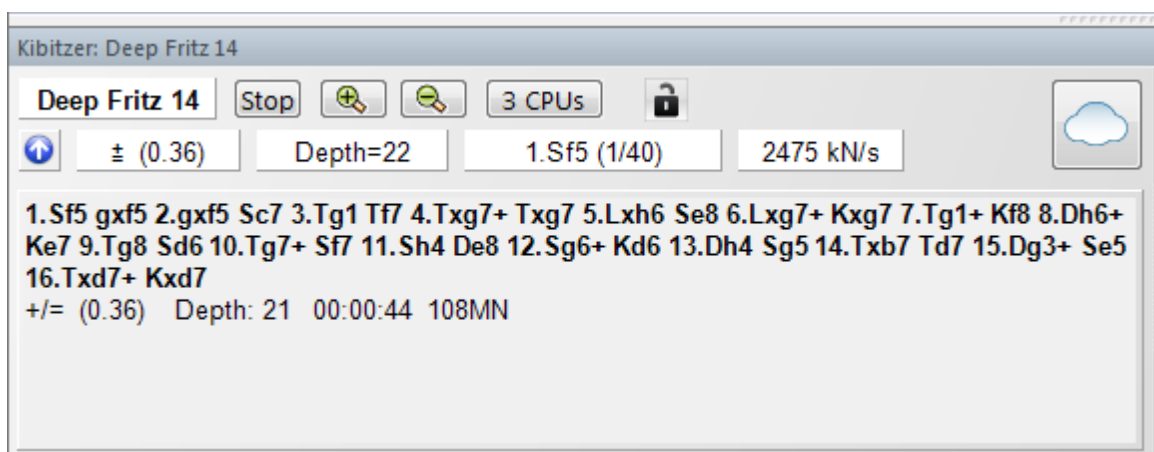
See also: [Save game](#).

### 2.1.2.2 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.

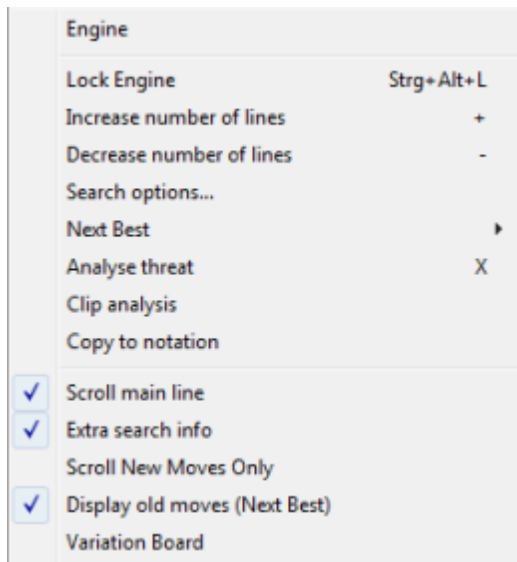
### Second line from left to right

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).

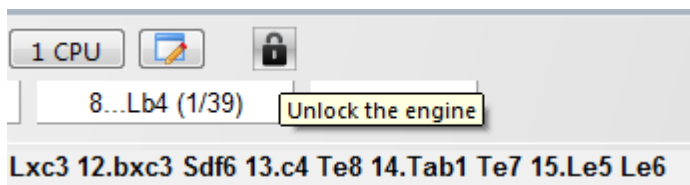
The first three lines are coloured red because the evaluation for White is dropping. There after the lines are in default black because the evaluation does not drop any longer. The evaluation in the header is always the same as in the one in the last line in the variation window, e.g. the last evaluation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



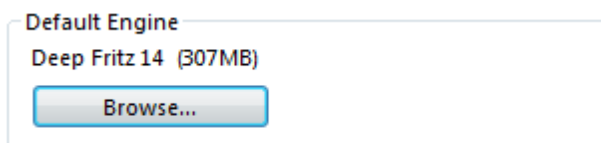
You can lock the Engine with one single Mouse click.

- ▶ **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.

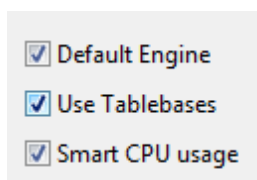
### 2.1.2.3 Select Default Engine

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

See also [Standard engine ...](#)

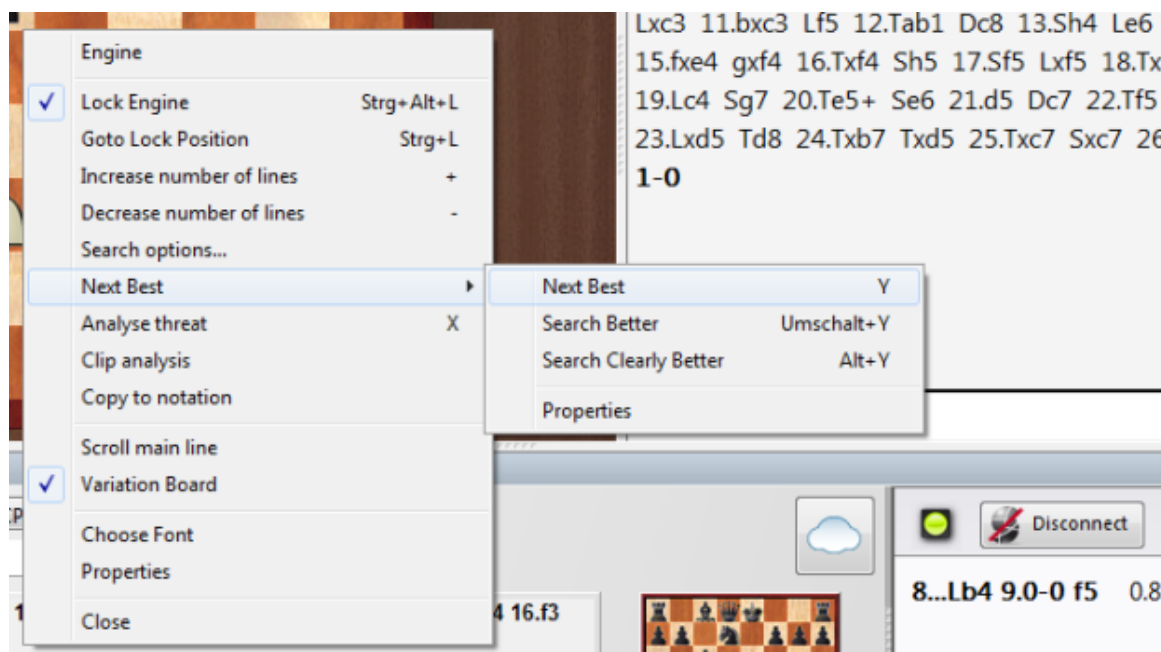
**Tip:** If you select an engine in the list which is not the default engine the tick will be removed from the box.

Note: [UCI Engines](#) can also be used as default analysis engines in Chessbase.

#### 2.1.2.4 Extended Engine Information

In Chessbase's 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.



**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.

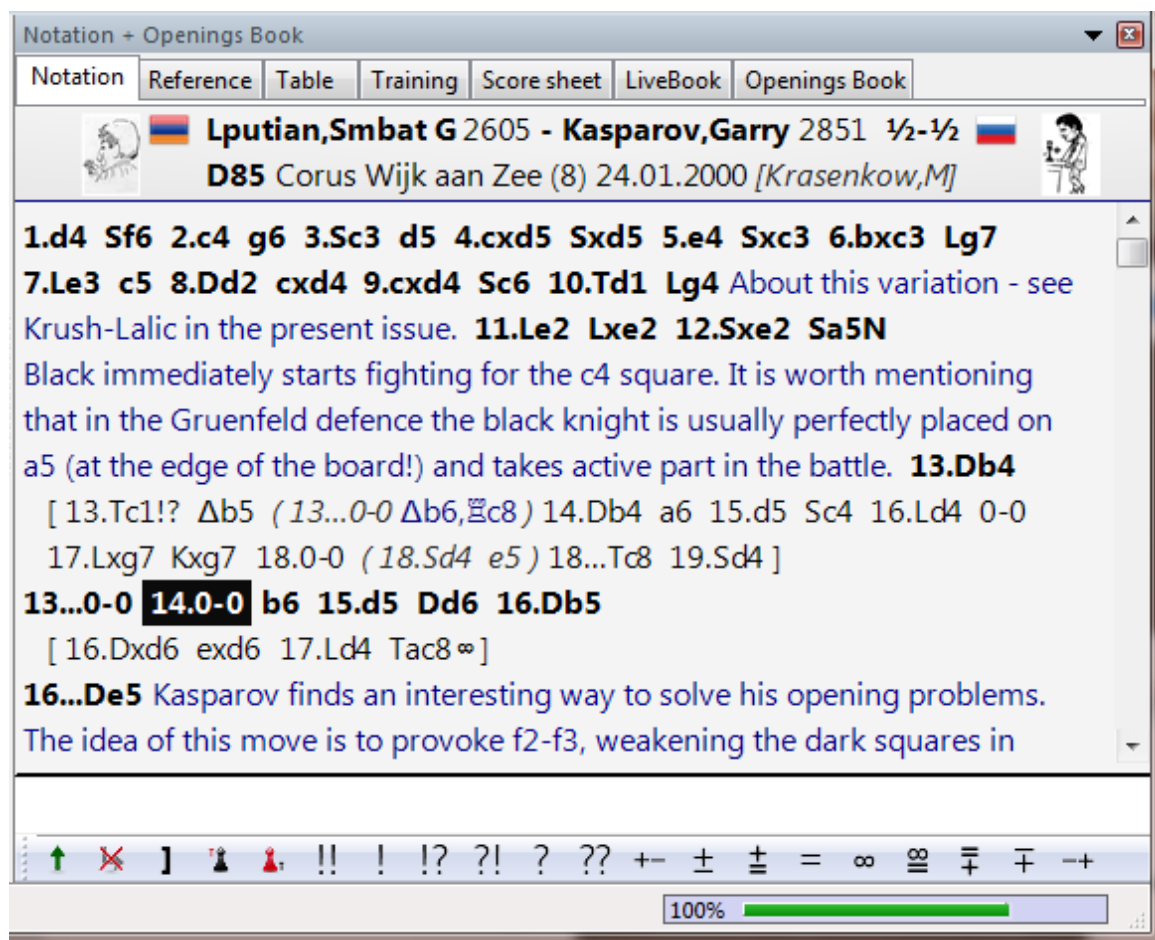
```
17...♗h6 18.♖hf3 ♜e8 19.g4 ♚(-0.39) ♗f4 20.♖e4 ♖xe4 21.♜xe4 ♗c1 22.♜xe8+ ♜xe8 23.♜c2  
♗h6 24.♗g3 a6 25.♜g2 ♜e6 26.b3 a5
```

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.

## 2.1.2.5 Notation window

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

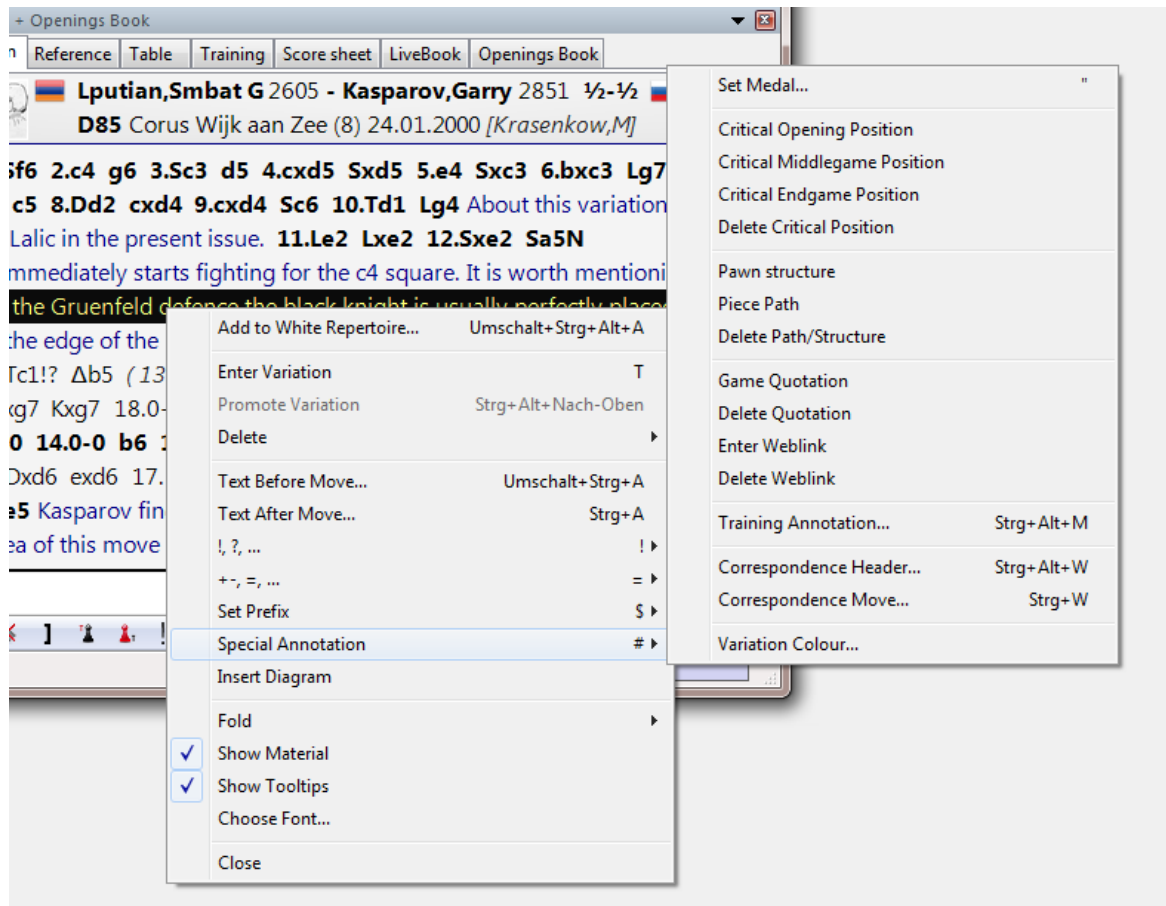


In this window you see the [game notation](#) with any variations or commentary it may contain.

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.

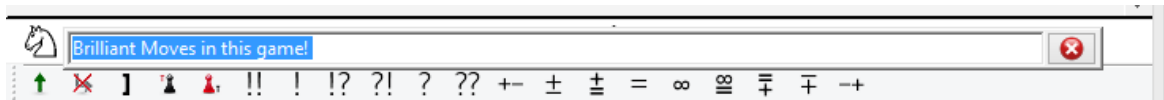
Notation | Reference | Table | Training | Score sheet | LiveBook | Openings Book

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

[Table notation](#)  
[Training notation](#)  
[Score Sheet](#)  
[Openings Book](#)  
[Reference](#)  
[LiveBook](#)

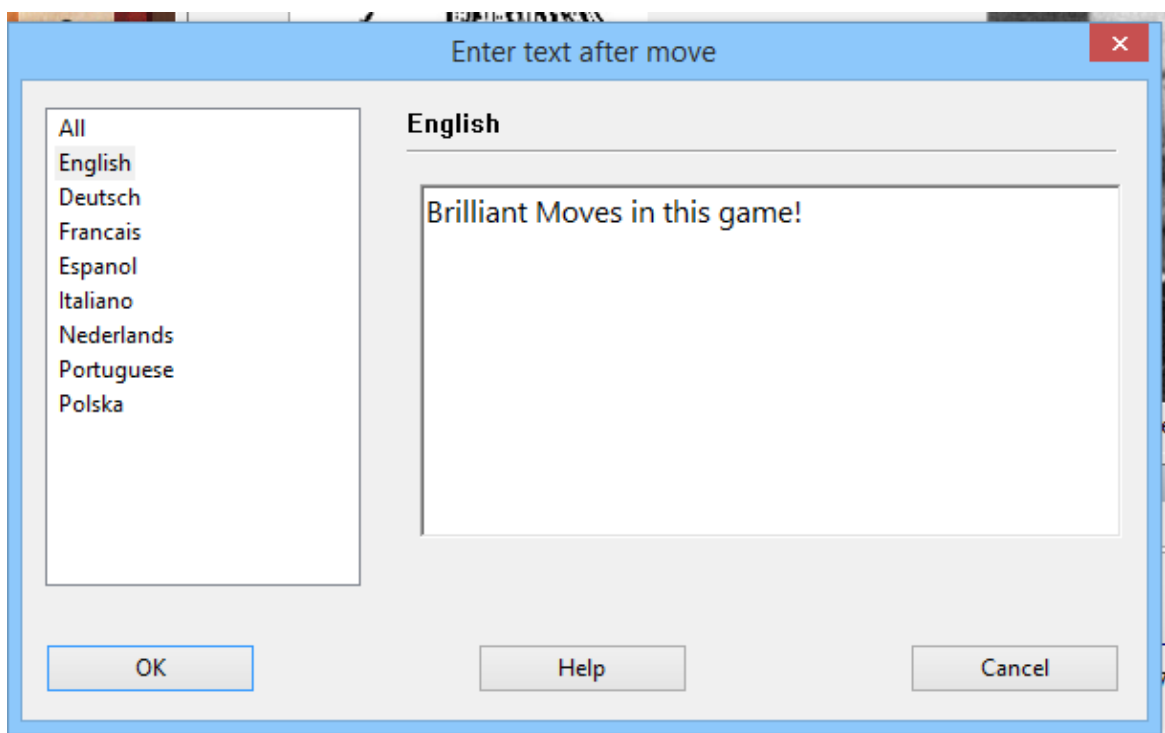
### 2.1.2.6 Notation Window Toolbar

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



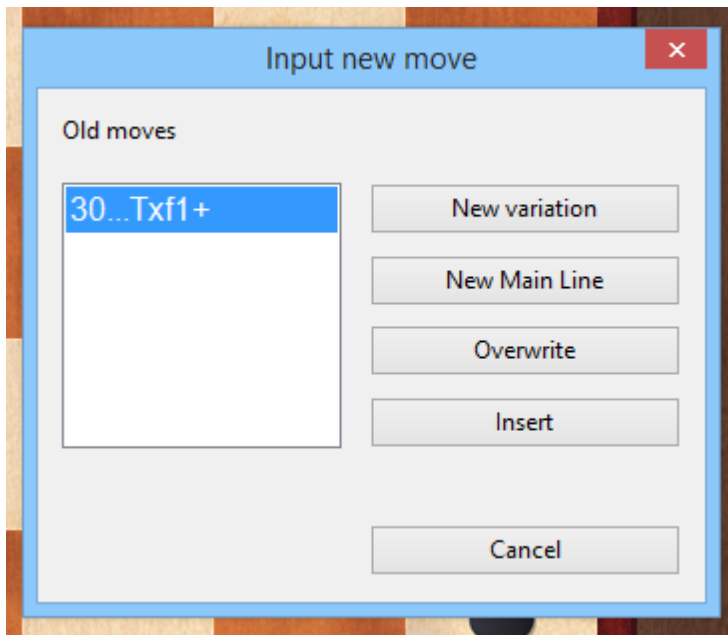
These buttons allow you to easily enter comments or change the structure of the notation.

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.

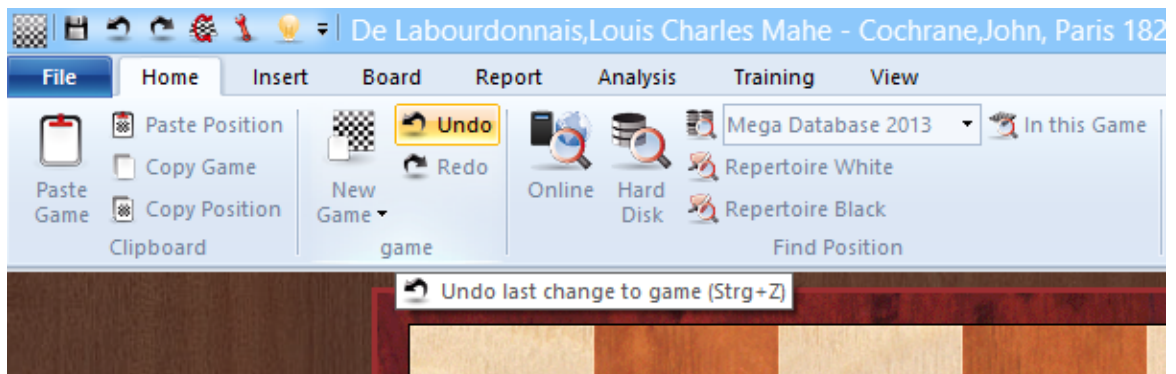


Entering moves has been made much easier. The variation dialog pops up less often. If an alternative move is entered in the notation a variation is usually created without a variation dialog being displayed.

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.



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



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

### 2.1.2.7 DGT Board

*Board window: Board DGT Board*

The DGT board is a wooden sensor board.



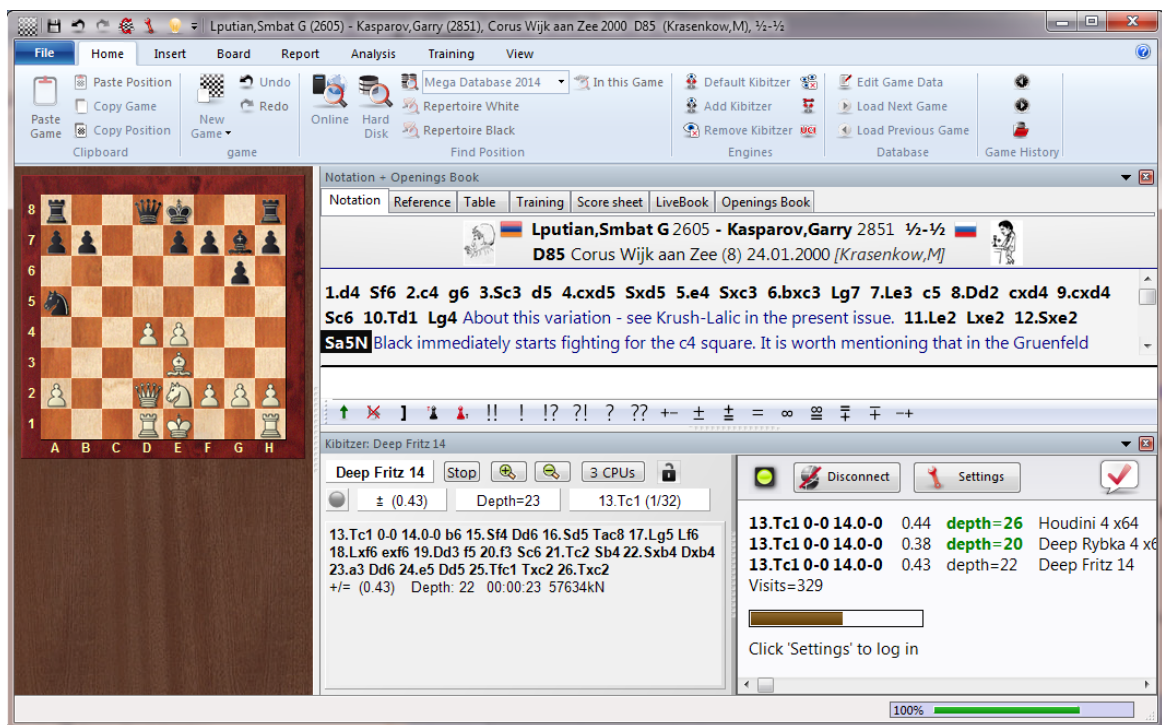
You can connect it to ChessBase for move entry.

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

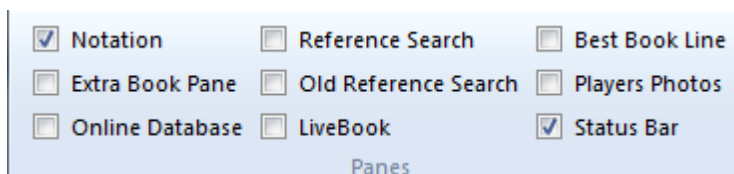
There are different drivers available for the [32-bit and 64-bit versions](#) of our programs. You can download the appropriate driver from the [support pages](#) of the DGT website.

### 2.1.2.8 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

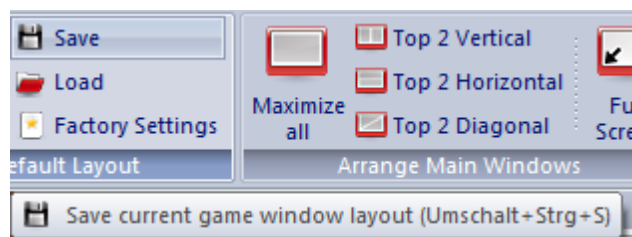
In the Window menu you can also switch on the [default engine](#) (Alt-F2) or select one of the [analysis engines](#) that are currently installed.

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

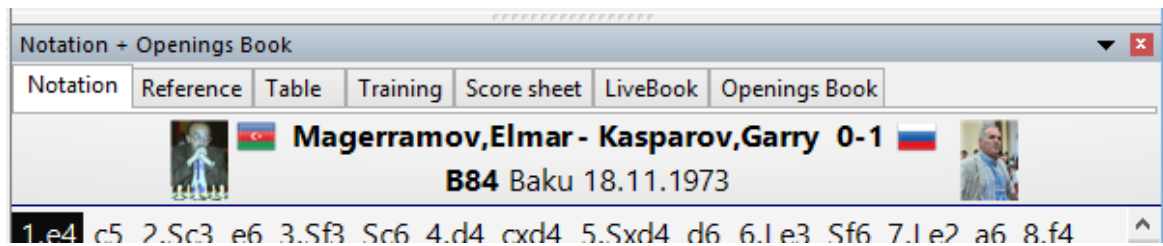
In the menu **View** you can load predefined layouts for different purposes or save your own setup for later use. If you have one or several Kibitzers running, their configuration will be stored as well and they are loaded automatically upon loading this layout.





### 2.1.2.9 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](#).

### 2.1.2.10 Navigating games with the slider

ChessBase has a intuitive way to navigate games.

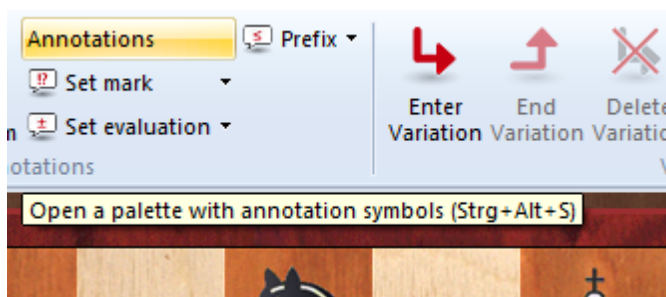
The slider below the board can be dragged or clicked, as in a media player, to get to different parts of the game very quickly. This is especially useful in long, [commented](#) games.



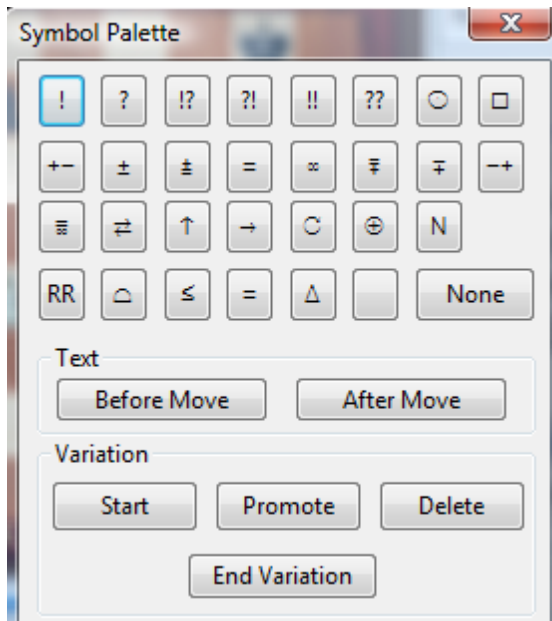
You can install the slider by using the menu right-clicking the board and using [Board Design - Slider](#).

### 2.1.2.11 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.

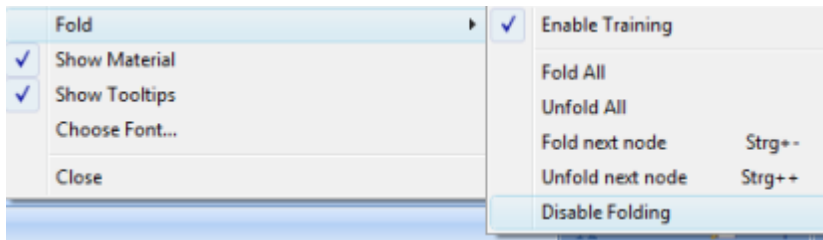
▶ **End variation**

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 ....](#)

### 2.1.2.12 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:

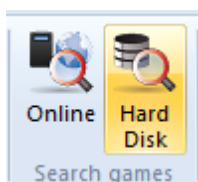
When you replay a "folded" game the variations are still offered in the variation window and are automatically unfolded if you enter them.

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).

### 2.1.2.13 Search result window

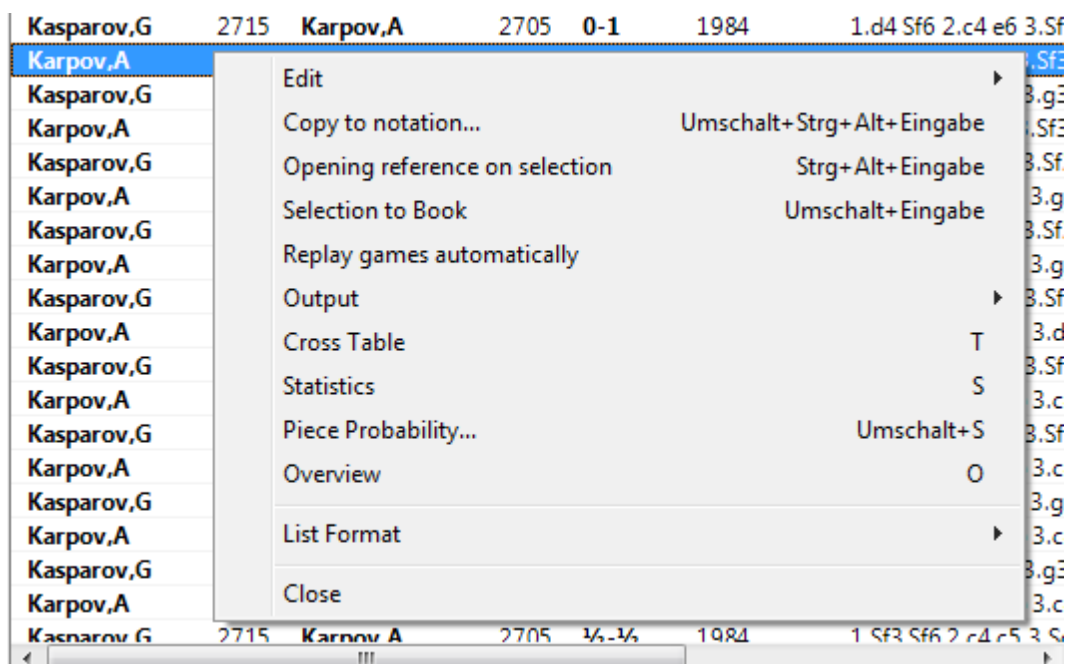
*Database window: Home - Harddisk ...*



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](#).

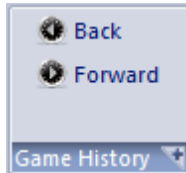


- ▶ The four cursor keys can be used to browse through the search results. Press cursor up/down to select a game from the list and cursor left/right to play through the moves. Page up/down scrolls entire pages.

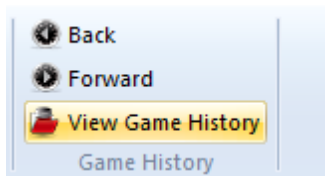
### 2.1.2.14 Game History in the Board Window

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.

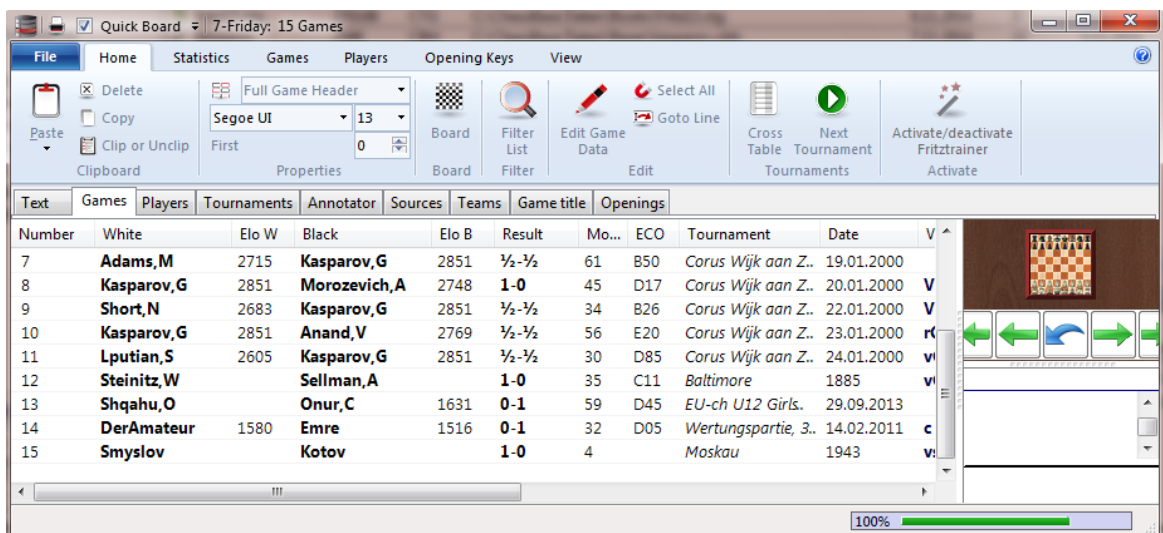
This is possible by using the *Game History* section of the Home ribbon.



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.



### 2.1.2.15 Add analysis engine

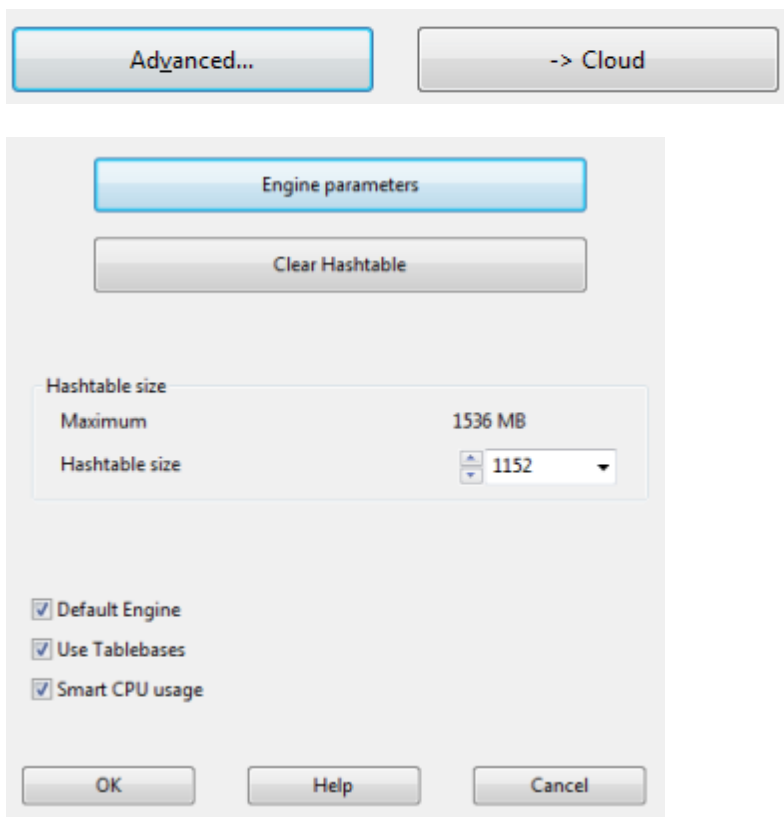
*Board window: Window Add Kibitzer*



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.

Clarity 2.0.0	ROBERT HYATT
Deep Fritz 13	Frans Morsch
Deep Fritz 14	Gyula Horvath
Deep Hiarcs Paderborn 2...	Mark John Uniacke
Fritz 11 SE	Frans Morsch

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) kitzers. Use *View - Load* to restore your layout including the kitzers.

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

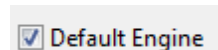
The default engine is the engine that is used as the analysis engine in the board window with the keys Alt-F2.



*Menu File - Options - Engine*

This is the easiest way to set the Default engine.

In the engine dialog the default engine can be selected.

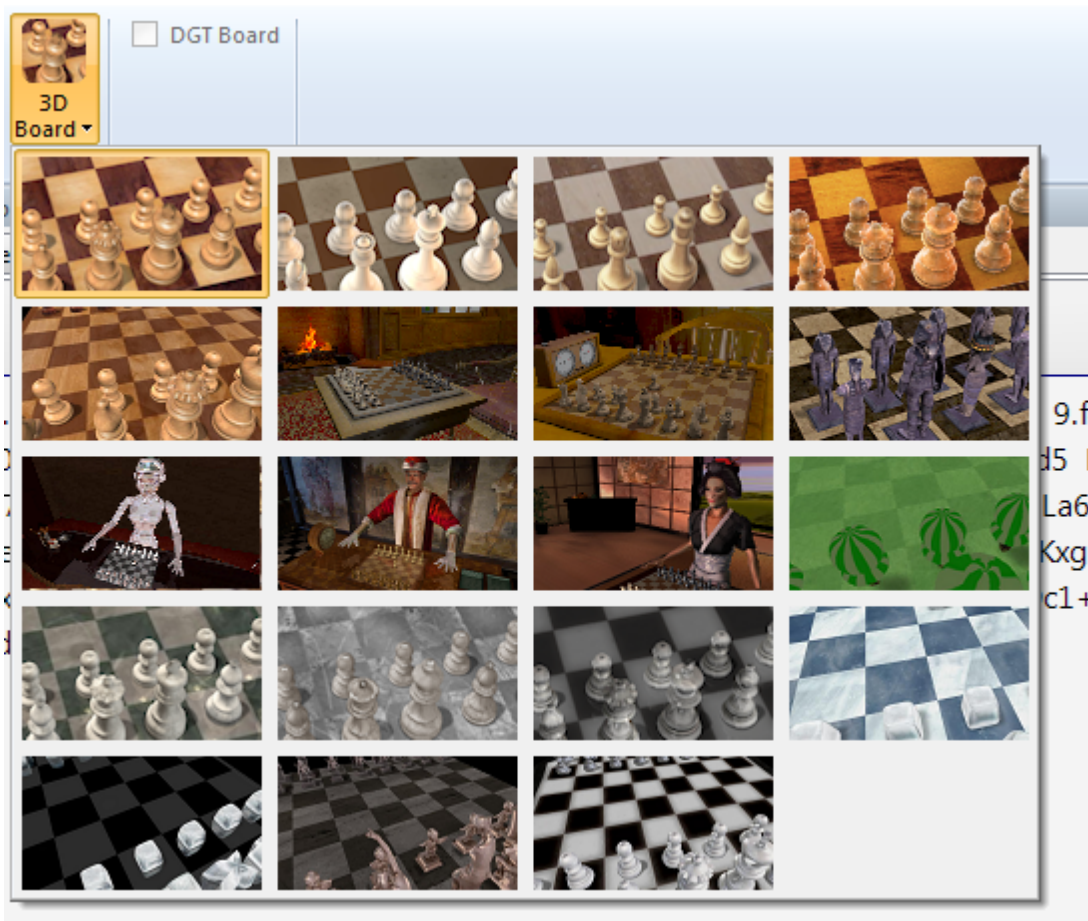


Select one of the engines in the engine list and check the box marked Default Engine. If you select an engine in the list which is not the default engine the tick will be removed from the box.



### 2.1.2.16 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.

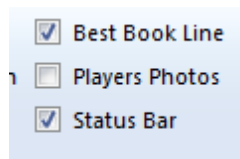
Keyboard navigation:

- .: 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.

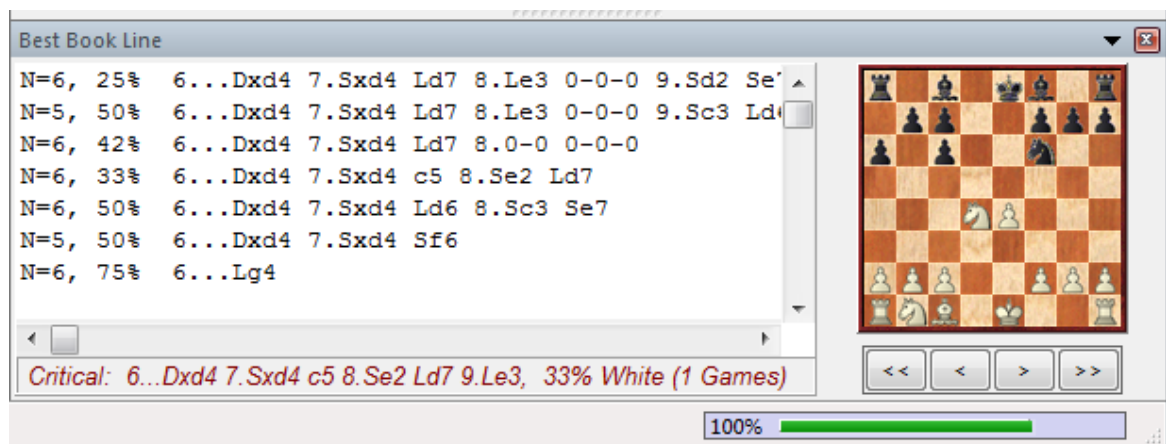
### 2.1.2.17 Book analysis window

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 number).

▶ **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.

### 2.1.2.18 Book window

**Board window:** Notation    Openings Book

**Menu View** - Extra Book Pane

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

	N	%	Av	Perf
Fritz13	13604	57.0	2605	2559
<b>4...Sf6</b>	12400	56.9	2606	2561
4...d6	988	57.2	2591	2552
4...b5?	97	68.0	2606	2485
4...Sge7?	62	45.2	2645	2607
4...f5?	28	60.7	2583	2513
4...Le7?	11	63.6	2582	2431
4...g6?	11	86.4	2622	2378
4...Lb4?	3	66.7	2546	2499
4...Lc5?	2	100.0	2356	2120
4...Df6?	1	0.0	2420	2608
4...Ld6?	1	100.0	-	-
4...Sd4?	1	50.0	-	-
4...g5?	0	-	-	-
4...f6?	0	-	-	-

1-0: 4111 = 33%	N = 12400 (13693)
1/2: 5885 = 47%	2608-2654 (10733)
0-1: 2404 = 19%	2606-2561 (10723)

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.

#### 2.1.2.19 Extended Book Display

In the [book options](#) you can use „**Show Next Move**“ to change to an informative table display. This makes it easy to see the continuations and statistics that are stored in the position tree.

	N	%	Av	Perf
Fritz13	13604	57.0	2605	2559
<b>4...Sf6</b>	12400	56.9%		
5.0-0	11210	57.4%	568	53.3%
5.d3!?	266	52.3%		
5.De2!?	195			
5.Sc3!?				
4...d6	988	57.2%		
5.c3	370	56.6%	357	64.0%
5.0-0	160	50.3%		
5.Lxc6+	60			
5.d4				
4...b5?	97	68.0%		
5.Lb3	97	68.0%		
4...Sge7?	62	45.2%		
5.d4	15	50.0%	6	41.7%
5.Sc3	2	75.0%		
5.Lb3	1			
5.c4				
4...f5?	28	60.7%		
5.d4	21	69.0%	3	33.3%
5.d3	2	75.0%		
5.Sc3	1			
5.De2				
4...Le7?	11	63.6%		
5.0-0	9	72.2%	2	25.0%
5.d4				
4...g6?				
5.c3				
5.d4				

1-0: 4111 = 33%    N = 12400 (13693)  
 1/2: 5885 = 47%    2608-2654 (10733)  
 0-1: 2404 = 19%    2606-2561 (10723)

100%

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.

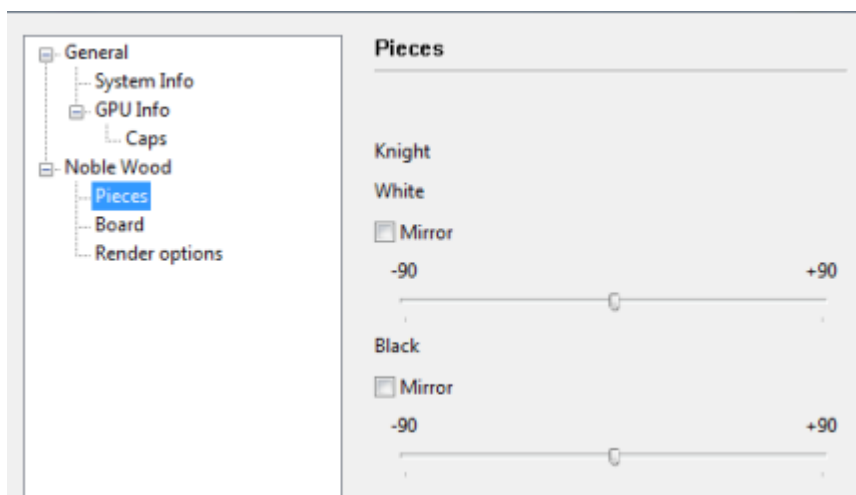
**Tip:** The subsequent moves are displayed next to one another. If you click on the next move, both moves are entered on the board. This can be tested by using the start position. Click on the move that follows 1.e4, which is 1...c5 in the Fritz 12 opening book.

Both moves will be entered on the board immediately.

### 2.1.2.20 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.

### 2.1.2.21 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.

### 2.1.2.22 Score Sheet Notation

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

The screenshot shows a chessboard on the left and a 'Notation + Openings Book' window on the right. The window has tabs for 'Notation', 'Reference', 'Table', 'Training', 'Score sheet', 'LiveBook', and 'Openings Book'. The 'Score sheet' tab is active, displaying a list of moves in a hand-written style. The moves are: 1. d4 d5, 2. c4 e6, 3. Sc3 Sf6, 4. Sf3 Sbd7, 5. cxd5 exd5, 6. Lf4 c6, 7. e3 Se4, 8. Ld3 Lb4, 9. Dc2 Sdf6, 10. 0-0 Lxc3, 11. bxc3 Lf5, 12. Tab1 Dc8, 13. Sh4 Le6, 14. f3 g5, 15. fxe4 axf4. The window also shows tournament information: 'Hamburg ol (Men) [Austria-Lithuania]', Round 11, Date 21.07.1930, Result 1-0, and ECO D35: Queen's Gambit Declined: Exchange Variation.

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).

### 2.1.2.23 Table notation

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

The screenshot shows a chessboard on the left and a 'Notation + Openings Book' window on the right. The window has tabs for 'Notation', 'Reference', 'Table', 'Training', 'Score sheet', 'LiveBook', and 'Openings Book'. The 'Table' tab is active, displaying a table of moves. The moves are: 1. d4 c4 Sc3 Sf3 cxd5 Lf4 e3 Ld3 Dc2 0-0 bxc3 Tab1, 2. d5 e6 Sf6 Sbd7 exd5 c6 Se4 Lb4 Sdf6 Lxc3 Lf5 Dc8, 3. 2.c4 e6 3.Sc3 Sf6 4.Sf3 Sbd7 5.cxd5 exd5 6.Lf4 c6 7.e3 Se4 8.Ld3 Lb4 9.Dc2 Sdf6 10.0-0 Lxc3 11.bxc3 Lf5 12.Tab1 Dc8 13.Sh4 Le6 14.f3 g5 15.fxe4 gxf4 16.Txf4 Sh5 17.Sf5 Lxf5 18.Txf5 dxe4 19.Lc4 Sg7 20.Te5+ Se6 21.d5 Dc7 22.Tf5 cxd5 23.Lxd5 Td8 24.Txb7 Txd5 25.Txc7 Sxc7 26.Dxe4+. The window also shows tournament information: 'D35', Round 1, Date 21.07.1930, Result 1-0, and ECO D35: Queen's Gambit Declined: Exchange Variation.

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.

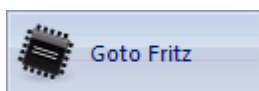
The fonts of both sections of the notation can be modified independently.

### Printing

Using the [print repertoire](#) function will produce a printout that looks much like the table notation.

#### 2.1.2.24 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**.

### 2.1.3 List Window

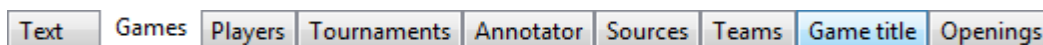
#### 2.1.3.1 List window

Double-clicking a [database symbol](#) opens a list window. You can also click and hit Enter.

Number	White	Elo W	Black	Elo B	Result	Mo...	ECO	Tournament	Date	VCS	R...	Medals	Annotator
5070974	Bach,K	1136	Graf,J	864	1-0	55	C65	GER-cht U18 Girls	13.05.2011		3.3		
5070975	Wolf,I	800	Mertes,K	840	0-1	37	D01	GER-cht U18 Girls	13.05.2011		3.4		
5070976	Nee,M	800	Hillmer,N	1204	0-1	38	C50	GER-cht U18 Girls	13.05.2011		3.1		
5070977	Schweiger,Y	1063	Kroupa,A	800	1-0	47	D10	GER-cht U18 Girls	13.05.2011		3.2		
5070978	Nintemann,S	800	Richter,C	800	0-1	37	C50	GER-cht U18 Girls	13.05.2011		3.3		
5070979	Fotler,D	800	Schulte,K	800	1/2-1/2	39	C50	GER-cht U18 Girls	13.05.2011		3.4		
5070980	Kury,V	1253	Schmitt,N	1016	1/2-1/2	19	C44	GER-cht U18 Girls	13.05.2011		3.1		
5070981	Haerter,M	763	Kury,K	867	0-1	47	C50	GER-cht U18 Girls	13.05.2011		3.2		
5070982	Baecker,D	800	Mueller,S	800	1-0	58	C50	GER-cht U18 Girls	13.05.2011		3.3		
5070983	Schillinger,C	800	Tebartz van Els.	800	1-0	28	C77	GER-cht U18 Girls	13.05.2011		3.4		
5070984	Hund,S	1248	Wolff,M	1029	1-0	25	C59	GER-cht U18 Girls	13.05.2011		3.1		
5070985	Ziegel,M	800	Krissmer,M	1006	1-0	28	D02	GER-cht U18 Girls	13.05.2011		3.2		
5070986	Atabay,H	992	Thimian,J	800	1-0	16	C42	GER-cht U18 Girls	13.05.2011		3.3		
5070987	Schimmel,S	890	Langner,H	800	1-0	25	C42	GER-cht U18 Girls	13.05.2011		3.4		

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](#)

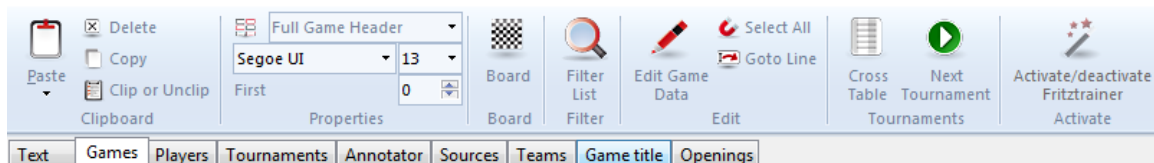
[Openings key](#)

[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

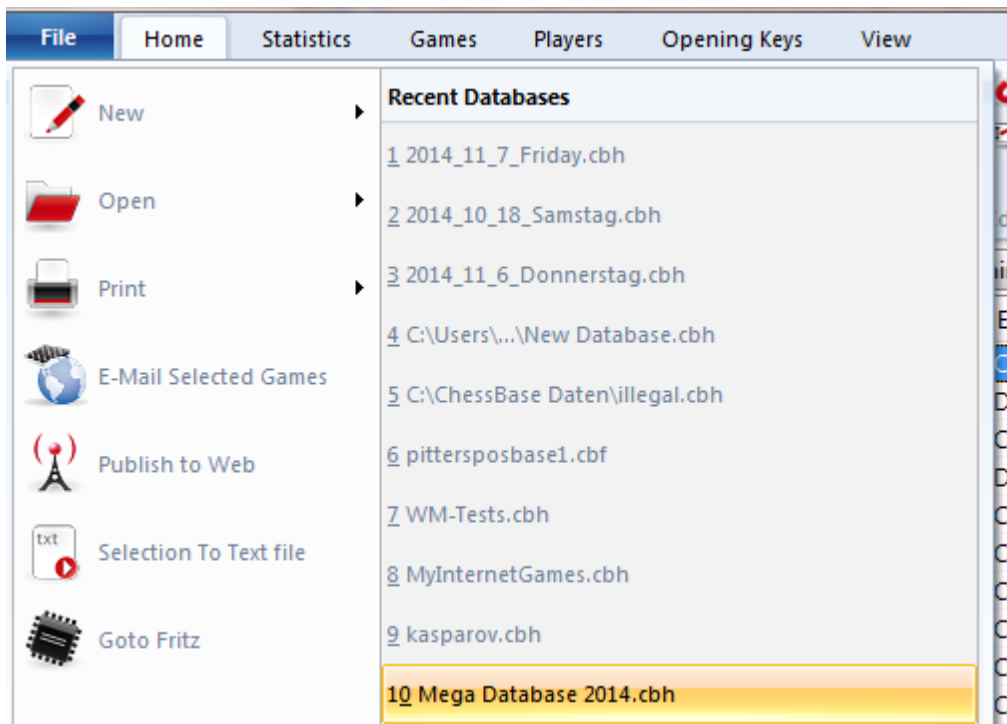
Edit the game data of the selected game

Compress a database into a single file for backup purposes

Generate [tournament table](#)

Show statistics for selected games

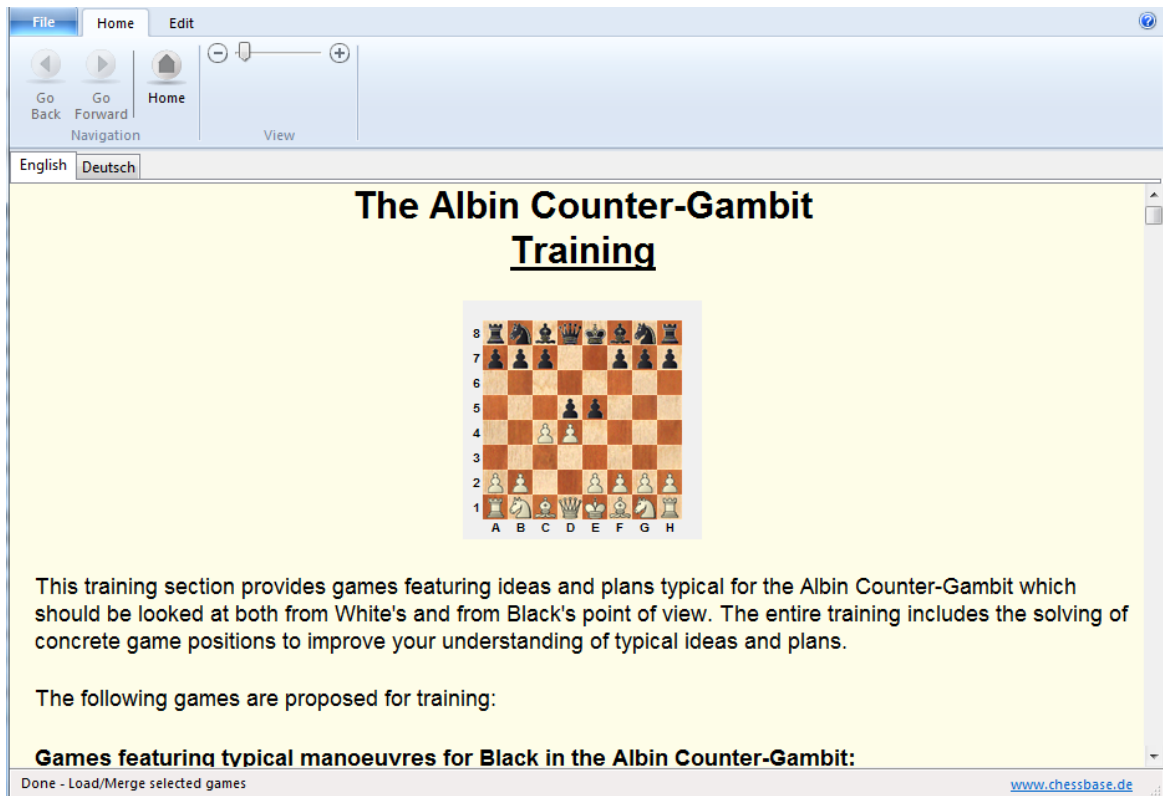
In the **Menu File** you find a selection of databases recently opened.



Open the list and switch to one of your recent databases quickly from here.

### 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:

Text	Games	Players	Tournaments	Annotator	Sources	Teams	Openings	Themes	Tactics
Number	White			Elo W	Black		Elo B	Result	Mov
	<b>The World Champions</b>							<b>Text</b>	
	<b>The Challengers</b>							<b>Text</b>	
	<b>Conditions</b>							<b>Text</b>	
	<b>Alekhine</b>							<b>Text</b>	

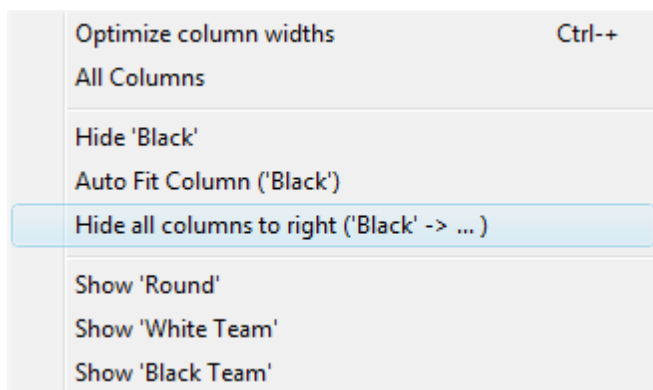
### 2.1.3.3 Games list

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.

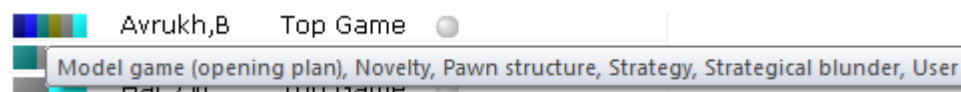
Number	White	Elo W	Black	Elo B	Result	Mo...	ECO	Tournament	Date	VCS	R...	Medals	Annotator
5070974	Bach,K	1136	Graf,J	864	1-0	55	C65	GER-cht U18 Girls	13.05.2011		3,3		
5070975	Wolf,I	800	Mertes,K	840	0-1	37	D01	GER-cht U18 Girls	13.05.2011		3,4		
5070976	Nee,M	800	Hillmer,N	1204	0-1	38	C50	GER-cht U18 Girls	13.05.2011		3,1		
5070977	Schweiger,Y	1063	Kroupa,A	800	1-0	47	D10	GER-cht U18 Girls	13.05.2011		3,2		
5070978	Nintemann,S	800	Richter,C	800	0-1	37	C50	GER-cht U18 Girls	13.05.2011		3,3		
5070979	Fotler,D	800	Schulte,K	800	½-½	39	C50	GER-cht U18 Girls	13.05.2011		3,4		
5070980	Kury,V	1253	Schmitt,N	1016	½-½	19	C44	GER-cht U18 Girls	13.05.2011		3,1		
5070981	Haerter,M	763	Kury,K	867	0-1	47	C50	GER-cht U18 Girls	13.05.2011		3,2		
5070982	Baecker,D	800	Mueller,S	800	1-0	58	C50	GER-cht U18 Girls	13.05.2011		3,3		
5070983	Schillinger,C	800	Tebartz van Els.	800	1-0	28	C77	GER-cht U18 Girls	13.05.2011		3,4		
5070984	Hund,S	1248	Wolff,M	1029	1-0	25	C59	GER-cht U18 Girls	13.05.2011		3,1		
5070985	Ziegel,M	800	Krissmer,M	1006	1-0	28	D02	GER-cht U18 Girls	13.05.2011		3,2		
5070986	Atabay,H	992	Thimian,J	800	1-0	16	C42	GER-cht U18 Girls	13.05.2011		3,3		
5070987	Schimmel,S	890	Langner,H	800	1-0	25	C42	GER-cht U18 Girls	13.05.2011		3,4		

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:



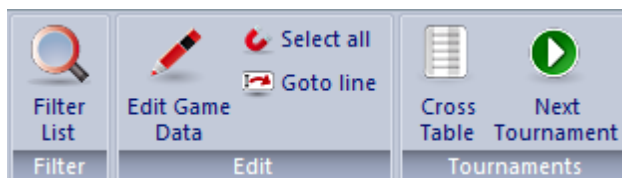
**Hint:** your mouse over symbols like ECO, medals, annotation types and get a tool tip explanation.



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. Click copies the selected games to the [clip database](#). Delete marks the selected games for deletion.

#### 2.1.3.3.1 Top Games in the Database Game List

In a database game list there are some new columns.

Theoretical Weight	Players (CBF)
●	<b>Anand,Viswanathan 21</b>
●	<b>Carlsen,Magnus 2826</b>

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

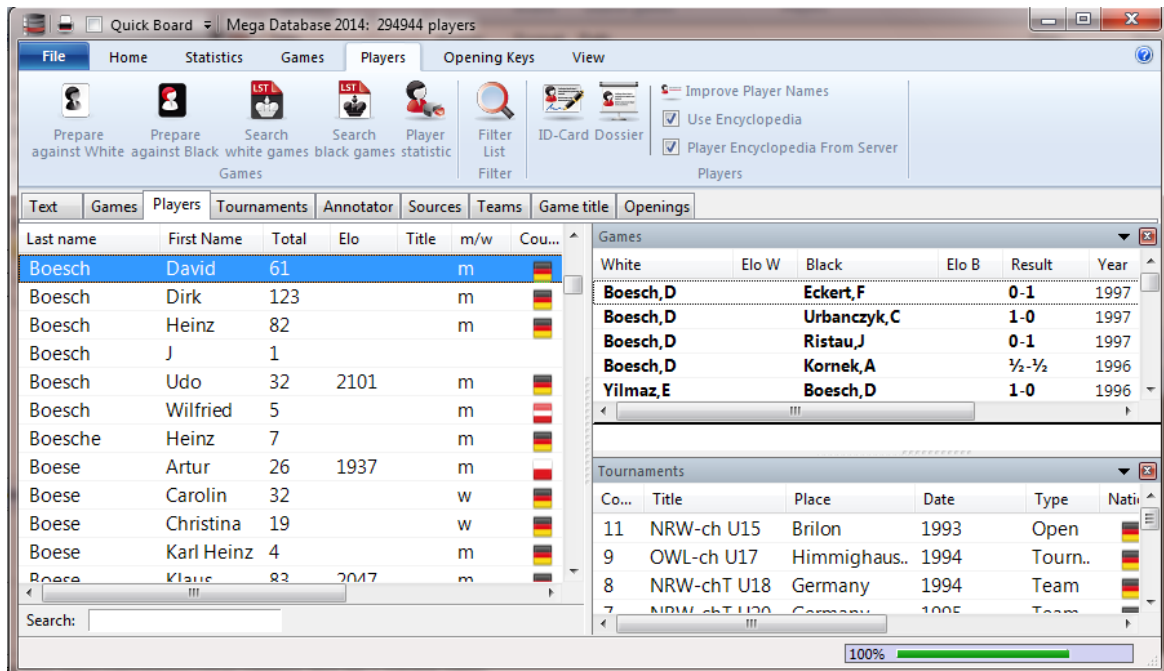
Top Game
Top Game
Top Game
Top Game

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

#### 2.1.3.4 Player index

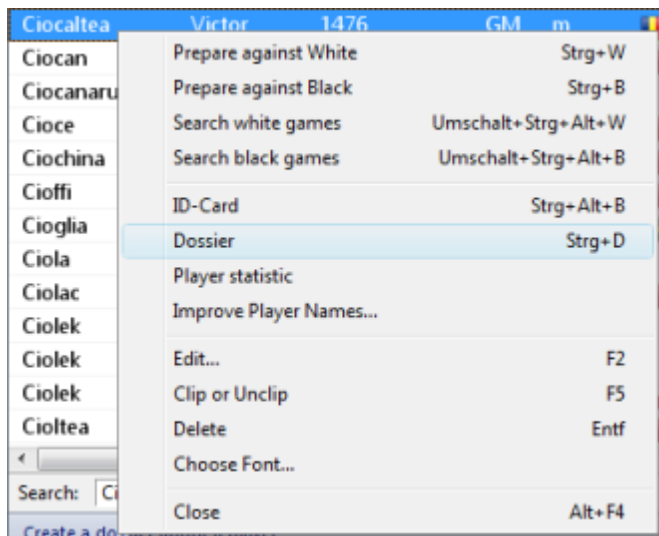
List window: Click **Player** tab

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 Ctrl-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 ....](#)

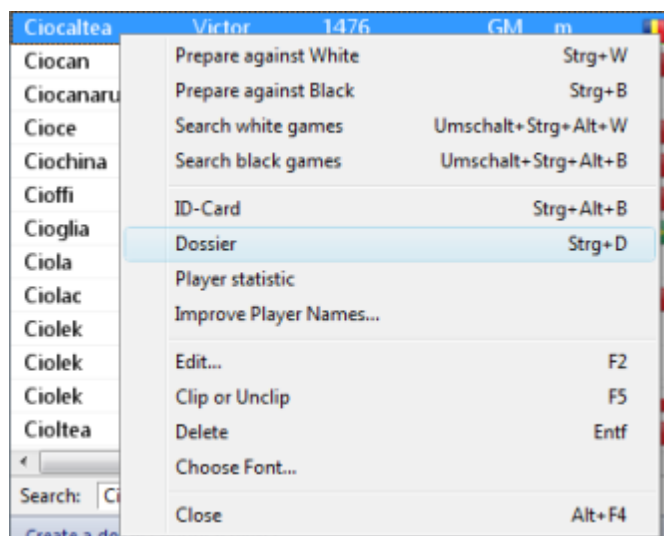
You can close the games list or tournaments list panes by right-click close. To reopen them, use menu Window -> Panes. You can [rearrange](#) the window panes in the usual fashion with the splitter bars.

#### 2.1.3.5 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**.

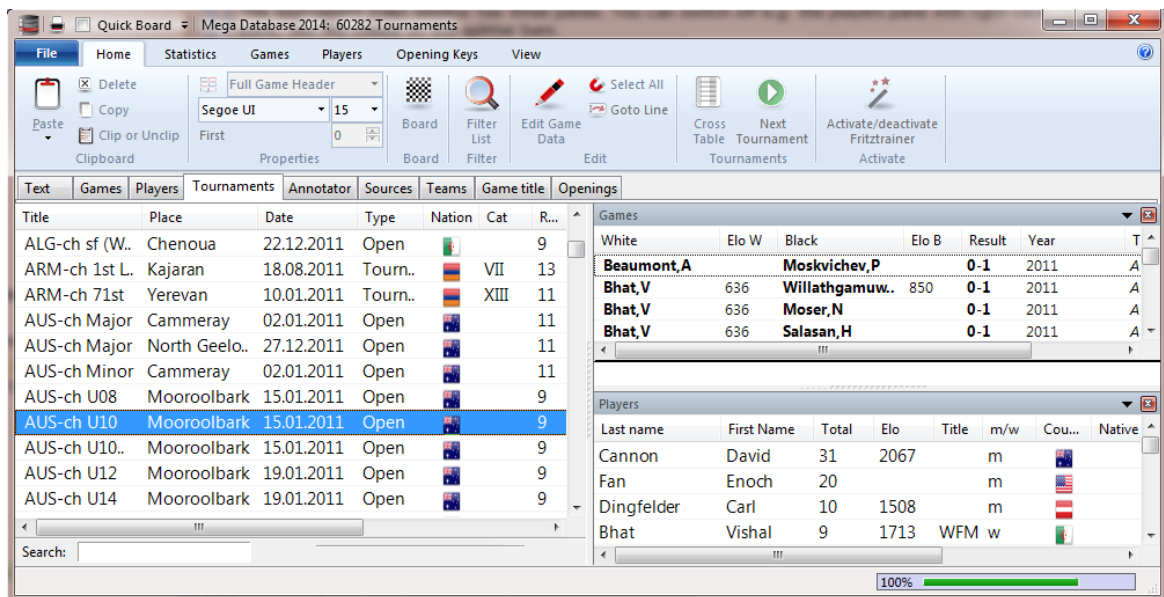


The same information is displayed as in the [Opening Reference](#). The contents of the display have to do with the white and black repertoires of the selected player.



### 2.1.3.6 Tournament index

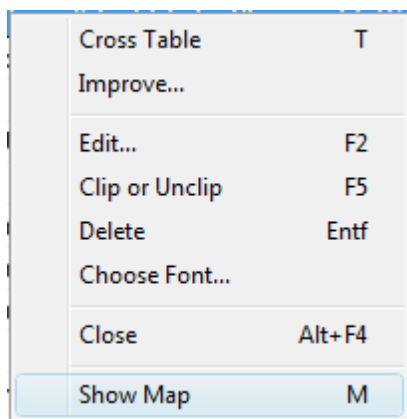
List window: Click Tournament tab



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 Ctrl-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.

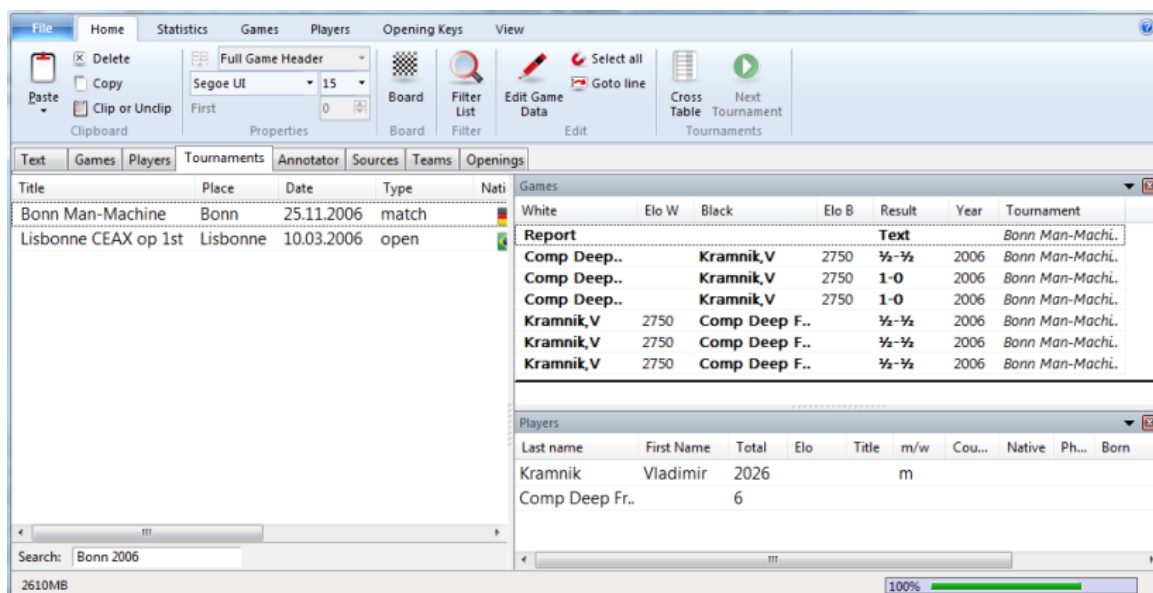
#### Show Map

Display the Location of the Tournament on the World Map

You can copy a tournament by [Drag & Drop](#) with the mouse to another database.

### 2.1.3.7 Full text search in the Tournament list

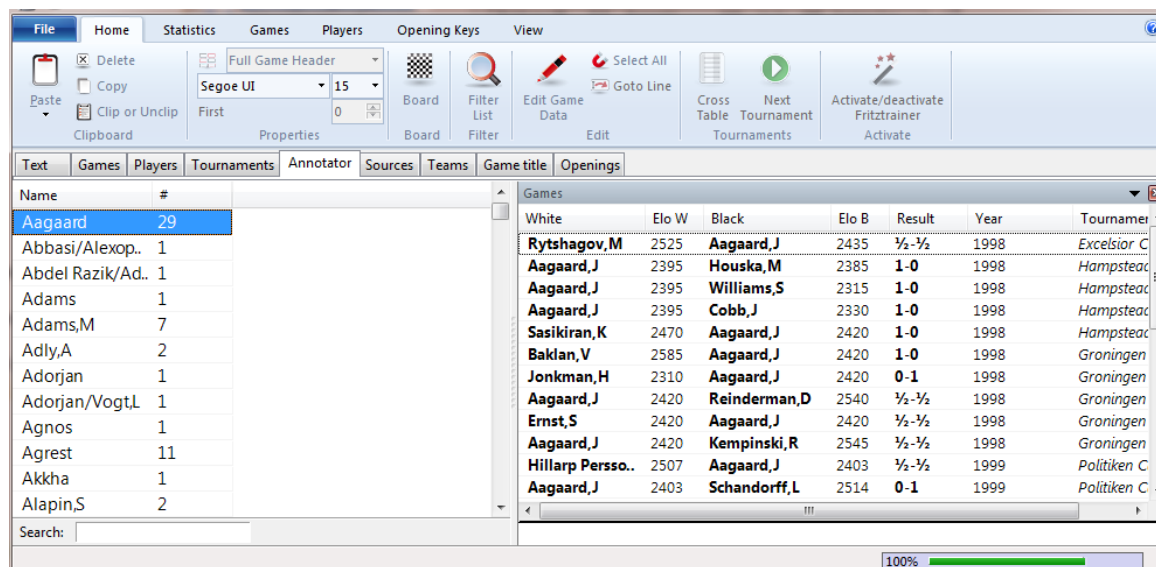
For instance, type "Candidates 1953", "Bonn 2006" or "Linares".



Only a second after finishing typing the search begins automatically.

### 2.1.3.8 Annotator index

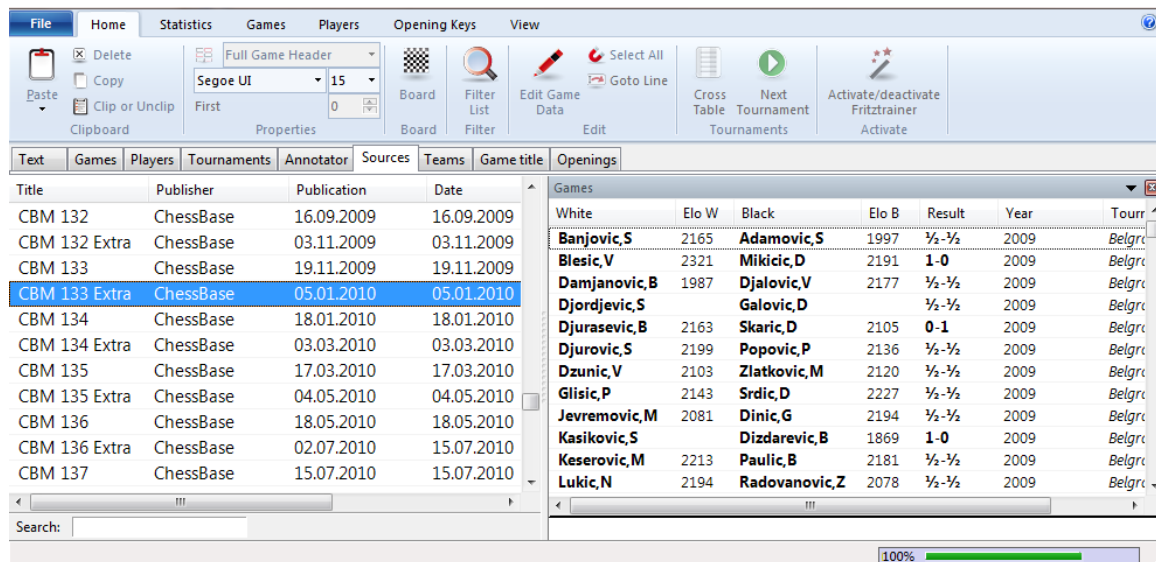
List window: Click **Annotator** tab



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.

### 2.1.3.9 Source index

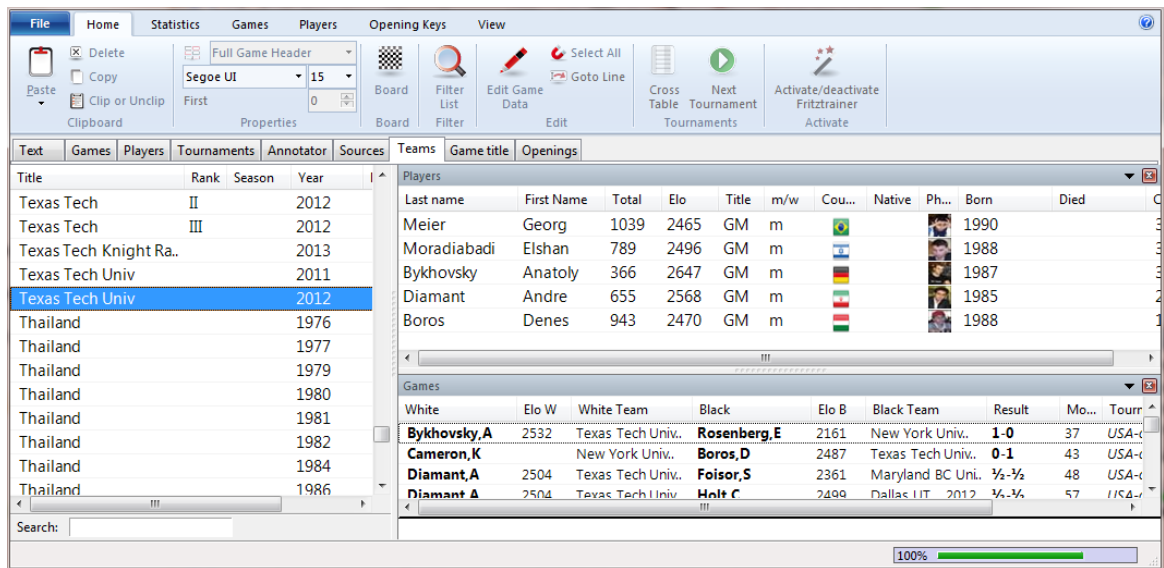
List window: Click **Source** tab



Paste 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.

### 2.1.3.10 Teams index

List window: Click **Teams** tab



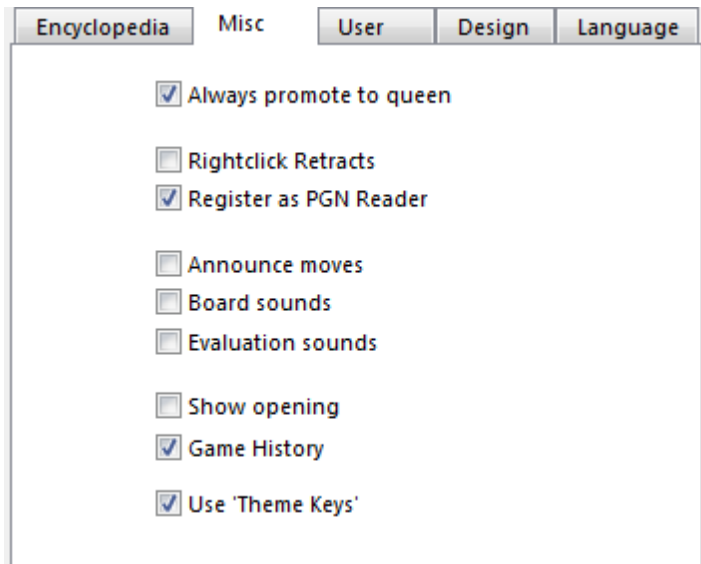
This displays a list of all games which were played by the members of a team.

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](#).

### 2.1.3.11 Endgame keys

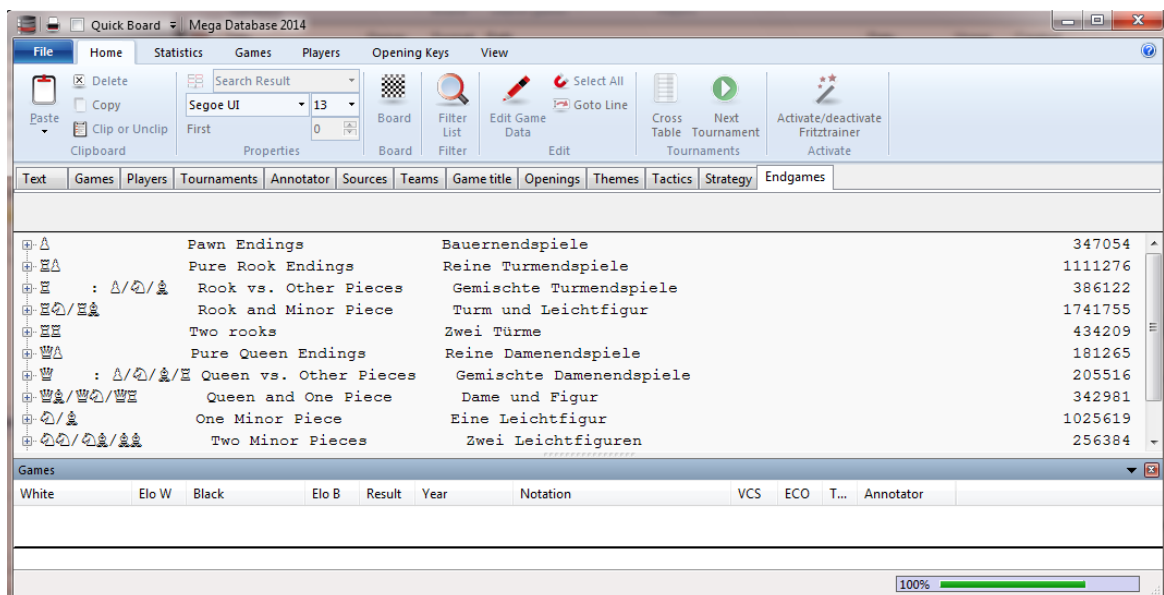
List window: Click **Endgame** tab.

**Note:** These 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).

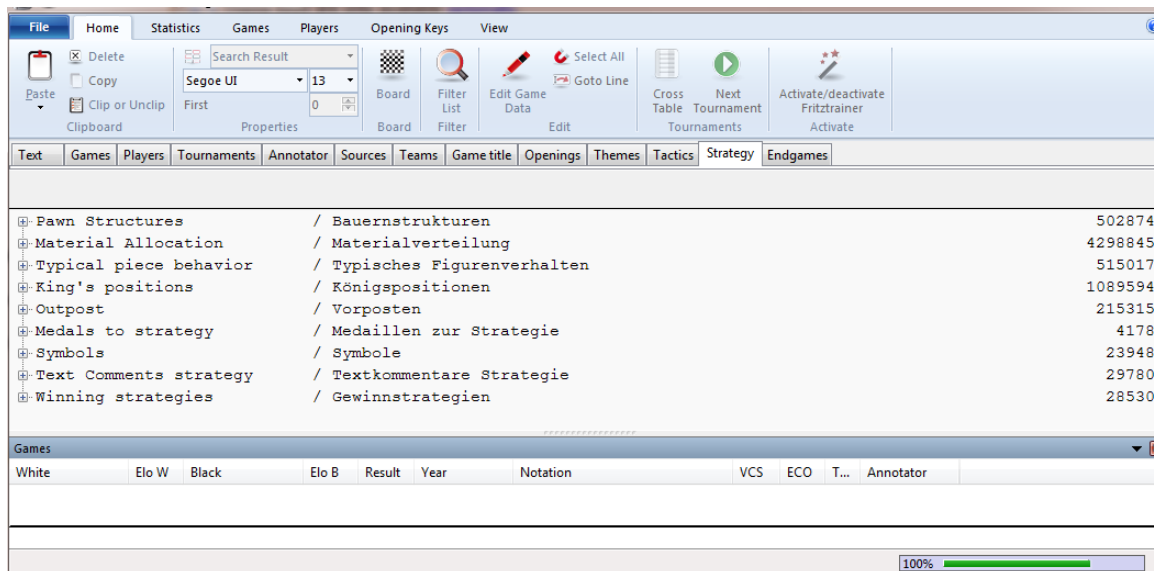
See also [Endgame Classification ....](#)

### 2.1.3.12 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](#).



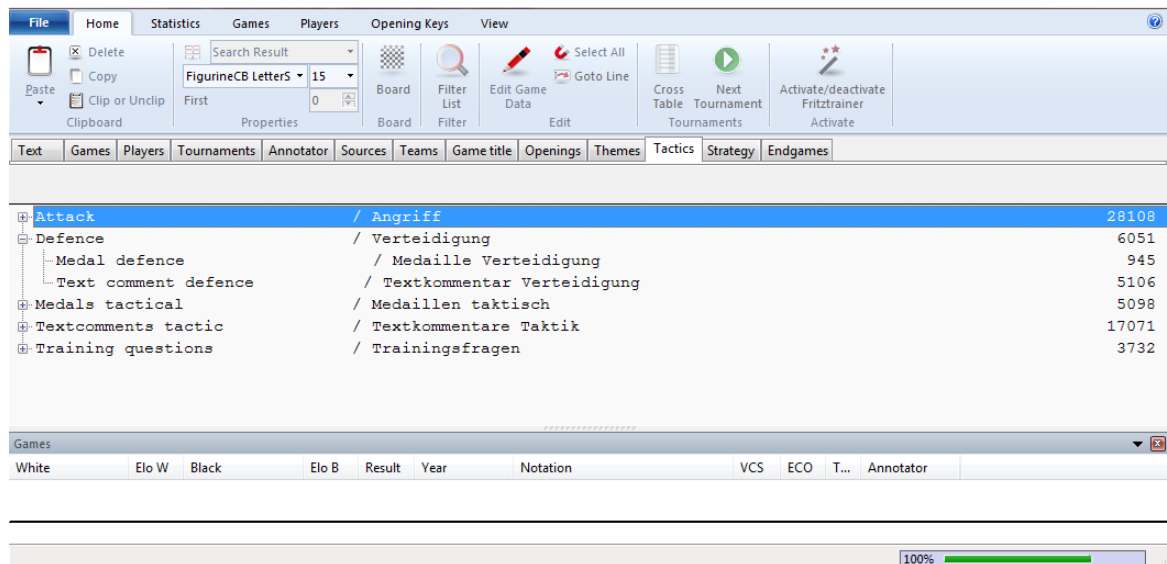
➤ If you load a game from a strategy key the program will jump to the position that led to the match (if that is possible).

### 2.1.3.13 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.



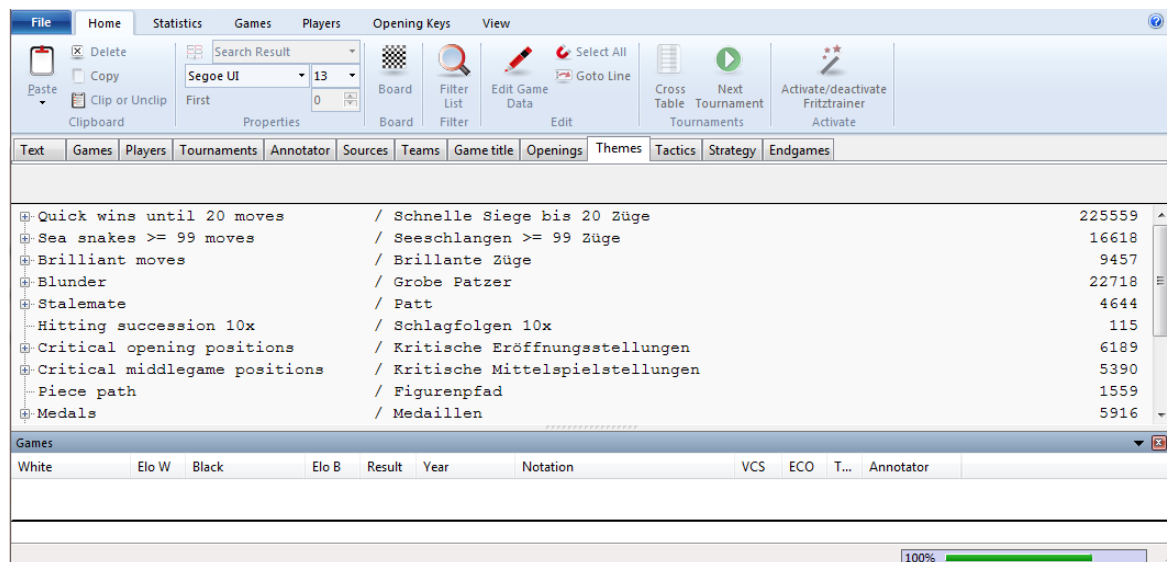
➤ If you load a game from a tactics key the program will jump to the position that led to the match (if that is possible).

### 2.1.3.14 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.

#### **2.1.3.15 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.

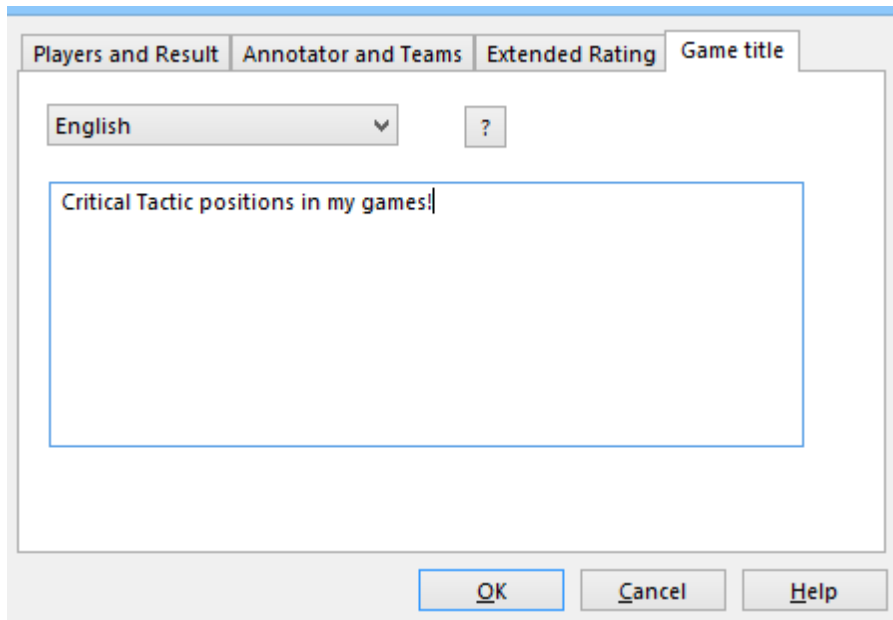
This is an indication of factors such as a certain opening position leading to a particular endgame, or a player preferring a particular endgame.



### 2.1.3.16 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.

Text	Games	Players	Tournaments	Annotator	Sources	Teams	Game title
Title						Count	
Positional Motives with Isolani!						1	
Tactical Games with Isolani!						1	

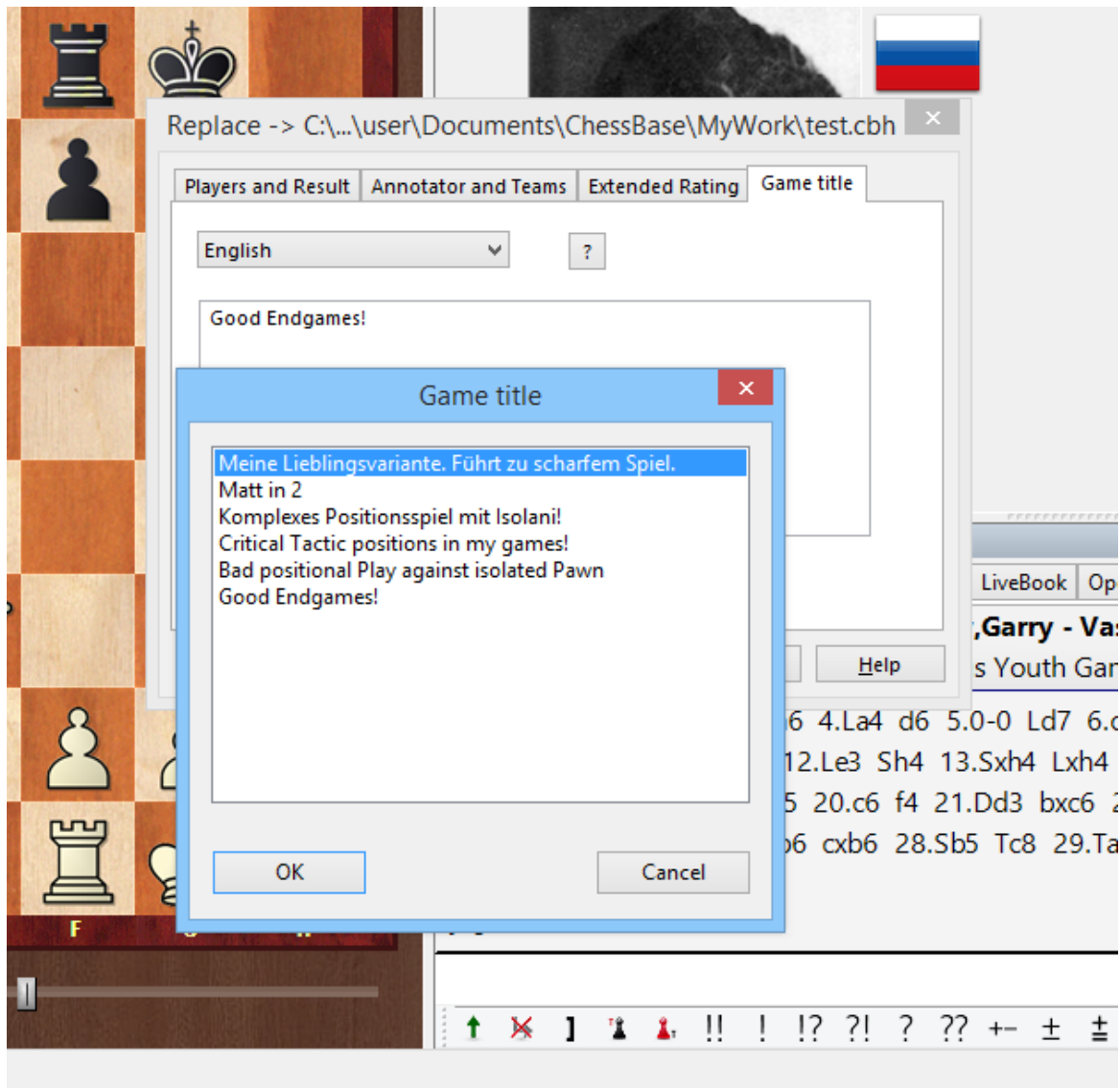
Text	Games	Players	Tournaments	Annotator	Sources	Teams	Sondertitel	Openings
Title								Count
Komplexes Positionsspiel mit Isolani!								3
Matt in 2								1
Meine Lieblingsvariante. Führt zu scharfem Spiel.								1
Bad positional Play against isolated Pawn								1
Critical Tactic positions in my games!								1
Good Endgames!								1

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 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**.

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](#)

Search for material distribution and balance.

▶ [Manoeuvres](#)

Search for manoeuvres.

▶ [Medals](#)

Search for medals.

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).

#### 2.1.4.1.2 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.

▶ **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.

## 2.1.4.1.3 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 or other diacritics.

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

## 2.1.4.1.4 Search mask – Annotations

[Search mask](#), [Annotations](#).

The screenshot shows the 'Search Mega Database 2014' window with the 'Annotations' tab selected. The 'Text1' field contains 'Mygames' and the 'Whole word' checkbox is checked. The 'Text2' field is empty. The 'Symbols' field is empty, and the 'Deleted' checkbox is unchecked. The 'Position' checkbox is checked, and the '960:' field is set to '0'. A list of checkboxes for various search filters is shown, including 'Colours', 'Training', 'Multimedia', 'Pawn structure', 'Piece path', 'Variations', 'Any text', 'Any symbols', 'Critical Opening Position', 'Critical Middlegame Position', and 'Critical Endgame Position'. A 'Reset' button is located at the bottom right.

► **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**

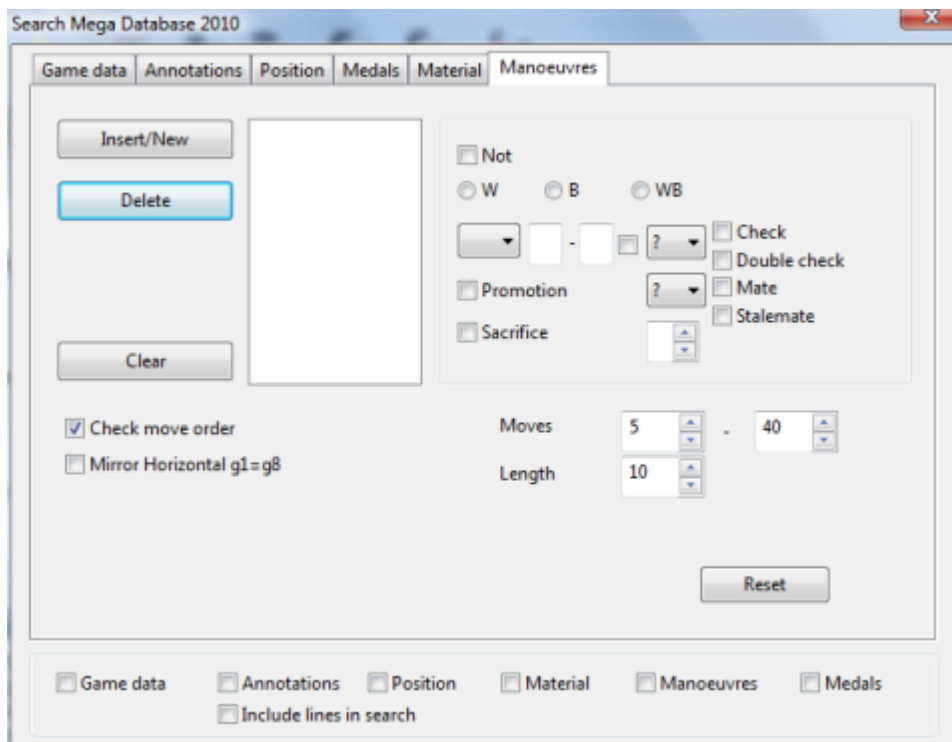
Search for games which start from an [entered position](#).

► **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](#).

2.1.4.1.5 Search mask – Manoeuvres

[Search mask](#), *Manoeuvres*.



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.



In the above example we are looking for games in which a white bishop moved from somewhere to f7 capturing a pawn ("wB??f7xP"), the black king recaptured the bishop ("bK??f7xB"), after which a white knight delivered check on g5 ("wN??g5+"). "Check move order" means the moves must have occurred in that order, "Length" that it had to be within three ply, "Mirror horizontal" that it could be a black bishop capturing on h2.

### 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

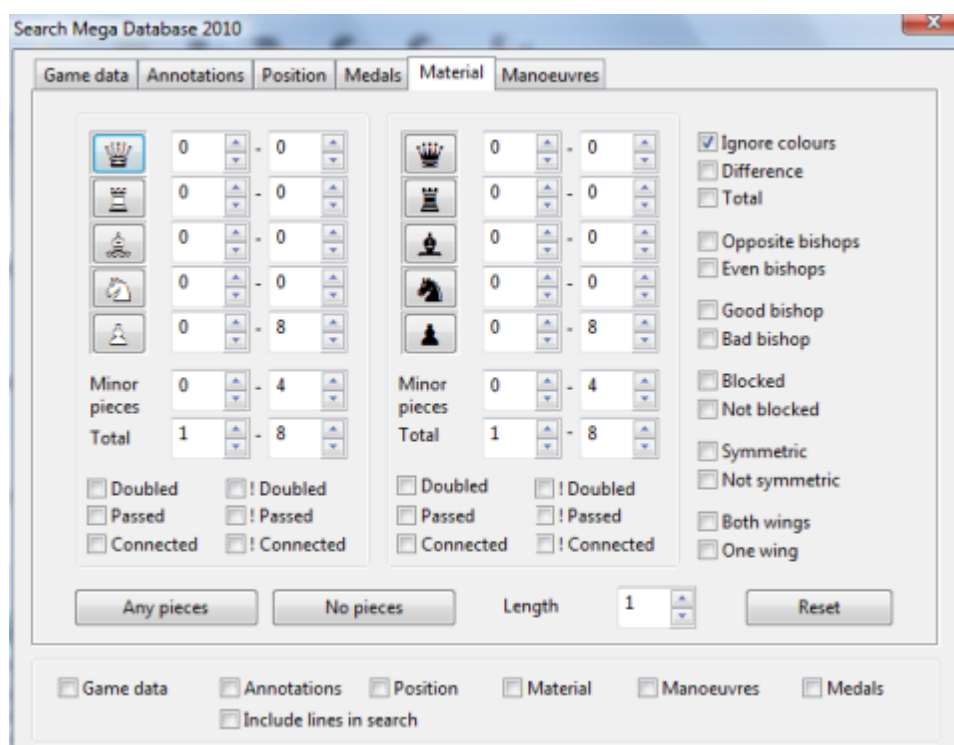
bK??f7xB

wN??g5

Suggested move window settings: 5–40, length 3.

#### 2.1.4.1.6 Search mask – Material

[Search mask](#), [Material](#).



### 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.

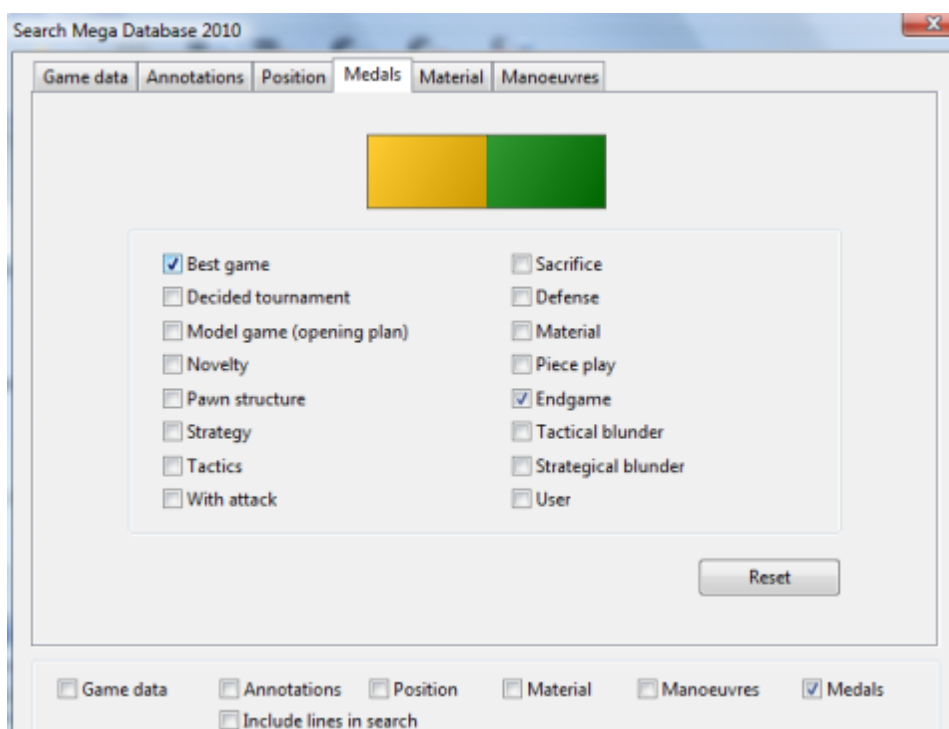
▶ **Length**

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.

#### 2.1.4.1.7 Search mask – Medals

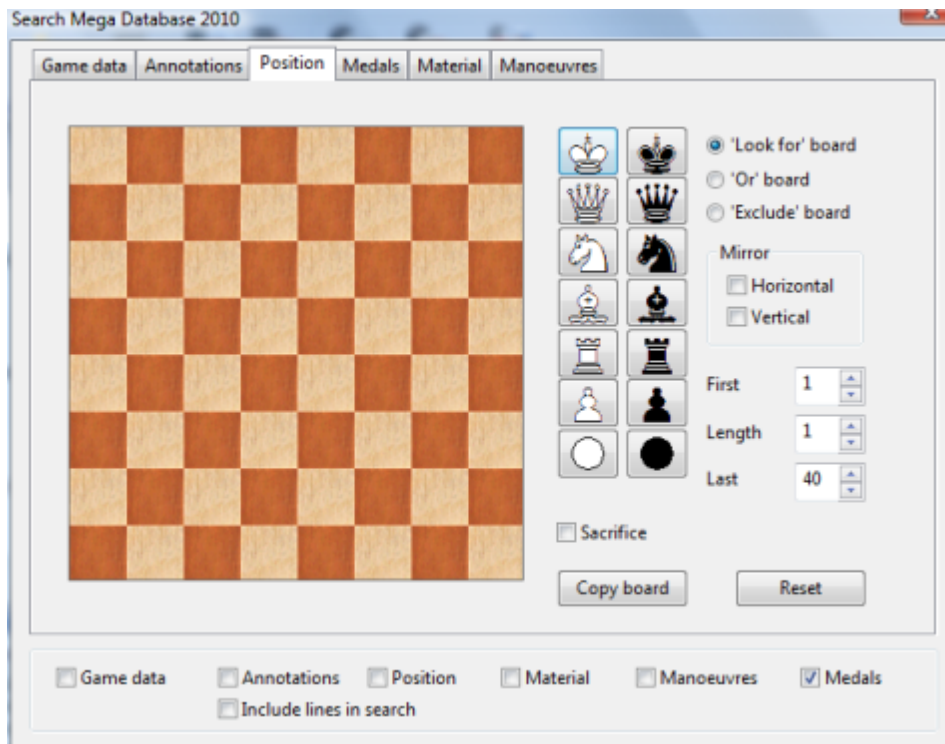
[Search mask](#), [Medals](#).



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.

## 2.1.4.1.8 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 **three definition boards**:

- 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 Ctrl 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

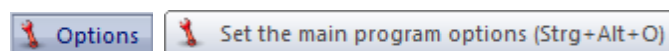
Search board: wPe5

Exclusion board: bPd6,d7,e6,e7,f6,f7

## 2.1.4.2 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.

Last Name	<input type="text" value="Schreiner"/>
First Name	<input type="text" value="Peter"/>

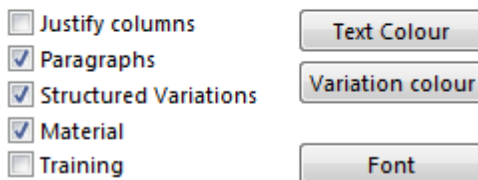
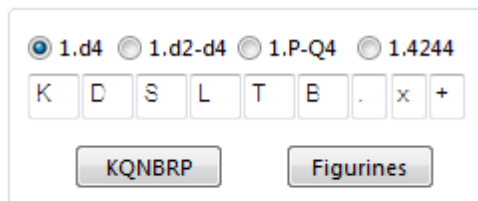
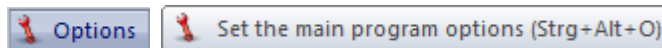
Find me in player encyclopedia / Update my encyclopedia entry

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.

▶ **KQNBPR**

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.

**▶ 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**

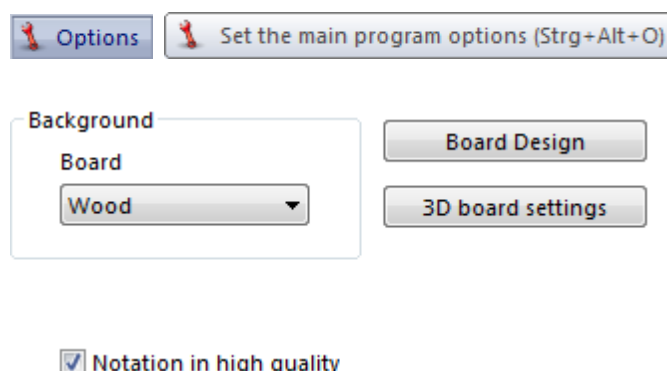
Select a colour for variations (second level or deeper).

**▶ 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.

## 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.

#### 2.1.4.2.4 Standard engine and Heumas

*Menu File Options Engines*

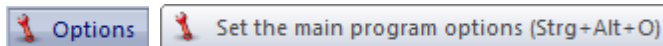
The Standard engine is the [analysis engine](#) which automatically starts when you click the engine button (right) or press Alt-F2



Select your standard engine and the [hash table](#) size (ChessBase will suggest a reasonable value for this).

See also [Default Engine ...](#)

## Heumas



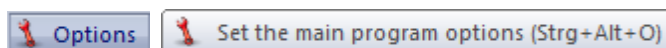
[Heumas](#) is the move input assistant and is itself a small, fast chess engine. You can switch it off if you want. "Heumas Ply" determines how deep Heumas looks into the position. With depth the quality improves, but this also requires more processing power.



## 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	5
Maximum Database Windows	3

Number of recent games	10
Number of recent databases	10

RAM: 2046MB	
Cache Size Reference DB	613

**▶ 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**

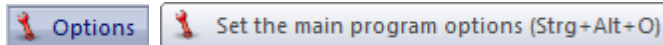
Displays how much memory is available on your system. It refers to installed, not free memory.

**▶ 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 Tablebase Path

**Menu File Options Tablebases**



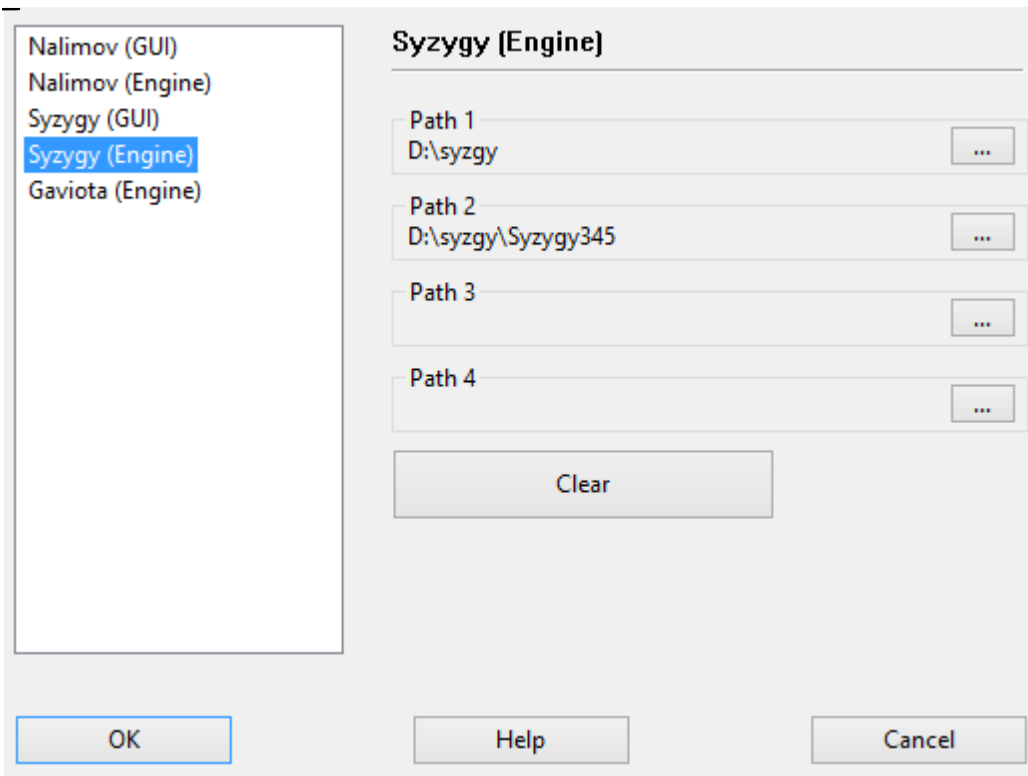
The Endgame Turbo vol I - vol III contain five and six-men endgames for perfect play. You can configure the paths where you have installed your endgame turbo tablebases and the amount of memory for caching.

Path 1	<input type="text" value="Programmdaten\Tablebases"/>	<input type="button" value="Browse..."/>
Path 2	<input type="text"/>	<input type="button" value="Browse..."/>
Path 3	<input type="text"/>	<input type="button" value="Browse..."/>
Path 4	<input type="text"/>	<input type="button" value="Browse..."/>
Cache	<input type="text" value="8"/> <input type="button" value="▲"/> <input type="button" value="▼"/>	MB
<input checked="" type="checkbox"/> Load at program start		

#### 2.1.4.2.7 Syzygy Tablebases

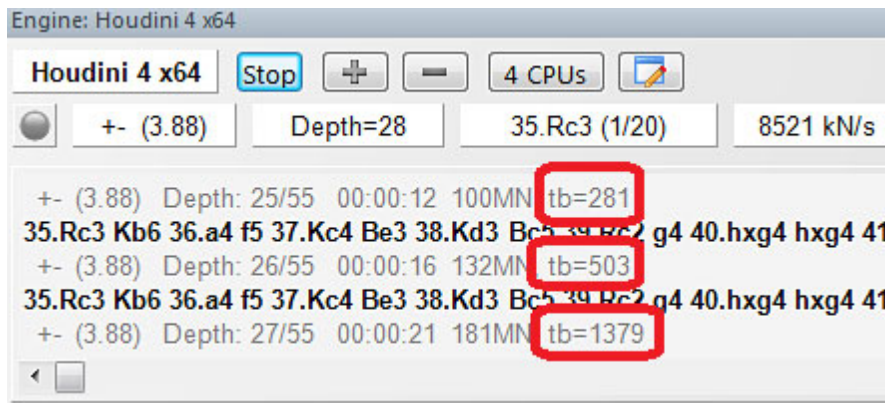
ChessBase supports a relatively new endgame database format, the **Syzygy Endgame Tablebases**. Older versions only supported the Nalimov Endgame Tablebases, which are still supported in this version. The new format was designed by **Ronald de Man** from Holland. Most new chess engines already support 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.

#### 2.1.4.2.8 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.

Notation	Engines	Folders	Limits	
Encyclopedia	Misc	User	Design	Language
Tablebases	Tablebases Gaviota		Clipboard	

Path 1

Path 2

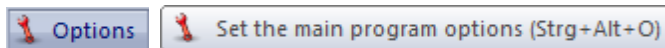
Path 3

Path 4

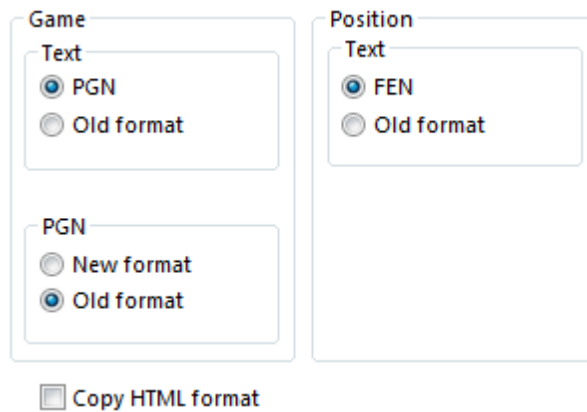
Cache    MB

## 2.1.4.2.9 Clipboard PGN Options

Menu: *Tools Options tab Clipboard*

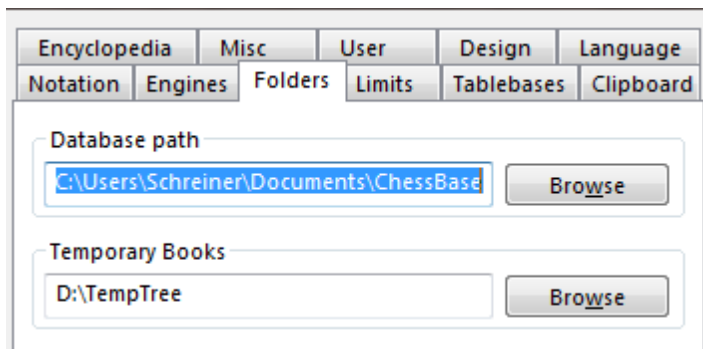


Configure the format of text and PGN which you put in the Windows Clipboard with Board Window: Edit - Copy - Copy Game.



## 2.1.4.2.10 Folders

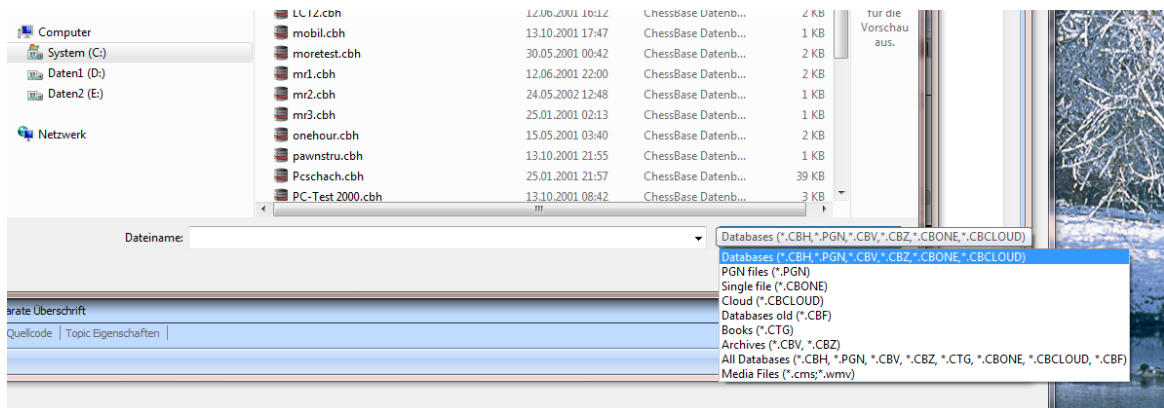
Menu *File Options Folders*



Here you tell ChessBase where you normally keep your databases, where it should store temporary books, and where the [players encyclopedia](#) and the endgame tablebases are located.

### 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.

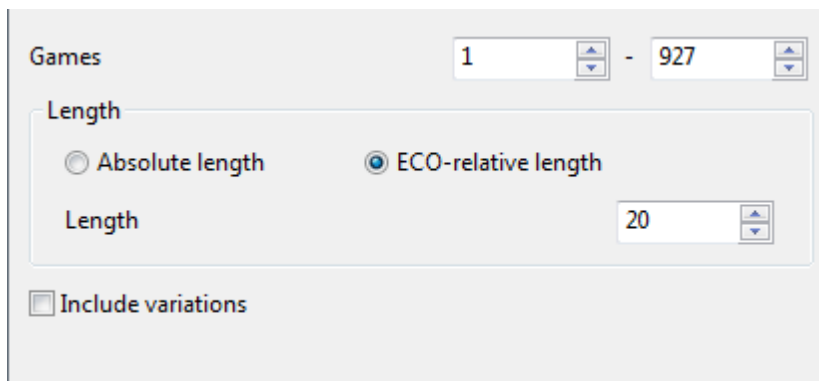
#### Folder Shortcut

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.

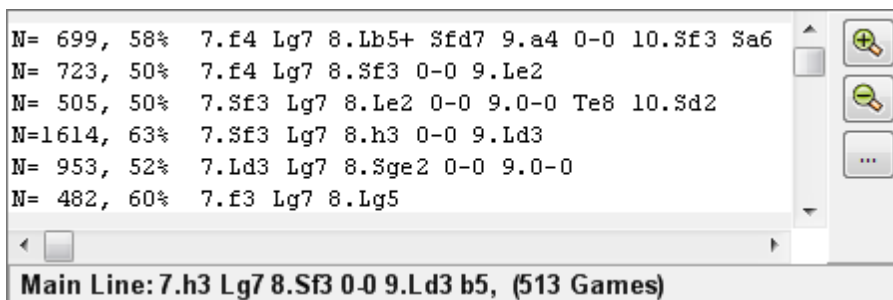
Obviously, if you choose a shorter length the tree will be compact. But then you are liable to lose some valuable information. If you choose a very large value then the tree will be gigantic, and it will contain a lot of superfluous information. A good practical value for adding games to the tree is the default of ECO + 20.

### Variations

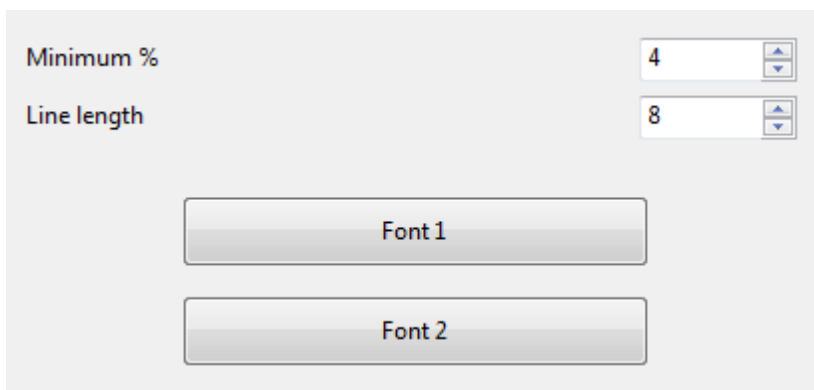
You can also include variations, i.e. analysis that might be included in the games. But these are not included in the statistical analysis.

#### 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 for 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.

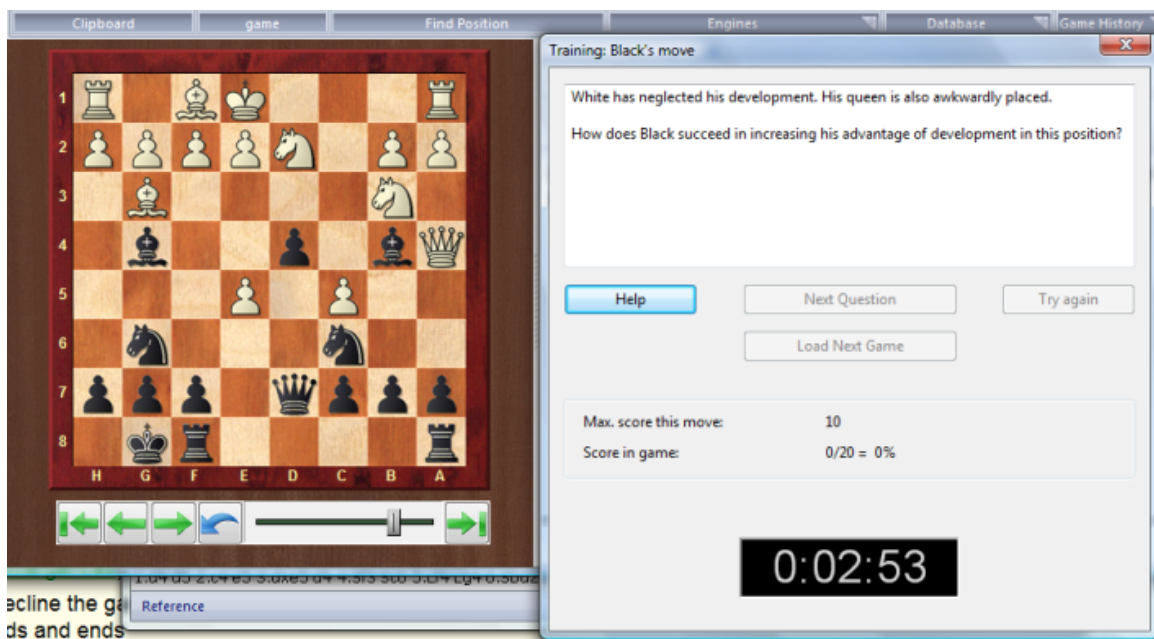
Font 1 + Font 2 -> Select a Font for the display.

#### 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.



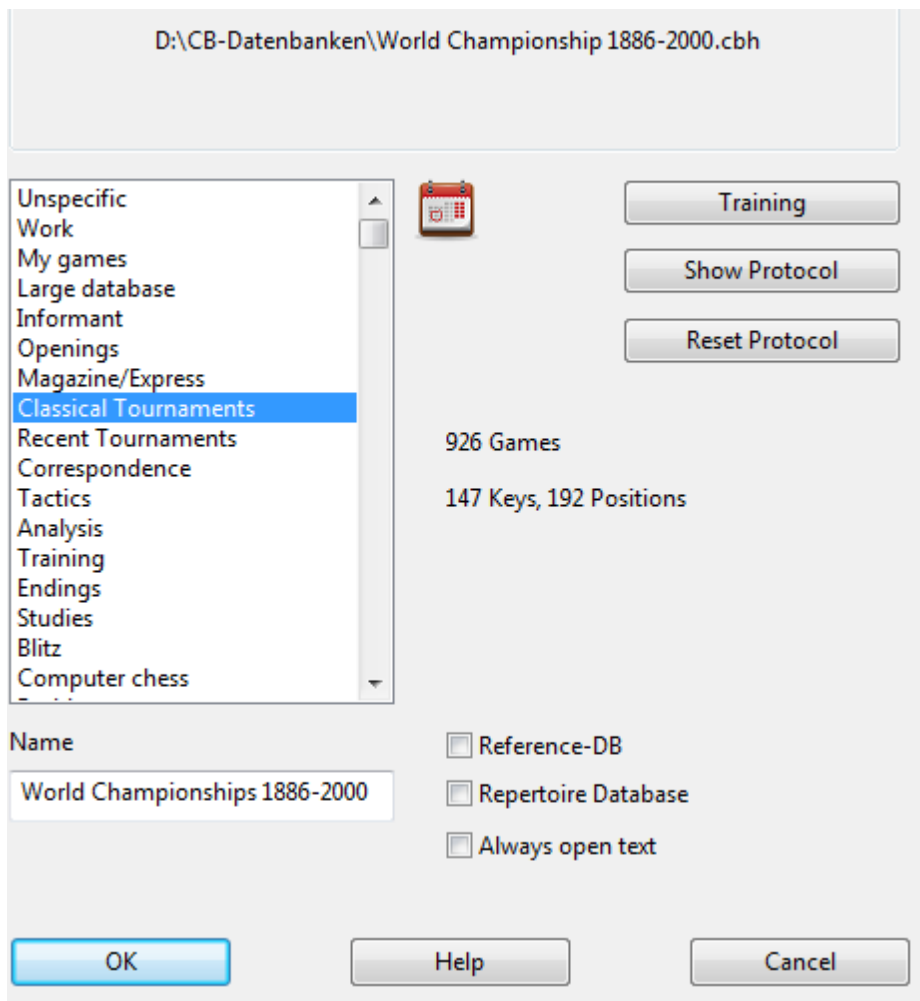
In the help dialog you can add coloured squares and arrows on the chessboard to demonstrate themes. You can even remove pieces (by dragging them off the board –

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 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](#).

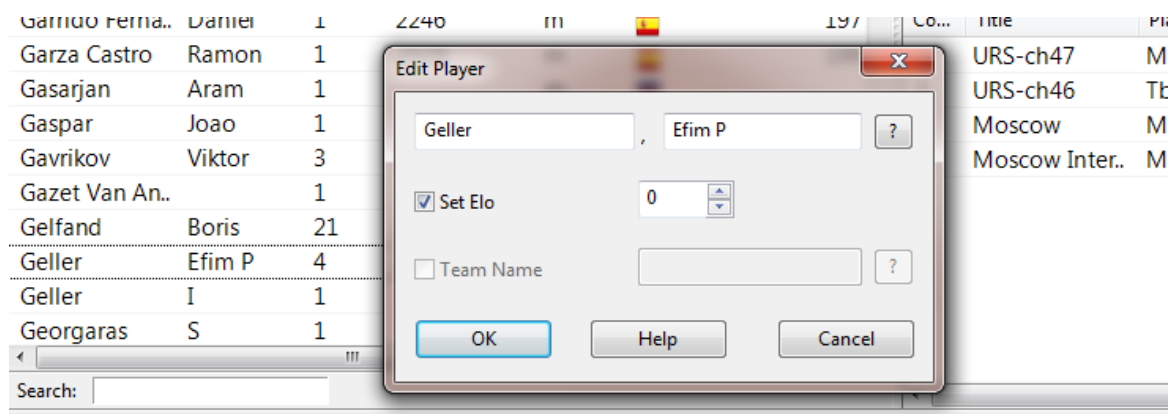
▶ **Always open text**

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.

See also [database formats](#).

#### 2.1.4.8 Edit player's name

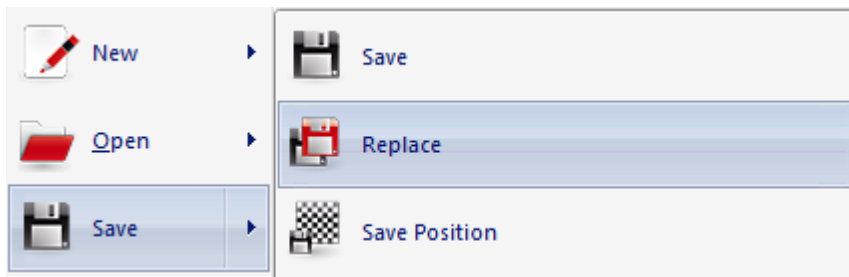
If you select more than one game of a player in the [Player Index](#), this dialog will allow you to edit the name in all games:



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.

### 2.1.4.9 Save mask

When you use [Save](#) or [Replace game](#) a special save window appears in which you can type in all the relevant data about the game.



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**

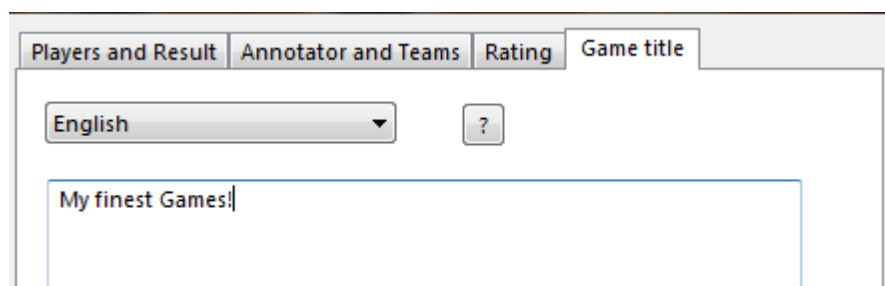
Enter 1-0 (White won),  $\frac{1}{2}$ - $\frac{1}{2}$  (draw) or 0-1 (Black won). If you haven't entered a complete game, i.e. if the moves merely represents analysis, then you may want to use an evaluation symbol instead of the result. By clicking the arrow in the result box you get the menu shown on 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.

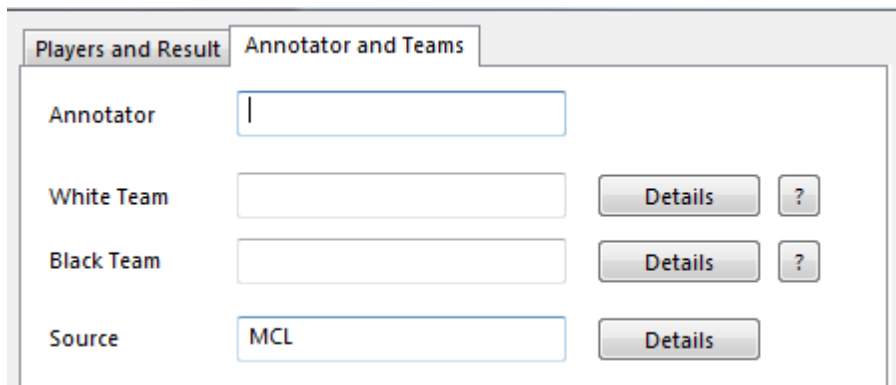


The screenshot shows a dialog box with four tabs: "Players and Result", "Annotator and Teams", "Rating", and "Game title". The "Game title" tab is active. Inside this tab, there is a dropdown menu currently showing "English" and a small square button with a question mark. Below these is a large text area with a blue border containing the text "My finest Games!".

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.

#### 2.1.4.10 Save Mask - Annotator and Teams

You reach the second page of the save mask by clicking the *Annotator and Teams* tab.



The screenshot shows a web interface with two tabs: 'Players and Result' and 'Annotator and Teams'. The 'Annotator and Teams' tab is active. It contains four rows of input fields and buttons:

Annotator	<input type="text"/>		
White Team	<input type="text"/>	Details	?
Black Team	<input type="text"/>	Details	?
Source	<input type="text" value="MCL"/>	Details	

##### ▶ **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.

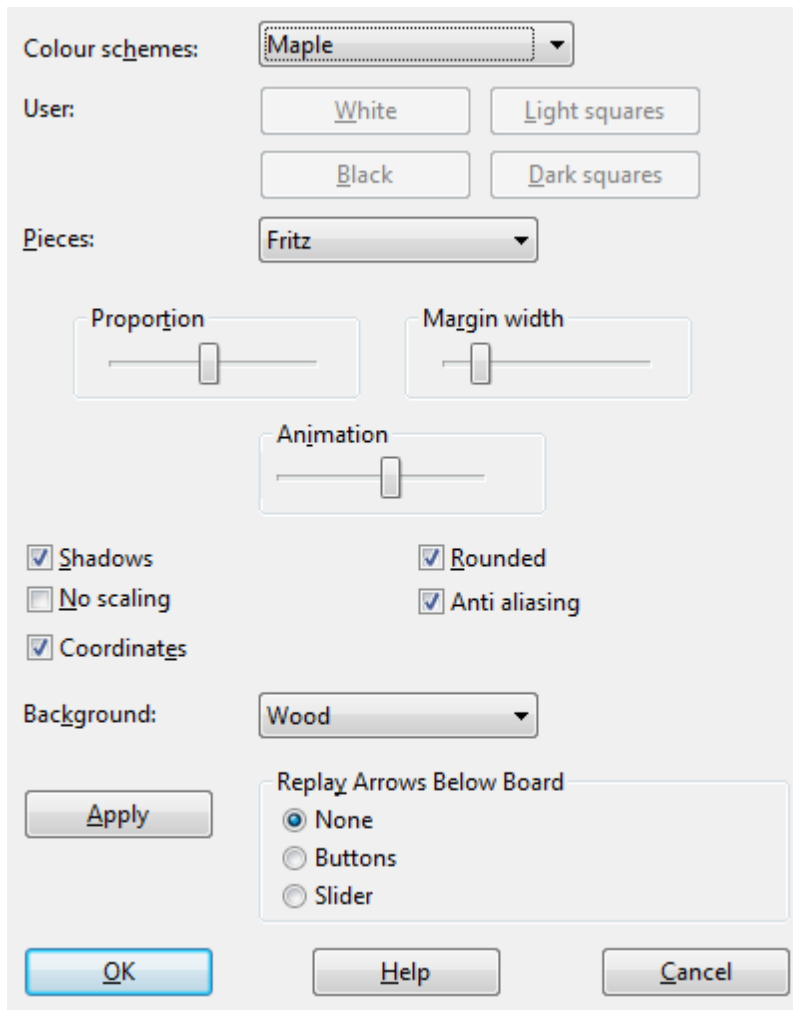
##### ▶ **Source**

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.

#### 2.1.4.11 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.

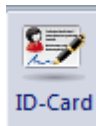


**Functions:** Load previous game in [game history](#); jump to beginning of game; take back move; cancel move (take back and overwrite with next move entry); one move forward; jump to end of game; load next game from [game history](#).

#### 2.1.4.12 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](#).

Last Name.	Timman	
First Name.	Jan H	
Birthday.	1951 (61)	
Title.	GM	
	2564 (11.2011) Trend: 0-0	
Country.	Netherlands	

Photo: Jeroen van den Belt  
2008  
1/36

The Dossier function goes through the games of your reference database to create a [player dossier](#).

#### 2.1.4.13 Options in the book window

Right-click the [book window](#) and select Properties.

Number of positions: 4159377

- Unplayed transpositions
- Retro moves
- Show Elo numbers
- Show next move
- Result from white side
- Statistics

#### ► 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.

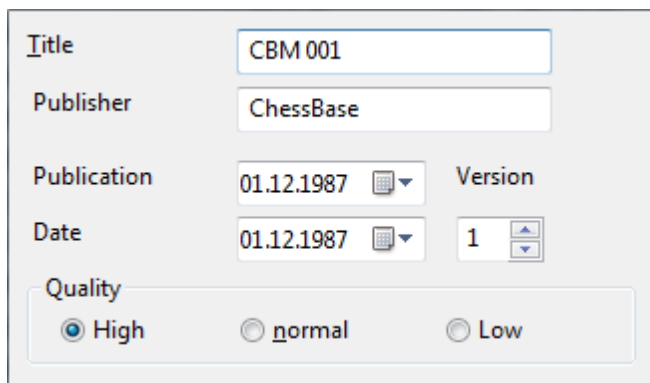
▶ **Statistics**

Displays bar graphs of the move statistics, and also gives the exact number of Elo rated games.

[Show next move ....](#)

#### 2.1.4.14 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.



The screenshot shows a dialog box with the following fields and options:

- Title:** Text input field containing "CBM 001".
- Publisher:** Text input field containing "ChessBase".
- Publication:** Date input field containing "01.12.1987" with a calendar icon.
- Date:** Date input field containing "01.12.1987" with a calendar icon.
- Version:** Spin box containing the number "1".
- Quality:** Radio button group with three options: "High" (selected), "normal", and "Low".

▶ **Title**

This is the name that appears in the source index.

▶ **Publisher**

Who is publishing this game?

▶ **Publication/Version dates**

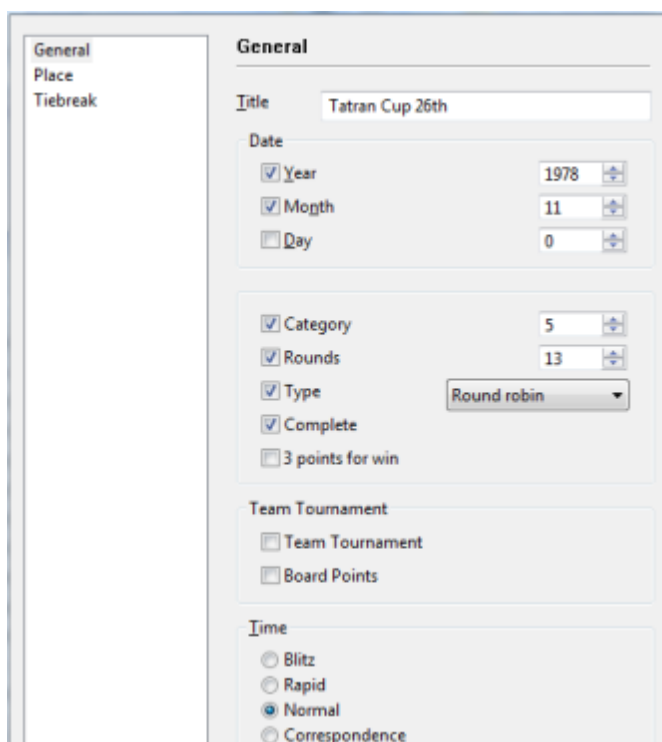
This is used for internal records and for the final publication.

▶ **Quality**

Enter your estimation of the quality of the data (moves, results, names, [spellings](#)).

### 2.1.4.15 Tournament data

The *tournament data* of a game appears in the [tournament index](#) of the database.



The screenshot shows the 'General' tab of a tournament data entry form. On the left is a sidebar with 'General', 'Place', and 'Tiebreak' options. The main form area is titled 'General' and contains the following fields:

- Title:** A text box containing 'Tatran Cup 26th'.
- Date:** A section with three sub-fields: 'Year' (1978), 'Month' (11), and 'Day' (0). Each has a checked checkbox and a spin button.
- Category:** A spin box set to '5'.
- Rounds:** A spin box set to '13'.
- Type:** A dropdown menu set to 'Round robin'.
- Complete:** A checked checkbox.
- 3 points for win:** An unchecked checkbox.
- Team Tournament:** A section with two unchecked checkboxes: 'Team Tournament' and 'Board Points'.
- Time:** A section with four radio buttons: 'Blitz', 'Rapid', 'Normal' (selected), and 'Correspondence'.

#### **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).

**2.1.4.16 Serial Number**

Please type in a [serial number](#) after the Program start. They are eligible for [updates](#).

Aktivierungsschlüssel:

AWTXX SCPGX LFVCU F445D M66XX CB12

S T N V

Bitte die vier obigen Buchstaben eingeben:

Schlüssel kaufen

OK Abbrechen

The serial number is needed for the first program start. After entering the serial number the program has unlimited access to the [online database](#).

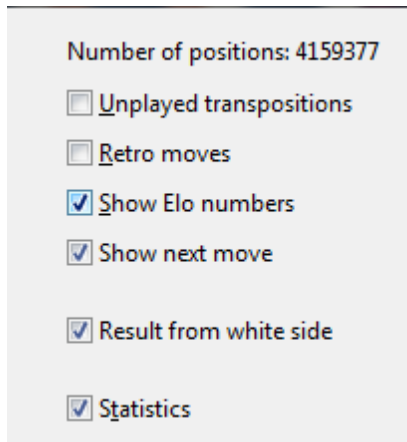
Some program functions require access to the fast, up to date online database. To do this the program has to be activated online via the Internet.

The Internet activation is carried out with the program's *Menu File*.

### 2.1.4.17 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.

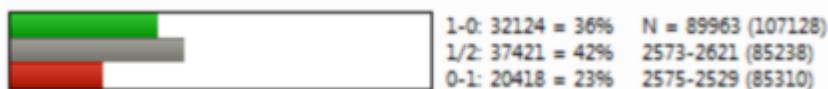
„**Show Elo numbers**“ integrates the strength of the players into the statistical data of the games.

„**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.



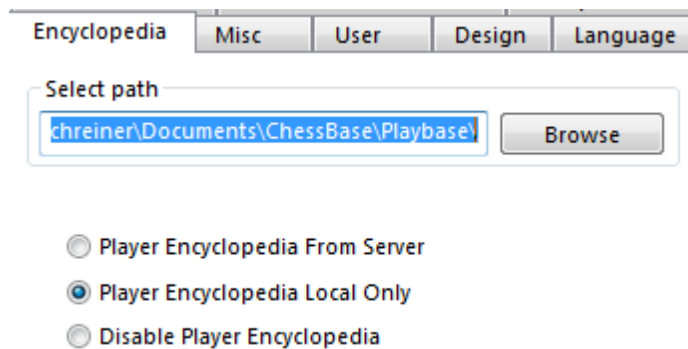
*Retro moves* are the moves leading to this position from other positions in the trees.

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.

#### 2.1.4.18 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 encyclopedia 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.

Text	Games	Players	Tournaments	Annotator	Sources	Te
Title	Place	Date	Type	Na		
Tatran Cup 26t.	Strbske Pleso	11.1978	tourna..			
Tijuca op	Cross Table	T	open			
Tilburg	Improve...	78	tourna..			

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)

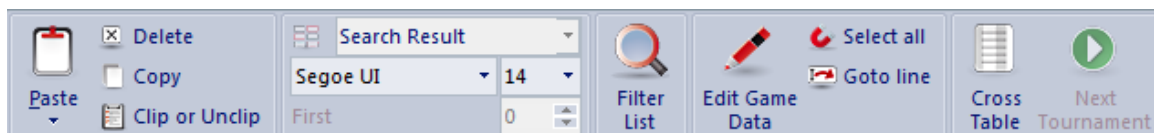
If the [players encyclopedia](#) is available the flags of the players will be displayed.

### 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.



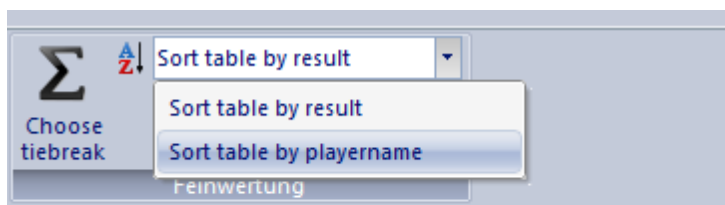


With the buttons on the top right you can:

- ▶ 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

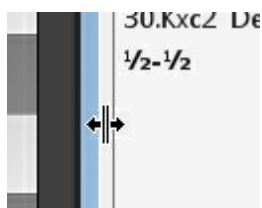
It is also possible to sort by **player name**.

## 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:

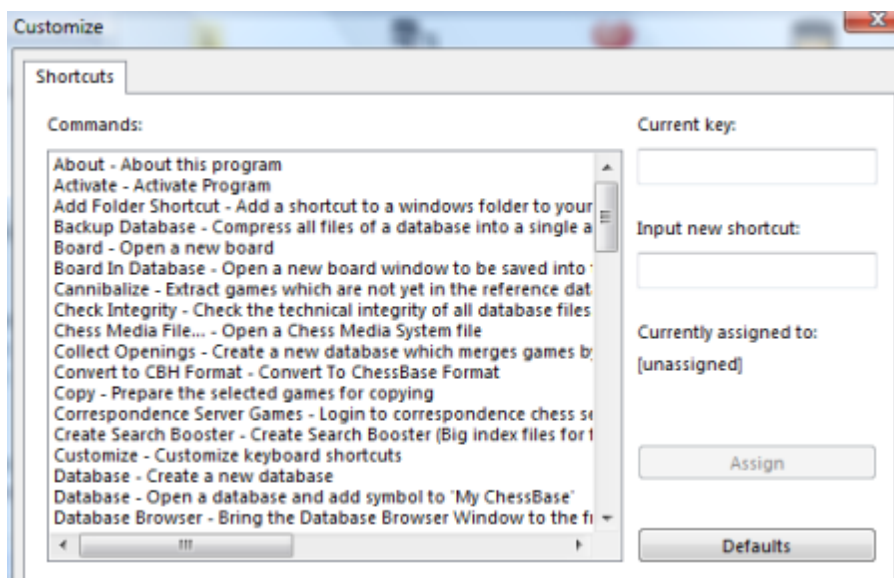
## 2.2 Keyboard Shortcuts

### 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	<i>f</i>	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	x	Weak point.
Ctrl-O	™	Only move
Ctrl-W	a	with

Ctrl-Alt-W	0	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	1/2	Draw
Ctrl-Shift-P	p	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 <a href="#">clip database</a>
O	Game overview in many diagrams
T	Generate tournament table
Ctrl-F	Call up <a href="#">search mask</a> to define search
Tab	Switch search mask on/off. If no search mask is defined, next game index
+ (plus key)	Set user <a href="#">medal</a> 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 <a href="#">Opening Reference</a> for board position
Tab	Switch notation
M	Close variation
+ / -	With the <a href="#">analysis engine</a> 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 <a href="#">default analysis engine</a>
Space	Insert best engine move into notation

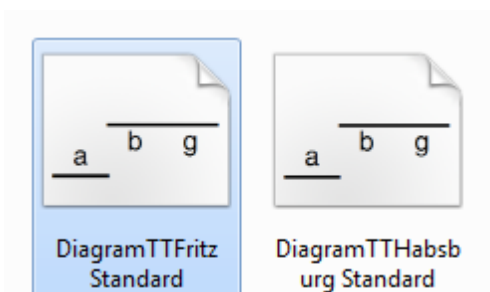
Ctrl-Space	Insert best variation of all engines into notation
x	Show threat
y	Calculate next best move(only Fritz engine).
Ctrl-Alt-B	Open/close photos window
Ctrl-Alt-N	Open/close notation window
Esc	Close window
Ctrl-Z	After deleting or reordering variations: Undo

## 2.2.5 Keyboard shortcuts in the database window

Tab	Switches between window "panes"
F3	Next higher directory level
Ctrl-F12	Go to <a href="#">My databases</a>
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 <a href="#">My databases</a> .
Ctrl-X	Create a new database in the current directory.
Ctrl-Z	<a href="#">Archive</a> current database.
Ctrl-L	Show <a href="#">games list</a> of the selected database.
Ctrl-P	Show <a href="#">players index</a> of the selected database.
Ctrl-T	Show <a href="#">tournament index</a> of the selected database.
Ctrl-A	Show <a href="#">annotator index</a> of the selected database.
Ctrl-S	Show <a href="#">source index</a> of the selected database.
Ctrl-K	Show <a href="#">openings key</a> 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.

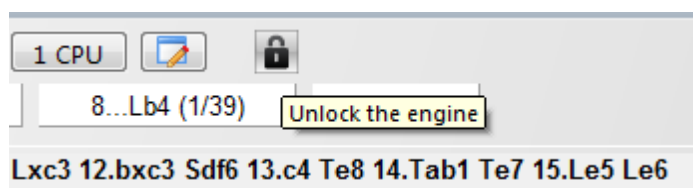
Keyboard shortcuts:

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](#).

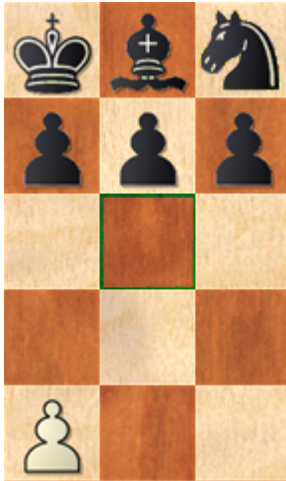


After that you can move to another position on the board, while the engine continues working on the original position. You can start a second engine and lock it to a different position. The only limit to the number of engines running in parallel is processor power. If you have a multi-processor board 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.

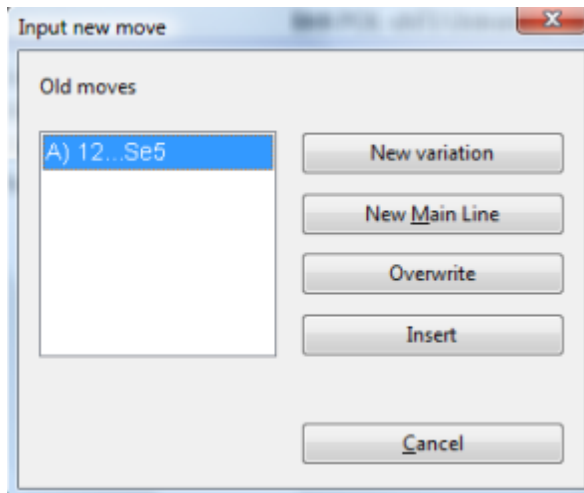
[See also .....](#)

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 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.

### 3.1.4 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.](#)

### 3.1.5 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.

## **3.1.6 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.

## **3.1.7 Enter position**

–

*Menu File New Position Setup ("S").*

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.

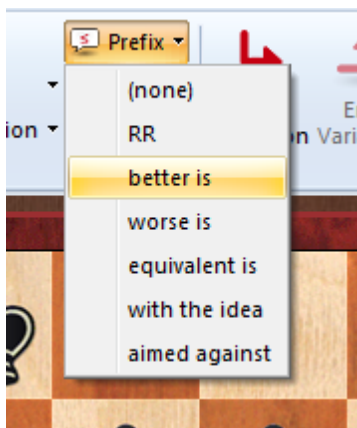
To generate position descriptions click Copy ASCII or Copy FEN in the position input window. The description is copied into the Windows clipboard and can be inserted in any word processor by pressing Ctrl-V.

**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).

### 3.1.8 Annotating games

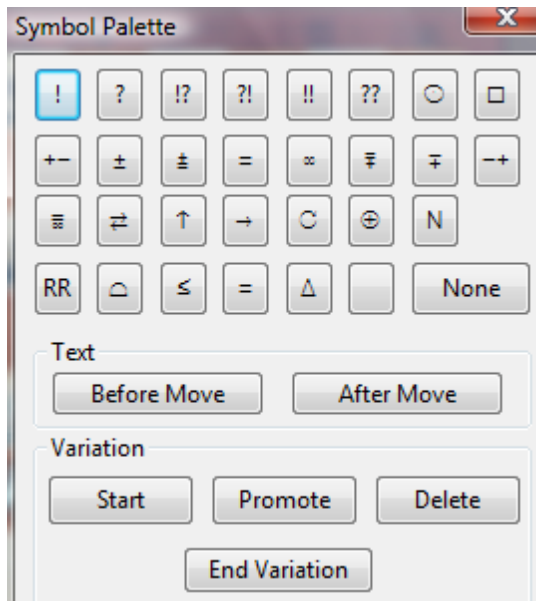
There are many different forms of annotation:



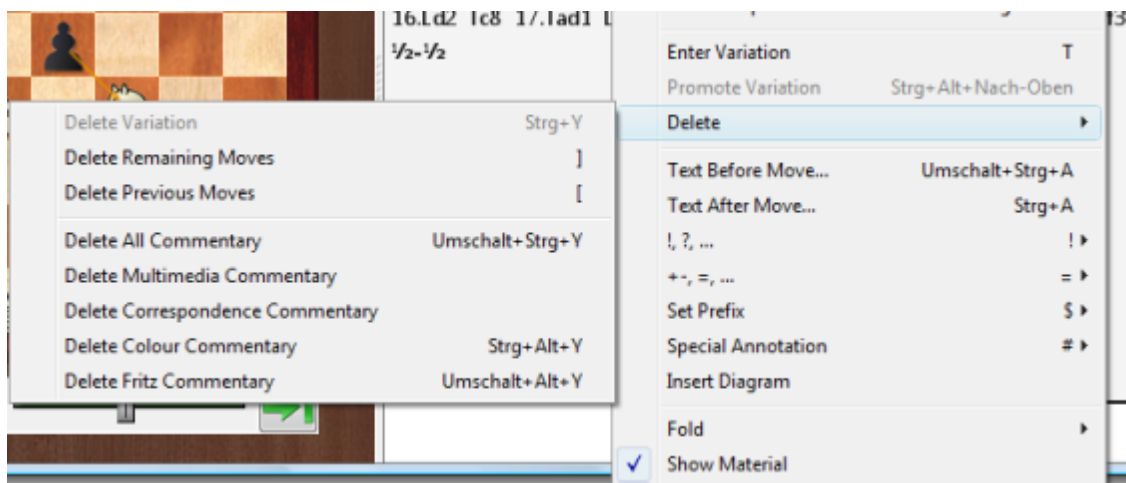
- ▶ [Variations](#) – alternative continuations that can be replayed on the board.
- ▶ [Text commentary](#) – embedded in the game (e.g. "This is the critical position.").
- ▶ [Symbol commentary](#) – in the form of special chess symbols inserted before or after

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.



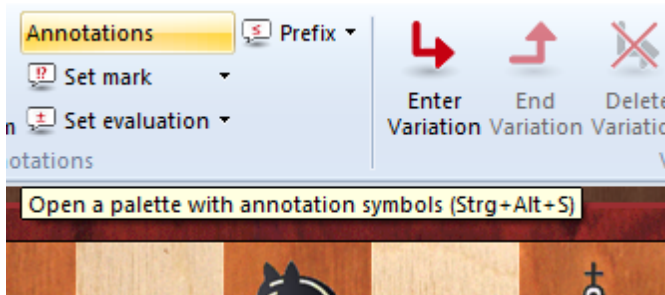
The [annotation palette](#) is a helpful tool for quick entering of symbol commentary and variations.



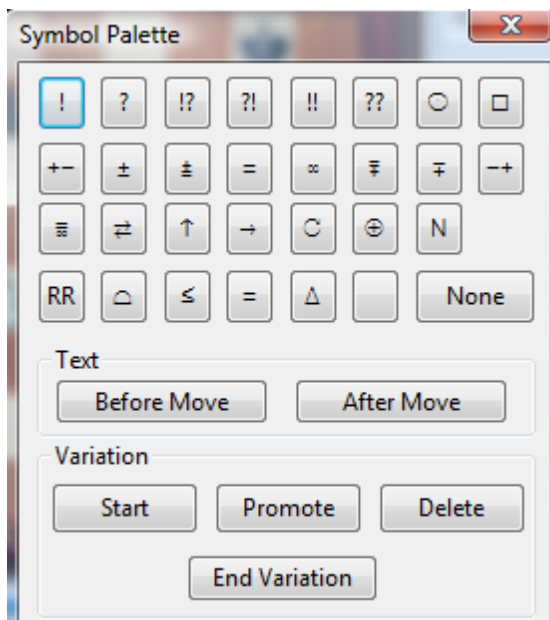


### 3.1.9 Annotation palette

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.

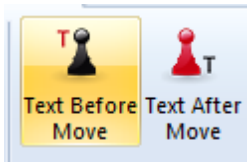
**▶ End variation**

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

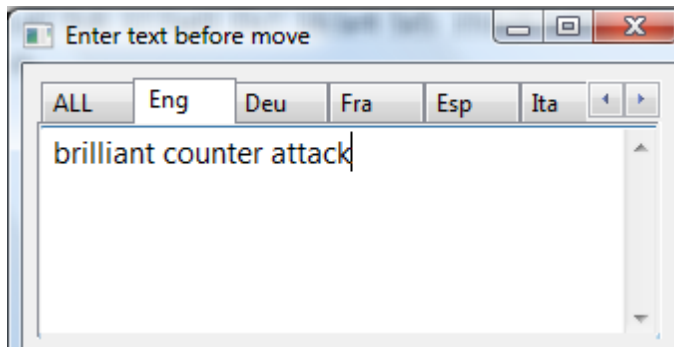
See also the Information about [Notation Toolbar ....](#)

### 3.1.10 Text commentary

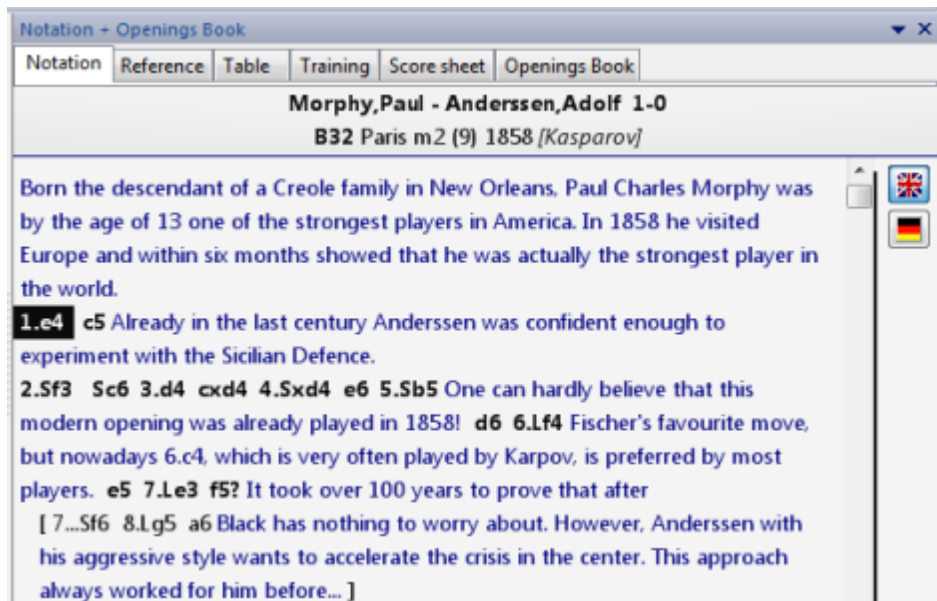
*Board window: Insert Text before/after move*



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 determines whether the commentary is displayed in the notation or not (see [Language](#)). The language is set at 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.

## 3.1.11 Language selection by mouse click

ChessBase offers the possibility of assigning [text commentaries](#) to a particular language, so commentaries can be made in parallel in [different languages](#).

The program offers a comfortable way of switching between languages.

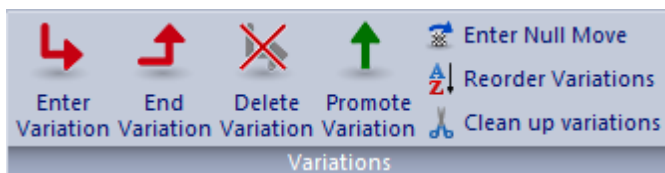
Next to the notation the languages used for the text commentary are displayed by miniature flags.

You can change to another language by clicking on one of the flags.



### 3.1.12 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**

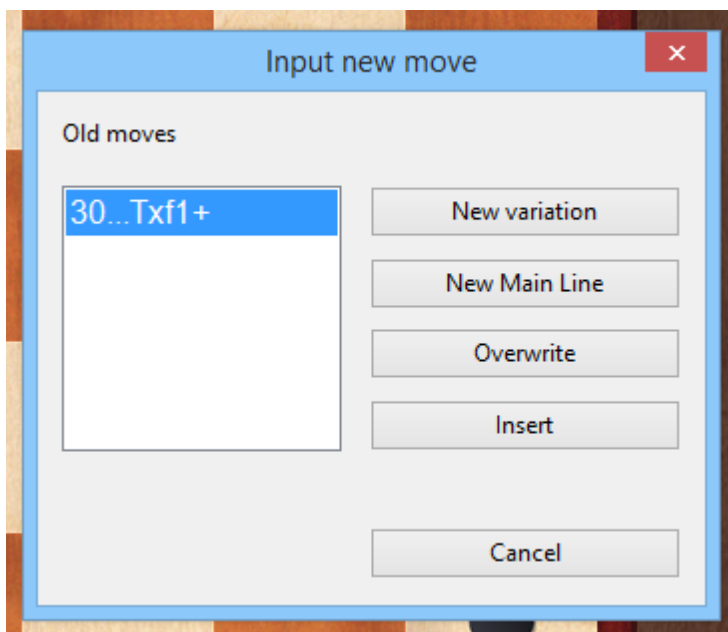
The variations will be reorganized on the basis of chess criteria. The most important continuations become the main variations, i.e. all lines that have a large number of subvariations will be promoted at all levels to main variations.

**► 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.

**3.1.13 Editorial annotation**

*Board window: (Shift-Ctrl-R)*

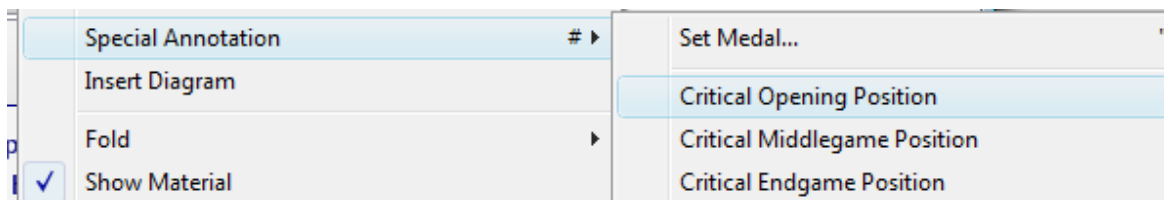
This causes ChessBase to consult the [Online Database](#) and insert game references to the closest matches. This is done in the style of the Chess Informant's "RR" commentary. The following example is the result of a single click on an unannotated game.



### 3.1.14 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.

### 3.1.15 Graphic commentary

ChessBase uses coloured arrows and squares to illustrate tactical points and make strategic themes and plans more clear. The graphic elements are entered using a combination of mouse and keyboard:



Mark square green, draw green arrow	Press Alt key and click square or draw line from a to b.
Mark square red, draw red arrow	Press Alt + Shift and click square or draw line from a to b.
Mark square yellow, draw yellow arrow	Press Alt + Ctrl and click square or draw line from a to b.

If you draw a line with the same colour again you erase it.

The graphic commentary is stored together with the game and appears automatically during replay.

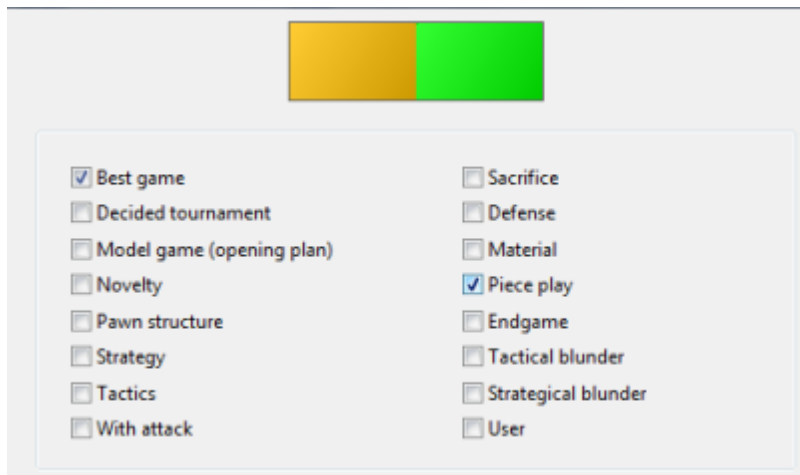
### 3.1.16 Medals

*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.

Medals	Annotator
	Avrukh,B
	Avrukh,B
	Avrukh,B
	Avrukh,B
	Avrukh,B
	Avrukh,B
	Avrukh,B
	Roiz,M
	Har Zvi
	Avrukh,B

Games from [ChessBase Magazine](#) with medals.

The following medals are available in ChessBase:



How to set medals

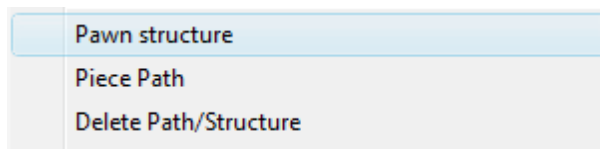
- ▶ Right-click a move and use *Special annotation* *Set Medal*
- ▶ Keyboard: Type quotation mark ("")

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.

### 3.1.17 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.





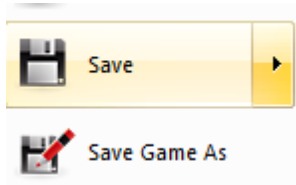
You can display the piece path by simply pressing "&".



Both diagrams disappear when you click anywhere or press a key (e.g. cursor right for the next move).

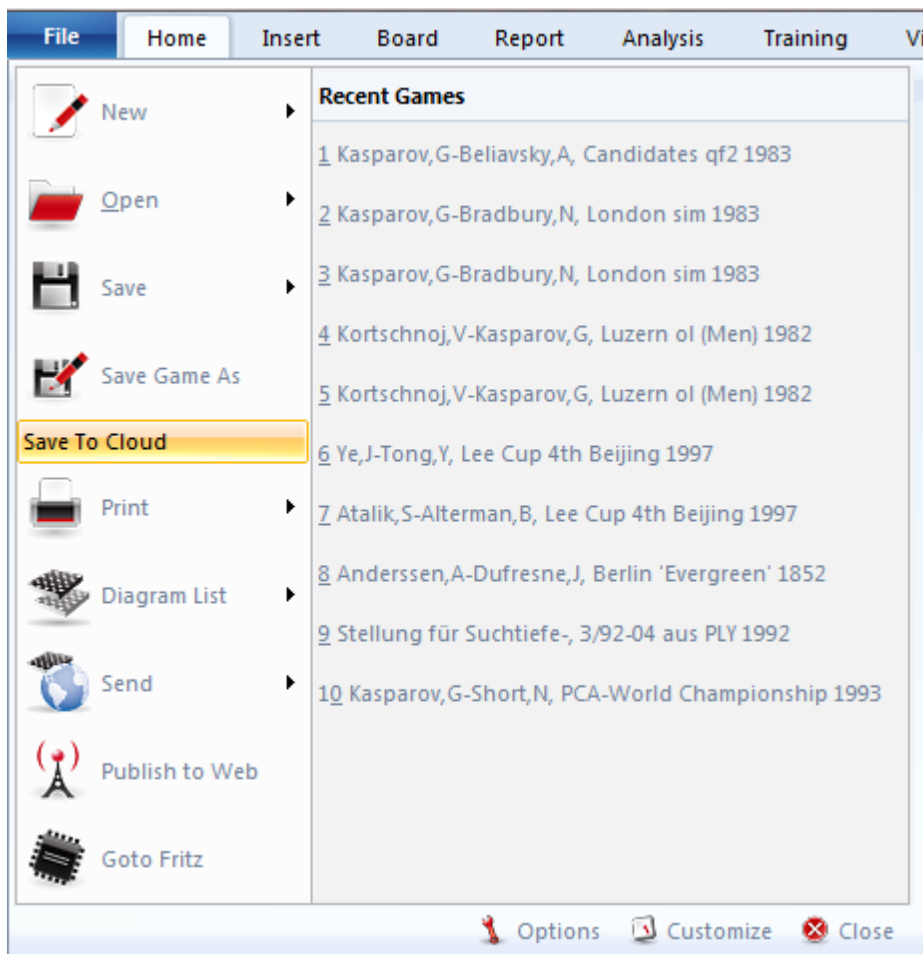
### 3.1.18 Saving games

Board window: Menu File Save (Ctrl-S) / Save as...



When you enter a game it is initially only stored in memory. Use Save or Save 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. The game (or [database text](#)) are stored at the end of the database.

You can also store a Game in the [Cloud](#) directly.

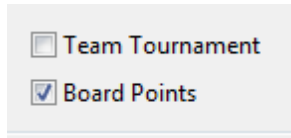


If you opened the [board window](#) (Ctrl-N) from a [database window](#), the game is already linked to a database and can be saved there without further query. You can save it in a different database by using Save as, which produces a file selector in which you can browse for the database you want. The file selector also appears if you use Save with

a game not opened in a database.

If you have loaded and modified a game, and want to store it in its original place, use [Replace game](#).

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.

### 3.1.19 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.

### 3.1.20 Tipp Merging Games

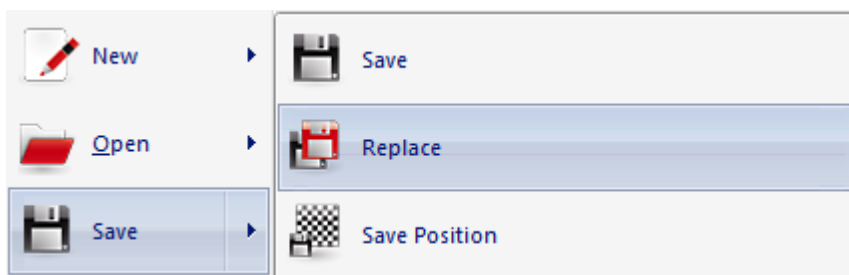
A user would like to insert comments and variations and then merge multiple games to get an overall variation tree, but unfortunately, the initial moves have been played in many different orders to allow for uniformity.

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.

### 3.1.21 Replace game

Board window: Menu File Replace (Ctrl-R)



Replace game works exactly like [Save game](#) – with one important difference. The game is not added to the end of the database but reinserted in its original place. You will want to use this when you change or annotate a game and then want to store it in

the same database in the same place.

How to replace a game with one from another database

1. First load the game you want to insert into the other database.
2. Switch to the list window of the database into which you want to insert the game.
3. Right-click the game you want replaced and select *Edit Replace with...*

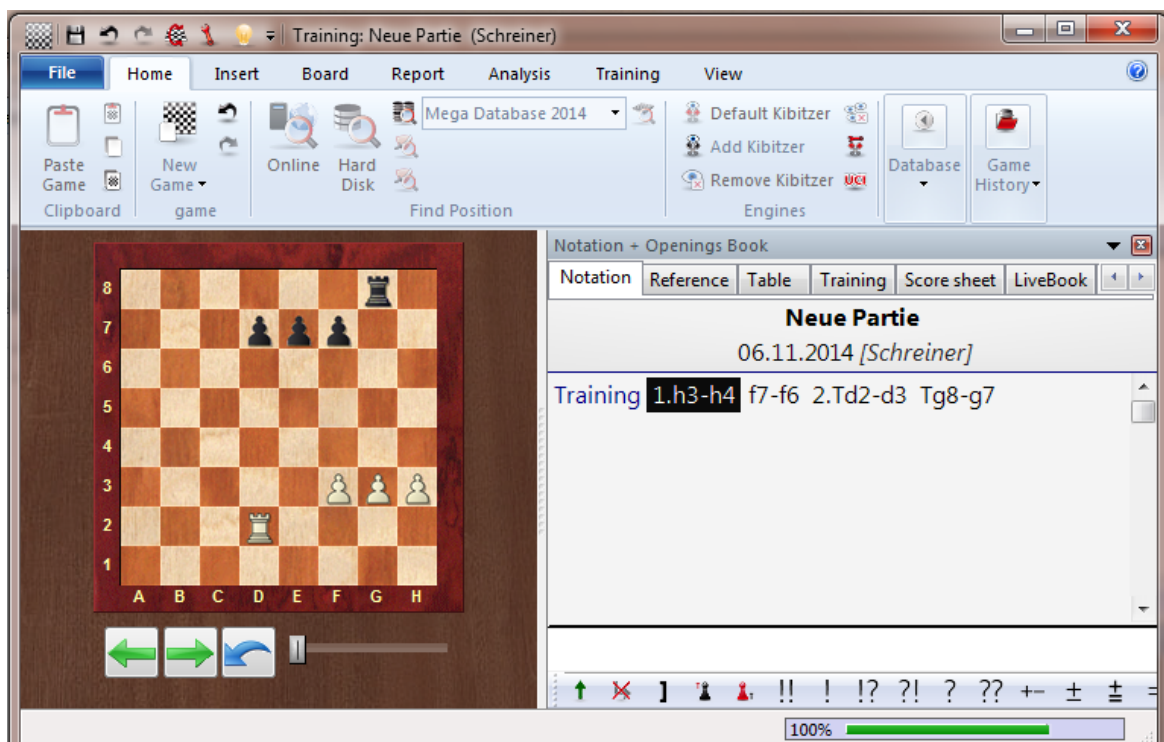
ChessBase will offer to replace the game highlighted in the games list with the one loaded in the board window.

You can replace any game in any database by any other game. Load or enter the new game. Open the target database and right-click the old game to be replaced. In the right-click-menu call *Edit -> Replace with...*

### 3.1.22 Input and saving of illegal positions

As opposed to previous versions of ChessBase, ChessBase 13 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.



The position is illegal, proceed anyway?

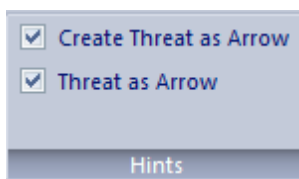
You can, however, setup an illegal position and record moves in that position.

Moves can be entered and saved in a database just as for a legal position.

### 3.1.23 Training

#### 3.1.23.1 Threat Animation

Board window: Training- Threat as Arrow.



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.

#### 3.1.23.2 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.



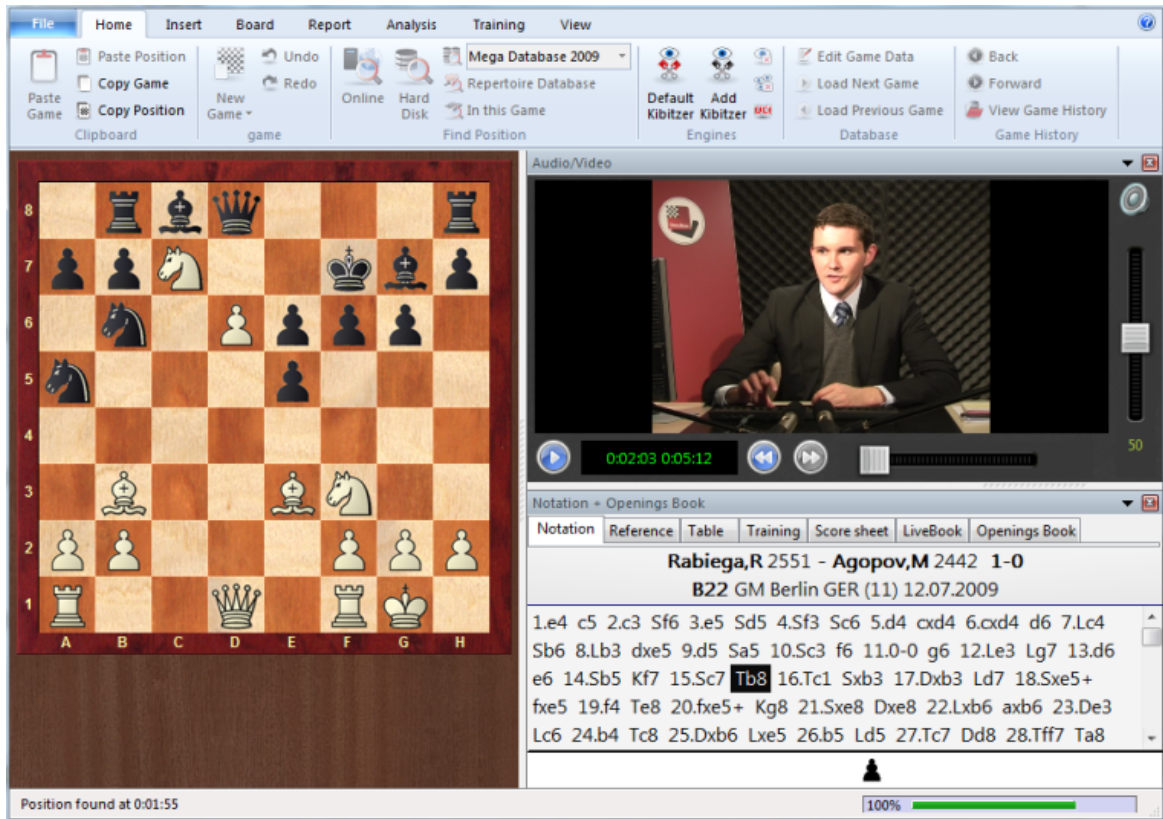
You can also open the media files directly, they have the file name ending ".wmv": Using the database window, they will appear as icons if you view the contents of a folder. In the board window. Or call menu *Menu File - Open - Chess Media File* either in the database window or in the board window.



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](http://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.

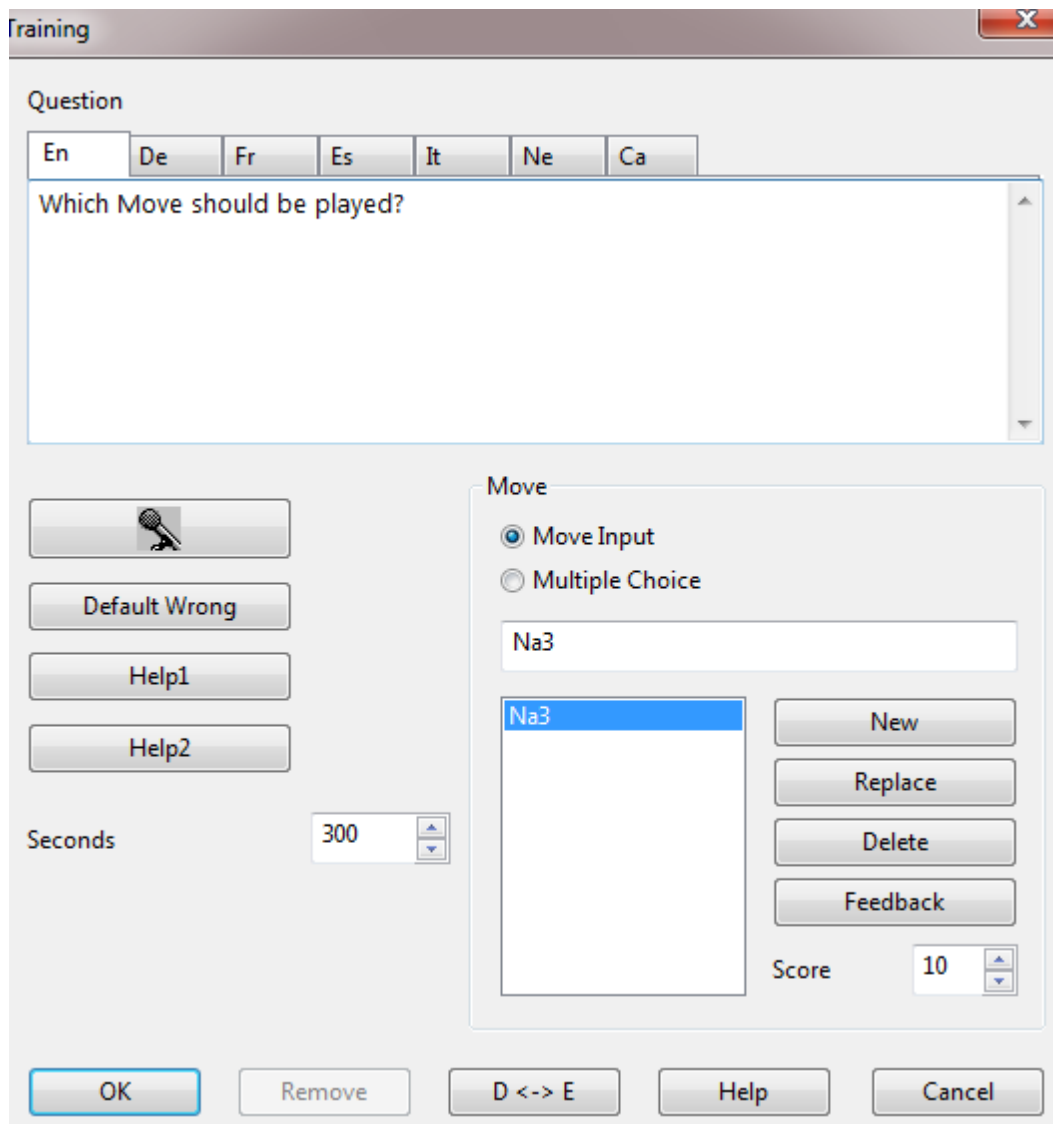
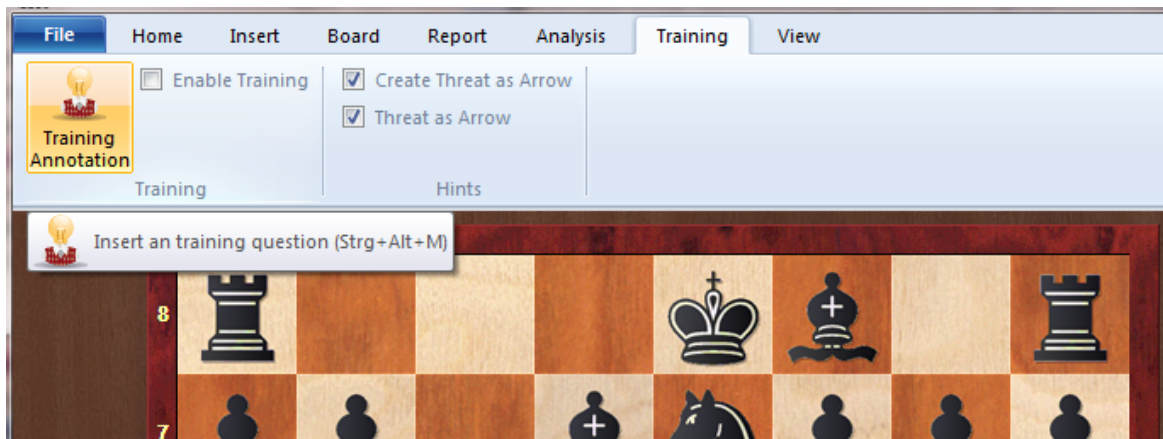
You can use the slider below the buttons to jump to any position in the video. The graphical chess board is automatically synchronised with the lecture.

### 3.1.23.3 Create training lessons

*Board window: Insert Annotations Special annotation Training annotation*

or



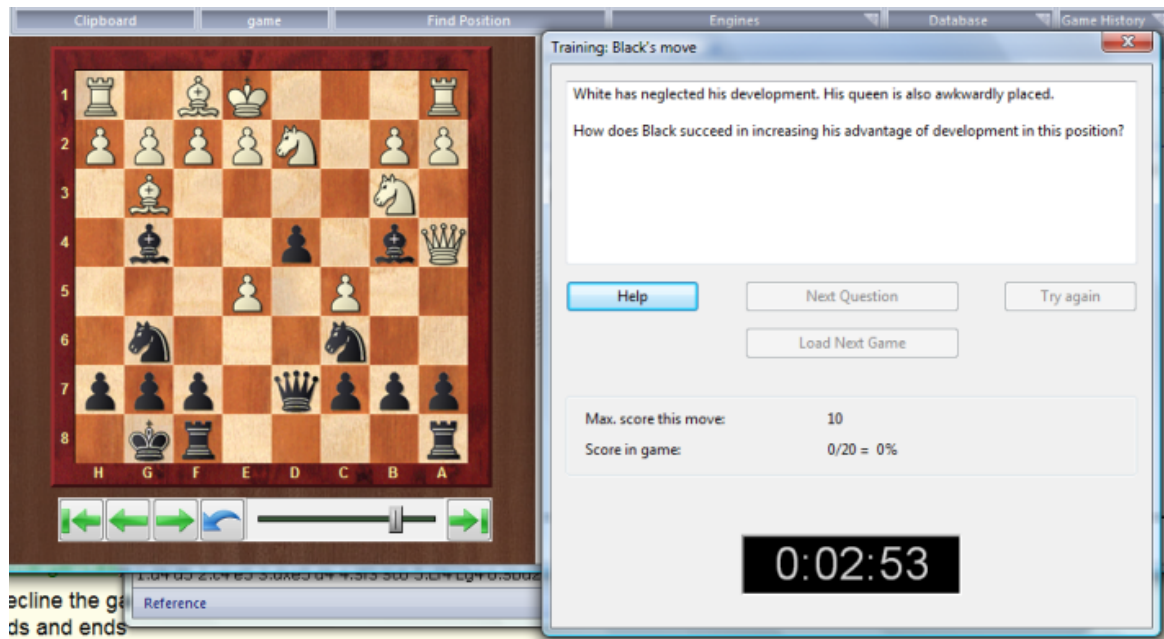


You can also right-click a move or press Ctrl-Alt-M.

- ▶ 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.

#### 3.1.23.4 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 being 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.

### 3.1.23.5 Training notation

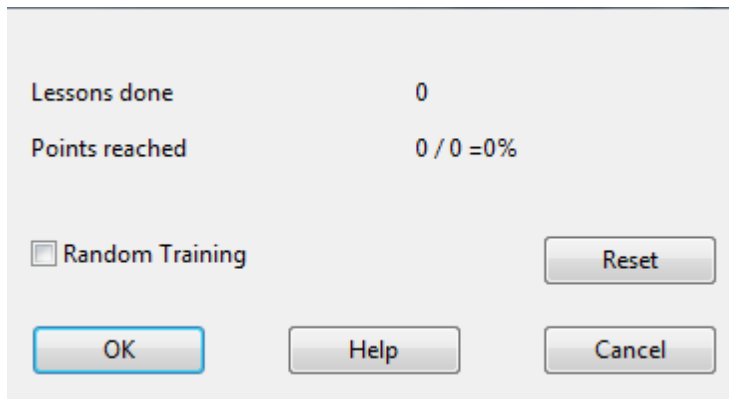
Clicking the *Training tab* in the notation window brings up a special kind of notation which is useful for training purposes.

In this mode only the last move is displayed, so you can try to guess the continuation.

### 3.1.23.6 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.



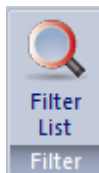
Clicking on the button Training displays the number of [training lessons](#) done and the points that were earned.

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.

## 3.2 Finding Games

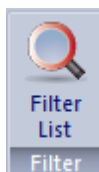
### 3.2.1 Filtering a games list

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.



### 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 Sorting games in the list

To sort games in a games list, click on the *column title* which should be the sorting field:

Number	White	Elo W	Black
127	Steinitz,W		Lasker,E
128	Lasker,E		Steinitz,W

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.

### 3.2.4 Online database

On the server [www.chesslive.de](http://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.

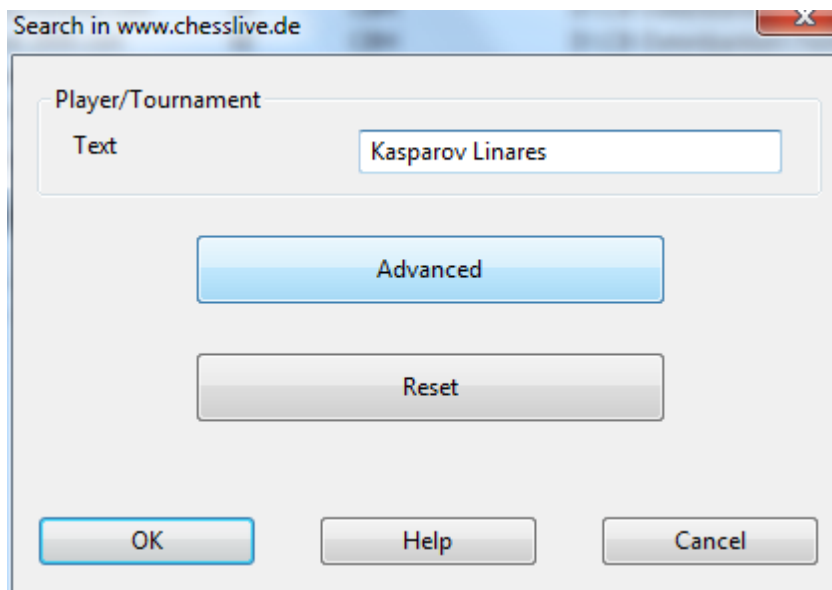
1. Click on the Ribbon *Online* in the database window.



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.

The screenshot shows a search filter interface with the following elements:

- Player:** A text input field for the player's name, an "Elo >=" spinner set to 0, and five checked checkboxes: White, Black, Wins, Draws, and Losses.
- Opponent:** A text input field for the opponent's name and an "Elo >=" spinner set to 0.
- Tournament:** A text input field for the tournament name.
- Year:** Two spinners for the start and end years, currently set to 0 and 2012, separated by a hyphen.
- Reset:** A button at the bottom to clear all filters.

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.

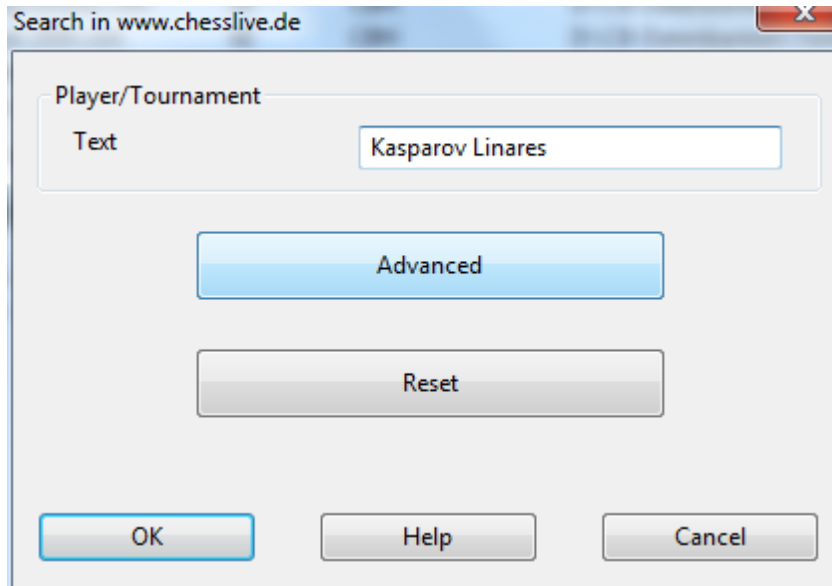
By double clicking in a line you enter the moves in the board window up to the move you have clicked on (fast forward). Critical Line shows the moves which are statistically the strongest for both sides..

**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.

### 3.2.5 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.

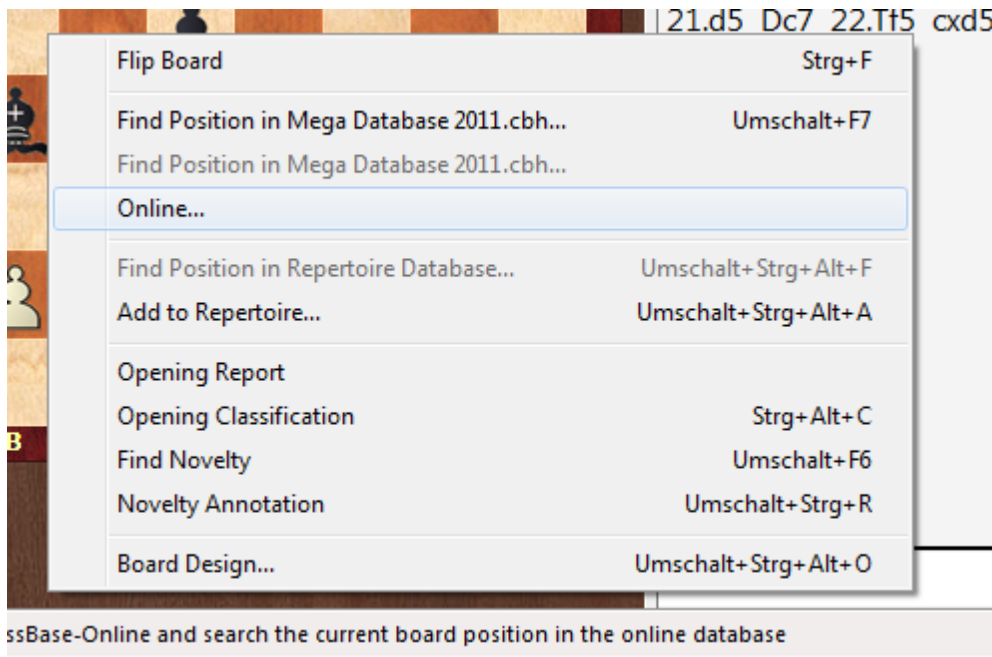
### 3.2.6 Position search in the online database

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.

Restore Game			1000 Games (3836)				Search		
Moves	Games	Scor	White	Elo W	Black	Elo B	Result	Year	Notz
5...Nd5-b6	2795	60.39	Rojano Cano,F	2127	Fier,A	2570	½-½	2010	5...St
5...c7-c6	992	59.69	Movileanu,D		Damia,A	2315	0-1	2010	5...St
5...d6xe5	48	72.99	Milliet,S	2367	Bissieres,M	2344	1-0	2010	5...c6
5...Bc8-e6	14	64.39	Penner,M	1921	Elsing,J	2140	½-½	2010	5...c6
5...e7-e6	9	77.89	Petersen,S	2262	Elsing,J	2140	½-½	2010	5...c6
5...Bf8-g7	2	100.00	Elez,S	2136	Radovanovic,M	2116	1-0	2010	5...St
5...Nb8-c6	1	100.00	Benderac,S	2323	Bozovic,N	2246	½-½	2010	5...St
5...Nd5-b4	1	100.00	Rudolf,A	2393	Alvarado Diaz,A	2068	1-0	2010	5...St
			Dgebuadze,A	2537	Sadkowsky,D	2255	1-0	2010	5...St
			Zepeda,L	2169	Sadkowsky,D	2255	0-1	2010	5...St
			Rundgren,A	1940	Skovgaard,I	2059	½-½	2010	5...St
			Corrales Jimen.	2590	Nogueiras SantL.	2570	1-0	2010	5...St
			Cano,L	2214	Castro Rojas,O	2367	0-1	2010	5...St

### 2. Reference display

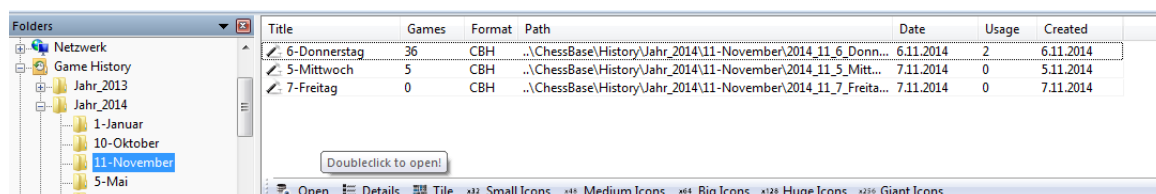
Below the board window a list of all the continuations is displayed which were used in the games found in the database. Moves can be selected by using the arrow keys. The program displays the following information about the selected move almost immediately:

- ▶ 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.

### 3.2.7 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. 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.

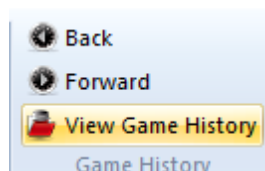


There is one database for every day. Click on Game History in the folders pane of the database window, then open the year and month folder. You can search in all databases of the selected folder. Click on the search button at the bottom of the folder pane:

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.

### 3.2.8 Search for sacrifices

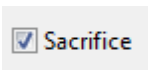
[Search mask: Position](#) – Sacrifice

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 Donniger, 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 Position tab.

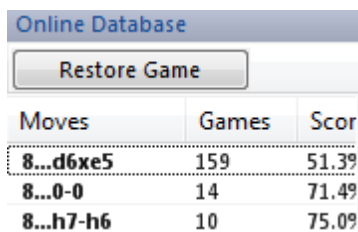
## 3.2.9 Search in the Online database

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.



Moves	Games	Score
8...d6xe5	159	51.39
8...0-0	14	71.49
8...h7-h6	10	75.09

► 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.

### 3.2.10 Search in the reference database

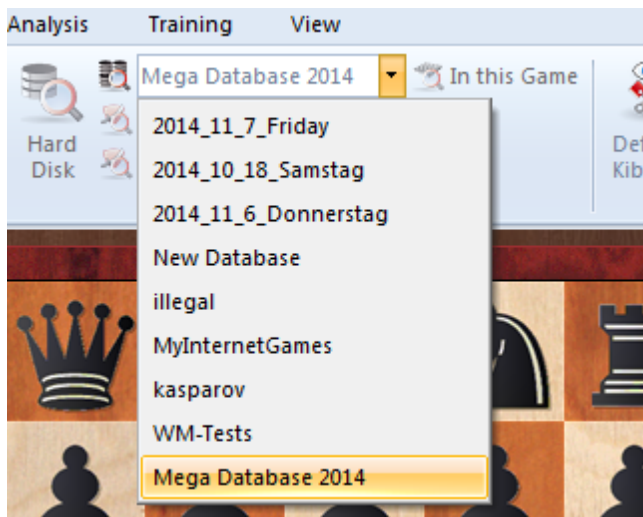
Board window: Click Ribbon Harddisk (Shift-R)



- ▶ 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.



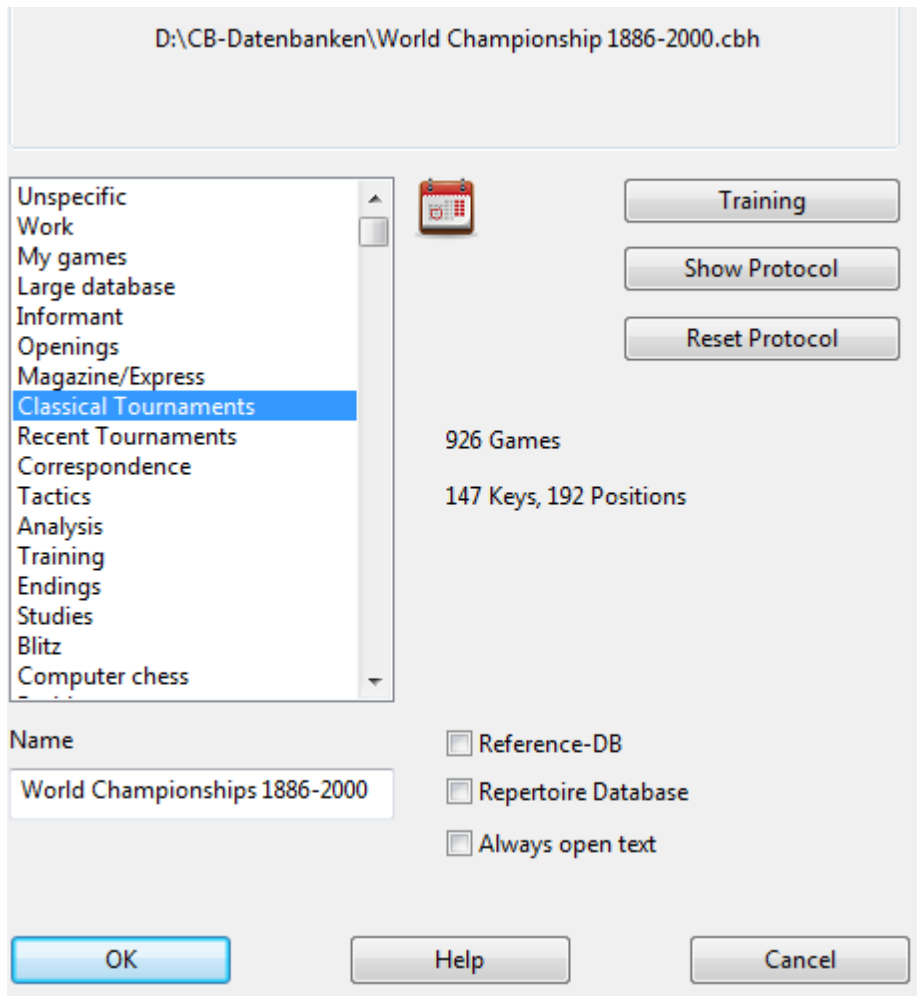
By doing this you can check what games have the current board position in another large database.

### 3.2.11 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".

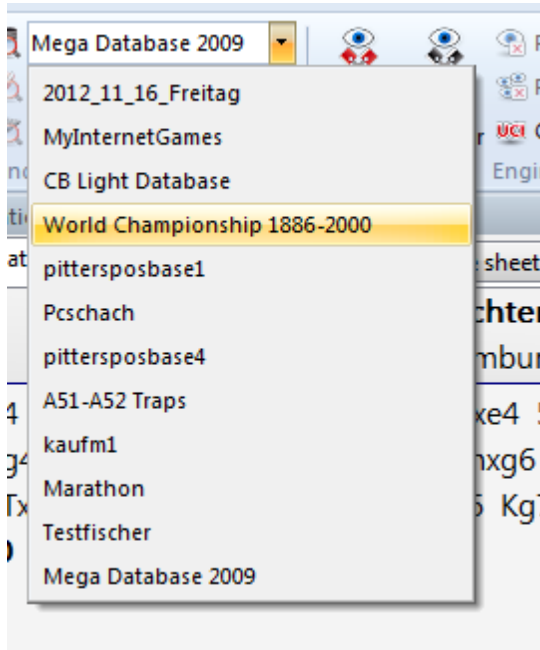
ChessBase automatically installs a big database of more than 5 Mill games in the standard installation.

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

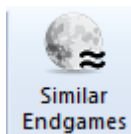
It is possible to switch the search database for the reference display in the board window with a single click.



By doing this you can check what games have the current board position in another large database.

### 3.2.12 Search for similar endgames

Board window: *Report - Similar Endgames*



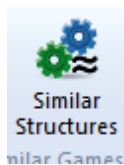
If you have an interesting endgame in the [board window](#) you can load all the games with similar [endgames](#) from the database with a single click.



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.

### 3.2.13 Search for similar middle game structures

Board window: *Report - Similar Structures*



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.

Notation + Openings Book

Notation Reference Table Training Score sheet LiveBook Openings Book

**Kasparov, Garry** 2815 - **Short, Nigel D** 2665 **1-0**  

**D46** London rapid m (3) 1993

1.Sf3 d5 2.c4 e6 3.d4 Sf6 4.Sc3 dxc4 5.Da4+ Sbd7 6.e4 a6 7.Lxc4 c6 8.Dd1 Le7  
9.0-0 0-0 10.a4 b6 11.Ld3 Lb7 12.e5 Sd5 13.Sxd5 cxd5 14.Ld2 a5 15.Tc1 Sb8  
16.Lb5 Sa6 17.Db3 Tc8 18.Tc3 Sc7 19.Ld3 Lb4 20.Lxh7+ Kxh7 21.Sg5+ Kg8  
22.Th3 Te8 23.Df3 Dd7 24.Dh5 Kf8 25.Sh7+ Ke7 26.Lg5+ f6 27.Sxf6  
**1-0**

Search Result

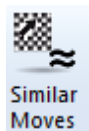
White	Elo W	Black	Elo B	Result	Year	Notation	VC
Kasparov, G	2815	Short, N	2665	1-0	1993	1.Sf3 d5 2.c4 e6 3.d4 Sf6 4.Sc3 dxc...	
Schouwerwou.	2151	Keizers, P		1-0	2004	1.d4 d5 2.c4 c6 3.Sf3 Sf6 4.Sc3 e6 5...	
Samusenko, A	2308	Kirpichnikov, V	2380	1-0	2007	1.d4 d5 2.c4 c6 3.Sf3 Sf6 4.e3 g6 5...	
Marchio, E	2284	Idrizaj, A		1-0	2000	1.Sf3 d5 2.c4 c6 3.d4 dxc4 4.a4 Sf6...	
Hiel, L	1741	Matton, E	1441	1-0	2002	1.d4 d5 2.c4 e6 3.Sf3 Sf6 4.Lg5 Le7...	
Lindemann, N		Ehrhardt, E		1-0	2000	1.c4 d5 2.cxd5 Dxd5 3.Sc3 Dd8 4.d4...	
Behm, S	1770	Ijins, A	1747	1-0	2002	1.d4 d5 2.c4 e6 3.Sf3 c6 4.Sc3 Sf6 5...	
Farias, S	2220	Bjoerklund, T		1-0	2004	1.d4 d5 2.c4 dxc4 3.e4 c6 4.Lxc4 e6...	

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).

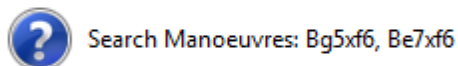
The search is very fast on 64 bit multiprocessor systems because the search can be distributed among the processors.

### 3.2.14 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.



Notation - Openings Book

**Richter,Kurt1 - Abramavicius,Leonhard 1-0**  
**C13 Hamburg ol (Men) [Germany-Lithuania] (8) 18.07.1930**

1.d4 d5 2.Sc3 Sf6 3.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.Sf3 Sd7 8.Ld3 0-0 9.De2 c5 10.0-0-0 cxd4 11.g4 g6 12.h4 Lg7 13.h5 Te8 14.hxg6 hxg6 15.g5 e5 16.Th4 Sf8 17.Tdh1 Lf5 18.Df1 Tc8 19.Th8+ Lxh8 20.Txh8+ Kxh8 21.Dh1+ Sh7 22.Sf6 Kq7 23.Dh6+

Search Result

White	Elo W	Black	Elo B	Result	Year	Notation
<b>Richter,K</b>		<b>Abramaviciu..</b>		<b>1-0</b>	1930	1.d4 d5 2.Sc3 Sf6 3.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S
<b>Tokmachev,M</b>	2313	<b>Balabaev,F</b>	2167	<b>1-0</b>	2001	1.d4 Sf6 2.Sc3 d5 3.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S
<b>Martin Perez,J</b>	2280	<b>Oms Pallise,J</b>	2511	<b>0-1</b>	2006	1.e4 e6 2.d4 d5 3.Sc3 Sf6 4.Lg5 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S
<b>Salewski,B</b>	2111	<b>Vojan,I</b>	2082	<b>½-½</b>	2004	1.d4 Sf6 2.Sc3 d5 3.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S
<b>Norri,J</b>	2360	<b>Lahtinen,M</b>	2225	<b>0-1</b>	1990	1.d4 d5 2.Lg5 Sf6 3.Sc3 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S
<b>Schaefer,G</b>	1981	<b>Voss,A</b>	1829	<b>½-½</b>	2006	1.d4 d5 2.Sc3 Sf6 3.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S
<b>Sasu Ducsoa..</b>	2110	<b>Gheorghiu,L</b>	2045	<b>1-0</b>	1997	1.d4 Sf6 2.Sc3 d5 3.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S
<b>Mandelbau..</b>		<b>Ketelaar,F</b>		<b>0-1</b>	1998	1.d4 Sf6 2.Sc3 d5 3.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S
<b>Schneider,B</b>	2441	<b>Lofgren,C</b>	2147	<b>0-1</b>	2005	1.d4 Sf6 2.Sc3 d5 3.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S
<b>Recher,A</b>		<b>Kudrin,Isaac</b>		<b>1-0</b>	1926	1.d4 e6 2.d4 d5 3.Sc3 Sf6 4.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 Lxf6 7.S

Done - Similar Moves 100%

### 3.2.15 Same players

Board window: *Report - Same Players*

File Home Insert Board Report Analysis Training View

Novelty Annotation Same Players Opening Report Opening Classification Theme Classification Report

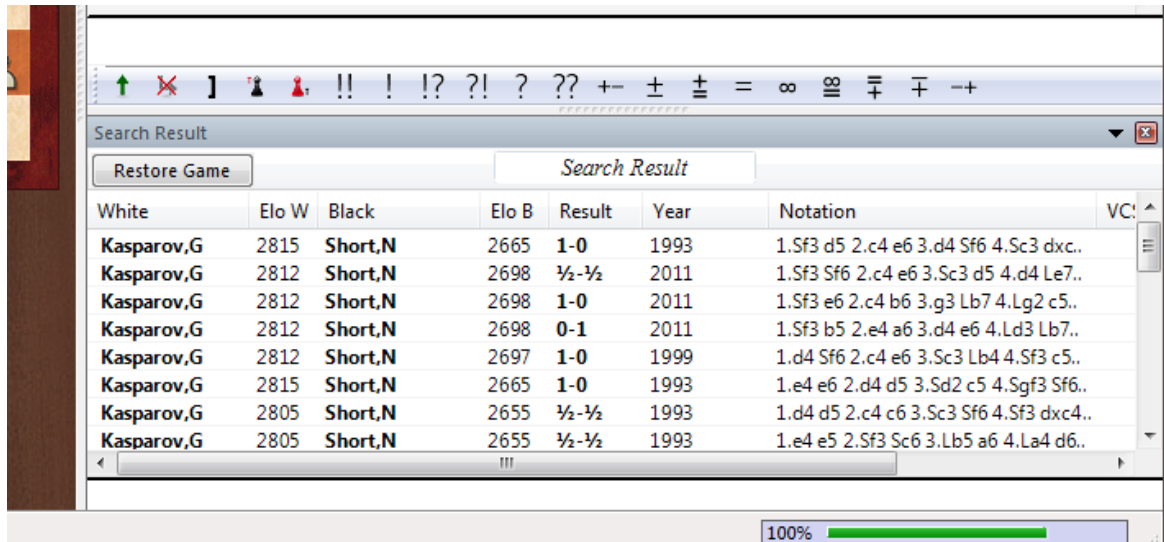
Similar Endgames Similar Structures Similar Moves Add to White Repertoire Add to Black Repertoire Mark Move Blue Repertoire Database

Find games from Reference Database played by the same people with similar openings

Training Score

Kasparov, Garry

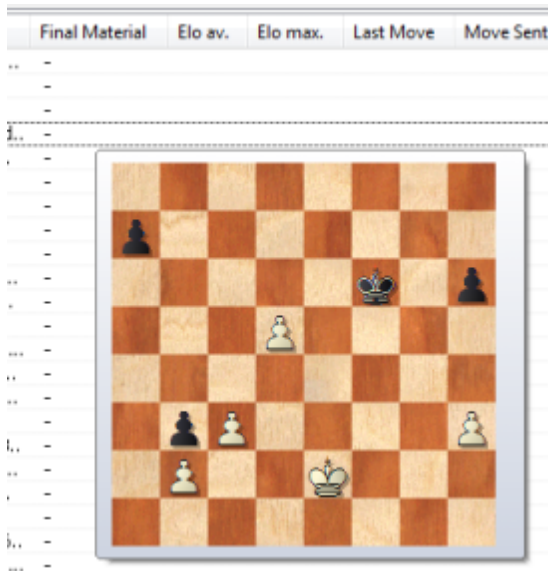
This function loads games played by the same players, whether against one another or against other opponents. The results are sorted by similarity to the current game.



This function uses up to date information from the online database, so an Internet connection is needed to use it.

### 3.2.16 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.

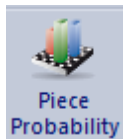


Click on the column header to sort the games list by final material. The games with naked kings will come on top, the early draws with full material at the bottom of the list.

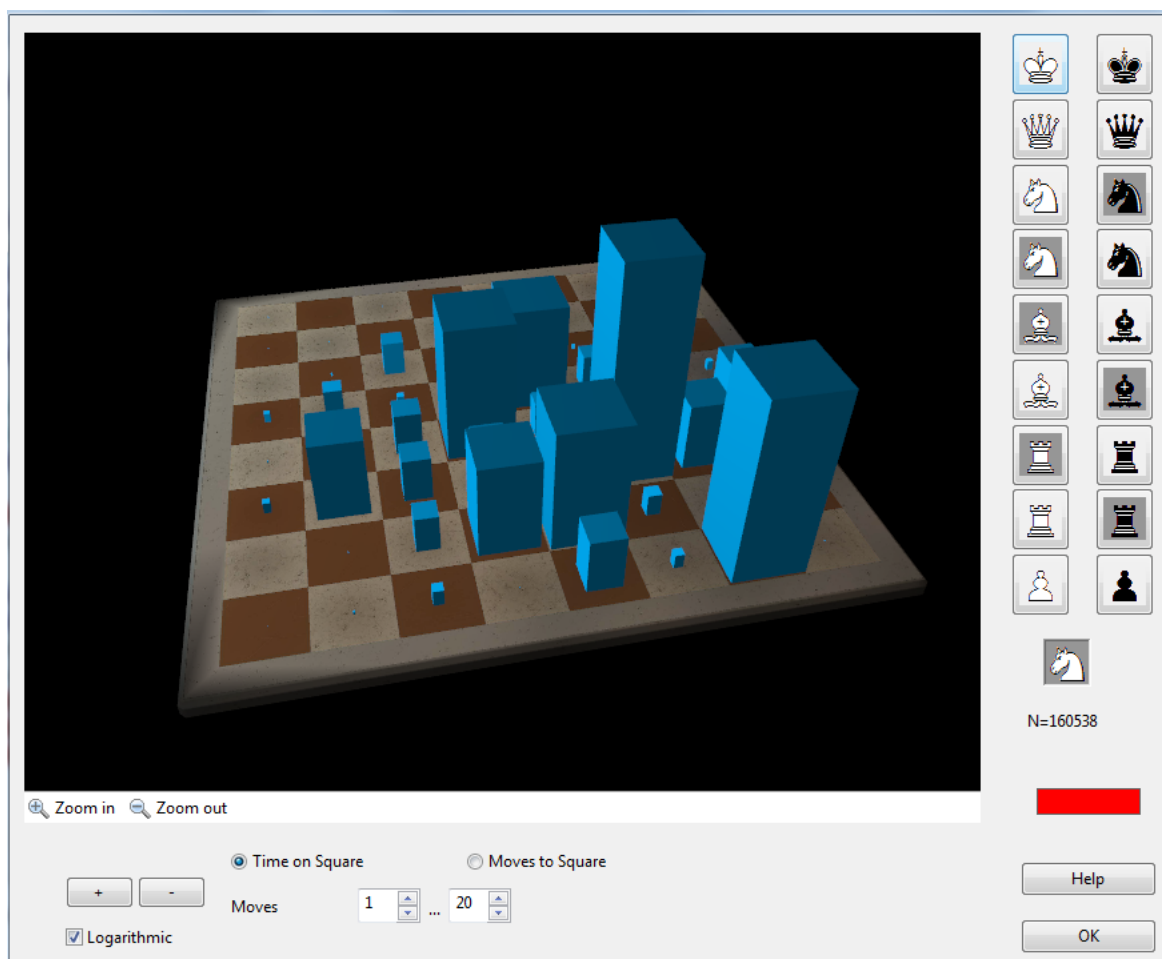
This information might have to be generated for existing databases.

### 3.2.17 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.

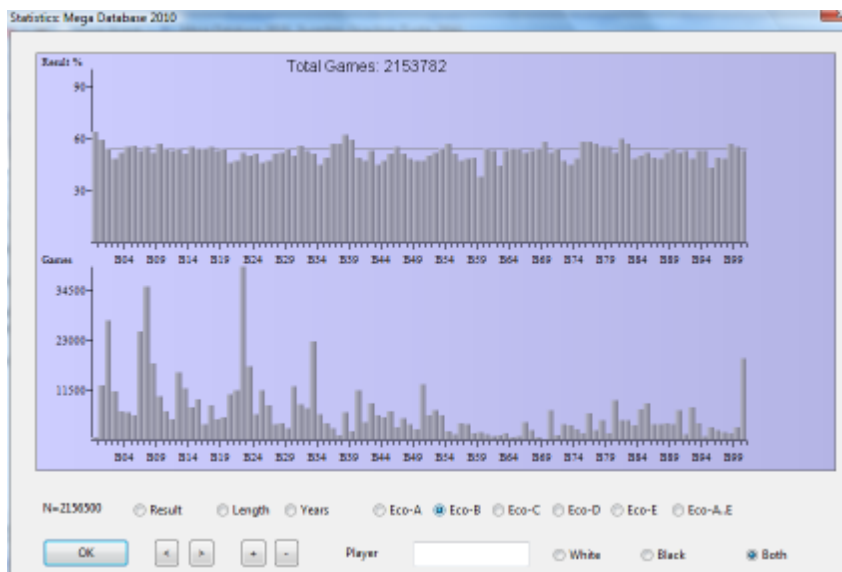
#### ► Logarithmic

The logarithmic display makes it easier to display larger fluctuations.

### 3.2.18 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.

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 encyclopedia that you have stored locally.

[See ...](#)



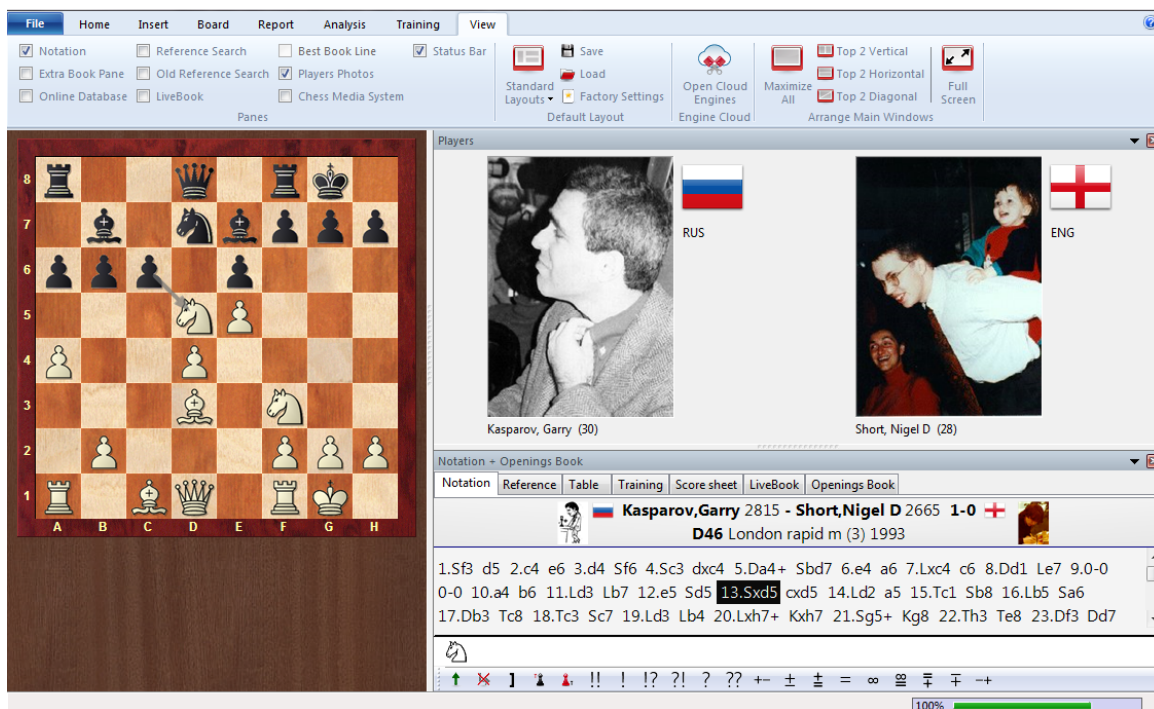
It is installed automatically with the program.

▶ [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.

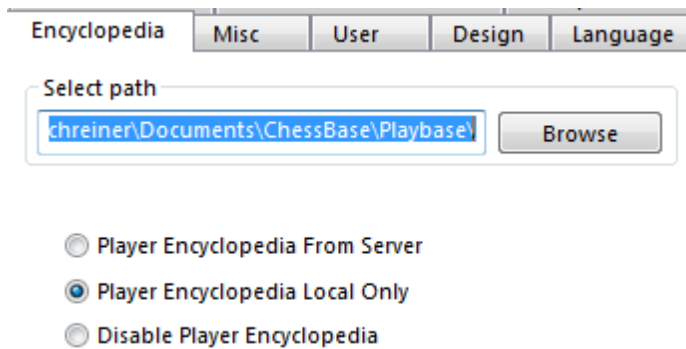
See also [Player Encyclopedia as List .....](#)

### 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 encyclopedia 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.

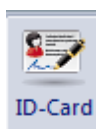
**Select Path** = Where the local player encyclopedia is stored. If the path is left empty an empty encyclopedia is created which will be filled with data from the server.

**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 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](#).

Last Name.	Timman
First Name.	Jan H
Birthday.	1951 (61)
Title.	GM
	2564 (11.2011) Trend: 0-0
Country.	Netherlands



Photo: Jeroen van den Belt  
2008

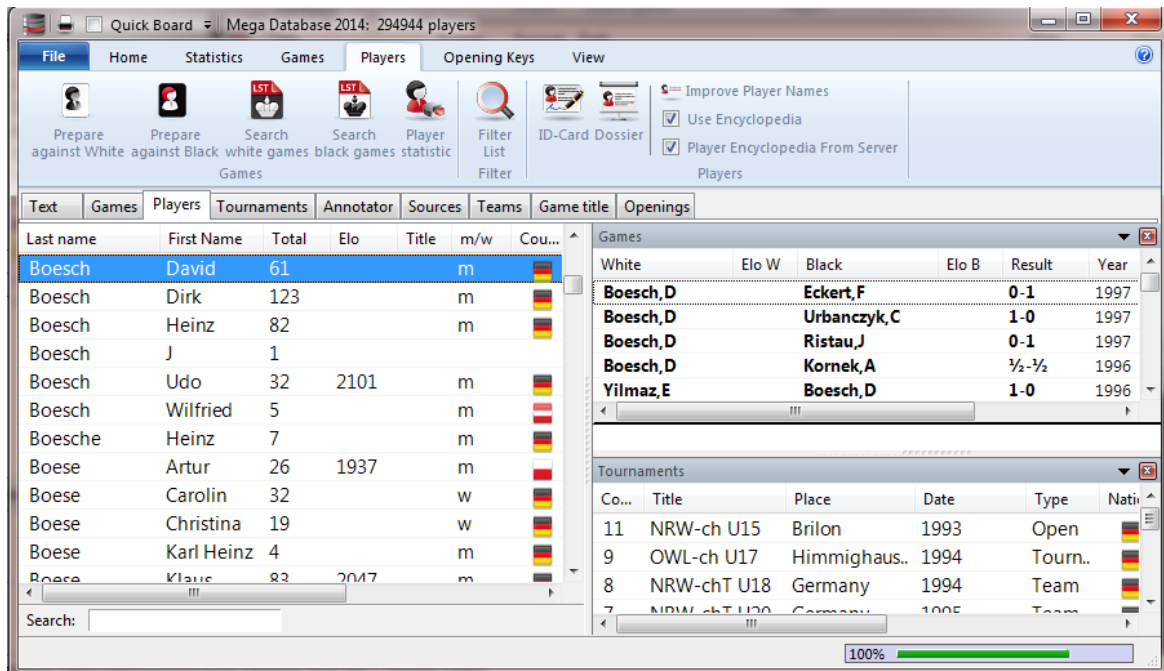
The Dossier function goes through the games of your reference database to create a [player dossier](#).

### 3.3.4 Player index

List window: Click **Player** tab

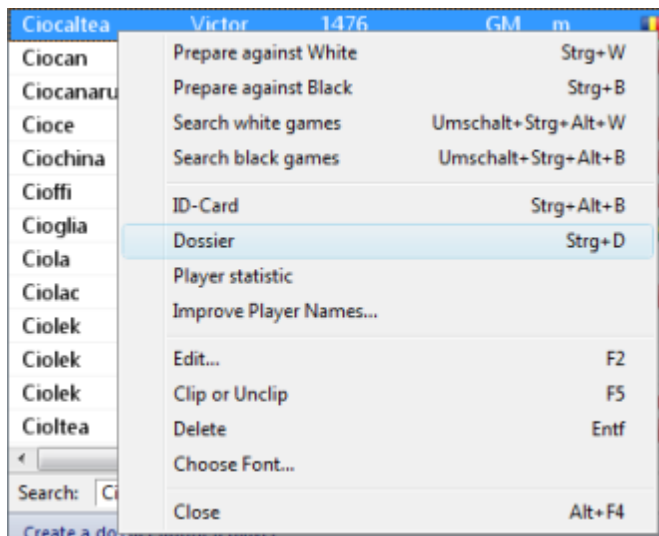
The players index is sorted alphabetically.





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 Ctrl-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.

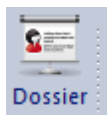
Most of the above functions are also in the Tools and Edit menus.

See [Player preparation by mouse click ....](#)

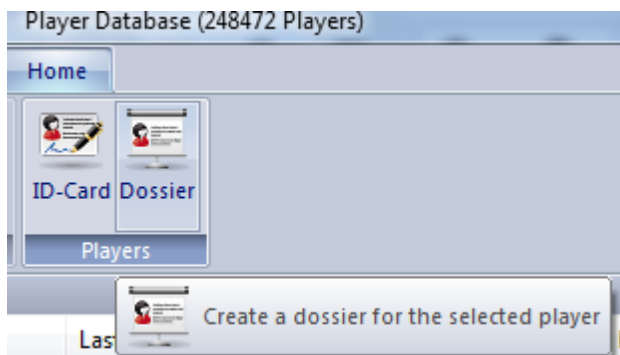
You can close the games list or tournaments list panes by right-click close. To reopen them, use menu Window -> Panes. You can [rearrange](#) the window panes in the usual fashion with the splitter bars.

## 3.3.5 Player dossier

List window: *Player Index* button "Dossier"



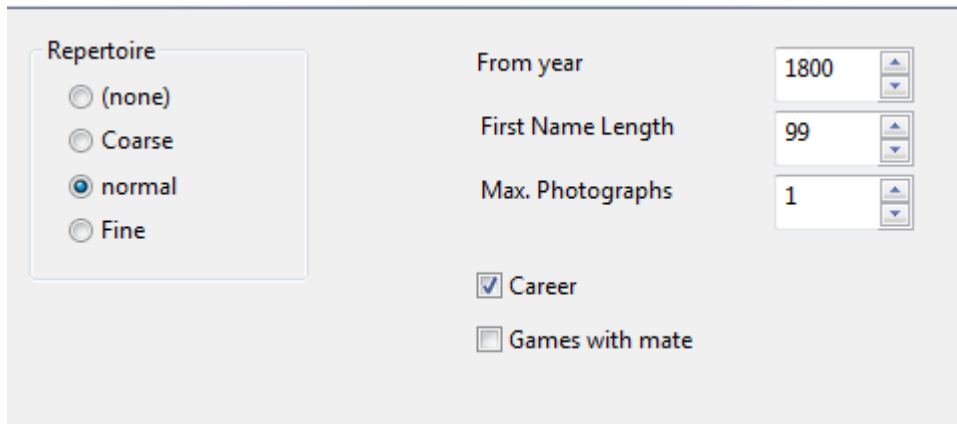
or [Player encyclopedia](#) – Dossier



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

(none)

Coarse

normal

Fine

From year 1800

First Name Length 99

Max. Photographs 1

Career

Games with mate

#### ► 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.

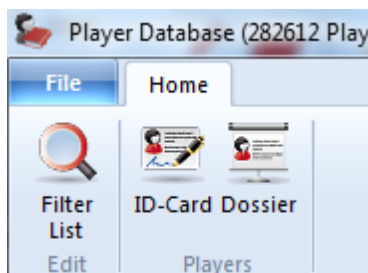
#### ► Career highlights

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.

### 3.3.6 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	Kasperek	Ivo	
105322	Kasperek	R	
105323	Kasperek	Vit	
105324	Kaspari	Michael	

Search:

Last Name

First Name

# Games  -

Both  Male  Female

Title   WCH

Elo  -

Country   Pictures

Identity

Birthday  -

Death Day  -

Activate

#### ► 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](#).

### 3.3.7 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	Kasperek	Ivo	
105322	Kasperek	R	
105323	Kasperek	Vit	
105324	Kaspari	Michael	

Search:

**Example:** Let us assume you want a list of all German grandmasters. Enter the following data in the search dialog:

Search player

Last Name

First Name

# Partien  -

Both  Male  Female

Title   WCH

Elo  -

**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.

### 3.3.8 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.

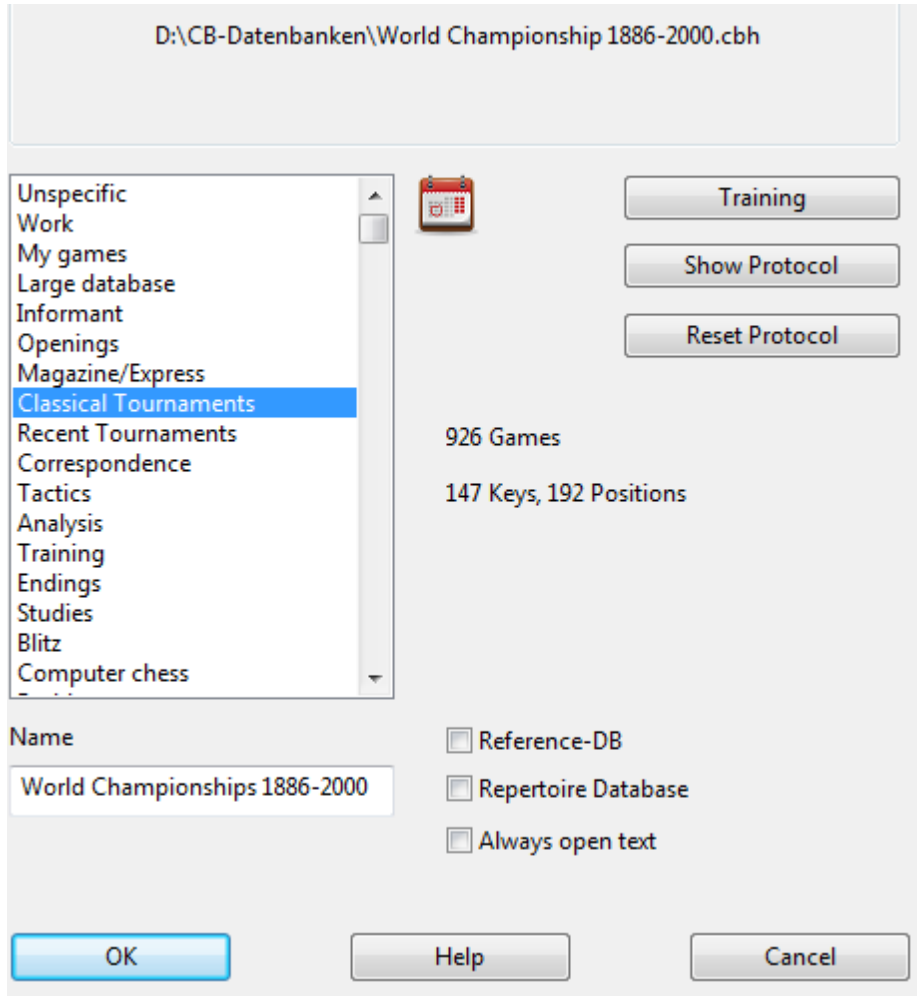
White

ChessBase will retrieve the player you want from the [encyclopedia](#).

## 3.4 Database Management

### 3.4.1 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](#).

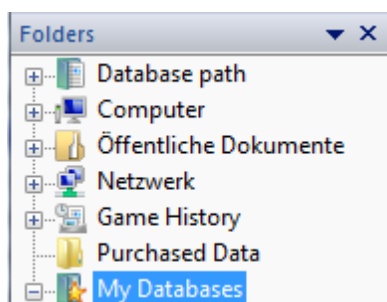
▶ **Always open text**

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.

See also [database formats](#).

### 3.4.2 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.

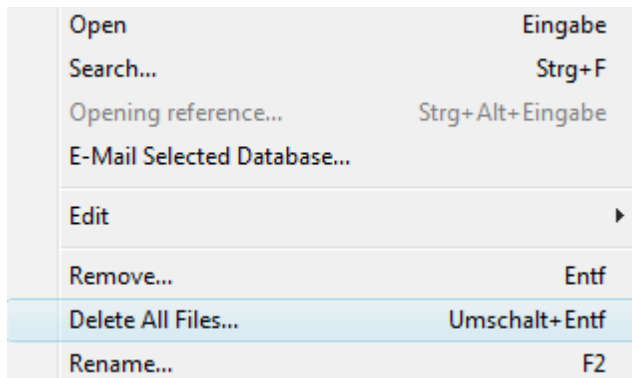
#### **How to get a directory into your "My databases" window**

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 ...](#).

### 3.4.3 Database symbols

The database symbols show you what [type of database](#) each games collection is.

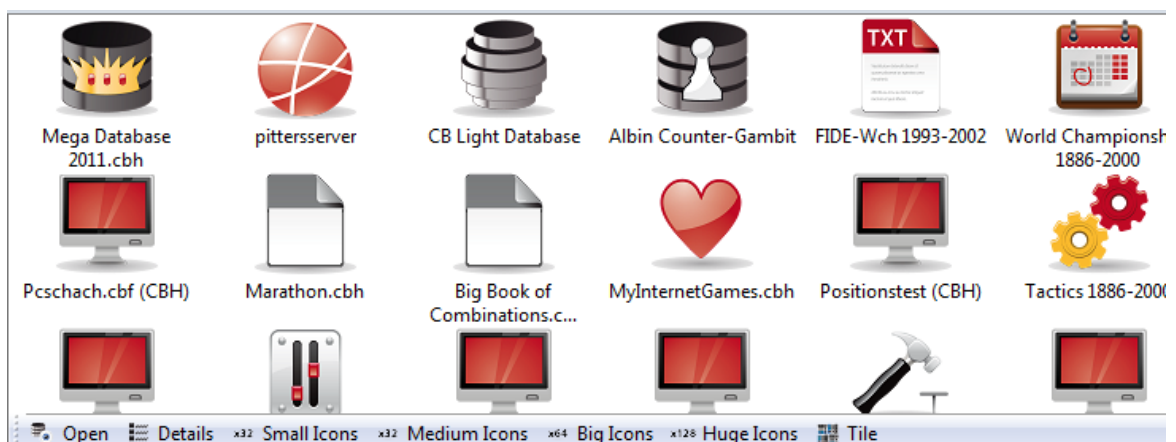


Single-click a symbol to see the games in the database preview window.

Double-click a symbol to open the [list window](#).

### Large database symbols for high resolutions

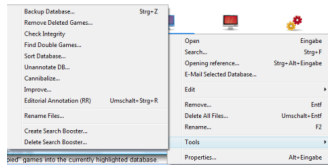
This can be selected using the buttons underneath the database explorer.



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**

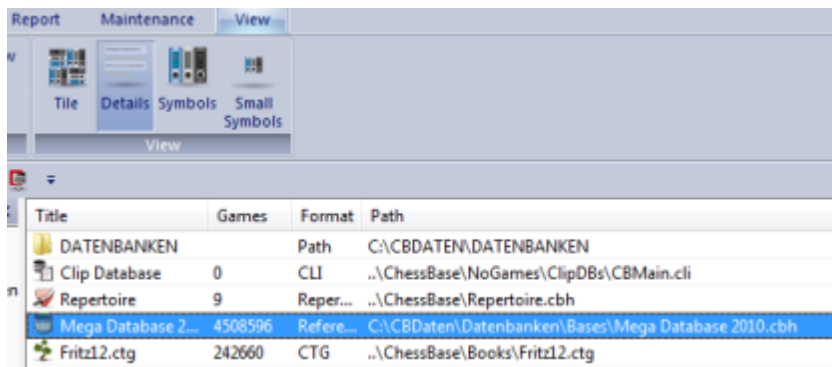
This can be done by clicking one database, by Ctrl-clicking a number of databases, by clicking one and Shift-clicking the last, or by dragging a box around a set of icons. After that you can right-click or press Ctrl-F to start a search across all the marked databases.

### 3.4.4 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.



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.

### 3.4.5 Directly deleting databases

It is possible to completely delete [databases](#) in the database window.

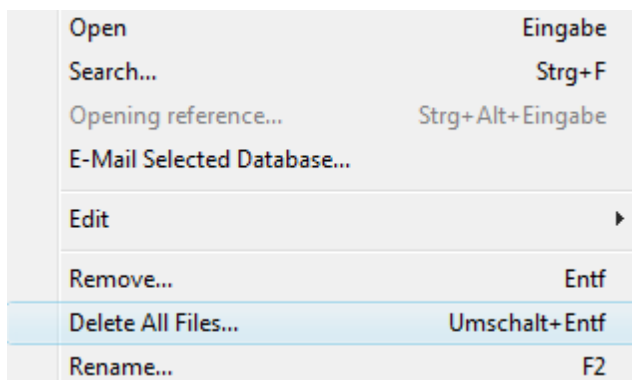
You need to follow these steps:

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:



### 3.4.6 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.

Title	Games	Format	Path	Date	Usage	Created
Mega Database 2...	5792434	Refere...	C:\ChessBase Daten\Datenbanken\Mega Database 2014.cbh	7.11.2014	85	5.1.2014
Fritz13.ctg	270198	CTG	C:\ChessBase Daten\Books\Fritz13.ctg	7.11.2014	4	29.5.2013
kasparov	2546	CBH	C:\ChessBase Daten\Bases\kasparov.cbh	7.11.2014	35	5.11.2014
MyInternetGame...	285	CBH	..\ChessBase\MyInternetGames.cbh	7.11.2014	19	4.4.2010
WM-Tests.cbh	70	CBH	C:\ChessBase Daten\Datenbanken\Testsets\WM-Tests.cbh	7.11.2014	52	29.5.2013
Eröffnungen sam...	41	Reper...	..\ChessBase\MyWork\Mein Repertoire.cbh	5.11.2014	5	23.11.2012
illegal.cbh	1	CBH	C:\ChessBase Daten\illegal.cbh	6.11.2014	2	6.11.2014
New Database.cbh	0	CBH	..\ChessBase\New Database.cbh	6.11.2014	1	5.11.2014
Clip Database	0	CLI	..\ChessBase\NoGames\ClipDBs\CBMain.cli			

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.

See also [File names and extensions](#)

### 3.4.7 Default book

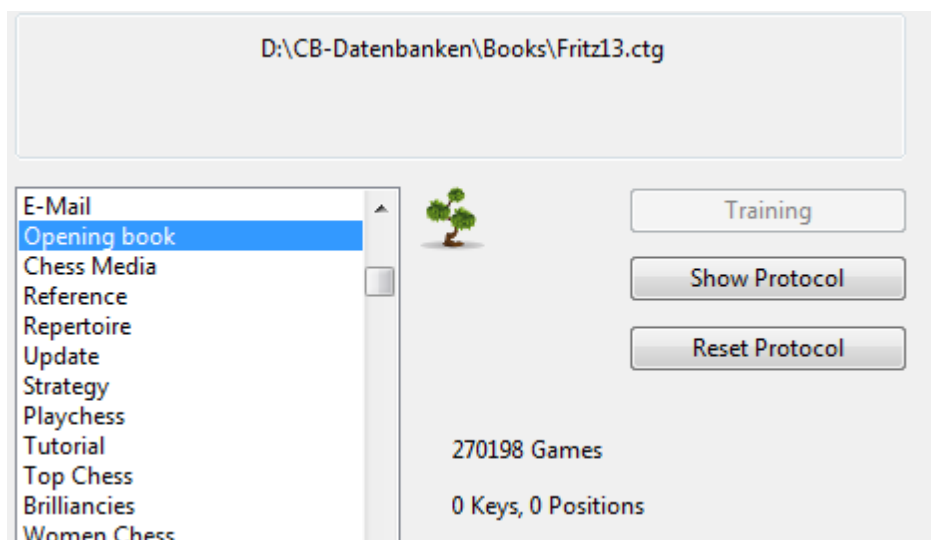
The default book is an [openings book](#) which is automatically updated whenever you add games to your [reference database](#).

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.

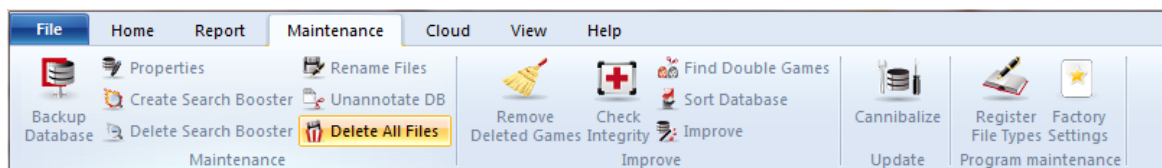
This will cause all the games to be copied into your default book as well.

**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](#)

### 3.4.8 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 removed 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 to year and tournament only and fixes the 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.

### 3.4.9 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.



Clip Database

This is the symbol of the clip database. You will always find it in the "[My databases](#)" window.

### 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.

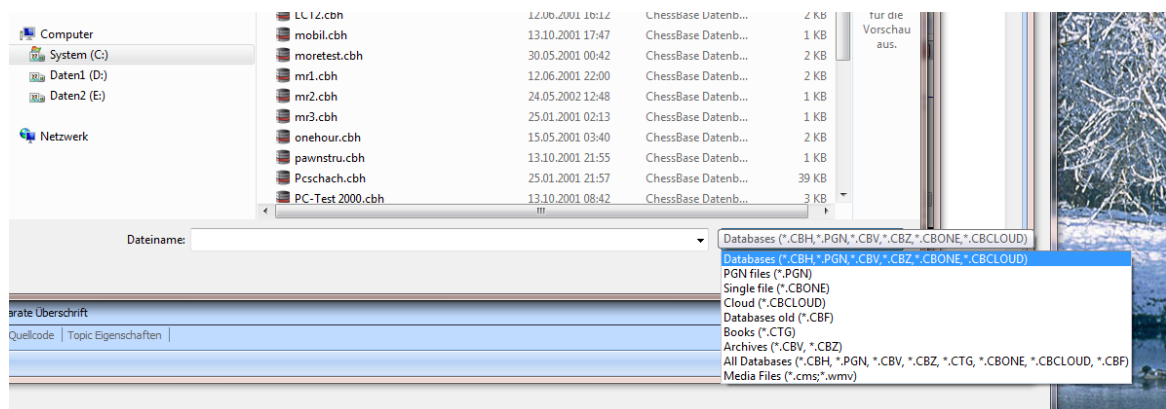


### How to copy games from the clip database to a different location

- ▶ 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.

#### 3.4.10 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.

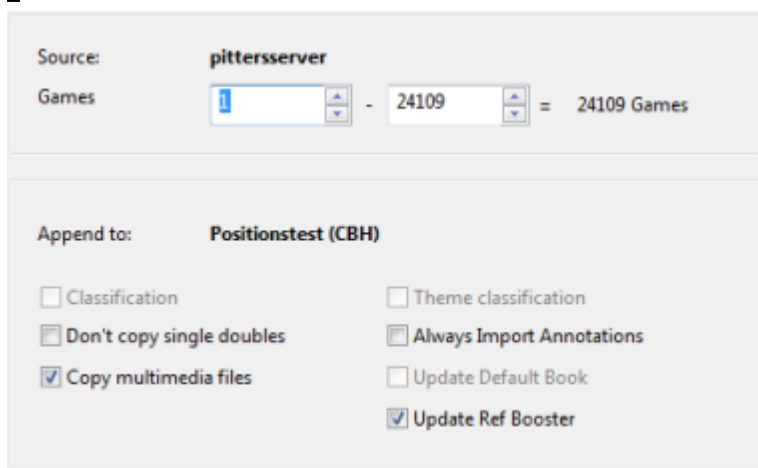
#### Folder Shortcut

Database window: Right-click, Folder shortcut

This is used to add a folder shortcut to your [My databases](#) window.

#### 3.4.11 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

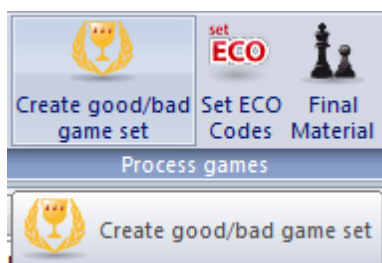
If the destination database is your [reference database](#) and you have installed a [default book](#) then it is advisable to have the book updated when you are copying the games.

### 3.4.12 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*.

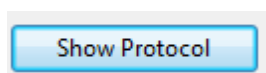


This can improve the quality of the data displayed by only referencing good games. This function only takes into account games in which at least one player has an Elo rating above 2350 or at least one of the players has an IM or GM title. The function excludes blitz, rapid and simultaneous games. Games are excluded that are shorter than seven moves, and drawn games less than 20 moves long are also excluded.

### 3.4.13 Import protocol

The import protocol of a database keeps track of all the databases that were copied 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.

### 3.4.14 Delete game

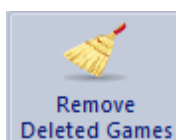
Game list: [Edit](#) [Delete](#)

Or right-click selected game(s), or press Delete. Or click the button  below the [games list](#).

39	Steinitz,W	Zukertort,J	1-0	61	C67	World Champions..	6
40	Zukertort,J	Steinitz,W	0-1	35	D40	World Champions..	7
41	Steinitz,W	Zukertort,J	1/2-1/2	22	C67	World Champions..	8
42	Zukertort,J	Steinitz,W	0-1	38	D26	World Champions..	9
43	Steinitz,W	Zukertort,J	1/2-1/2	21	C67	World Champions..	10
44	Zukertort,J	Steinitz,W	0-1	42	C49	World Champions..	11
45	Steinitz,W	Zukertort,J	1-0	44	C67	World Champions..	12

The games are marked for deletion. You can repeat the operation to unmark them.

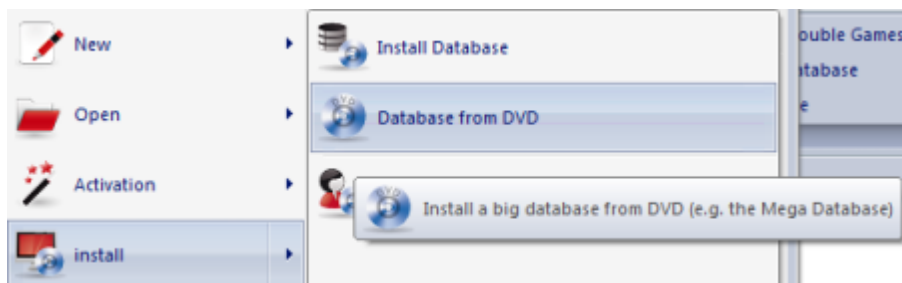
To physically remove the games from a database click it in the [database window](#) and use *Maintenance* [Remove deleted games](#) (see [database tools](#)).



**This operation is irreversible!!!**

### 3.4.15 Install database from DVD

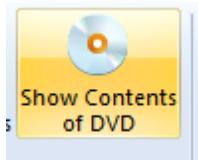
Database window: [Menu](#) [File](#) [Install](#) [Database from DVD](#)



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

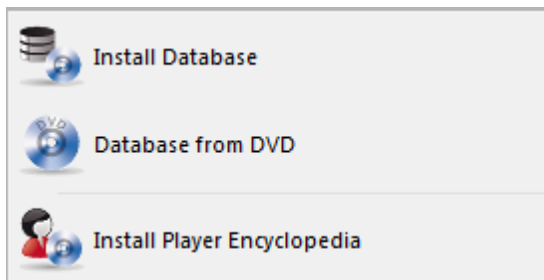
If you have a database DVD in your drive it will be automatically offered for installation. If the contents of the DVD don't automatically appear, click on the Find DVD Path button and give the right path.

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



### 3.4.16 Install database on hard disk

Database window: Menu File Install Install Database



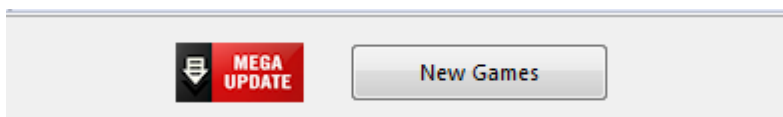
This copies the selected database with all attached files onto your hard disk. The database can either be added to a database of the same type in [My databases](#), or it can be copied as a separate database.

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.

### 3.4.17 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.

In order to use the update service you have to register with the button *Create new account*.

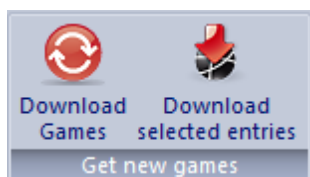
To register you need to enter a valid email address and a password. The program will tell you if the registration was successful.

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.

Elements: N = 49				
Title	# Games	State	Date	more Info
Update Base 2008 49	2054	please register	03.12.2008	Cesenatico op-A 2008
Update Base 2008 48	5026	please register	23.07.2008	Lake Sevan Martuni 2008 Chess

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.

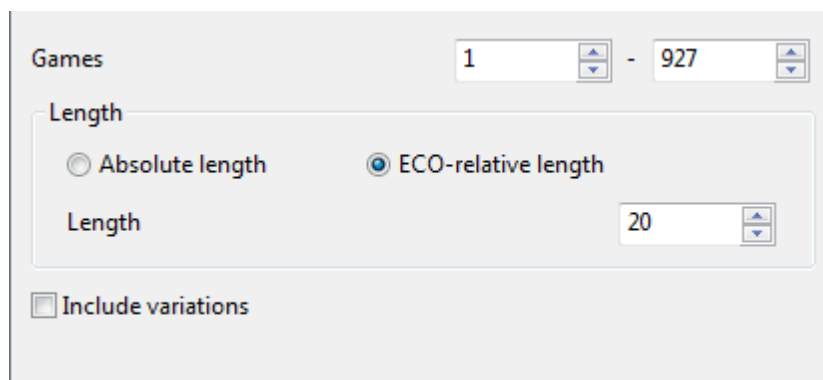
**Note:** Please make sure that you have already defined a [reference database](#) in the program.

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.

### 3.4.18 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: 1 - 927

Length

Absolute length     ECO-relative length

Length: 20

Include variations

#### 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.

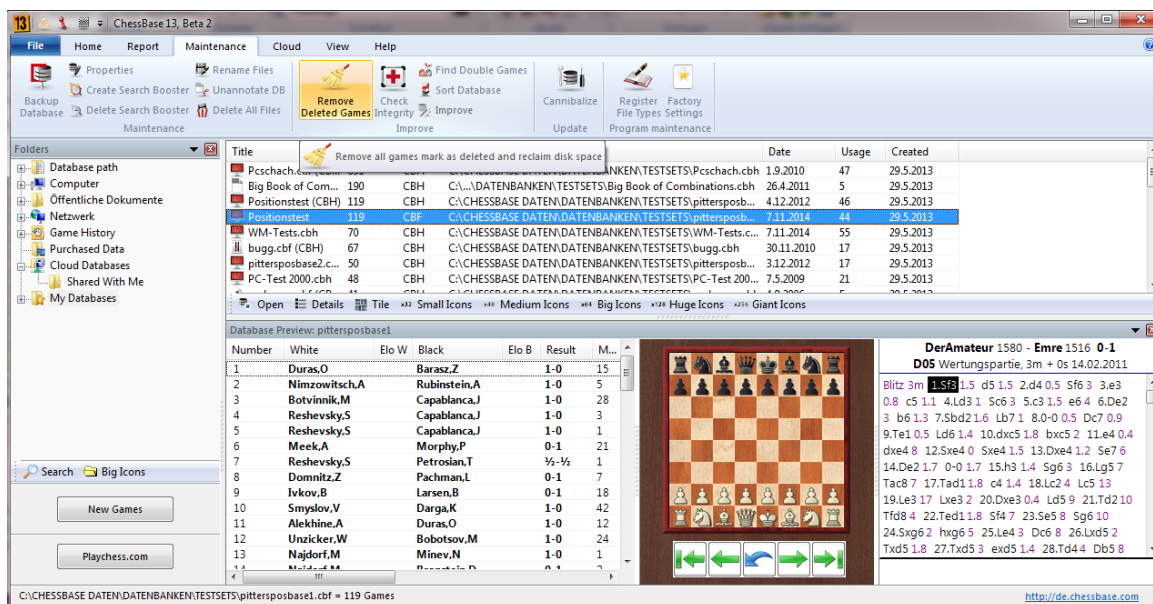
Obviously, if you choose a shorter length the tree will be compact. But then you are liable to lose some valuable information. If you choose a very large value then the tree will be gigantic, and it will contain a lot of superfluous information. A good practical value for adding games to the tree is 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.

## 3.4.19 Manage Databases

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

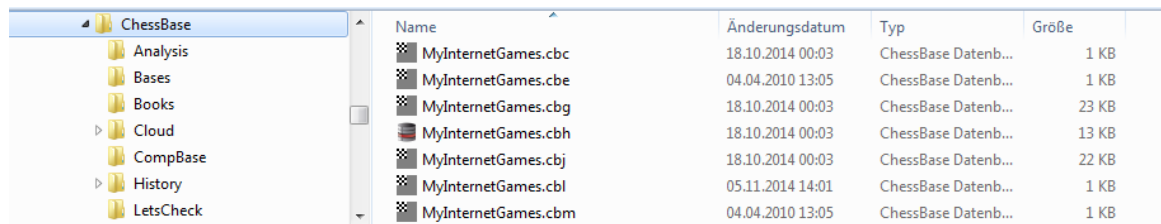


- ▶ Open a database for browsing in a [list window](#) by double-clicking on its symbol in the database window.
- ▶ Copy games by [Drag & Drop](#) or by menu Edit – Copy and menu Edit – Paste.
- ▶ Edit type and title of a database by right-clicking on the symbol – Properties.
- ▶ Call [advanced database 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.*



### 3.4.20 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.



Name	Änderungsdatum	Typ	Größe
MyInternetGames.cbc	18.10.2014 00:03	ChessBase Datenb...	1 KB
MyInternetGames.cbe	04.04.2010 13:05	ChessBase Datenb...	1 KB
MyInternetGames.cbg	18.10.2014 00:03	ChessBase Datenb...	23 KB
MyInternetGames.cbh	18.10.2014 00:03	ChessBase Datenb...	13 KB
MyInternetGames.cbj	18.10.2014 00:03	ChessBase Datenb...	22 KB
MyInternetGames.cbl	05.11.2014 14:01	ChessBase Datenb...	1 KB
MyInternetGames.cbm	04.04.2010 13:05	ChessBase Datenb...	1 KB

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.

### 3.4.21 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.

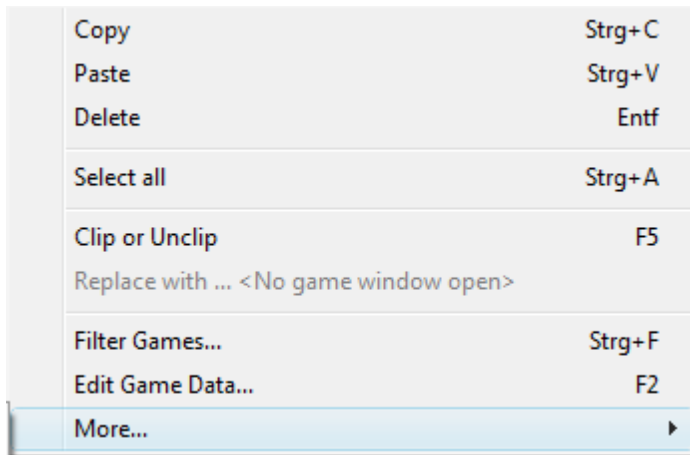
### Important notes

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.

### 3.4.22 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 manageable.

▶ **Edit game data**

Allows you to edit the game data (players names, tournament, etc.) of the selected game. If more than one game is highlighted, 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.

### 3.4.23 File names and extensions

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.

### 3.4.24 Check integrity

Database window: Maintenance Check Integrity

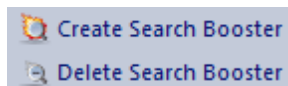


Databases can sometimes become corrupted. The files can be damaged by viruses, a damaged disk surface, power surges or failures during a write operation, etc. Also, file operations outside of ChessBase may cause problems.

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.

### 3.4.25 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*.

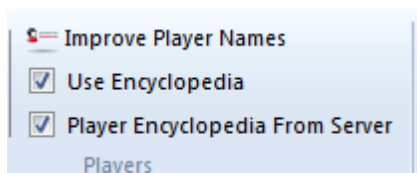
### 3.4.26 Automatic Correction of Player Names

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.

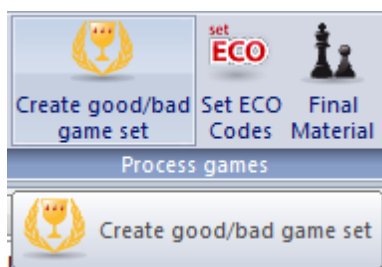
The function can be found in the menu *Players - Improve Playernames*.



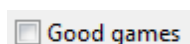
After completion the program tells you what it has changed in a small information box.

### 3.4.27 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 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.

### 3.4.28 Database formats

ChessBase can read and write databases in different formats:

#### ▶ The ChessBase 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](#).

#### **3.4.28.1 \*.cbone**

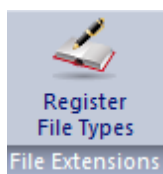
ChessBase supports a new database format with the extension **\*.cbone**.

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.

### **3.4.29 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.



### 3.4.30 Database Indexes

List window: Click tabs at top of games list

Text	Games	Players	Tournaments	Annotator	Sources	Teams	Openings	Themes	Tactics	Strategy	Endgames
Number	White	Elo W	Black	Elo B	Result	Mo...	ECO	Tournament	Date		
1052694	Lipinsky,F		Richter		1-0	61	D66	JBLN Ost 9495	1995		

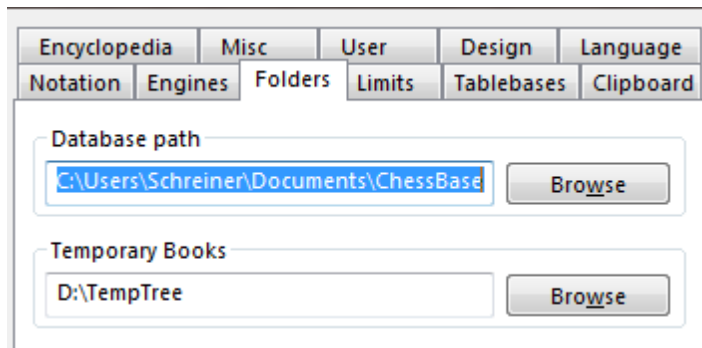
This displays the games sorted by different indexes or "keys":

[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.

### 3.4.31 Folders

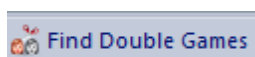
Menu File Options Folders



Here you tell ChessBase where you normally keep your databases, where it should store temporary books, and where the [players encyclopedia](#) and the endgame tablebases are located.

### 3.4.32 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 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.

### 3.4.33 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.

#### **3.4.34 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.

#### **3.4.35 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 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 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.**

#### **3.4.36 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 anecdote.

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](http://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](#).

Here 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	✓	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
△	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 an 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.

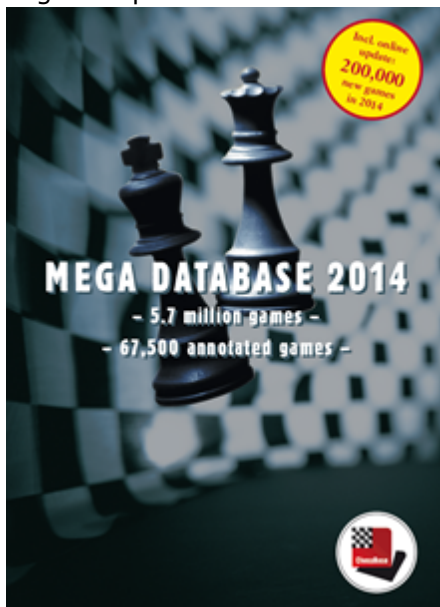
Pawn moves are given without a letter for the pawn. Example: 1.d2-d4 or 1.d4  
 Captures are denoted with an "x". Example: 3.Nf3xd4 or 3.Nxd4.  
 Checks are marked with a "+", checkmate is "#".

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. Contains more than 5.7 millions games from 1560 to 2014 in the highest ChessBase quality standard. 67,500 games contain commentary from top players, with ChessBase opening classification with more than 100,000 key positions, direct access to players, tournaments, middlegame themes, endgames. The largest topclass annotated database in the world.





The most recent games of the database are from the middle of November 2013. Mega 2014 also features a new edition of the playerbase (requires ChessBase 12!). As usual, this is where most of the work was done. As the player index now contains already more than 293,000 entries, it made sense to use an adapted playerbase which includes about 350,000 names. Doing this, the photo database was extended as well to contain 33,000 pictures now.

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](#).

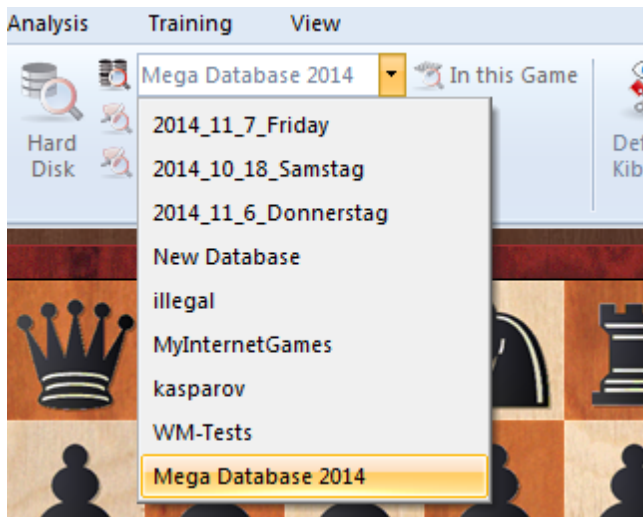


Mega Database 2014

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**

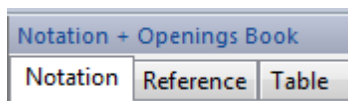
It is possible to switch the search database for the reference display in the board window with a single click.



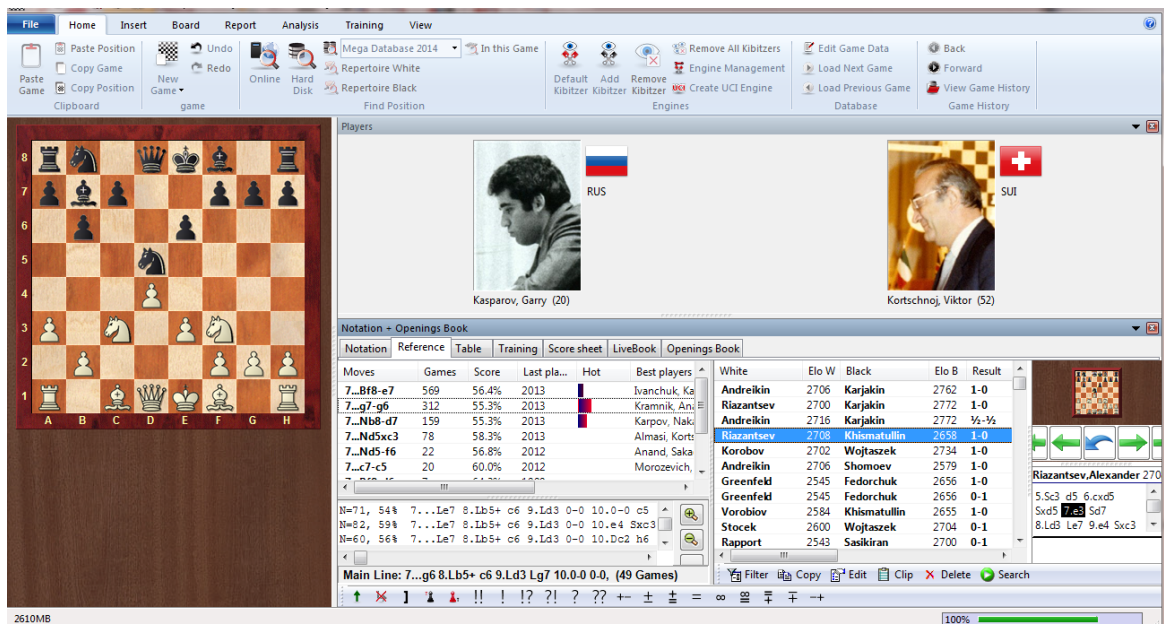
By doing this you can check what games have the current board position in another large database.

### 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.

N=118, 64%	5.Ld3 Sf6 6.0-0 Ld6 7.b3 De7 8.Lb2 0-0
N= 71, 58%	5.Ld3 Sf6 6.0-0 Ld6 7.b3 De7 8.a4
N= 66, 67%	5.Ld3 Sf6 6.0-0 Ld6 7.b3 0-0 8.La3
N= 59, 47%	5.Ld3 Sf6 6.0-0 Ld6 7.Sc3
N= 64, 46%	5.Sc3 Sf6 6.Le2 Ld6
N= 63, 63%	5.Le2 Sf6 6.0-0 Ld6 7.b3 De7 8.Lb2

Main Line: 5.Le2 Sf6 6.0-0 Ld6, (153 Games)

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 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, C
8...Sc6-a5	92	73.9%	2009		Fernandc
8...Tf8-e8	38	65.8%	2000		Smagin
8...h7-h6	17	67.6%			

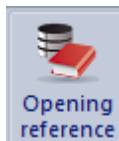
The complete line of the fashionable jot line is shown as the main line. The number of games is displayed in which the hot variation was played.

The criteria for the classification as "hot" are the date when the games were played and the average Elo of the players.

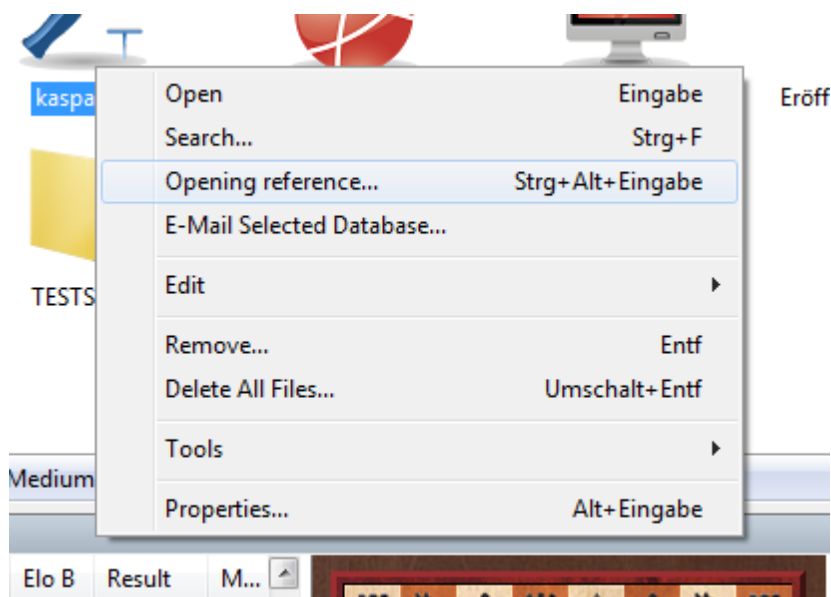
### 3.6.4 Opening reference for databases

[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.

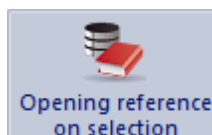
**Note:** The statistics displayed are based on the games in the selected database.

### 3.6.5 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.

38	Zukertort,J	Steinitz,W	1-0	32
39	Steinitz,W	Zukertort,J	1-0	61
40	Zukertort,J	Steinitz,W	0-1	35
41	Steinitz,W			
42	Zukertort,J			
43	Steinitz,W			
44	Zukertort,J			
45	Steinitz,W			

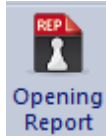
Edit	
Opening reference on selection	Strg+Alt+Eingabe
Merge Selected Games	Eingabe
Selection to Book	Umschalt+Eingabe

**Note:** Opening reference on selection generates the statistics view based on the games that have been selected.

### 3.6.6 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

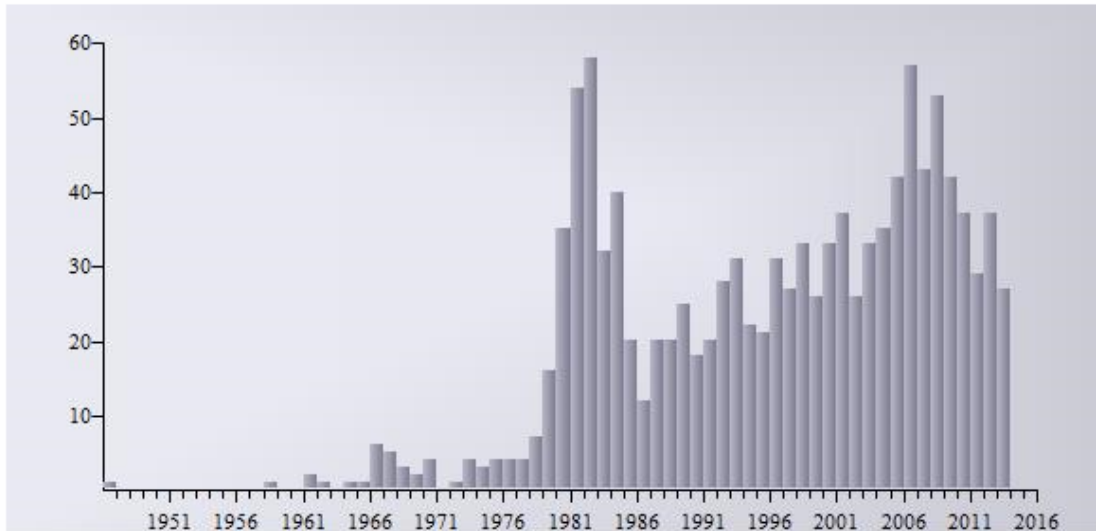
This includes the earliest and latest games. Click any of the entries on the top to load the game. The “fashion index” gives the percentage of games relative to the entire database.

### 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' names for 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](#)

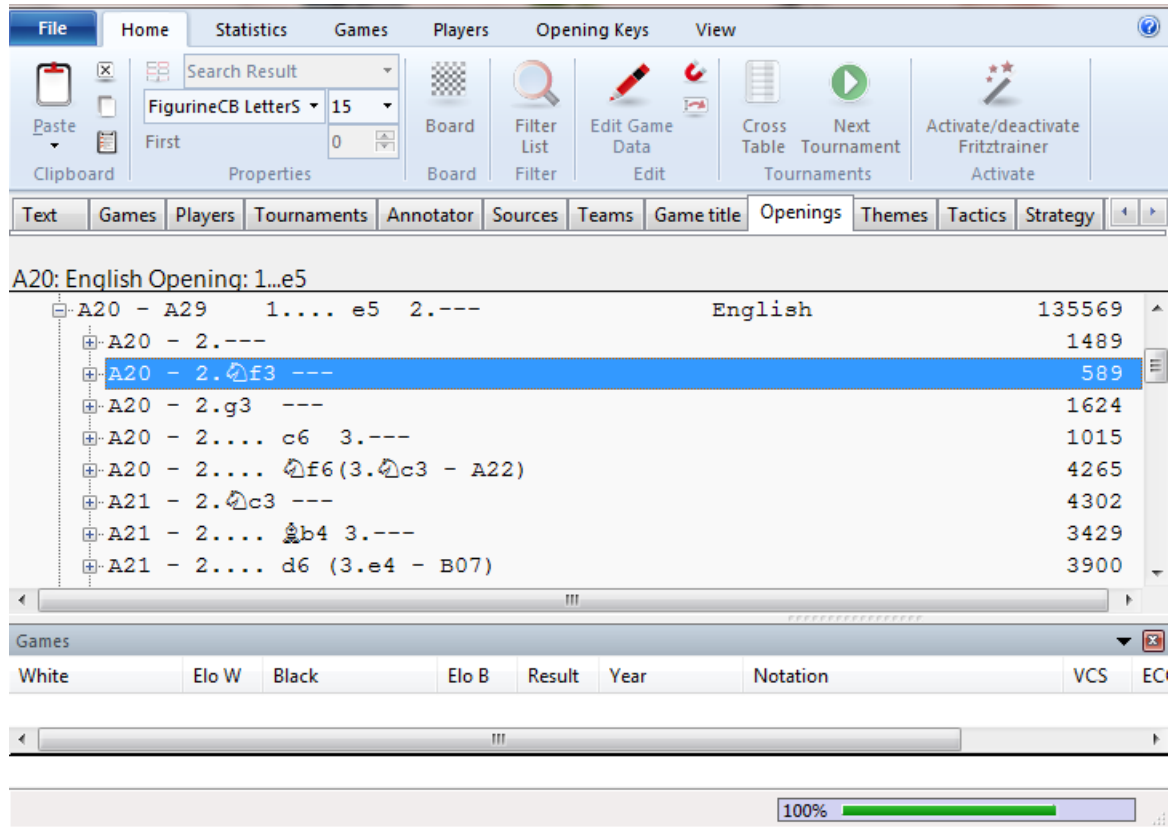
The openings report is a [database text](#) in HTML format.



In addition to the report ChessBase also generates an [Opening Reference](#) for the variation you are studying.

### 3.6.7 Openings classification

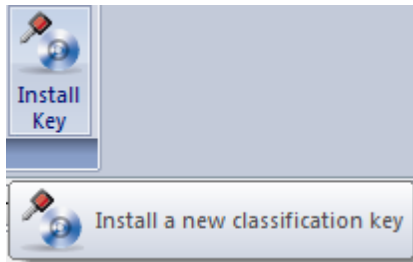
Openings classification in ChessBase refers to the identification of the openings variation in the [openings key](#).



This is how it works:

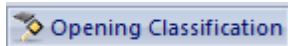
The program plays through each game backwards and compares every position it encounters with all the positions contained in the classification positions of the openings key. As soon as a match is encountered it knows under which key it must classify the game. The reason for playing through the game backwards 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

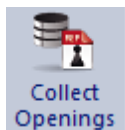
In the board window click *Report* *Openings classification* (or press Ctrl-Alt-C).



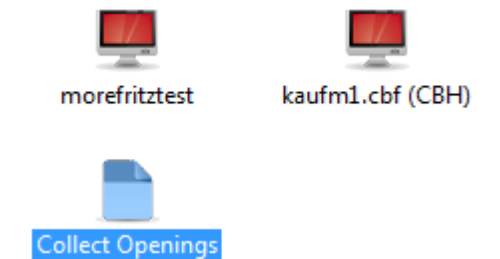
ChessBase will use the [openings key](#) of the [reference database](#) to retrieve all games from the [same opening](#).

### 3.6.8 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.



Text	Games	Players	Tournaments	Annotator	Sources	Teams	Game title	Openings	Themes	Tactics	Strategy	Endgames
Number	White	Elo W	Black	Elo B	Result	Moves	ECO					
1	Irregular Openi..				Line	28	A00					
2	Nimzowitsch-La..		Opening		Line	22	A01					
3	Unusual lines af..		King's Indian Attack		Line	34	A04					
4	Réti Opening: N..		Capablanca Systems		Line	52	A07					
5	King's Indian		Attack		Line	25	A08					
6	English Opening..		Replies for Black		Line	42	A10					
7	English Opening..		b3 by White		Line	28	A12					
8	English Opening:		1...e6		Line	22	A13					
9	English Opening..		b3 by White		Line	36	A14					
10	English Opening:		1...Nf6		Line	48	A15					
11	English Opening..		...d5		Line	17	A16					
12	English Opening..		...Bb4		Line	36	A17					
13	English Opening:		Flohr-Mikenas Syste..		Line	24	A18					
14	English Opening:		Flohr-Mikenas Syste..		Line	42	A19					
15	English Opening:		1...e5		Line	44	A20					
16	English Opening..		2 Nc3		Line	36	A21					
17	English Opening..		Indian: Lines without..		Line	48	A24					



English Opening: Unusual - Replies for Black  
A10

1.c4 e6  
[ 1...f5 2.Sf3 Sf6 3.g3 e6 4.Lg2  
Le7 5.0-0 0-0 6.Sc3 d5 7.cxd5  
exd5 8.e3 Kh8 9.b3 Sc6 10.Lb2  
Le6 11.Se2 Lg8 12.d3 Dd7 13.a3  
Kasparov,G(2800)-Short,N(2635)  
Paris 1990 1-0 (59)1

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.

Notation + Openings Book	
Notation	Reference Table Training Score sheet Openings Book
<b>Caro-Kann: Two Knights - Variation</b>	
<b>B11</b>	
<b>1.e4</b>	c6 2.Sc3 d5 3.Sf3 Lg4 [ 3...dxe4 4.Sxe4 Sf6 5.Sxf6+ gxf6 6.Lc4 Lg7 7.h3 lf5 8.0-0 e6 9.Te1 0-0 10.d4 Sd7 11.Lf4 Te8 12.Dd2 Lg6 13.c3 Sb6 14.Lb3 a5 15.a3 Smyslov,V-Botvinnik,M/Moscow 1958/MainBase/½-½ (49) ]
<b>4.h3</b>	Lxf3 5.Dxf3 [ 5.gxf3 e6 6.d4 Sd7 7.Lf4 Lb4 8.h4 Sgf6 9.e5 Sh5 10.Lg5 Da5 11.Ld2 Db6 12.a3 Le7 13.Le3 g6 14.Sa4 Dd8 15.Dd2 Sg7 16.Lg5 h6 TalM-Botvinnik,M/Moscow 1960/MainBase/½-½ (37) ]
<b>5...Sf6</b>	6.d3 e6 7.a3 [ 7.Le2 Sbd7 8.Dg3 g6 9.0-0 Lg7 10.Lf4 Db6 11.Tab1 0-0 12.Lc7 Dd4 13.Lf3 e5 14.Ld6 Tfe8 15.La3 dxe4 16.dxe4 b5 17.Tfd1 Db6 18.b3 Sc5 Smyslov,V-Botvinnik,M/Moscow 1958/MainBase/0-1 (62) ]
<b>7...Le7</b>	8.g4 Sfd7 9.d4 Sf8 10.Le3 Sg6 11.Dg3 Lh4 12.Dh2 Sd7 13.0-0-0 Db8 14.f4 dxe4 15.Sxe4 Sf6 16.Sxf6+ Lxf6 17.Df2 Lh4 18.Df3 Se7 19.Ld3 g6 20.f5 exf5 21.Lf4 Dd8 22.gxf5 Dd5 23.Dg4 Lf6 24.The1 h5 25.Dg3 h4 26.Dg4 gxf5 27.Lxf5 Kf8 28.Le4 Da2 29.c3 Td8 30.Tf1 Sd5 31.Ld2 Td6 32.Dc8+ Ke7 33.Dxb7+ Td7 34.Tde1 Da1+ 35.Lb1+ 1-0 Smyslov,V-Botvinnik,M/Moscow 1958/MainBase (35)

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.

### 3.6.9 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.

	N	%	Av	Perf
Fritz12.ctg	596	56.3	2544	2572
4.Sf3	987	58.9	2571	2622
4.Sc3	782	58.3	2548	2594
4.g3?	227	52.9	2579	2598
4.dxe6?	4	12.5	2543	2304

	1-0: 350 = 45%	N = 782 (993)
	1/2: 212 = 27%	2548-2594 (574)
	0-1: 220 = 28%	2536-2490 (576)

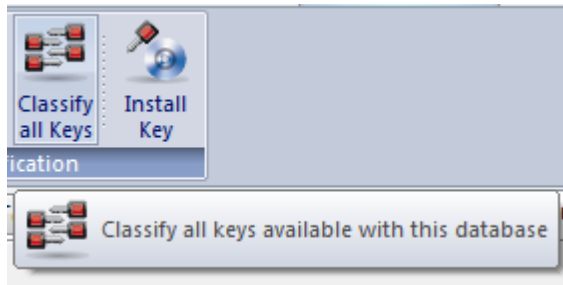
The ChessBase openings book recognizes all transpositions, even those that were not played in the games from which the book was compiled. Positions with reversed colours are also not differentiated – everything is considered from the point of view of White. After the moves 1.d3 d5 2.d4, for instance, 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.

### 3.6.10 Classify whole database

List window: *Openings - Opening Keys Classification*

This reclassifies the entire database into all keys (openings, themes, strategy, tactics, endgames).

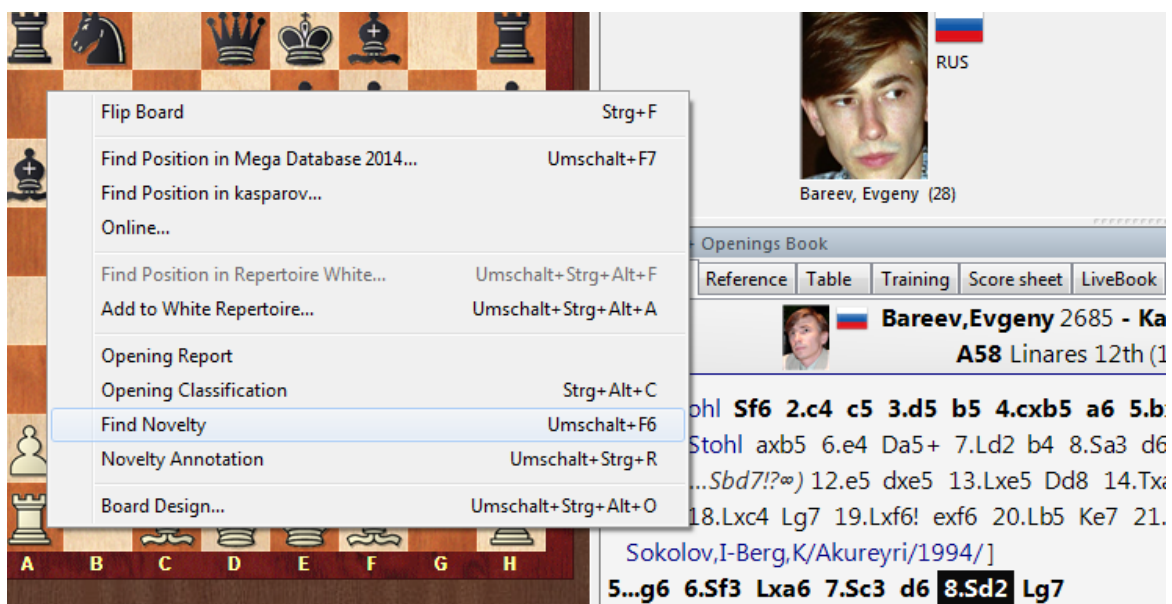


If you interrupt the process ChessBase will remember how far the classification had proceeded, and you can continue the process again. The program will offer to continue where it left off (game number x). If you enter game number "1" it will reclassify the entire database.

If no key is installed, four buttons appear, please read on at: [Install new key](#).

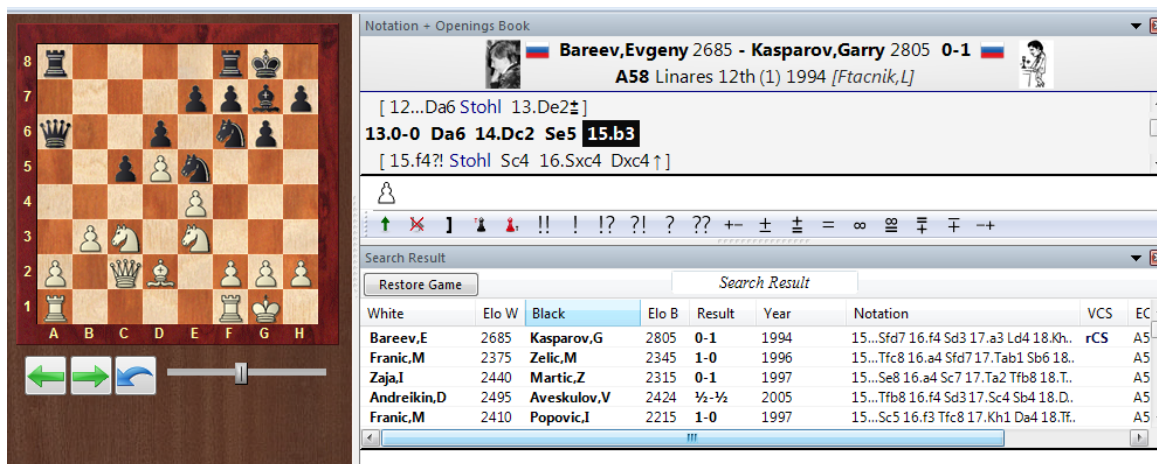
### 3.6.11 Find novelty/compare

Board window: Rightclick – Find Novelty (Shift-F6)



ChessBase lists the games in the [reference database](#) which are closest to the current game.

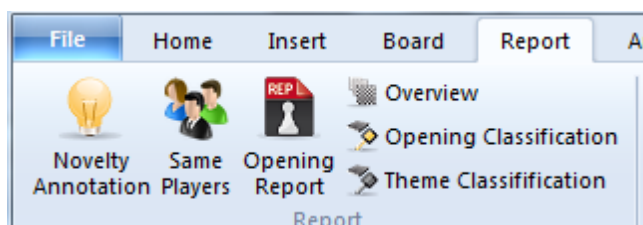
The games appear in a [search result window](#) and are sorted according to the degree of similarity to the original game.



- ▶ 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.

### 3.6.12 Novelty Annotation

*Board Window - Report - Novelty Annotation*

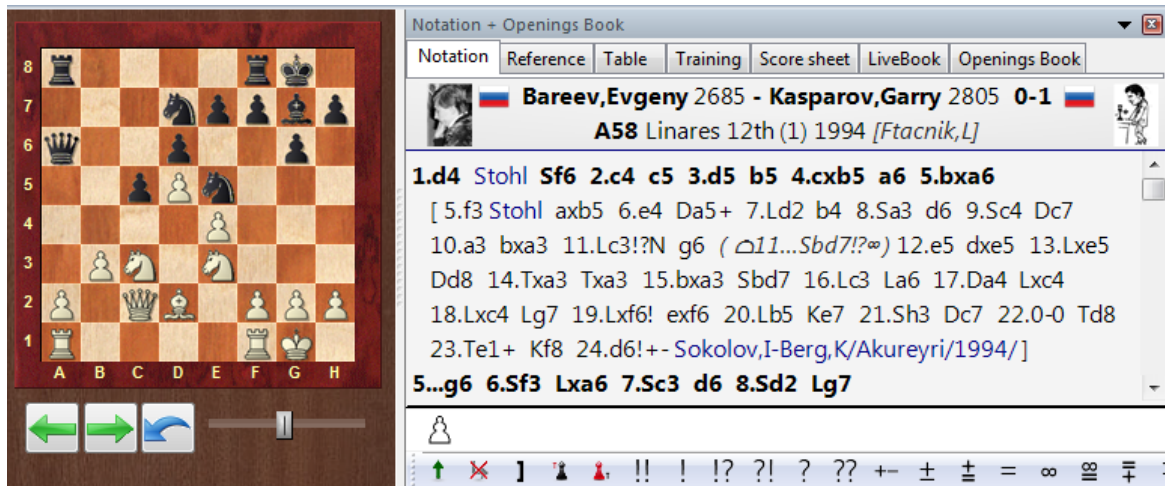


There is an easy way to display novelties in openings systems in the [board window](#).

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.



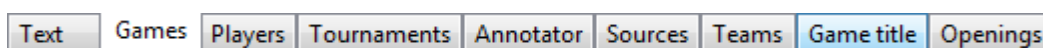
The program inserts the relevant games into the notation as variations. The novelty is marked in the notation with a capital **N**.

```
Halkias,S (2526)/Mallorca 2004/CBM 104 ]
13.h4 Se5 14.Ld3N
[Predecessor: 14.Dg2 b4 15.Sce2 Lb7 16.g5
```

### 3.6.13 Openings Key

#### 3.6.13.1 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.

### 3.6.13.2 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.

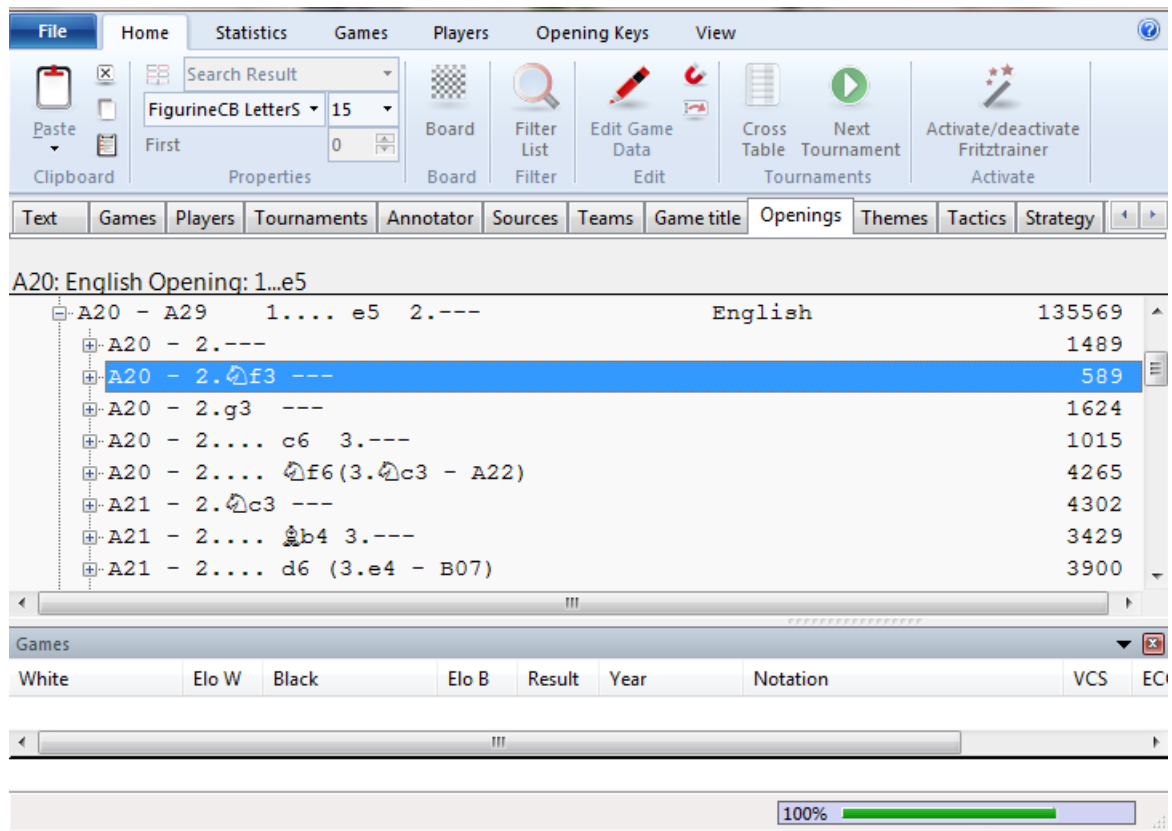
▶ **Link**

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.



### 3.6.13.3 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

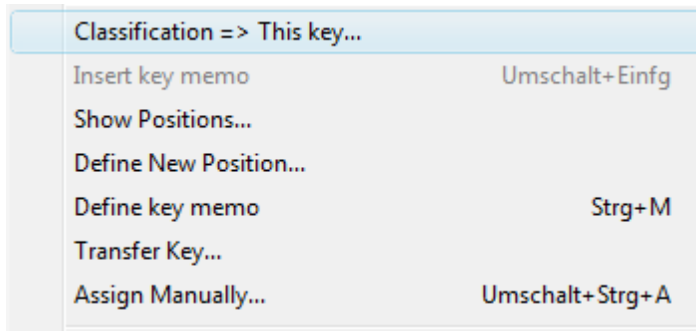
The openings key is displayed in a special key window, which works very similarly to the normal [games list](#) window. On the right you can see the number of games. Use the cursor keys to navigate to the openings hierarchy, like you do in the folder pane of the Windows File Explorer. Cursor right opens 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.

### 3.6.13.4 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.



Classification => This key...	
Insert key memo	Umschalt+Einf
Show Positions...	
Define New Position...	
Define key memo	Strg+M
Transfer Key...	
Assign Manually...	Umschalt+ Strg+A

▶ [Insert new key](#)

This inserts a new key at the highlight 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 highlighted 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.

### 3.6.13.5 Insert new key

*Inserting a new openings key (Insert)*

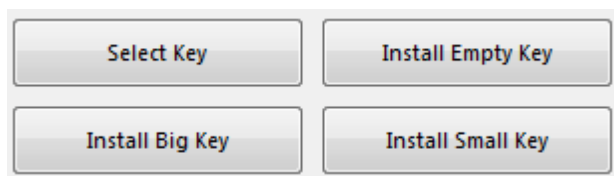
1. Make sure that the classification position is on the board in a board window.
2. Click Openings in the list window and right-click an openings key. Select Insert new key.  
If there is no key to click, use the Insert key.
3. The classification position is displayed. Click OK and type in a name for 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.

### 3.6.13.6 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.

### 3.6.13.7 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.

### 3.6.13.8 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.

## 3.6.14 Repertoire

### 3.6.14.1 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.

ChessBase has a number of functions that will help you look after and even automatically update your repertoire.

In ChessBase 13 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.



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**

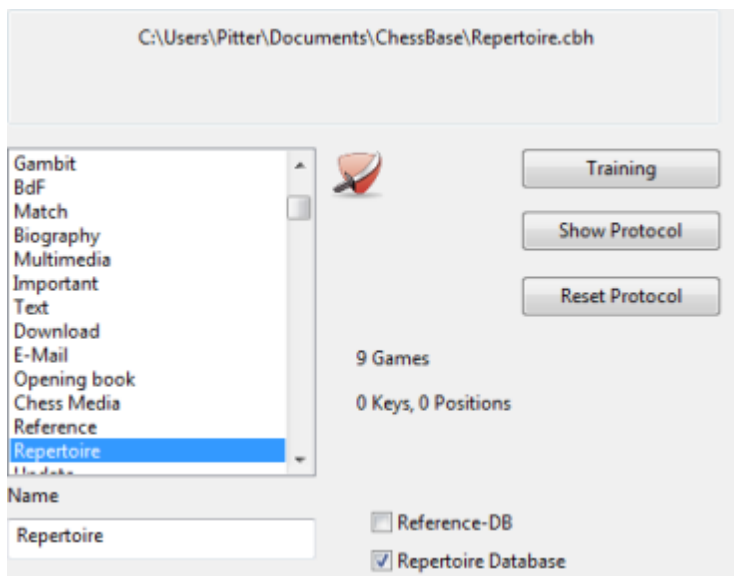
This function is a quick and elegant way to find out what's new in your openings systems. Let us assume you have just received a delivery of new games, e.g. an Internet download or the latest issue of ChessBase Magazine. Click File – New – Repertoire scan. ChessBase will generate a report of all games 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.

#### 3.6.14.1.1 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.

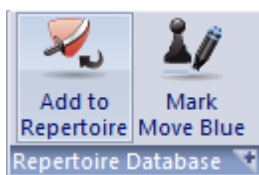


The program can also support users who do not yet have their own repertoire database.

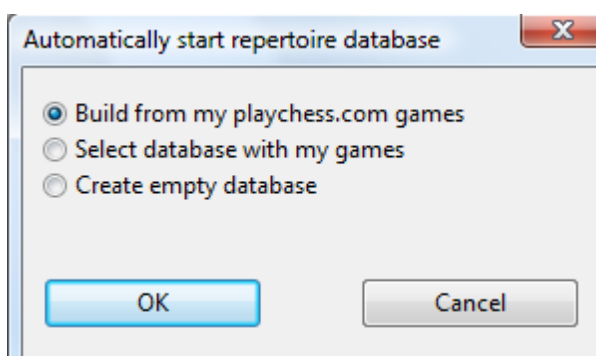
Let us assume that you are replaying a game that is significant for your repertoire.

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:

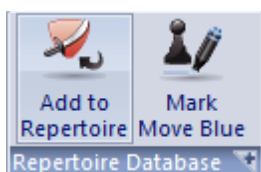
**Build from my Playchess.com games:** This creates a database using your games on

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.

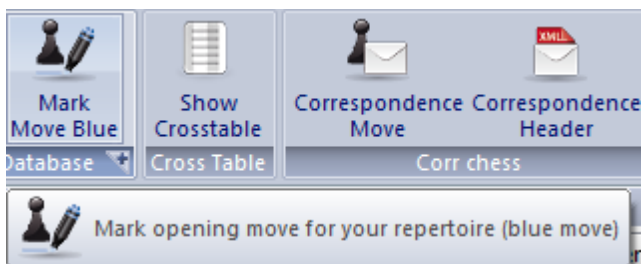
**Create empty database:** This puts the game into a new database, which you can later add to.

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.



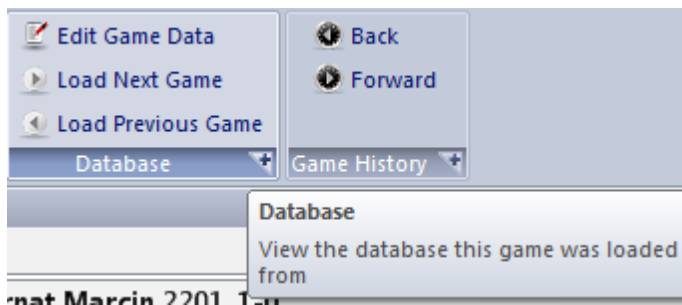
If you add a game to the repertoire database by this method the position is shown that is used as search criterion for the repertoire functions.



### 3.6.14.1.2 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.

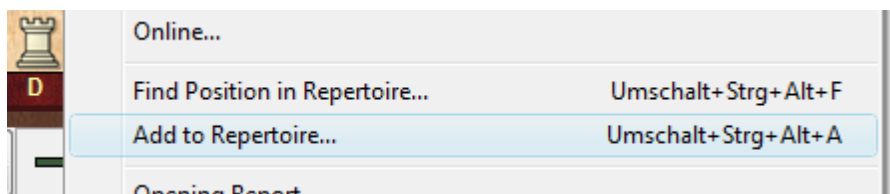
It is also possible to access the repertoire database directly from the board window.

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*.

### 3.6.14.1.3 Add game to repertoire

*Board window: Rightclick Add to repertoire*



This adds the current game to your [repertoire database](#). ChessBase offers you two alternatives:



The game is saved at the end **Add the game as a new entry** of the repertoire database

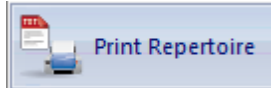
### ► Insert in

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.

### 3.6.14.2 Repertoire print

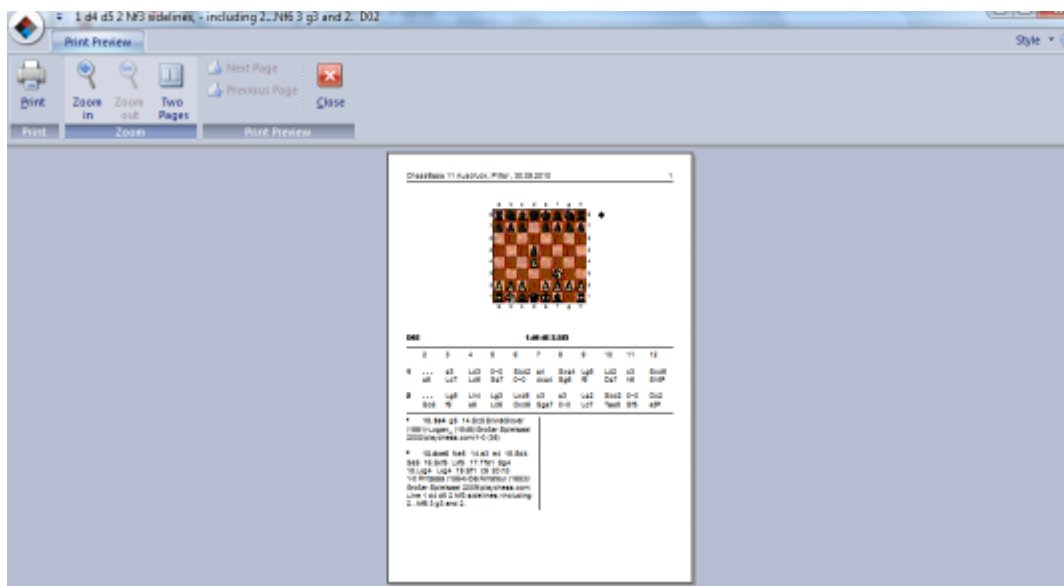
*Board window: Menu File Print Print Repertoire.*



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.*

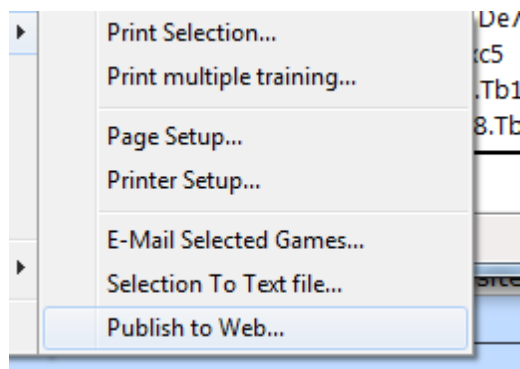
In the print preview you can see what your page will look like:



## 3.7 Printing and Publishing

### 3.7.1 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.

#### ▶ **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**

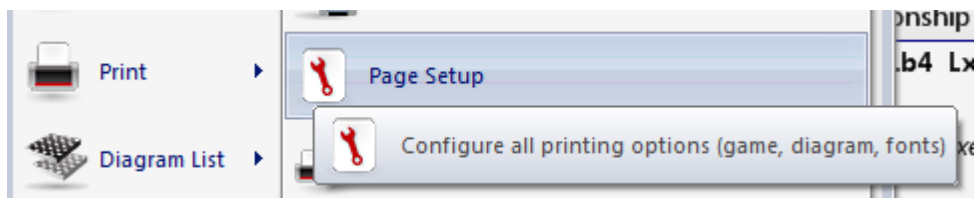
It is possible to [publish one or more games](#) on the Web. This is also possible using Facebook's "Share link".

Board Window - File - Publish to Web

This publishes the game in the current board window to the web.

### 3.7.2 Page setup

Board window: Menu File Print Page Setup



Following options are available:

Print Diagram		Diagram title		Fonts
Repertoire		Correspondence		Coordinates
Layout	Page numbers	Title	Print games	
<input type="checkbox"/> Game number		<input checked="" type="checkbox"/> Tournament		
<input checked="" type="checkbox"/> ECO code		<input checked="" type="checkbox"/> Elo numbers		
<input checked="" type="checkbox"/> Annotations		<input checked="" type="checkbox"/> Annotator		
<input type="checkbox"/> Justify columns		<input checked="" type="checkbox"/> Paragraphs		
<input checked="" type="checkbox"/> Diagrams		<input type="checkbox"/> Diagrams directly		
<input type="checkbox"/> Analysis diagrams small		<input type="checkbox"/> Use colour		
<input type="checkbox"/> Up to move		25		

► **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 columns and you can set the gap between the columns. Separator will insert a vertical line between the columns.

► **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  $46 \times \frac{1}{72} = 0,64\text{Inch}$  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  $180 \times 0.35 = 63\text{mm}$ . Printing a game will ignore the indent setting, but this value is used when the Print Diagram is used. Flipped will put the board upside 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*.

### 3.7.3 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 columns:** 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.

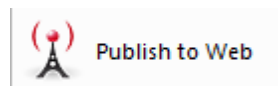
Back to [Page setup](#)

### 3.7.4 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.

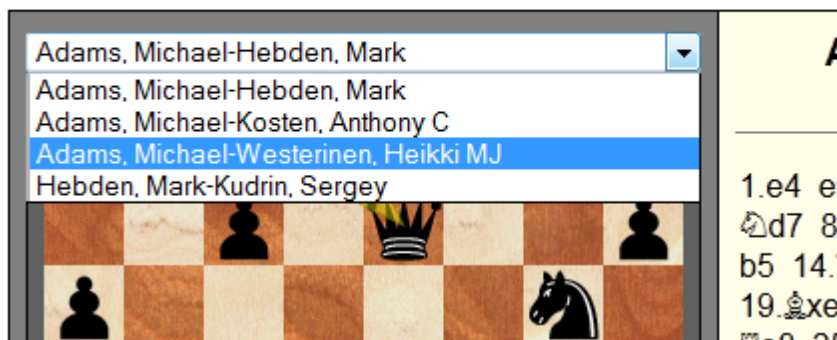
To publish several games at once you have to do the following:

In the database list *select several games*. Right click the selection, then select

Player 1	Rating 1	Player 2	Rating 2	Result	Game ID	Event	Year
Adams, Michael	2400	Hebden, Mark	2460	0-1	C96	London NWYM	1988
Adams, Michael	2400	Hebden, Mark	2460	1-0	B14	London NWYM	1988
Adams, Michael	2400	Hebden, Mark	2460	1-0	E15	London NWYM	1988
Adams, Michael	2400	Hebden, Mark	2460	0-1	B06	London NWYM	1988
Adams, Michael	2400	Hebden, Mark	2460	0-1	D38	London NWYM	1988
Adams, Michael	2400	Hebden, Mark	2460	0-1	D58	London NWYM	1988
Adams, Michael	2400	McNab, C	2410	1-0	B08	London NWYM	1988
Adams, Michael	2400	Norwood, D	2470	½-½	A37	London NWYM	1988

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.

### 3.7.5 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.

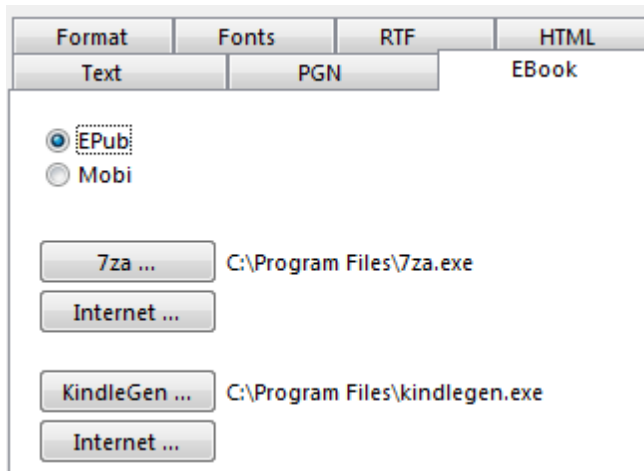
ChessBase exports EBooks in two formats, the open format **Epub** and the **Mobi** format that is used by Amazon for publishing EBooks.

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.

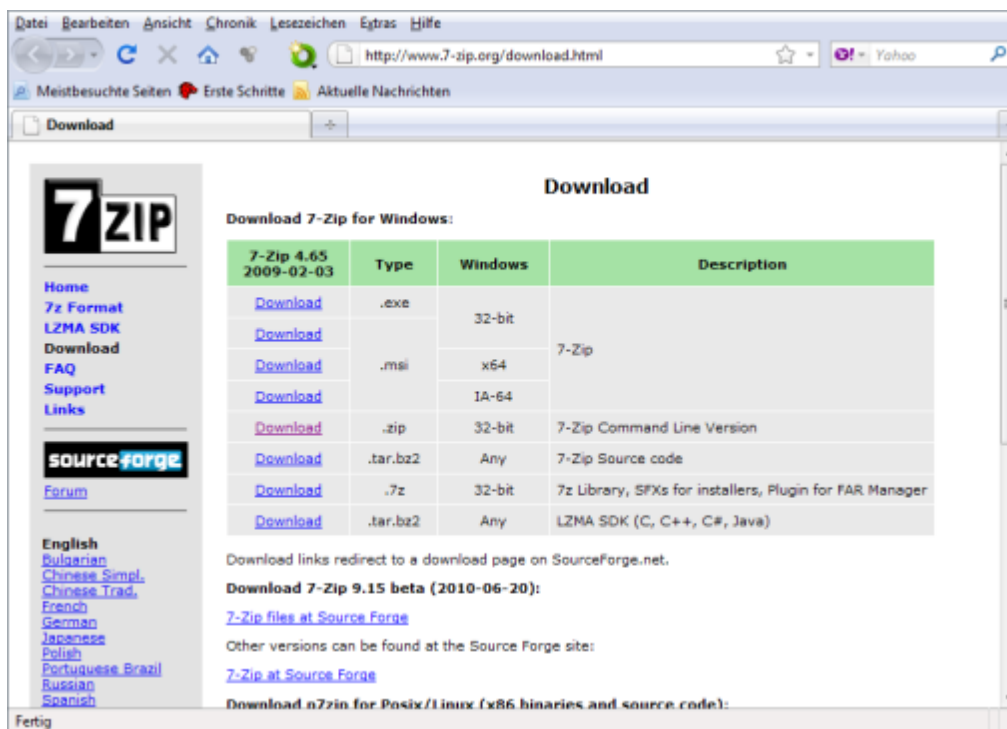
*Right click   Output   Selection to text file* starts the following dialog:



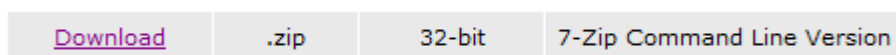


Select the **EBook tab** and the format *Epub* for the first attempt. It is only possible to export files in this format after installing the external software 7za.exe.

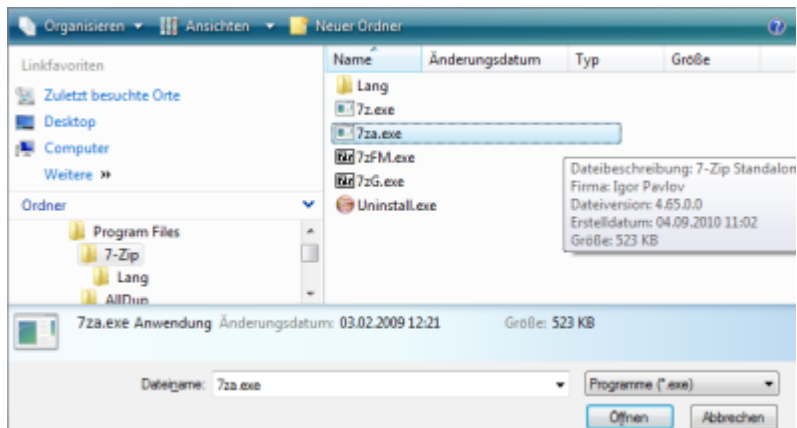
Clicking on the button Internet opens a web page to download this software.



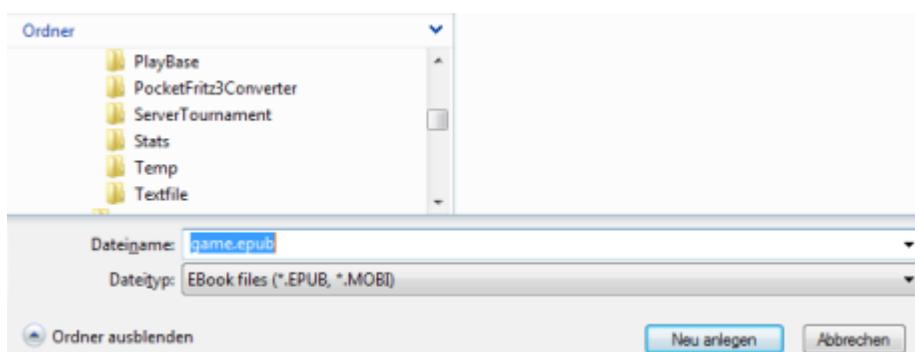
Download the command line version of the program and install the file.



Start the program in ChessBase by clicking the button **7za**, which opens a dialog to select the path of the command line interpreter.

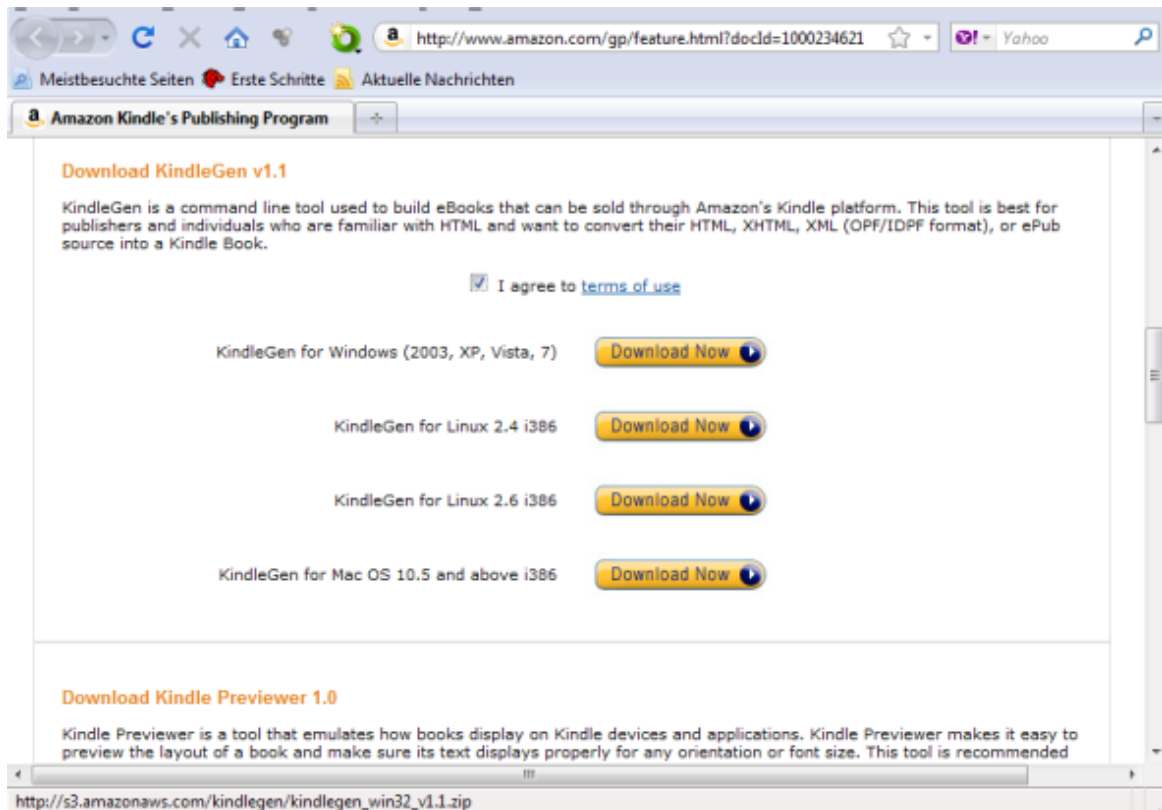


After this you can directly export the EBook.



**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.



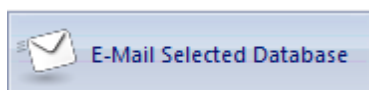
Clicking on the button **KindleGen** opens a dialog to select the path where you installed the program. You can now export positions in the **Mobi format**.

The Mobi file can now be distributed to be read with *Amazon's free Kindle-Previewer*.

### 3.7.6 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**

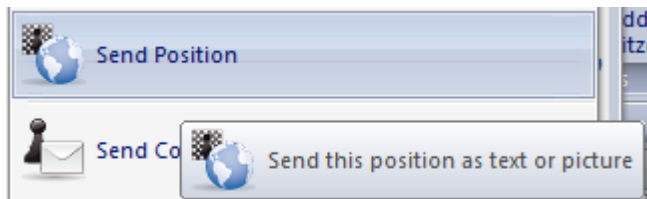


This dispatches the selected database. You can also right-click the database and click *E-Mail Selected Database* in the menu.

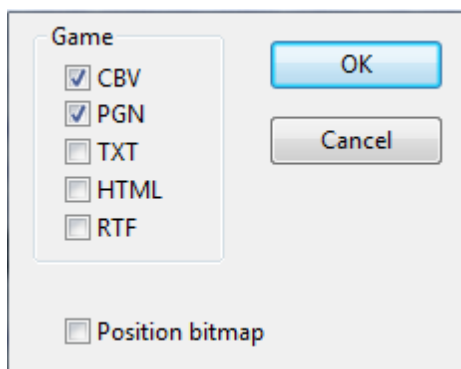
► **List window:** Select games, right-click and use Output – E-Mail Selected Games Dispatches the selected games.

In both cases the mail client pops up and allows you to type in the recipient.

- ▶ Board window: *Menu File Send Send game/position*



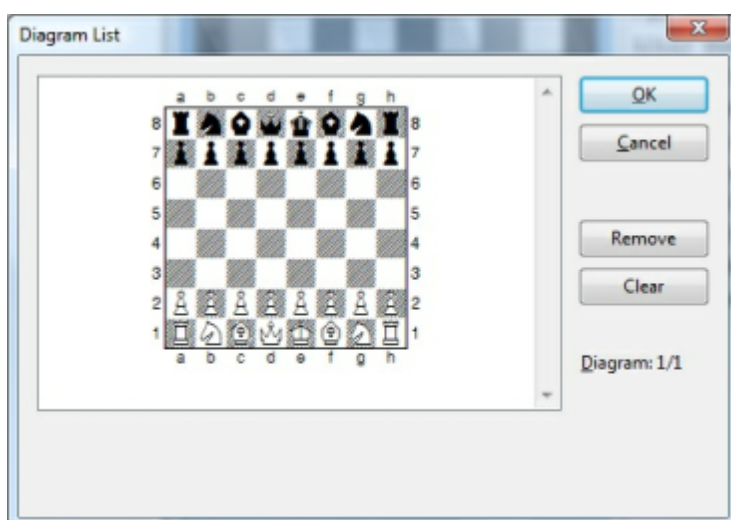
Dispatches the current game or position. The following dialog appears:



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.

### 3.7.7 Diagram List

To print several diagrams in one go, formatted on one or more pages, use the diagram list.



*Board Window: Menu File - Print - Insert Diagram in List.*

## 3.8 Program Configuration

### 3.8.1 DirectX

ChessBase uses the **DirectX graphics library** for the Windows operating system. The minimum version required is DirectX 9. Please visit [www.microsoft.com](http://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.

### 3.8.2 DGT Board

*Board window: Board DGT Board*

The DGT board is a wooden sensor board.



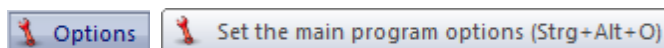
You can connect it to ChessBase for move entry.

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.

### 3.8.3 Language

*Application Options Language*



Program Language  
 English ▼

Alternative Annotation Language  
 Deutsch ▼

One     Both     All



Transcript  
 (none)     Cyrillic     Greek

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.

### 3.8.4 Limits

**Menu File Options Limits**

 Options     Set the main program options (Strg+Alt+O)

Maximum Board Windows

Maximum Database Windows

Number of recent games

Number of recent databases

RAM: 2046MB

Cache Size Reference DB

#### ▶ **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**

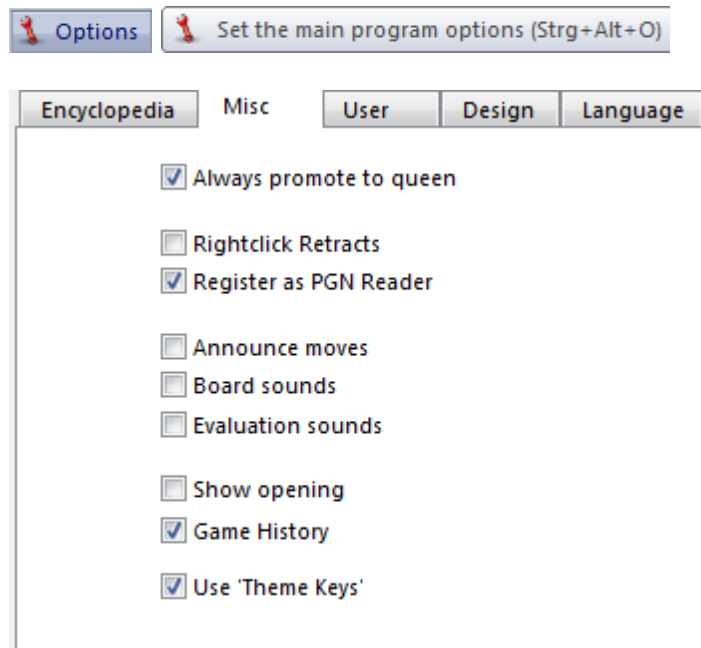
Displays how much memory is available on your system. It refers to installed, not free memory.

▶ **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.

### 3.8.5 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 its 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 if you want.

▶ **Announce moves**

Read out entered or replayed moves loudly.

▶ **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.

### 3.8.6 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.

## 3.9 Correspondence Chess

### 3.9.1 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.

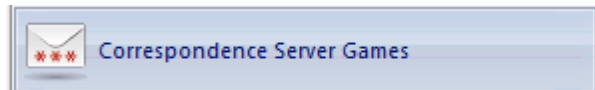
ChessBase offers an interface to the *ICCF correspondence chess server*. The **International Correspondence Chess Federation (ICCF)** is the world's correspondence chess organisation, and it organises several international correspondence chess tournaments.

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

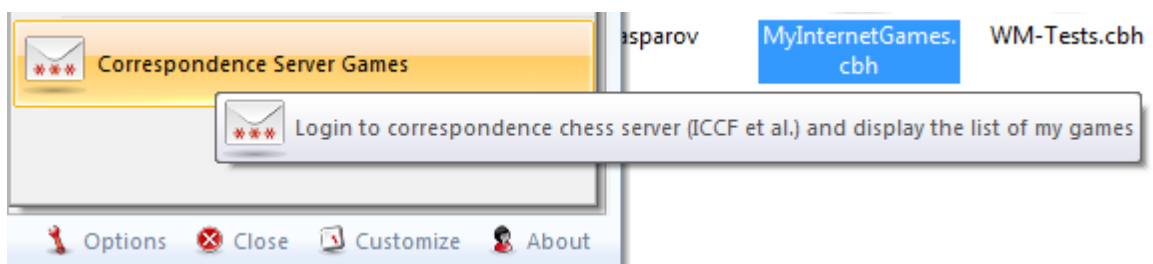
You can use the text field to send personal messages to your opponent.

6. After clicking on OK the move is sent to the opponent.

### 3.9.2 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.

## 3.9.3 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.

**3.9.4 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).






## 3.10 Engines

### 3.10.1 Installed engines

ChessBase shares a common directory for chess playing engines with programs like Fritz, Hiarcs, Shredder etc.

The program's engine interface uses with the specifications of the current Windows version, for example Windows 7/8. 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.

Apart from this the new engines now have the extension **\*.engine**.

 DeepHiarcsPB2007	engine	987.136	24.04.2008 11:22
 DeepHiarcsPB2007	dll	274.432	13.03.2008 13:11
 Deep Fritz 14	engine	812.424	20.06.2014 08:54
 Deep Fritz 13	engine	899.528	22.05.2012 19:36
 Crafty 23-05	engine	511.488	07.11.2013 11:14

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.

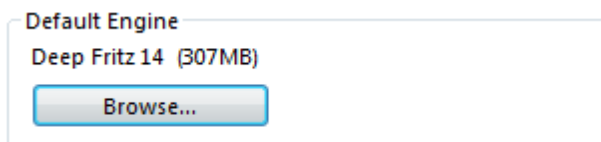
[UCI engines](#) can be used wherever they are, in any folder or any disk on the computer. The configuration files with the extension **\*.uci** are always saved in the folder /Documents and Settings/Username/Application Data/ChessBase/Engines.UCI.

When you install new ChessBase programs the engines are automatically put into the Engines directory.

[Cloud Engines ...](#)

### 3.10.2 Default engine

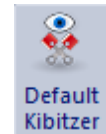
*Menu File - Options - Engine*



*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).



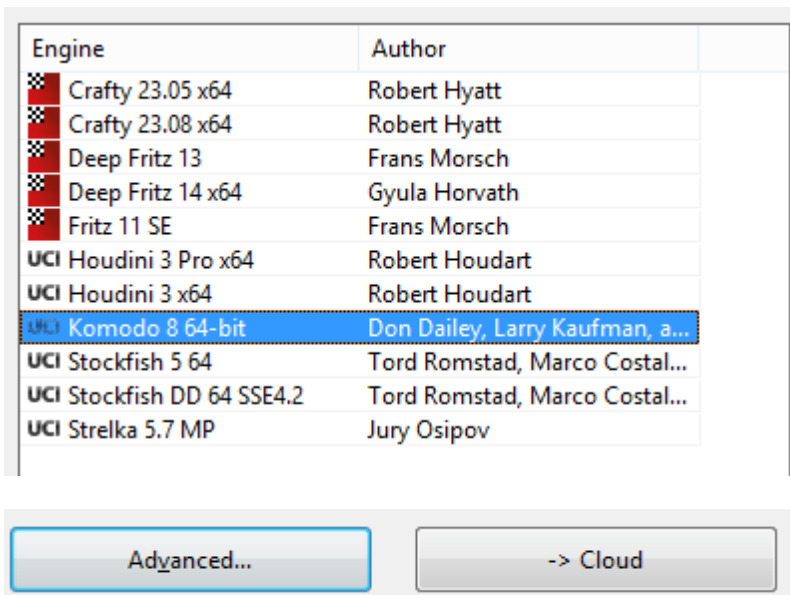
In the [board window](#) you can use the menu Engine – Add: (engine name) to start the [default engine](#).

### 3.10.3 Load Engine

*Board window - Add Kibitzer*



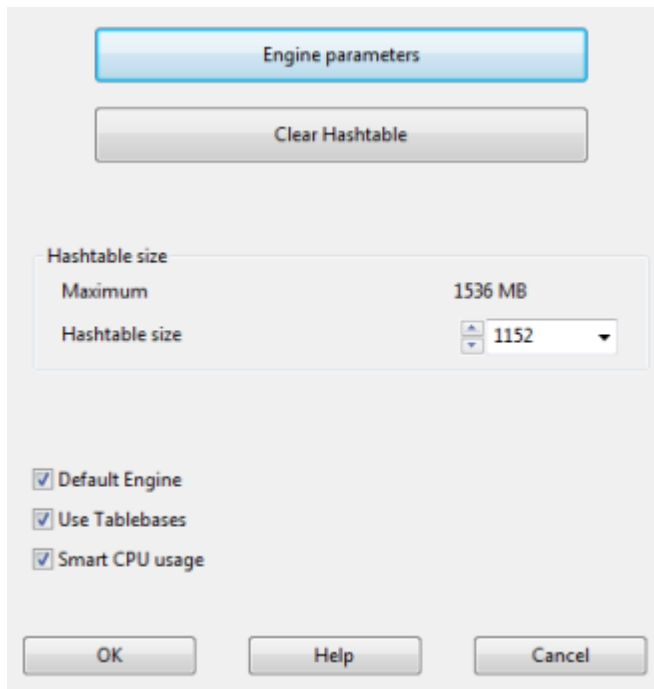
This brings up a dialog box in which you can load [engines](#) and set [different engine parameters](#).



-> [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.

### 3.10.4 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.

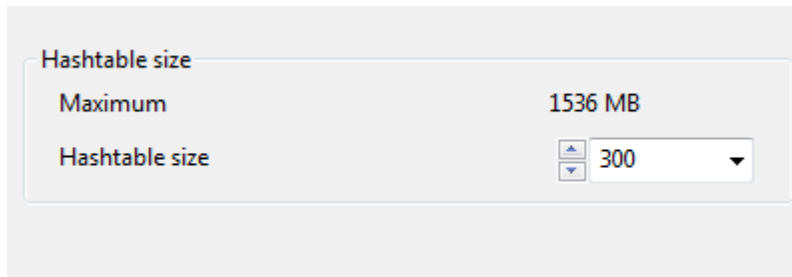
### 3.10.5 Hash tables

[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 speeds things up tremendously, especially in the endgame.

You can set the size of the hash tables in the [Add Kibitzer](#) dialog. ChessBase will give



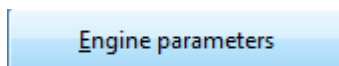
you a plausible value for the hash tables. You should try to use the maximum, since that speeds up the engine tremendously. But if you go too high then Windows will start "swapping" on your hard drive, which will slow down the program to a snail's pace. So if your hard disk is being accessed constantly 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.

### 3.10.6 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.

### 3.10.7 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.

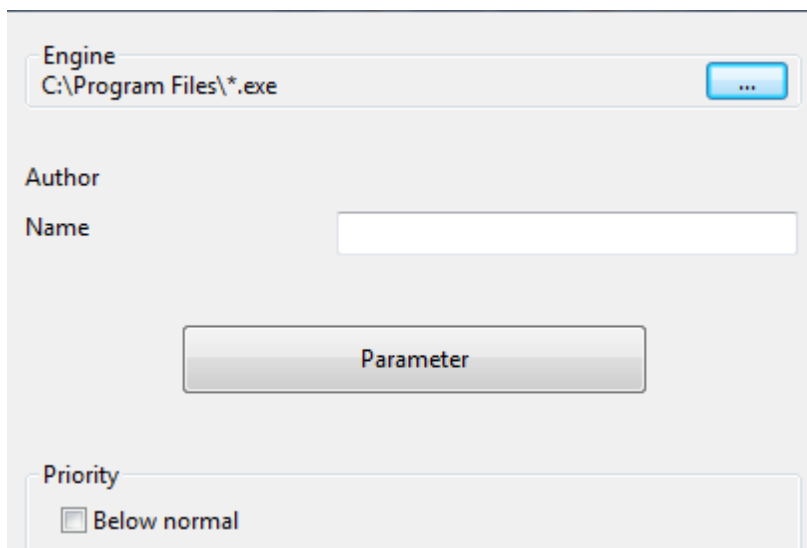
**Note:** UCI Engines can also be used as default analysis engines in Chessbase 10.

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.

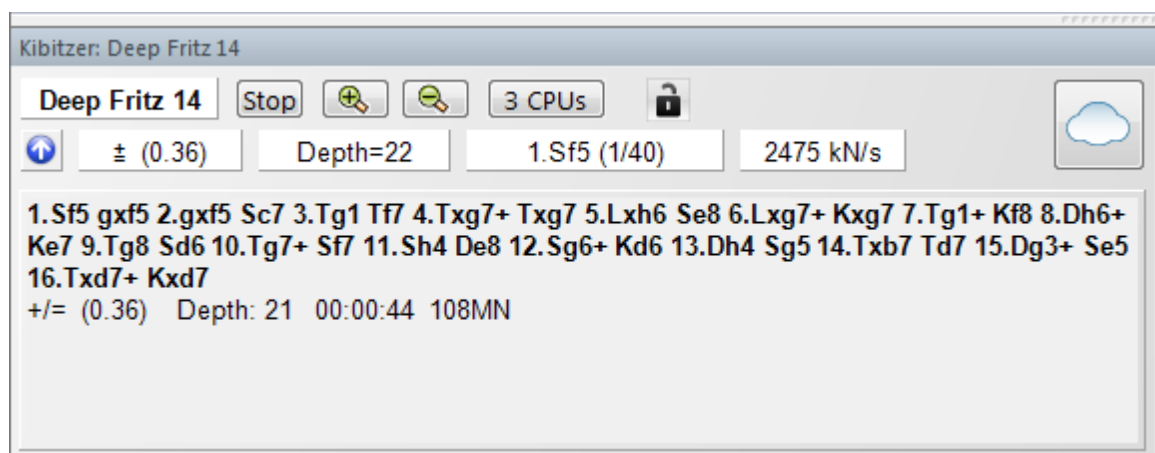
### Modifying engines

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.

## 3.10.8 Extended Options in the Engine Window

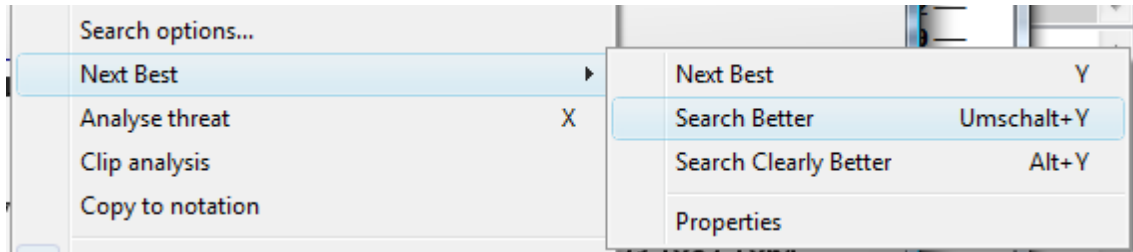
In the [engine window](#) the user now sees a new display of the number of processors used. This display is only relevant for computer systems with several processors and programs that are able to use more than one processor.



Clicking the CPU button in the engine window allows the user to change the number of processors being used.

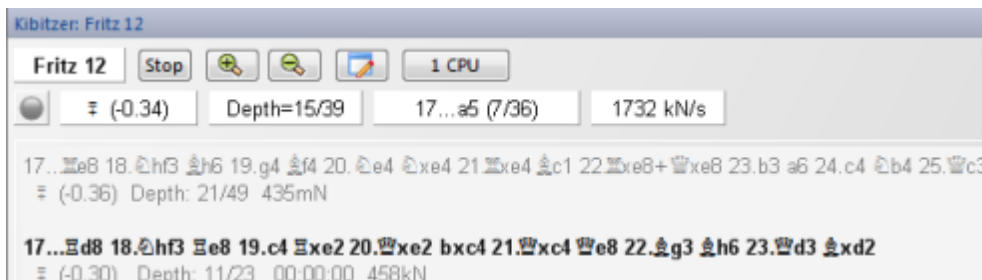
### 3.10.9 Extended Engine Information

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.

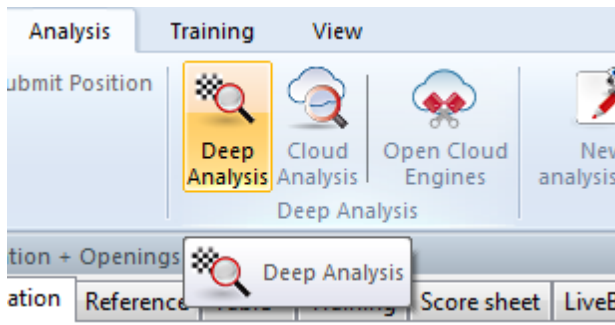
The main advantage of this display is that it is constantly updated even if the best line displayed remains unchanged during lengthy processing.

### 3.10.10 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.



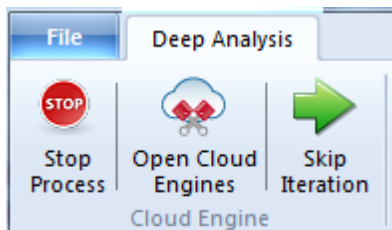
The analysis is left to run by itself. The longer it runs, the more reliable the variations are. After longer times the search depth is bigger, but not too complex so that the result remains easy to understand. Variations that do not look good after a large search depth are automatically removed. This 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.

### 3.10.11 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 resources. The advantage of the Cloud Analysis is that the analysis can be carried out without using the hardware and software resources 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 resources, 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.



You should use at least two engines.  
Runs best with cloud engines.

After starting the analysis you can tell the selected engines what they have to do.



The image shows a dialog box with two sections for configuring chess engines. The top section is for 'Houdini 3 Pro x64 (greekwarrior)' and the bottom section is for 'Deep Fritz 13 (deramateur)'. Each section has three radio buttons: 'Analysis Crawler', 'Root Candidates', and 'Expected Answers'. In the 'Houdini' section, 'Analysis Crawler' is selected. In the 'Deep Fritz' section, 'Root Candidates' is selected. Below the radio buttons is a spin box labeled 'N Variations' with the value '3'. At the bottom of the dialog are three buttons: 'OK', 'Help', and 'Cancel'.

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.

The screenshot shows two configuration panels for local engines. The top panel is for **Fritz 13** and the bottom panel is for **Deep Fritz 13**. Both panels have the same layout:

- Local Engine:** [Engine Name]
- Three radio buttons:  Analysis Crawler,  Root Candidates,  Expected Answers
- N Variations:** A spinner box set to the value 3.

At the bottom of the dialog are three buttons: **OK**, **Help**, and **Cancel**.

To do this start one or more kibitzers in the [board window](#).

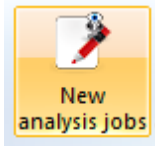
**Note:** Variations that are in the notation at the start of the analysis are never deleted and are always analysed, unless they are the results of a previous Cloud Analysis.

Moves that have been marked with a question mark are never analysed.

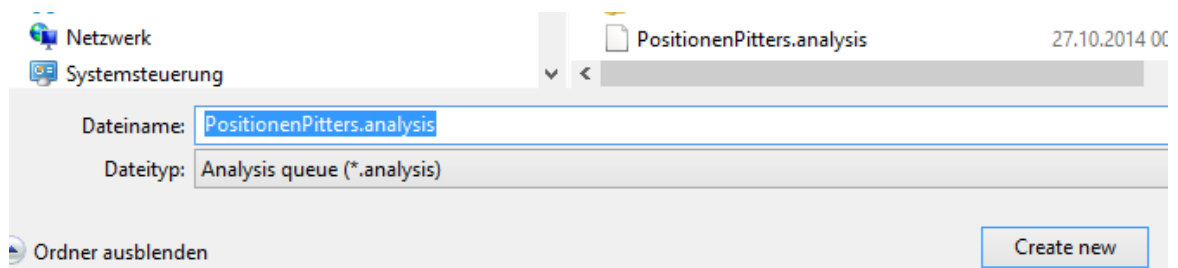
### 3.10.12 Analysis Jobs

Analysis jobs are a collection of positions which are automatically processed by ChessBase 13. 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.

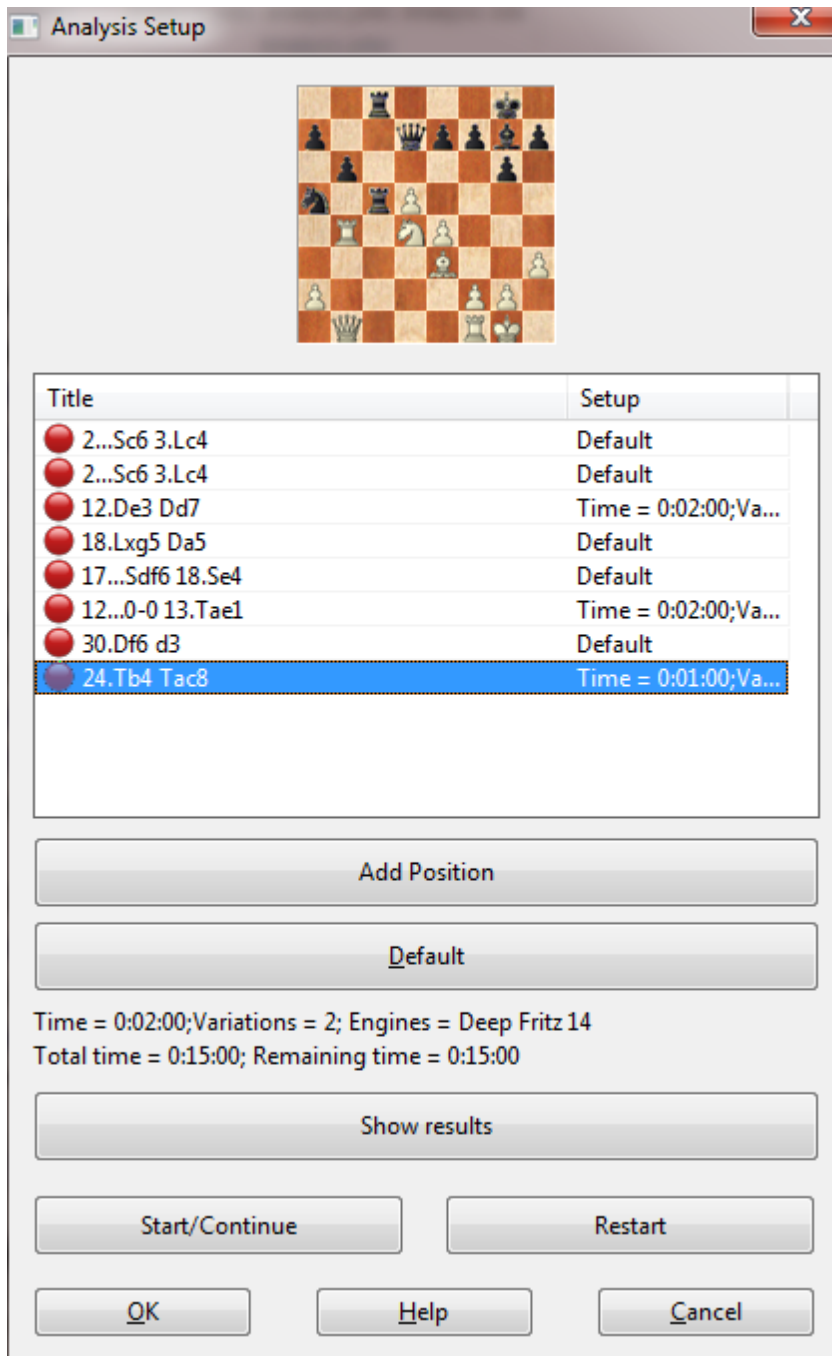
This function is in *Board Window* -> *Analysis*.



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".

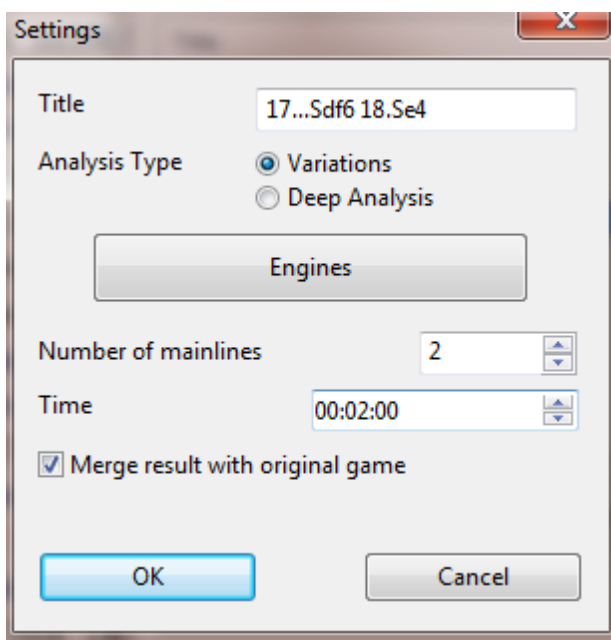
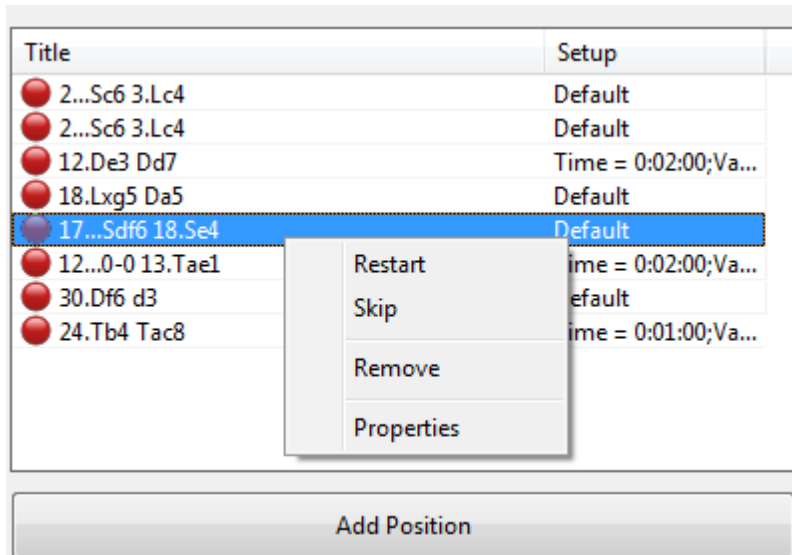
**Add position** This command adds the current board position to the analysis queue. The dialog box remains in view when you open analysis queues - and you can quickly add the positions that you would like to be analysed using the "Add" command.

**Edit a position** You can configure the settings for each individual position if you do

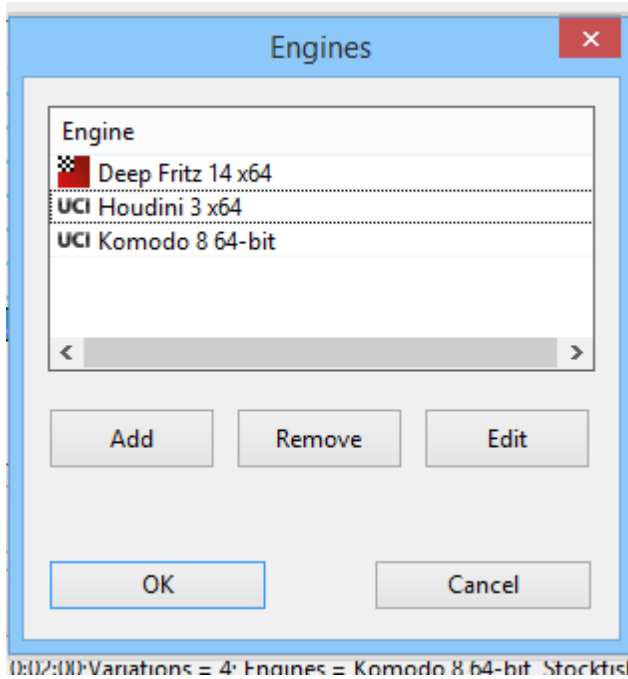
w

not wish to use the program's default settings. This is done by right-clicking on the relevant entry in the queue.

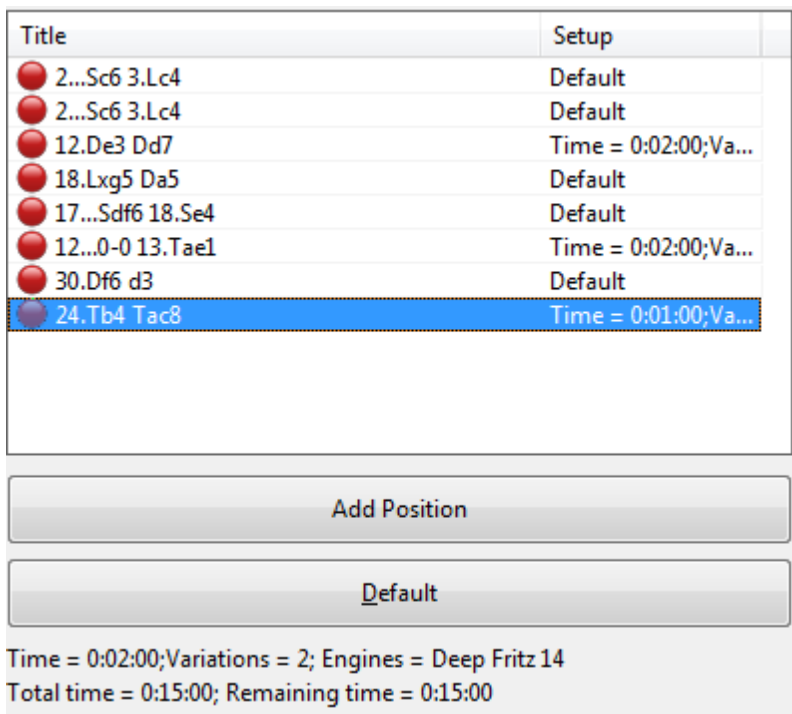
Settings To edit the settings for a position in the queue, right-click on it and click *Properties* .



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".



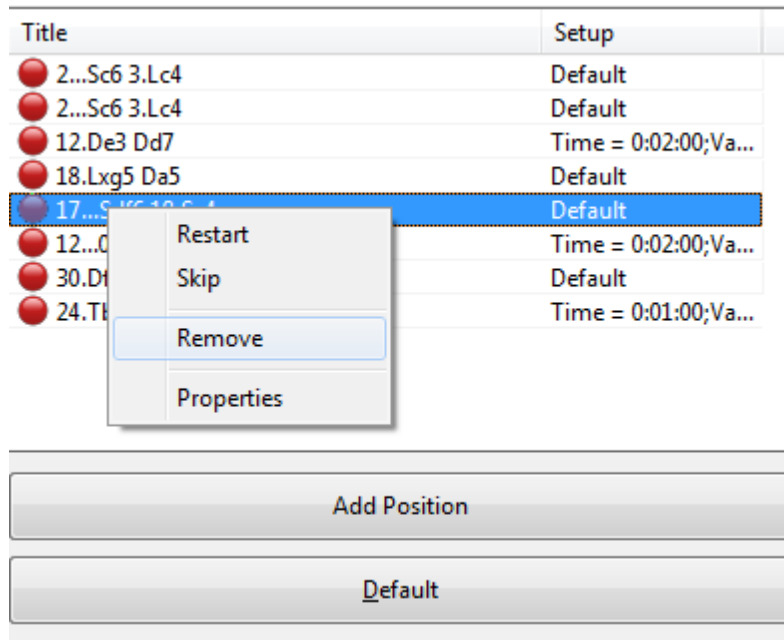
The time limit and type of analysis can be set individually for each position, meaning you can choose e.g. between a brief analysis with single or multiple variations, or a deep position analysis. Each position can be analysed by up to 6 engines

w

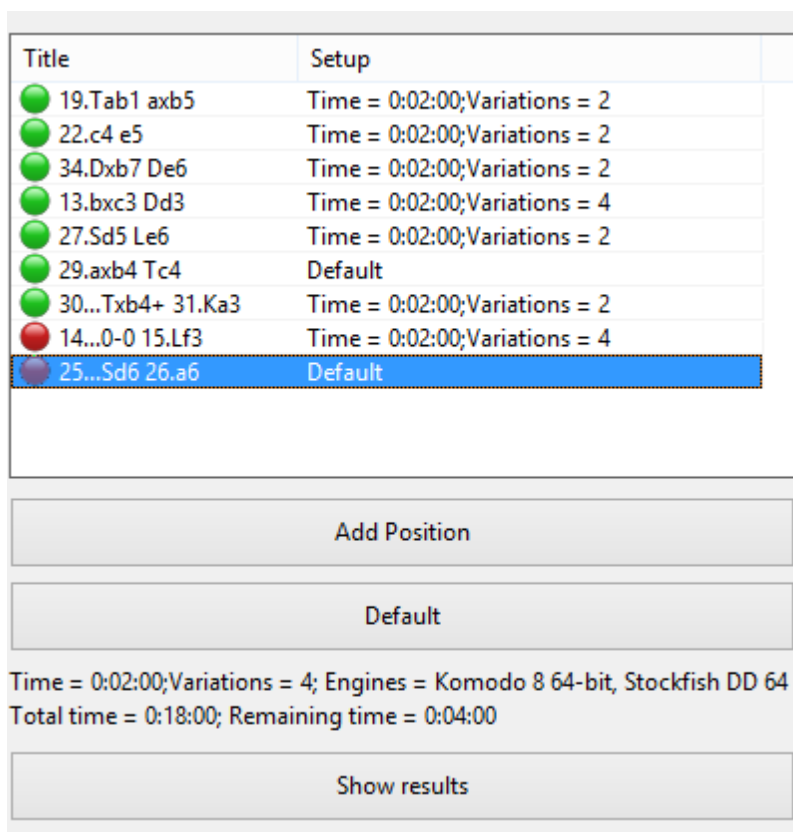
simultaneously.

### 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.

```

7.Sf3 c5 8.Tb1 0-0 9.Le2 b6 10.0-0 Lb7 11.Dd3 La6 12.De3
Dd7 1) Deep Fritz 14: 13.dxc5
 [ 2) Deep Fritz 14: 13.Lxa6 Sxa6 14.De2 Da4 15.d5 Tfe8 16.Sg5 c4
 17.Le3 Tad8 18.Tfd1 Lxc3 19.Tdc1 Da5 20.Dxc4 Tc8 21.Db3 Lf6
 22.h4 Sc5 23.Lxc5 Txc5 0.23/20 ]
13...Lxe2 14.Dxe2 Dc6 15.cxb6 axb6 16.Td1 Sd7 17.Lg5 h6
18.Lxe7 Tfe8 19.Td6 Dc7 0.35/20

```

**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



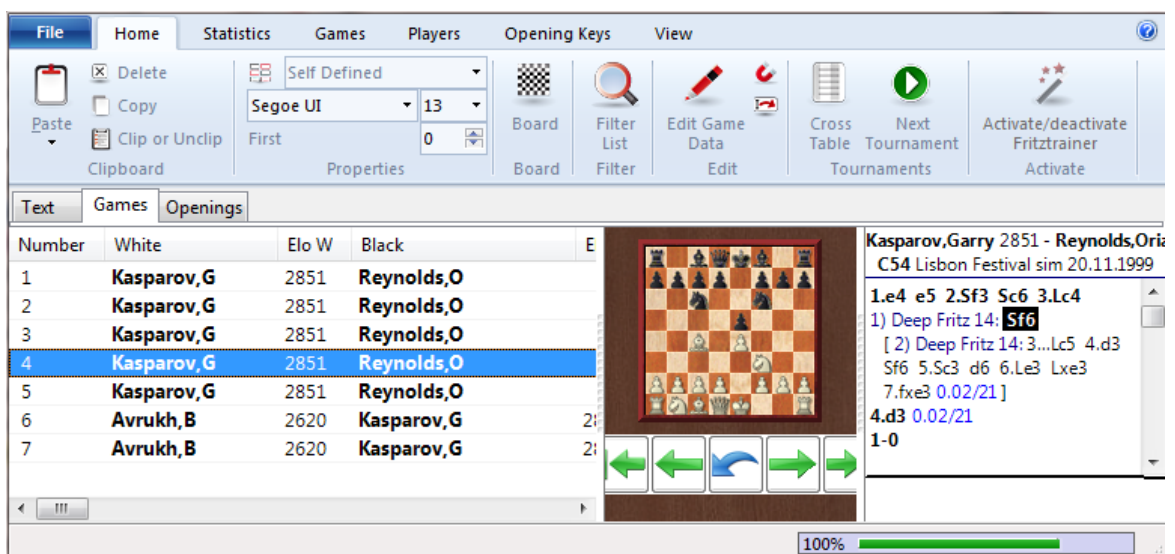
has already been started.



**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.

## 3.11 Engine - Cloud.com

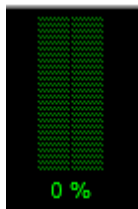
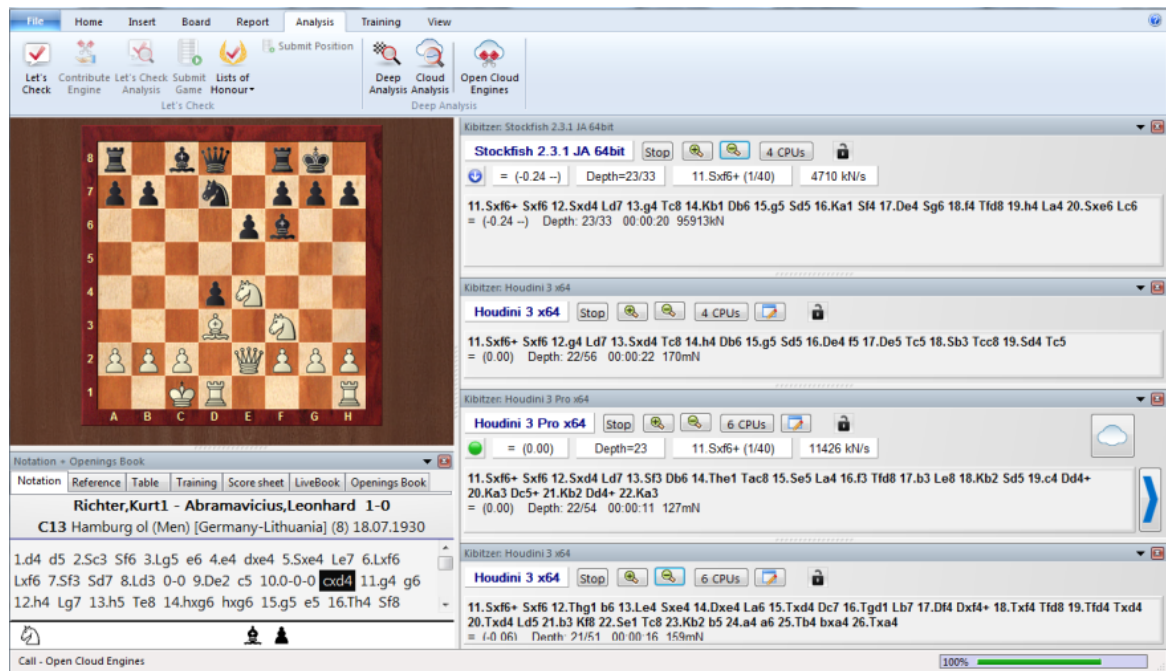
### 3.11.1 Server Engine-Cloud.com

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 resources 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 resources, 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.



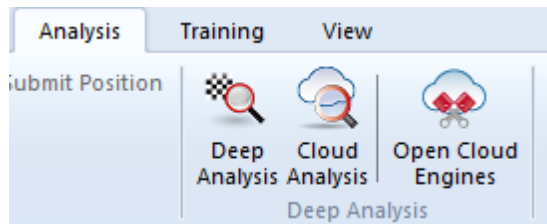
- If you own fast hardware and top engines you can use Engine Cloud to offer your resources to other users for a small fee.
- You can use Cloud Engines to do anything that you would use local machines for, such as analysis, engine matches, or for games in the the Engine Room at Playchess.com.

### 3.11.2 List View

*Database window - View - 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.

Please log in with your playchess.com account.

Username

Password

Remember Password

Here you can offer engines, and you can see a list of the Cloud engines offered by other people.

The screenshot shows the 'Engine Cloud - DerAmateur' interface. At the top, there are navigation buttons like 'Ping Server', 'Use Engine', 'Offer Private Engine', 'Offer Public Engine', 'Check Ducats', and 'Provider Experience List'. Below this is a table of engines with columns for Name, Provider, Experience, Machine, Nation, Speed, Threads+Hash, Cores, MN/s, Likes, Current Rate, Fix Rate, Booking Fee, Max Fix Time, and Waiting. The 'Deep Rybka 4.1 SSE42 x64' engine is highlighted in blue. Below the table is a chat window with messages: 'Thank you for connecting to the engine cloud.', 'Welcome, deramateurl!', and two identical messages: 'Bidding Fee: Deep Rybka 4.1 SSE42 x64, #1: 0.05 D, total=0.05 D, deramateurl->EngineCloud. Your bid has been queued at position 1 in the waiting list.'

The list is ordered into columns. By right clicking on a column header you can configure the list to your own requirements.

This screenshot shows a context menu opened over the 'Machine' column header. The menu options are: 'Optimize column widths Ctrl++', 'All Columns', 'Hide 'Machine'', 'Auto Fit Column ('Machine')', and 'Hide all columns to right ('Machine' -> ...)'. The 'Auto Fit Column ('Machine')' option is currently selected.

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	DE	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	DE	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 Cloud 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
<u>Houdini 1.5a x64Michi</u>	<u>keimer</u>	★	<b>AMD Phenom II X</b>		<b>3.31 GHz 5</b>
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.

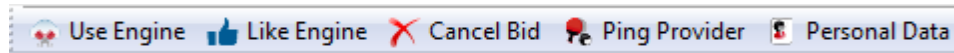
 Deep Hiarc3 13.2      **ben**  
 Deep Junior 12 x64      **ben**  
 Komodo64 SSE Version 4      **sxb**  
 Komodo 4 SSE42 x64      **tryme**  
 **Deep Rybka 4.1 SSE42 x64**      **tryme**  
 Stockfish 2.2.2 SSE42 x64      **tryme**  
 Critter 1.4a SSE42 x64      **tryme**  
 Fritz 13      **haschme**

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.

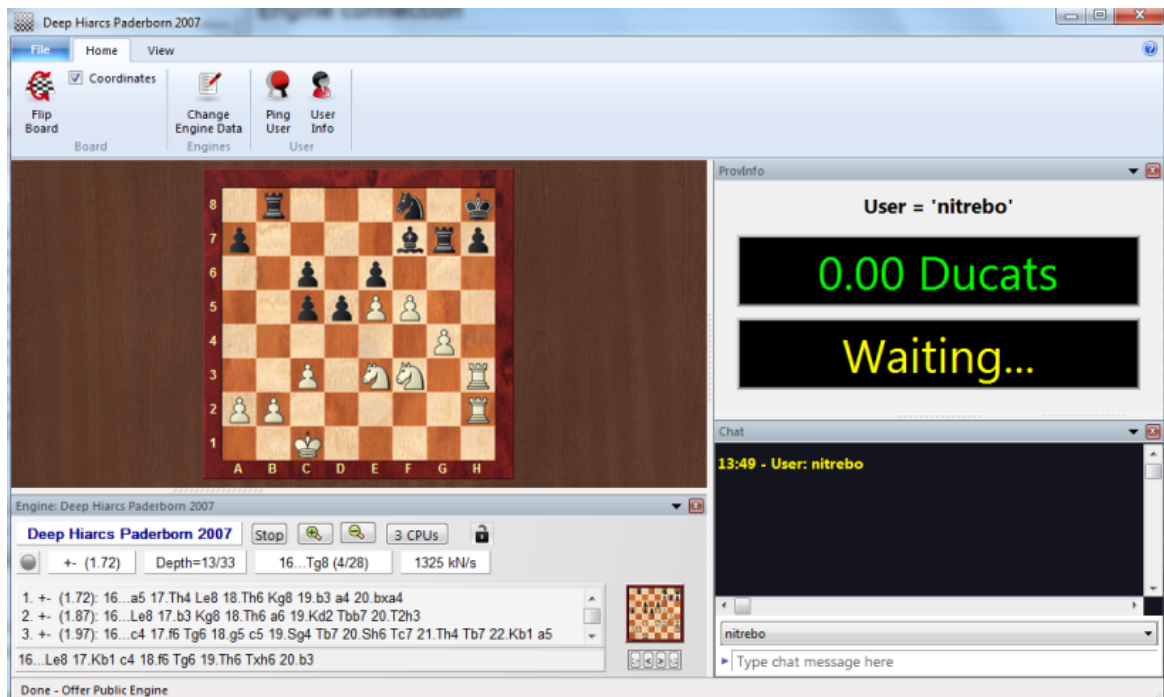


<b>Use Engine</b>	The engine is loaded that is selected in the list.
<b>Like Engine</b>	You can say that you like the engine.
<b>Cancel Bid</b>	This removes your bid from the waiting list.
<b>Ping Provider</b>	This measures the speed of the provider's Internet connection.
<b>Personal Data</b>	This opens the provider's „Personal Data“ menu.



### 3.11.3 Board window with provided engine

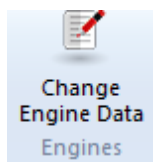
If you have made an engine publically available it is started in a separate board window.



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.



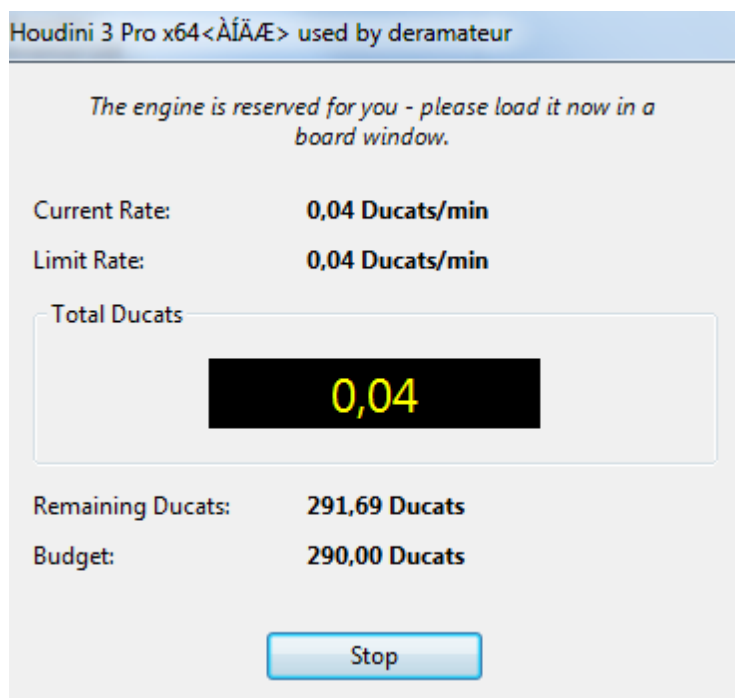
You can talk to the user in the chat window.



**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.

### 3.11.4 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.



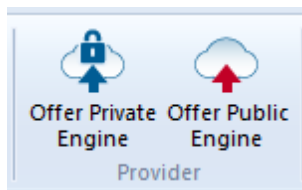
In this window you can see the price for the use of the engine and how much money you have paid for using the engine so far. Your account balance in ducats is also displayed.

### 3.11.5 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*.

Only private users can see this engine

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.


### 3.11.6 Public Cloud Engines

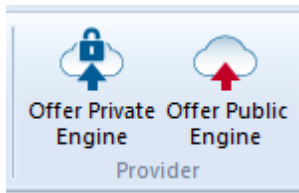
In order to use the public Cloud Engines you would usually need a supply of Ducats. Ducats are the currency used on the server Playchess.com. They are used to pay for services such as private training, and they are also used to pay for the use of Cloud Engines.

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.

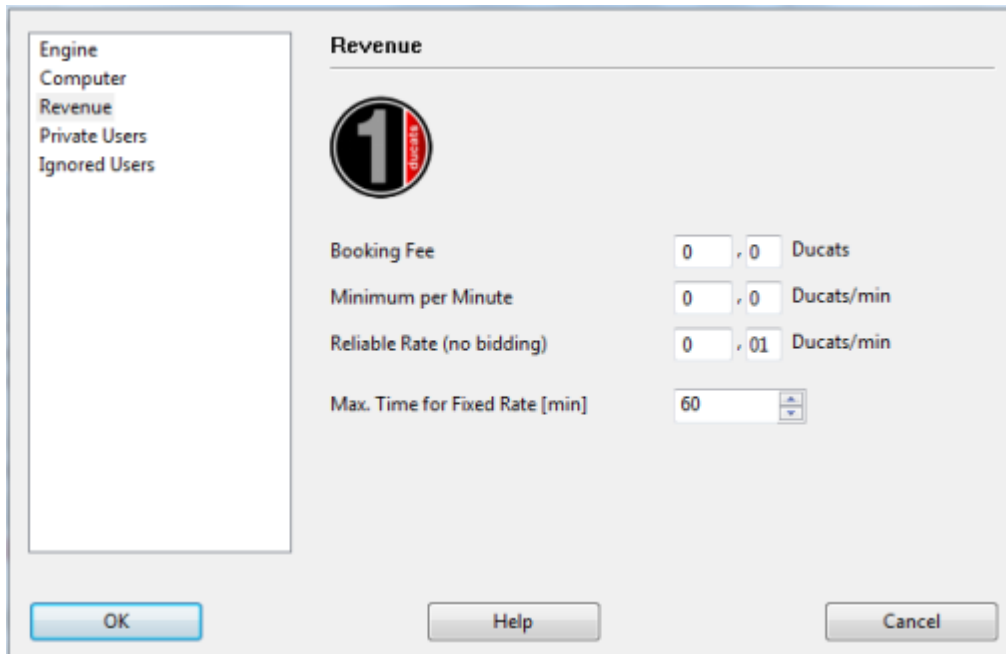
Booking Fee	Max Fix Time
Free	60 min
0,02	120 min
0,02	120 min

You can buy ducats in the ChessBase online shop at [www.chessbase.com](http://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.

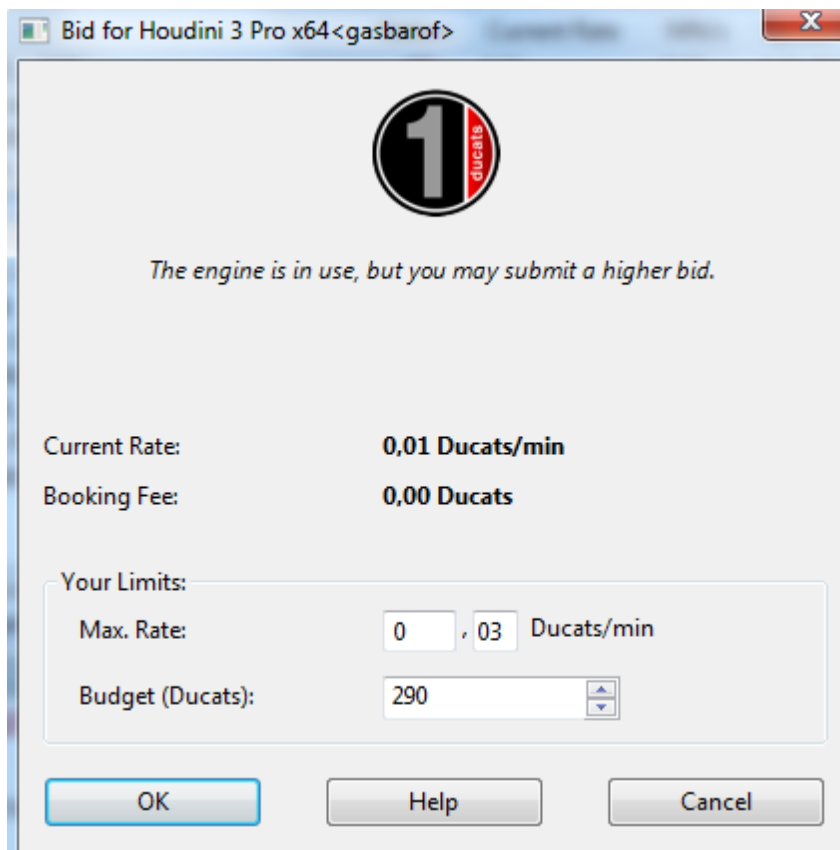


The **Booking Fee** is always charged when an engine is used. It is possible to set the value to zero.

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.



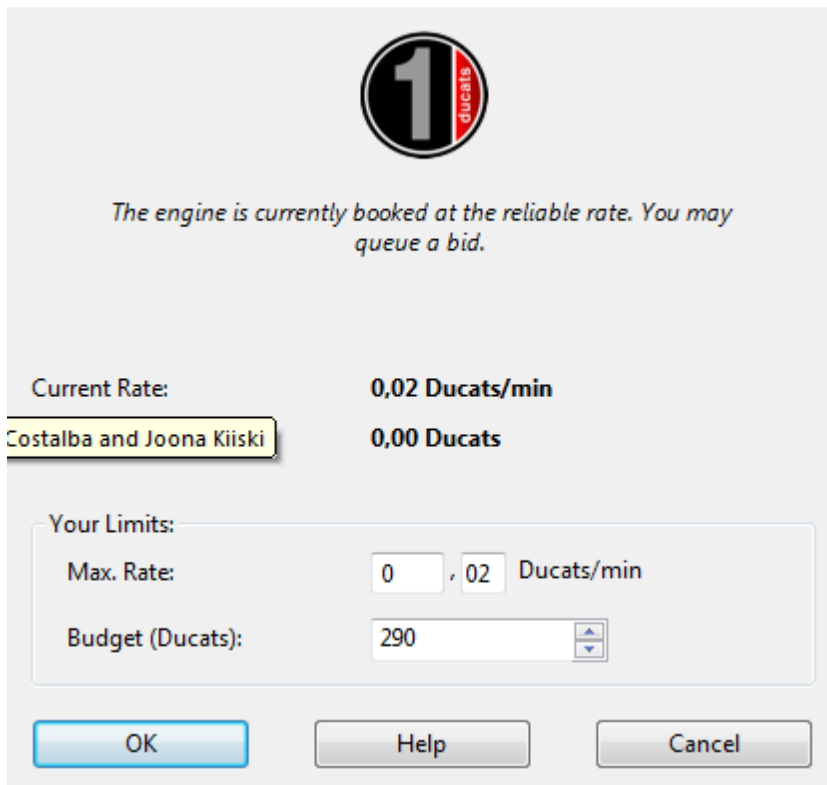
If an engine is being used a fee is added to the bid which is the same as the current price per minute. This is also the case if a bid is unsuccessful. This is to protect the user of an engine against destructive bids which are only intended to take an engine away from him. If a bid is unsuccessful the 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 opens 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.

	Deep Junior 12 x64	ben	☆☆
	Fritz 10	deramateur	☆
	Fritz 13	sundiver	☆☆
	Fritz 13	nag kings	☆

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.

### 3.11.7 Offering a public Cloud Engine

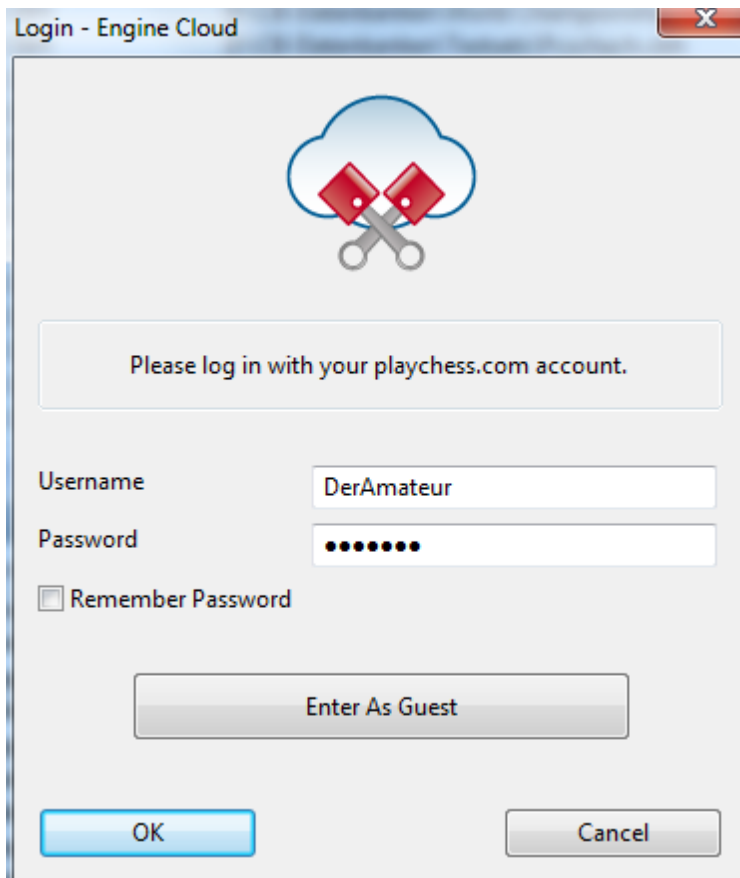
Every chess engine that has the engine layout that was introduced in Fritz 11 can be offered as a Cloud Engine. These engines are easily recognisable, since they have the extension **\*.engine**.

[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*.

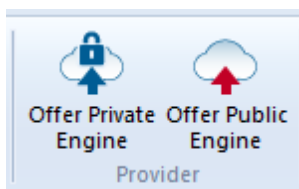


The next step is to log into the server with your existing Playchess.com account details.



**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.

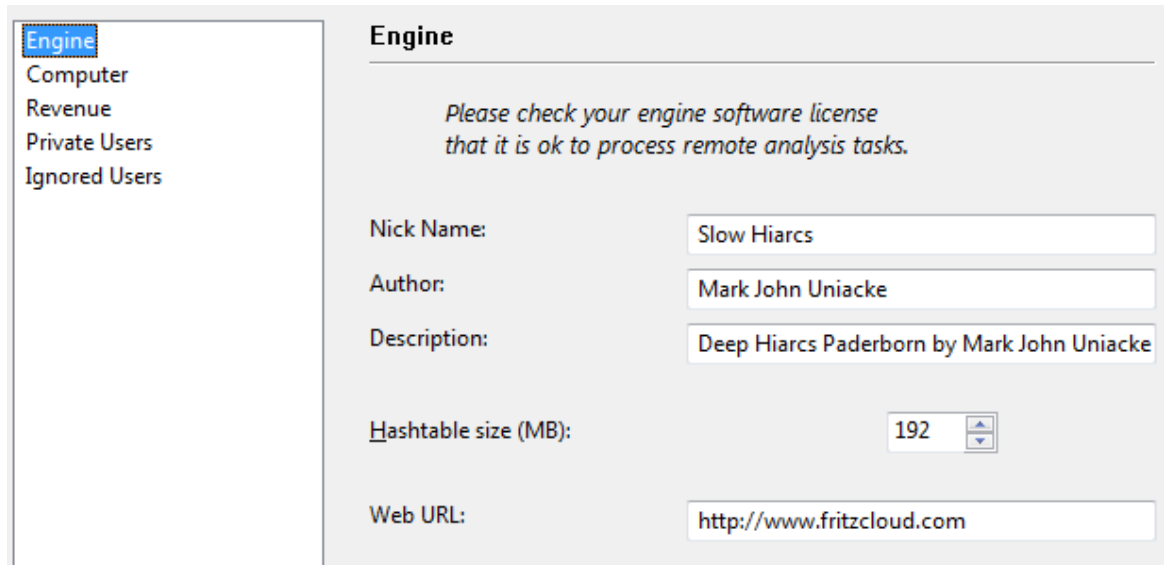
After you have connected to the server click the button *Offer Public Engine*.



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



**Engine**

Please check your engine software license that it is ok to process remote analysis tasks.

Nick Name: Slow Hiarc

Author: Mark John Uniacke

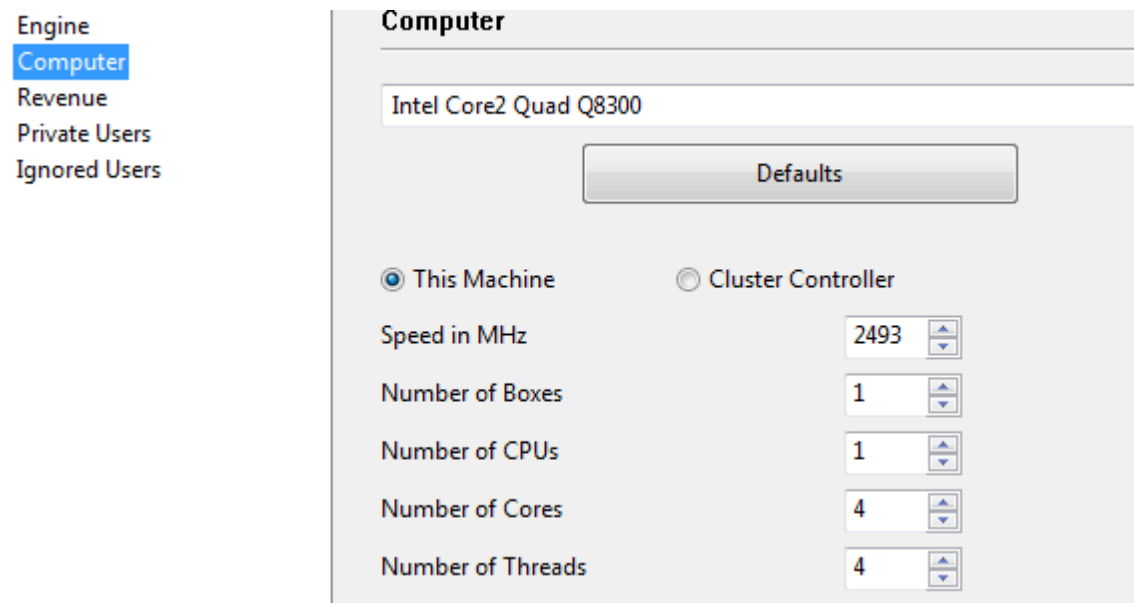
Description: Deep Hiarc Paderborn by Mark John Uniacke

Hashtable size (MB): 192

Web URL: http://www.fritzcloud.com

Here you can set the Informations for the used Chess engine.

## Computer



**Computer**

Intel Core2 Quad Q8300

Defaults

This Machine  Cluster Controller

Speed in MHz: 2493

Number of Boxes: 1

Number of CPUs: 1

Number of Cores: 4

Number of Threads: 4

This defines the settings for the hardware resources. *This Machine* copies the settings from the System Properties. By selecting *Cluster Controller* you can define your own settings for the resources you want to make available, for instance the




”  
number of cores or threads.

## Revenue

Engine  
Computer  
Revenue  
Private Users  
Ignored Users

### Revenue



Booking Fee	<input type="text" value="0"/>	,	<input type="text" value="0"/>	Ducats
Minimum per Minute	<input type="text" value="0"/>	,	<input type="text" value="02"/>	Ducats/min
Reliable Rate (no bidding)	<input type="text" value="0"/>	,	<input type="text" value="05"/>	Ducats/min
Max. Time for Fixed Rate [min]	<input type="text" value="60"/>			<input type="button" value="▲"/> <input type="button" value="▼"/>

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.

Only private users can see this engine

It is also possible to prevent certain users from using the engine. To do this you have to tick the box *Activate ignore list* .

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 offering 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.


### 3.11.8 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.

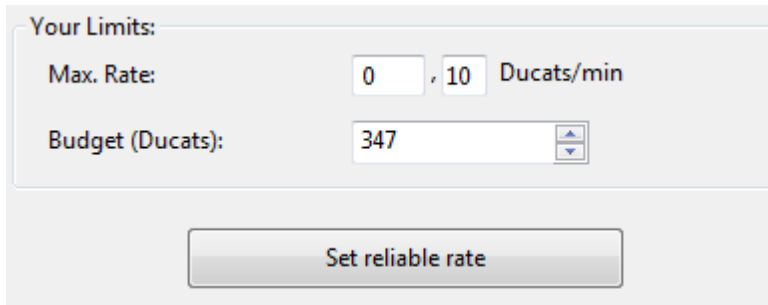
#### **Renting of a Cloud Engine for a fixed price**

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!

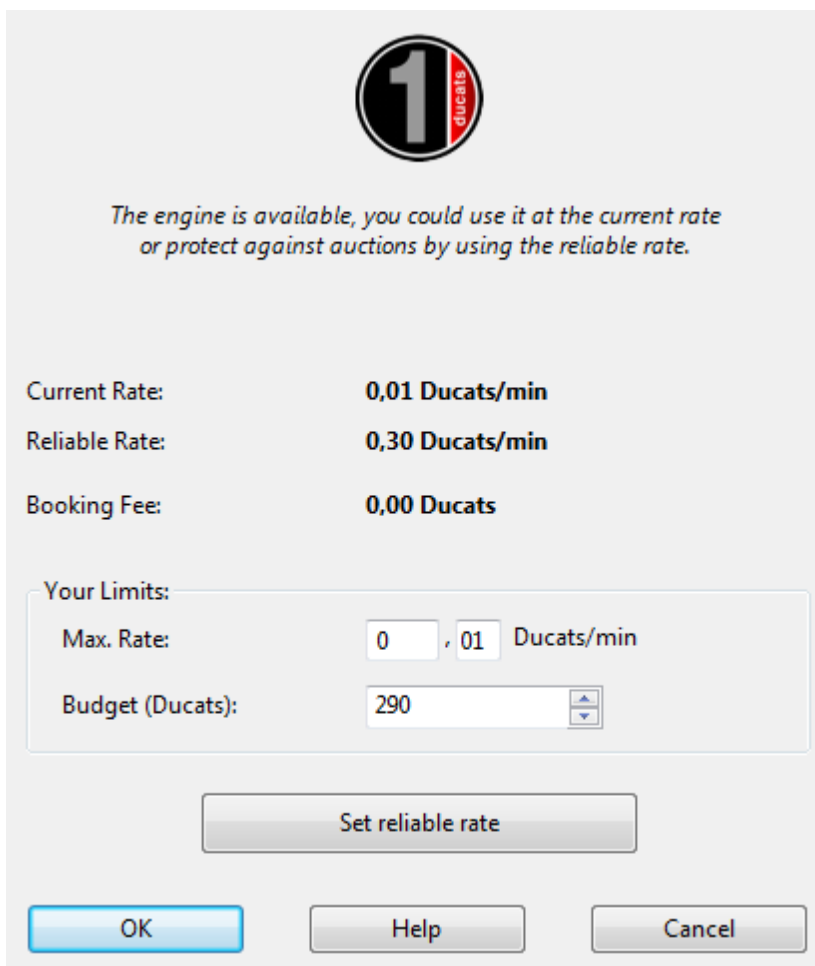
Normally there is a maximum time for renting the engine at the fixed price.



The dialog box titled "Your Limits:" contains two input fields. The first is "Max. Rate:" with a text input containing "0", a dropdown menu showing "10", and the unit "Ducats/min". The second is "Budget (Ducats):" with a text input containing "347" and a vertical spinner control. Below these fields is a button labeled "Set reliable rate".

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.



The dialog box features a circular logo with a large "1" and the word "ducats" written vertically. Below the logo, the text reads: "The engine is available, you could use it at the current rate or protect against auctions by using the reliable rate." The dialog lists the following information:


- Current Rate: **0,01 Ducats/min**
- Reliable Rate: **0,30 Ducats/min**
- Booking Fee: **0,00 Ducats**

Below this information is a "Your Limits:" section with two input fields: "Max. Rate:" with "0" in the text input, a dropdown menu showing "01", and the unit "Ducats/min"; and "Budget (Ducats):" with "290" in the text input and a vertical spinner control. At the bottom of the dialog are three buttons: "OK" (highlighted in blue), "Help", and "Cancel". A "Set reliable rate" button is also present above the "OK" button.

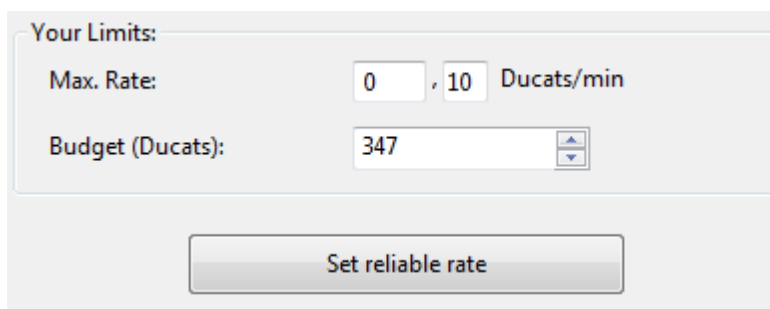
In the dialog window you can see the provider's settings for the current price, the fixed price and the booking fee.

---

### 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.



The screenshot shows a dialog box titled "Your Limits:". It contains two input fields: "Max. Rate:" with a value of "0,10" and the unit "Ducats/min", and "Budget (Ducats):" with a value of "347". Below these fields is a button labeled "Set reliable 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 transaction 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.

### 3.11.9 Hints Engine Cloud

#### 3.11.9.1 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.

Your Limits:

Max. Rate:  ,  Ducats/min

Budget (Ducats):

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.

### 3.11.9.2 Providers of Cloud Engines

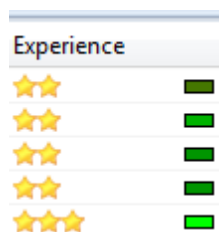
## Can an engine be offered just to a small group of users?

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 Cloud Engine is open for new bids, even though the current user can continue if there are no bids.

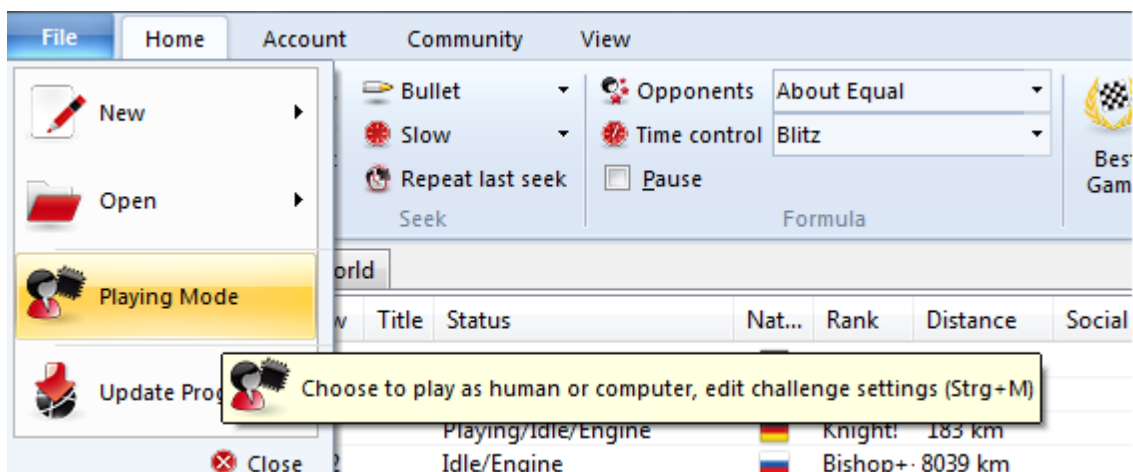
## Can more than one engine be offered on a computer?

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.

### 3.11.9.3 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.

#### 3.11.9.4 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 resources. The advantage of the Cloud Analysis is that the analysis can be carried out without using the hardware and software resources 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 ....](#)

#### 3.11.9.5 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.

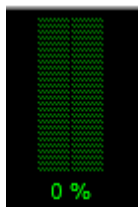


### 3.11.9.6 Infinite Analysis with a Cloudengine

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 Cloud 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.

### 3.11.9.7 Settings dialog for providers

- [Engine ....](#)
- [Computer ...](#)
- [Revenue .....](#)
- [Private Users ....](#)
- [Ignored Users ....](#)

### 3.11.9.8 Engine

The section **Engine** defines the standard settings for the display of the engine in the Engine Cloud main window.

**Engine**

*Please check your engine software license that it is ok to process remote analysis tasks.*

Nick Name:

Author:

Description:

Hashtable size (MB):

Web URL:

**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.

### 3.11.9.9 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 screenshot shows the 'Computer' configuration window. On the left, a sidebar lists 'Engine', 'Computer' (highlighted), 'Revenue', 'Private Users', and 'Ignored Users'. The main window has a title bar 'Computer' and a text field containing 'Intel Core2 Quad Q8300'. Below this is a 'Defaults' button. Two radio buttons are visible: 'This Machine' (selected) and 'Cluster Controller'. Underneath are five settings, each with a spinner control:

- Speed in MHz: 2493
- Number of Boxes: 1
- Number of CPUs: 1
- Number of Cores: 4
- Number of Threads: 4

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 screenshot shows a list of core configurations under the column header 'Cores'. The entries are:

- 4/8(1)
- 4/8(1)
- 2/4(1)
- 2/4(1)
- 6/6(1)
- 6/6(1)
- 4/4(1)
- 6/6(1) (highlighted)
- Cluster
- 4/4(1)

The following parameters are available:


#### Speed in MHz

The processor speed.

<b>Number of Boxes</b>	This parameter is only relevant for clusters.
<b>Number of CPUs</b>	The number of processors that are used.
<b>Number of Cores</b>	The number of processor cores.
<b>Number of Threads</b>	The number of parallel tasks allowed in the process.

### 3.11.9.10 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.

<ul style="list-style-type: none"> <li>Engine</li> <li>Computer</li> <li style="background-color: #e0e0e0;">Revenue</li> <li>Private Users</li> <li>Ignored Users</li> </ul>	<div style="border-bottom: 1px solid #ccc; margin-bottom: 10px;"> <h4 style="margin: 0;">Revenue</h4> </div> <div style="text-align: center; margin-bottom: 20px;">  </div> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="padding: 5px;">Booking Fee</td> <td style="padding: 5px;"><input type="text" value="0"/> , <input type="text" value="0"/> Ducats</td> </tr> <tr> <td style="padding: 5px;">Minimum per Minute</td> <td style="padding: 5px;"><input type="text" value="0"/> , <input type="text" value="02"/> Ducats/min</td> </tr> <tr> <td style="padding: 5px;">Reliable Rate (no bidding)</td> <td style="padding: 5px;"><input type="text" value="0"/> , <input type="text" value="05"/> Ducats/min</td> </tr> <tr> <td style="padding: 5px;">Max. Time for Fixed Rate [min]</td> <td style="padding: 5px;"><input type="text" value="60"/> <input type="button" value="↑"/> <input type="button" value="↓"/></td> </tr> </table>	Booking Fee	<input type="text" value="0"/> , <input type="text" value="0"/> Ducats	Minimum per Minute	<input type="text" value="0"/> , <input type="text" value="02"/> Ducats/min	Reliable Rate (no bidding)	<input type="text" value="0"/> , <input type="text" value="05"/> Ducats/min	Max. Time for Fixed Rate [min]	<input type="text" value="60"/> <input type="button" value="↑"/> <input type="button" value="↓"/>
Booking Fee	<input type="text" value="0"/> , <input type="text" value="0"/> Ducats								
Minimum per Minute	<input type="text" value="0"/> , <input type="text" value="02"/> Ducats/min								
Reliable Rate (no bidding)	<input type="text" value="0"/> , <input type="text" value="05"/> Ducats/min								
Max. Time for Fixed Rate [min]	<input type="text" value="60"/> <input type="button" value="↑"/> <input type="button" value="↓"/>								

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 ....](#)

### 3.11.9.11 Private Users

In this section you can name users who you would like to take part in your private analyses.

The screenshot shows a web interface for managing private users. On the left, a sidebar contains a list of categories: 'Engine', 'Computer', 'Revenue', 'Private Users' (which is highlighted), and 'Ignored Users'. The main content area is titled 'Private Users'. It features a list of user names: 'Ben', 'deramateur', 'haschme', and 'mapi'. The name 'deramateur' is highlighted with a blue background and is underlined. Below the list of names is a button labeled 'Private'. At the bottom of the interface, there are two buttons: 'Add' and 'Remove'. Below these buttons is a checkbox that is checked, with the text 'Only private users can see this engine' next to it.

Tick the box *Only private users can see this engine* if only the listed users should see the engine in the engine list.

Only private users can see this engine

If an engine is only available for private use it is listed in blue and is underlined.

### 3.11.9.12 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*.

Activate ignore list

### 3.11.9.13 Bid Dialog

After double clicking on an engine in the Engine Cloud window a dialog for bidding pops up.

The engine is available, you could use it at the current rate  
or protect against auctions by using the reliable rate.

Current Rate: 0,05 Ducats/min  
Reliable Rate: 0,30 Ducats/min  
Booking Fee: 0,00 Ducats

Your Limits:  
Max. Rate: 0 , 05 Ducats/min  
Budget (Ducats): 347

Set reliable rate

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 .....](#)

#### 3.11.9.14 Ducats

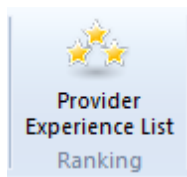
Ducats are the currency of the Playchess server. You can purchase ducats in the [ChessBase Shop](#).



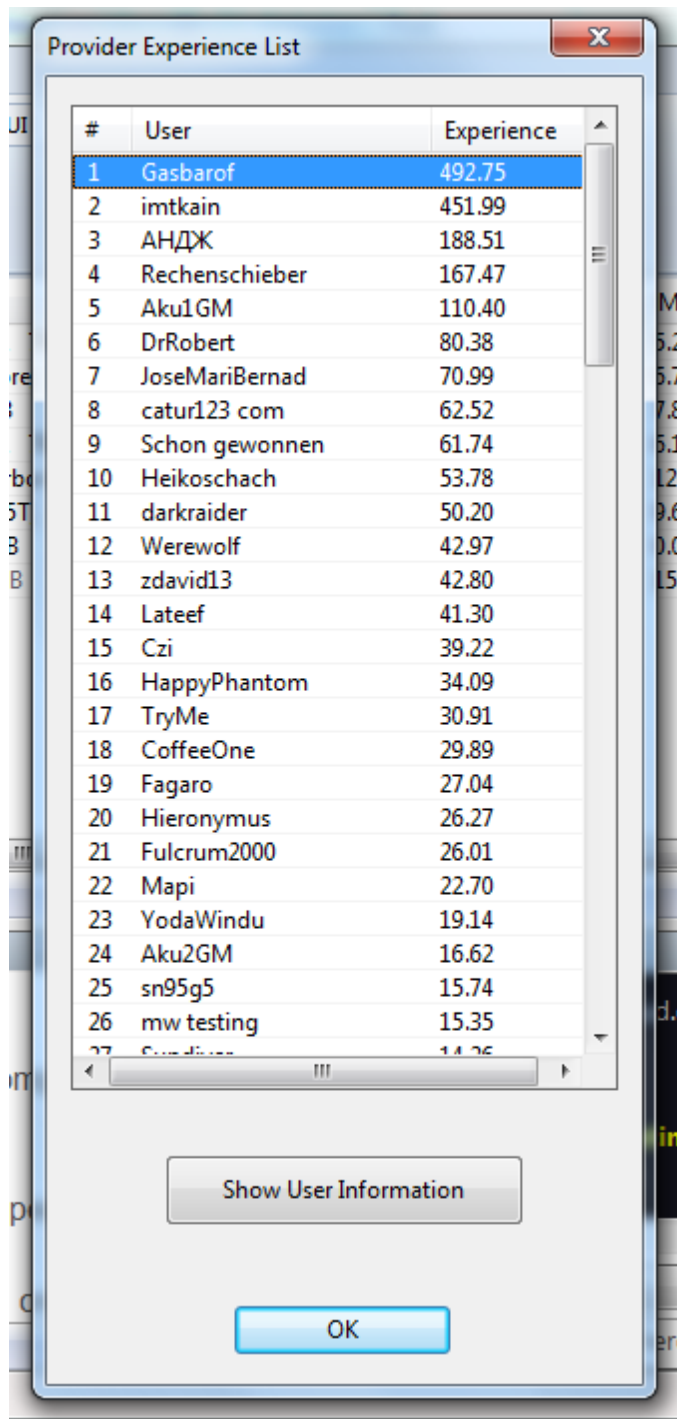
A ducat is worth about 8.6 cents, 11.6 ducats are equal to one Euro (approximately one dollar). The conversion contains the VAT required by German law. You can buy ducats from the ChessBase shop at this rate.

#### 3.11.9.15 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.





## 3.12 Let`s Check

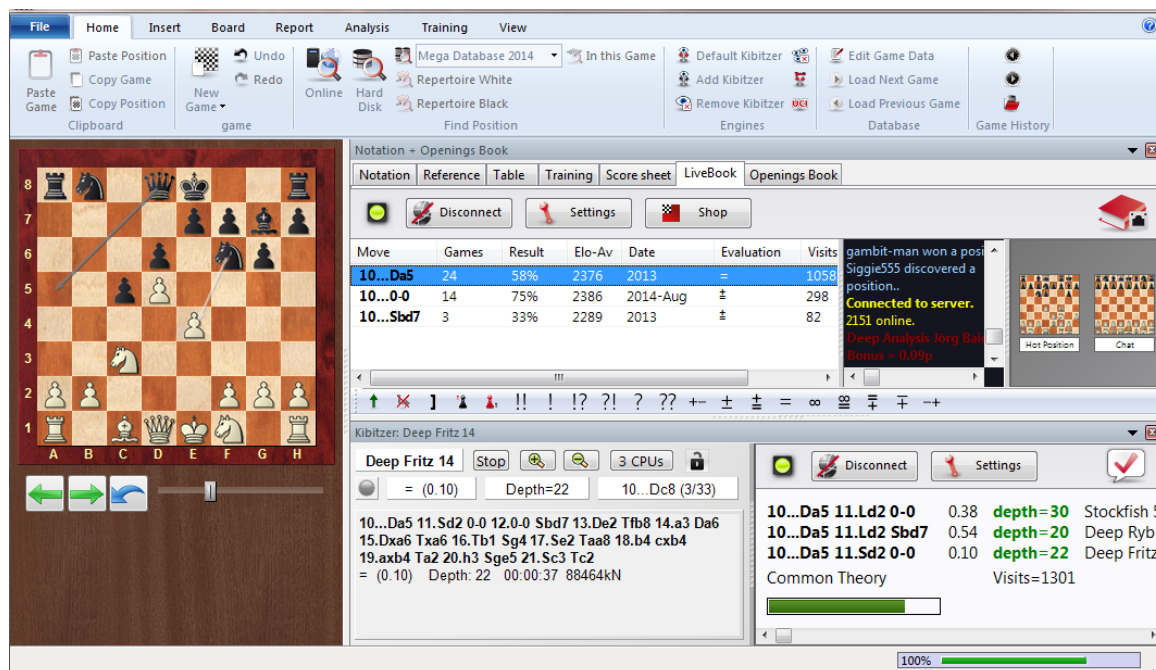
### 3.12.1 Description

"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 energy, both of which are finite resources.

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 ..](#)

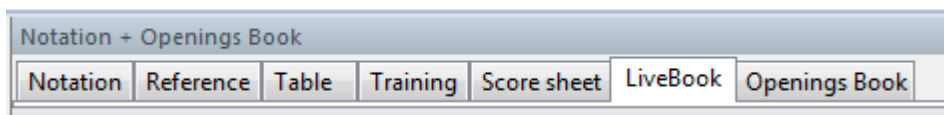
### 3.12.2 LiveBook

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 image shows the "Notation + Openings Book" window with the "LiveBook" tab selected. The interface includes a toolbar with "Disconnect", "Settings", and "Shop" buttons, and a chat log on the right. A table displays the following data:

Move	Games	Result	Elo-Av	Date
9.c3	34	46%	2417	2012-f
9.De2	21	62%	2455	2010
9.Dd2	13	58%	2410	2012-0
9.Sxf6+	2	75%	2353	2002

The chat log on the right shows messages such as "position..", "Pacifcrabbit discovered a position..", "DerAmateur won a variation..", and "Pacifcrabbit discovered a position..". A "Hot Position" board is also visible.

The information about the position is displayed in columns.

Move	Games	Result	Elo-Av	Date	Evaluation	Visits	[%]
<b>9.c3</b>	34	46%	2417	2012-Feb	=	177	45
<b>9.De2</b>	21	62%	2455	2010	□	90	23
<b>9.Dd2</b>	13	58%	2410	2012-Okt	=	72	18
9.Sxf6+	2	75%	2353	2002	---	4	1
<b>9.0-0</b>	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.

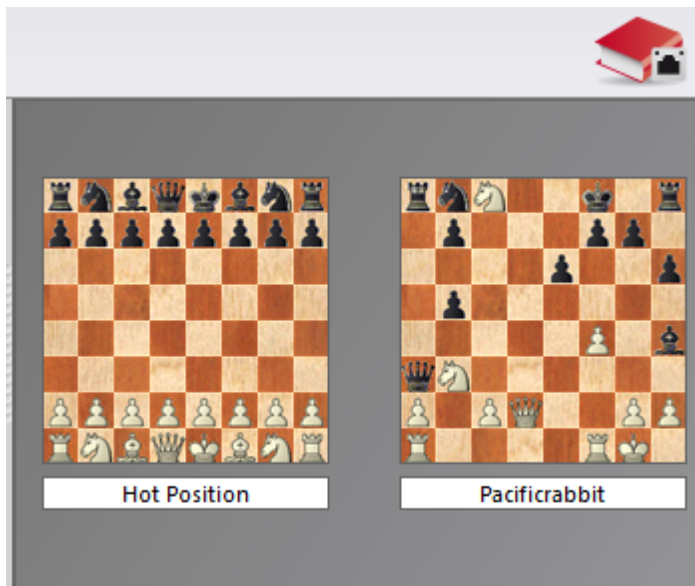
If a top game is being played on the chess server and lots of viewers are using Let's Check, then when the game is over it is available in full in the LiveBook with relatively deep engine analyses.

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

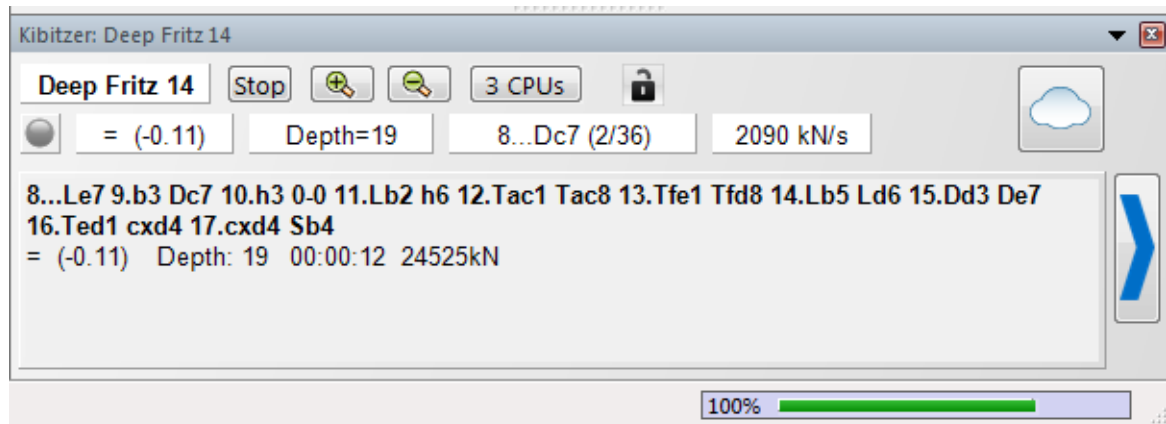
In the LiveBook tab there are two miniature boards.



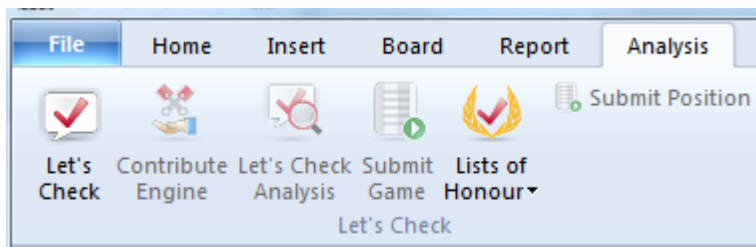
The left or upper mini-board shows the position which is currently being accessed the most. The right or lower mini-board explains the current chat. If it says, for instance, "DerAmateur has won a position", the position is displayed. Clicking on a line in the chat window displays the position. Clicking on the board copies the position.

### 3.12.3 Start Let's Check

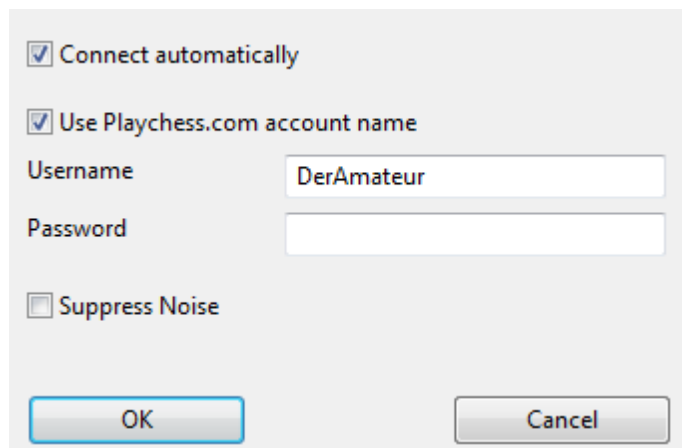
Click on the large blue right arrow in the engine window to start Let's Check.



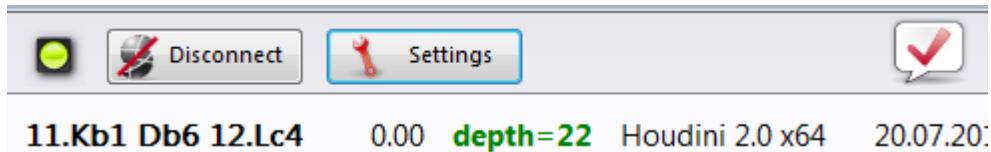
Alternatively you can start the analysis with the menu *Analysis - Let's Check*.



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 position's "Discoverer". His name is always connected to the position, even if other users later add deeper variations.

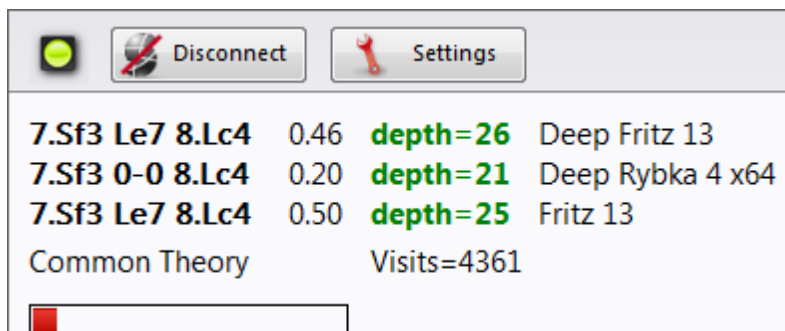
You win a variation if you replace the second or third variation in the list of three variations. You win a position if you replace the first variation in the list. The first variation is not deleted, it just drops down to the second place.

The creation date of the variation is displayed next to the discoverer's name.

<i>DerAmateur</i>	19.11.2012	0		(My Line)
<i>KingRik</i>	20.07.2012	0		(Points=0)
<i>skalde</i>	09.02.2012	1		(Points=1)

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.

```
Connected to server.  
13 online.  
Welcome, DerAmateur!  
Login: DerAmateur, N=13  
Login: Dancer, N=14  
DerAmateur discovered a  
position.
```

**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.



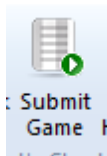
The entry *My Line* has to do with the variation that has been discovered (3 half moves) and is currently being displayed in the Let's Check window. The position's discoverer is stored separately and has nothing to do with this information.

The evaluation of the analysis is also displayed.



### 3.12.4 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.



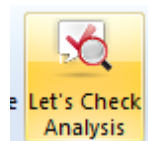
The condition for this is that you have already won enough analysis credits by contributing your own engine. The credits system achieves a balance between giving and taking analysis power. For every position that you analyse while contributing your engine you win 1 credit. If you analyse a complete game 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.

Analysis Type:

- Blunders, Combinations, Training
- Retrieval Only
- Standard Analysis
- Win Variations

Advanced

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*.

The screenshot shows a chess database interface with a list of games. The game with ID 543826 is selected, and a context menu is open over it. The menu includes options like 'Edit', 'Copy', 'Paste', 'Delete', 'Select all', 'Clip or Unclip', 'Replace with ...', 'Filter Games...', 'Edit ...', 'More...', and 'Annotate Blunders and Tactics with Let's Check'. The background shows a grid of game entries with columns for ID, player names, dates, and game details.

ID	Player 1	Player 2	Date	Result	Game ID	Game Name	Year	Game File	
543820	Adams, M	Westerinen, H	2460	2395	1-0	32	C96	London NWYM	1988
543821	Hel...								
543822	Hel...								
543823	Hel...								
543824	Hel...								
543825	Hoc...								
543826	Hoc...								
543827	Hoc...								
543828	Hoc...								
543829	Kin...								
543830	Kin...								
543831	Kin...								
543832	Kin...								
543833	Kin...								
543834	Kos...								
543835	Kos...								
543836	Kos...								

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.

### 3.12.5 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.


### 3.12.6 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.

### 3.12.7 Let's Check Server Statistics

You can view the [statistical information](#) in real time at any time.



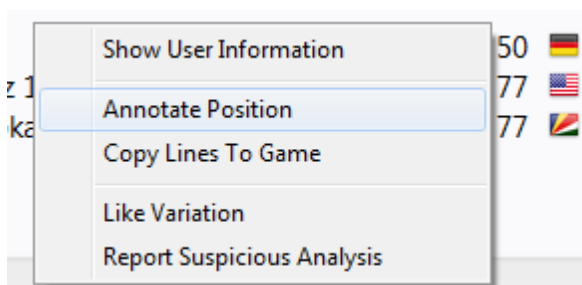
### Let's Check Statistics

**19.11.2012, 11:38:58**

Value	Since midnight	Yesterday (24h)	Total before today
Analysing Users total:	1043	2691	8284
Now Logged in:	577	---	---
Peak:	611	1000	1057
Book Requests:	365180	1337906	11321877
MoveLists:	22431	102720	741486
New Positions:	301375	899885	7895247
Current Growth:	531 pos/min	624 pos/min (av)	---
Analysed Positions:	79493	316815	2390427
Automatic Analysis Jobs:	17785	44855	305301
Deep Variation Wins:	352	1087	10720
Discoveries:	563	718	14754
Comments:	0	2	14

### 3.12.8 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:

Notation	Reference	Table	Training	Score sheet	LiveBook	Openings Book
<b>Richter,Kurt1 - Abramavicius,Leonhard 1-0</b>						
C13 Hamburg ol (Men) [Germany-Lithuania] (8) 18.07.1930						
1.d4 d5 2.Sc3 Sf6 3.Lg5 e6 4.e4 dxe4 5.Sxe4 Le7 6.Lxf6 <b>Lxf6</b> 7.Sf3						
[ 7.Sf3 0-0 8.Dd2 0.44/25 Fritz 13/DerAmateur ]						
[ 7.Sf3 Le7 8.Lc4 0.46/26 Deep Fritz 13/Clare ]						
[ 7.Sf3 0-0 8.Lc4 0.20/21 Deep Rybka 4 x64/Sankara ]						
7...Sd7 8.Ld3 0-0 9.De2 c5 10.0-0-0 cxd4						

### 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.

### 3.12.9 Information in the Chat window

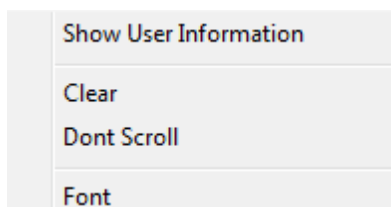
In the Live Book's Chat window you can see important information from the server.

New comments are displayed, and users are also displayed who discover a position or win a variation.




Speed index=49  
Gerald Rummel won a variation.  
(Palmur)  
Pacifcrabbit won a variation.  
(Mapi)  
Ulpus won a variation. (Mapi)  
Winston discovered a position..  
DerAmateur discovered a position..  
BrentMagnusson won a variation.  
(michael555)  
BrentMagnusson won a position  
(Gormonde)


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.



*Poisoned Pawn*




United States

Nearest City:  
(none)

First Name: G.

Last Name: Graves

Member Since: 20.3.2012

Rank 

Personal Notes:

<http://www.art-sculpturebyseppo.com/chess-nuts.htm>  
<http://www.myspace.com/roll2d6/photos/32861179>

Statistics:

Points:	2049.28
Variations:	60794
Comments Liked:	3
Lines Liked:	0

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?



```
BrentMagnusson won a variation.  
(michael555)  
BrentMagnusson won a position  
(Gormonde)  
Gerald Rummel discovered a position..  
Pacificrabbit won a variation.  
(rennu1)
```

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.

```
wok won a variation. (Mapi)  
Deep Analysis BrentMagnusson,  
Bonus = 0.09p  
Sober_Knight won a variation.  
(Lutz)
```

The user also receives bonus points for the ranking list as described.

### 3.12.10 Commentaries in the LiveBook

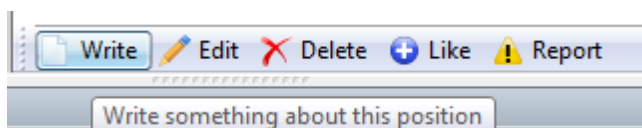
The evaluations in Let's Check come exclusively from chess programs. Every position in the LiveBook can be given a text commentary in any language with a maximum length of 139 characters.

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

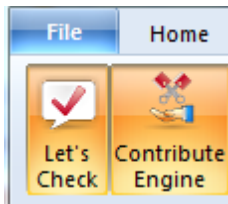
---

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".

### 3.12.11 Networked Analysis

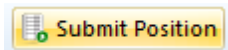
Whoever wants to easily climb up the Let's Check Honour List should temporarily "contribute" his engine to the community. The system thinks like one global worldwide chess brain about positions that seem to be interesting to people at the moment, or which may become interesting soon. If you have logged 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.

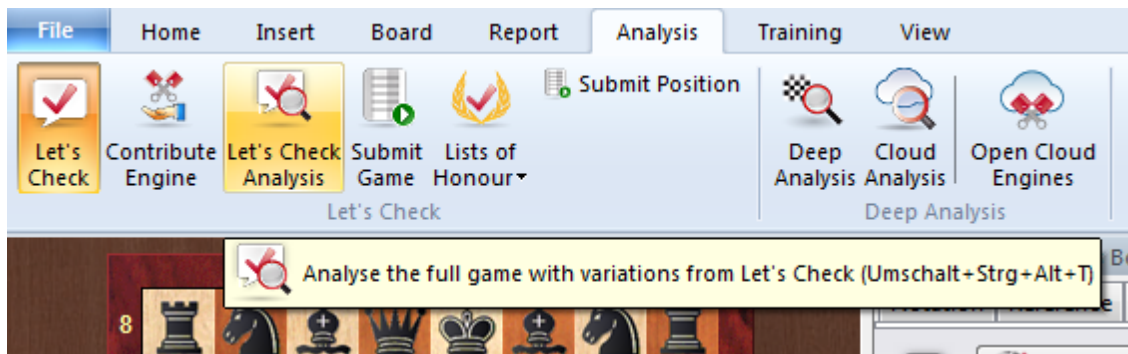
It is also possible to suggest positions for analysis.



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.

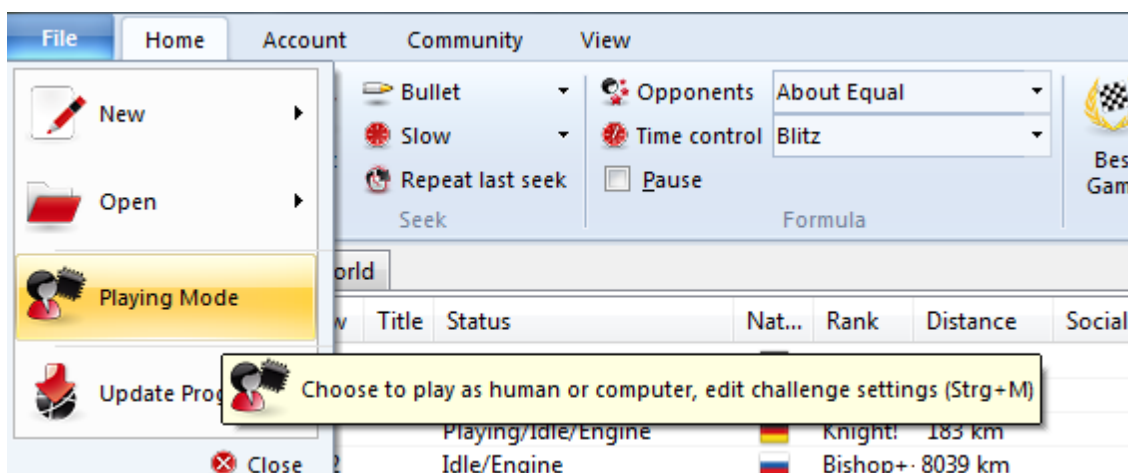
### 3.12.12 Game analysis with Let's Check

*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:

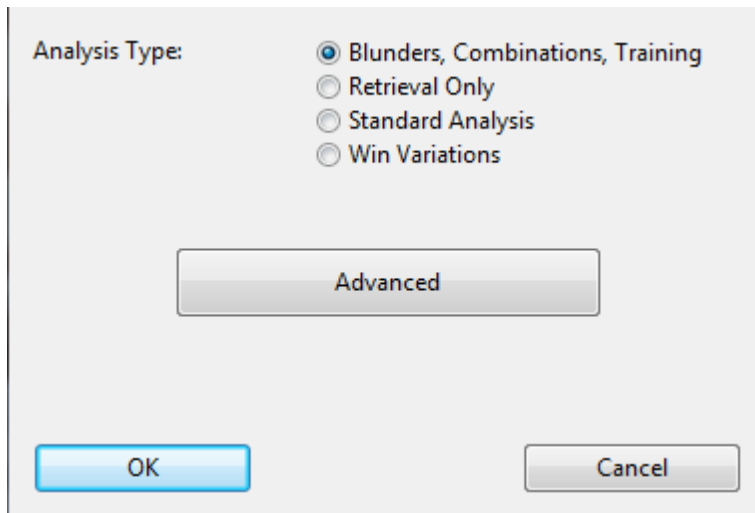


1. Blunders, Combinations, Training checks within seconds each game is commented pointing out possible errors and combinations in the style of a human commentary. Only obvious blunders are commented. If tactics are found training questions will be generated automatically.

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.



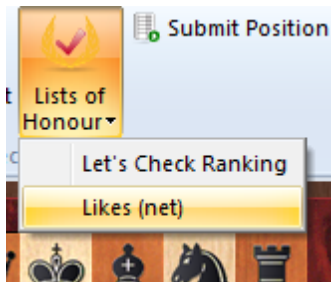
The minimum and maximum calculation time per move limit the calculation time.

**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.

### 3.12.13 Honours Lists

The program shows two rating lists for the usage of the online analysis.

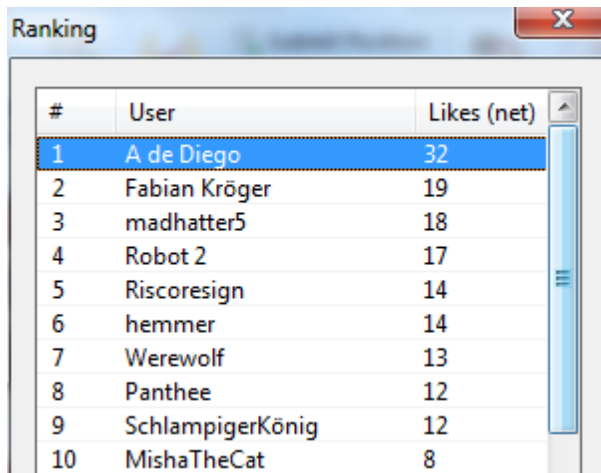


#### Weighted Rating List for Let's Check

The rating list is based on the frequency of the engine analyses and the search depth.

#	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.



A screenshot of a 'Ranking' window from ChessBase 13. The window has a title bar with 'Ranking' and a close button. It contains a table with three columns: '#', 'User', and 'Likes (net)'. The table lists 10 users, with 'A de Diego' at the top having 32 net likes. The first row is highlighted in blue.

#	User	Likes (net)
1	A de Diego	32
2	Fabian Kröger	19
3	madhatter5	18
4	Robot 2	17
5	Riscoresign	14
6	hemmer	14
7	Werewolf	13
8	Panthee	12
9	SchlampigerKönig	12
10	MishaTheCat	8

### 3.12.14 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.

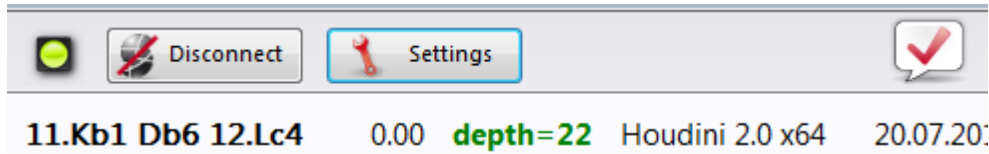
The lower the number is the longer it will take until a variation becomes green.



## 3.13 Common questions about Let's Check

### 3.13.1 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.

### 3.13.2 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.

### 3.13.3 What does it cost?

The use of Let's Check is included in the price of the program.

### 3.13.4 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.

### 3.13.5 What engines are allowed?

Every engine that can be used in the User interface can be used for Let's Check.

### 3.13.6 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.

### 3.13.7 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.

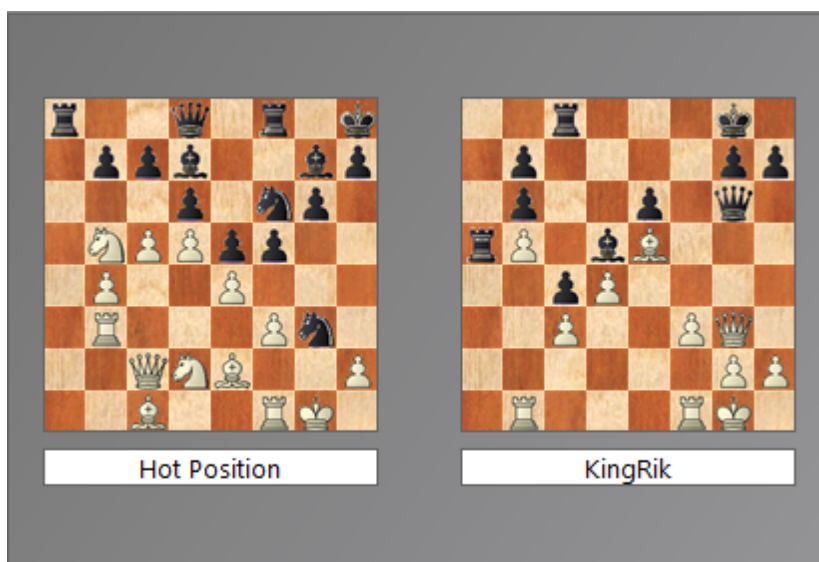
If you don't want to see any senseless moves you should check the option "*Hide rare moves*".

### 3.13.8 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.

### 3.13.9 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.

### 3.13.10 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 have been violated if comments are taken from a source that exceed the amount of usually accepted quoting.

## 3.14 Cloud Databases

### 3.14.1 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.

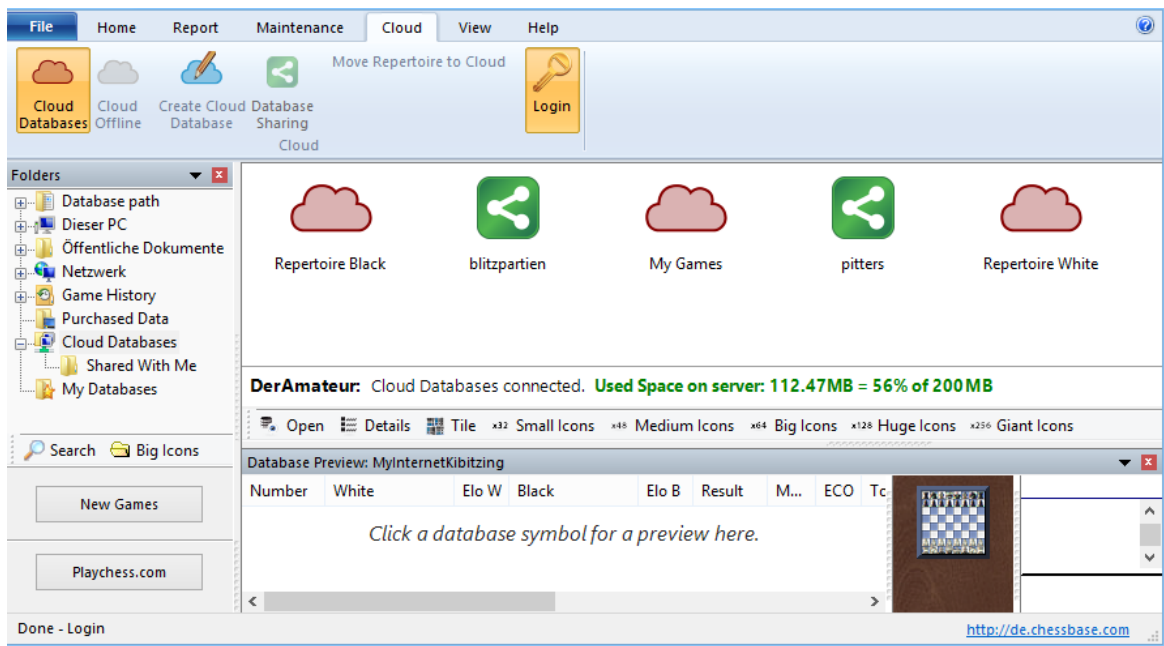
With ChessBase it is now possible for you to store your data not only on your own hard drive but also on our ChessBase servers. This makes it possible for you to access

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 13. 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.

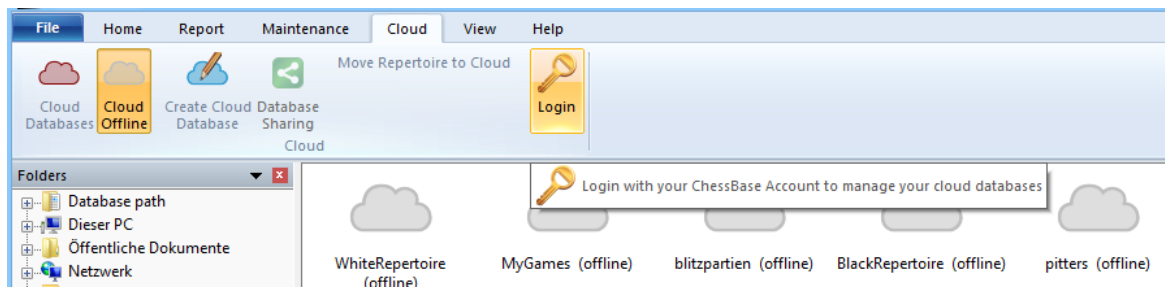


This allows you to access and view the cloud databases.

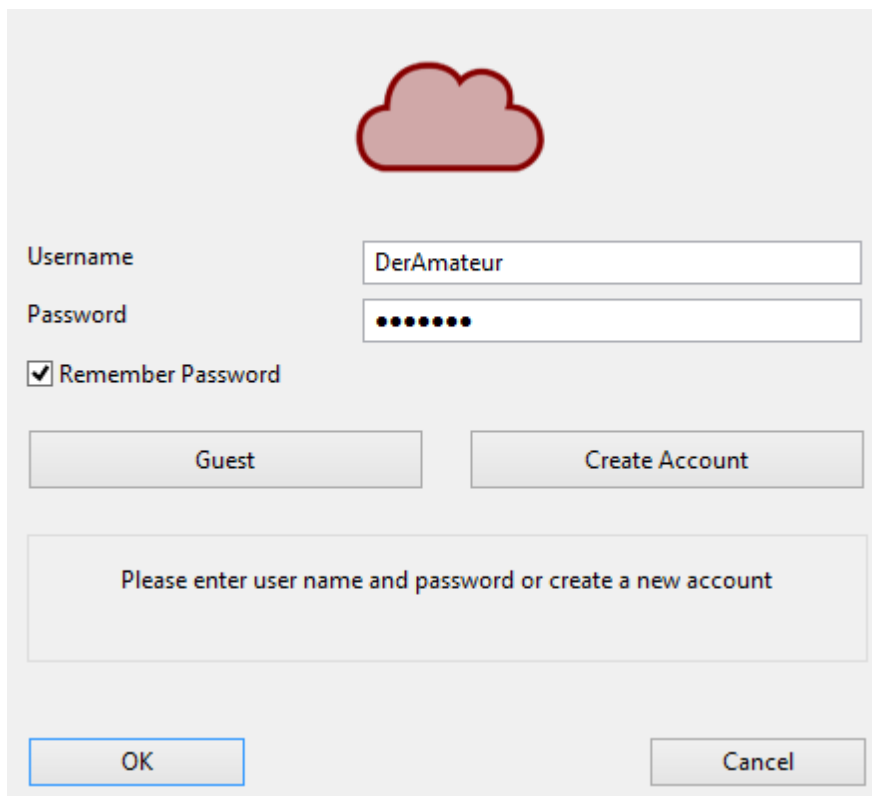
### 3.14.2 Registration with ChessBase Cloud

The registration is free of charge for everyone who has an account at Playchess.com. This means that the username and password are the same as for your Playchess.com account.

Menu Home Cloud Databases (Alt + F12)



Clicking on "Login" starts the login dialog.



If you do not yet have an account at Playchess.com 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.



Name:	<input type="text"/>
E-Mail:	<input type="text"/>
Passwort:	<input type="text"/>
Passwort bestätigen:	<input type="text"/>

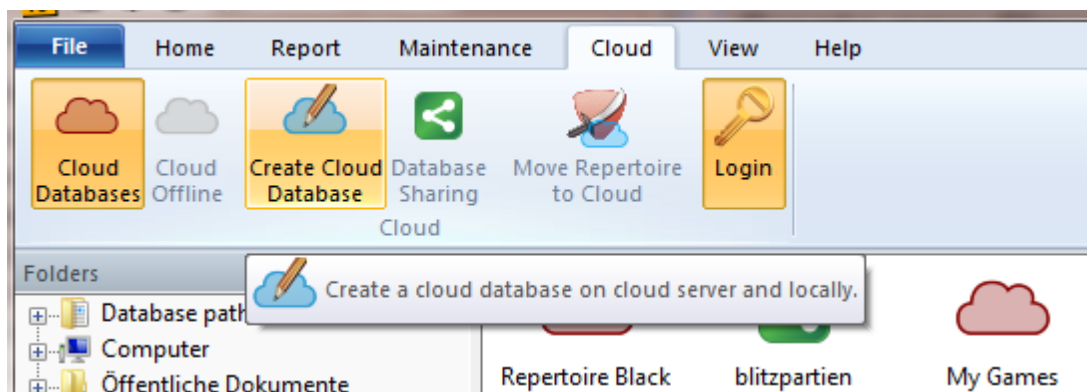
© 2014 - [ChessBase GmbH](#)

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.

### 3.14.3 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.



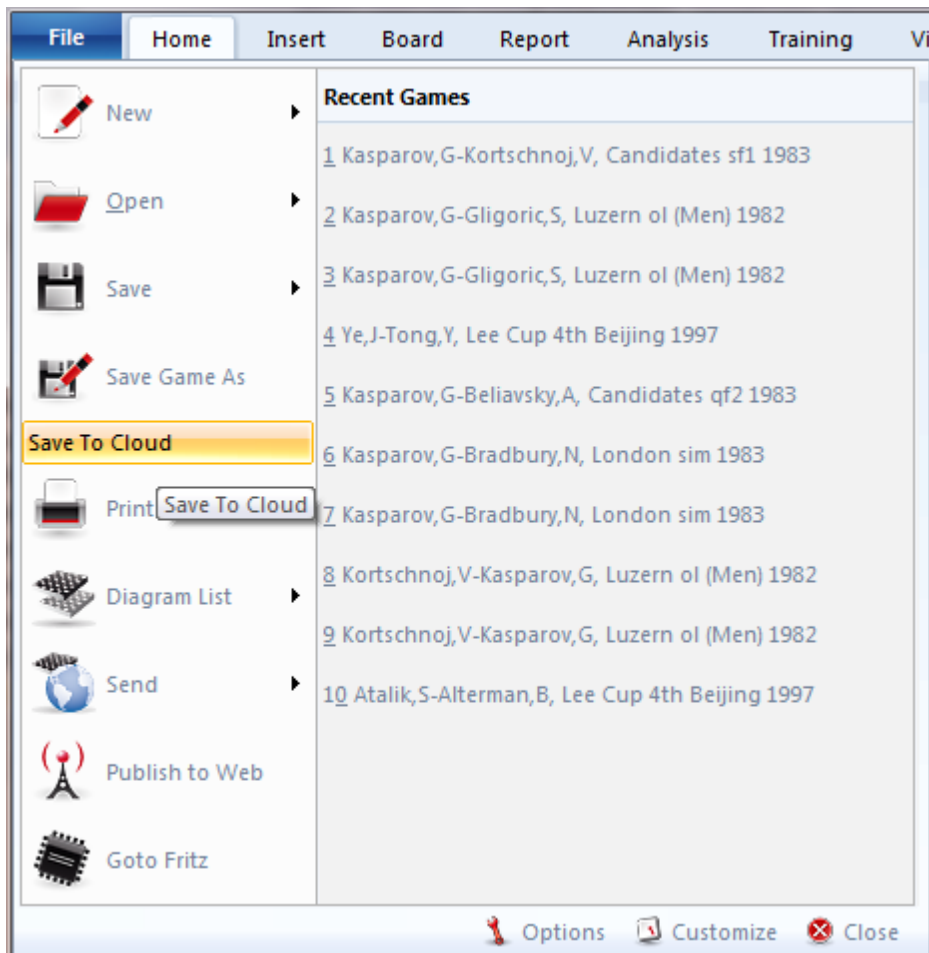
DerAmateur: Cloud Databases connected. Used Space on server: 112.47MB = 56% of 200MB

Open Details Tile x32 Small Icons x48 Medium Icons x64 Big Icons x128 Huge Icons x256 Giant Icons

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.

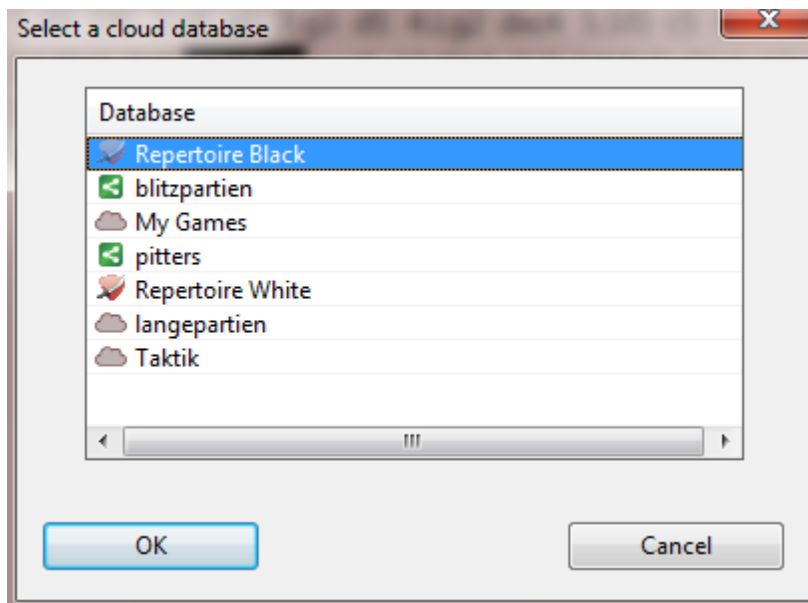
### 3.14.4 Saving Games

*Board Window - File - Save To Cloud*



Select the Cloud Database now to save the Game.





### 3.14.5 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.

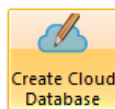
A basic membership of Playchess.com gives you 100 MB.

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!

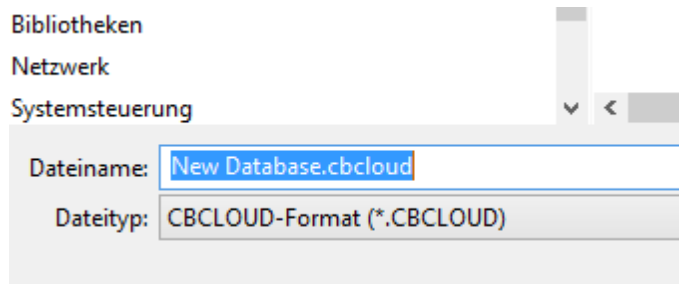
When you have run out of space you can delete databases that you no longer need. Alternatively you can delete games from cloud databases by first marking them as deleted and then using the function "*Remove deleted games*".

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.

### 3.14.6 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.

### 3.14.7 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.

### 3.14.8 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.

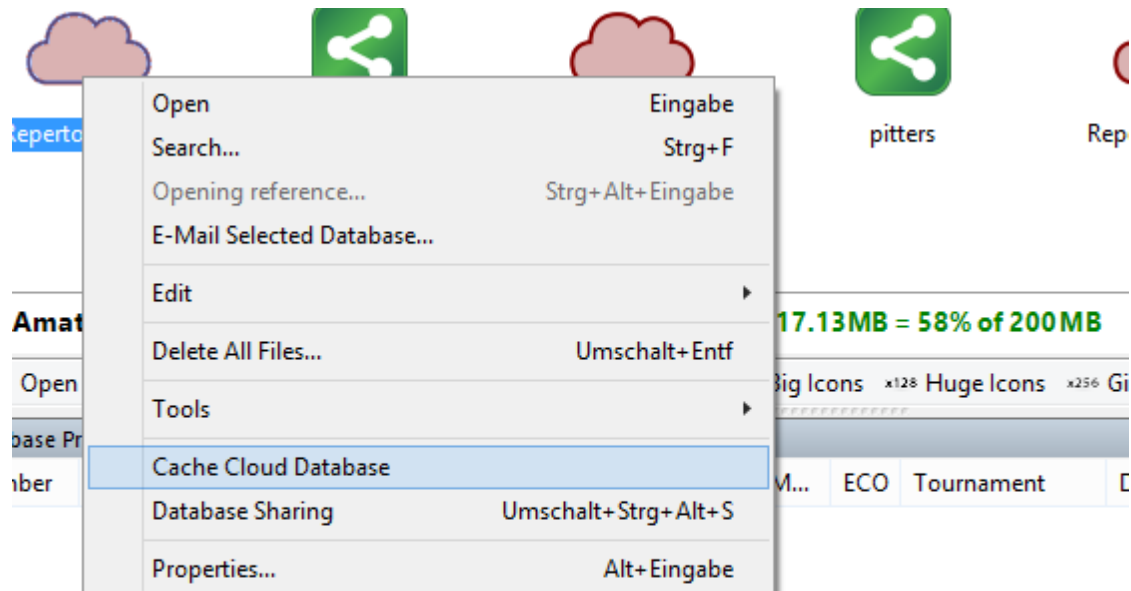
The next time you open the cloud databases the symbol is displayed, and clicking on it creates a local copy again. Locally deleting a cloud database is sensible if you are looking at your databases on another computer and want to completely remove them afterwards.

### 3.14.9 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".



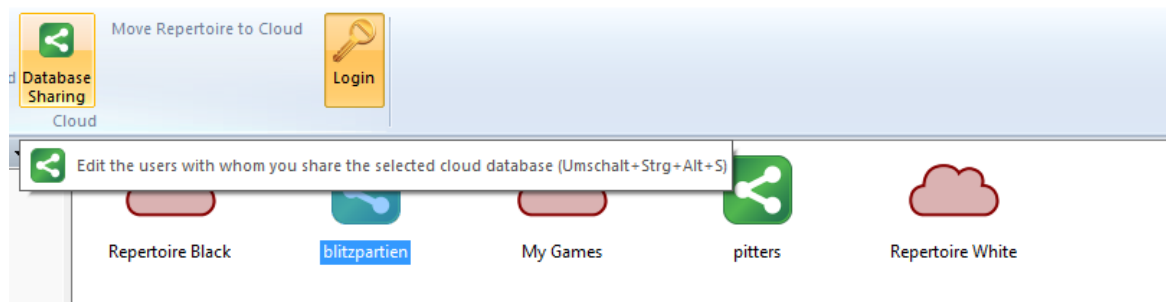
*Click a database symbol for a preview here.*

**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.

### 3.14.10 Sharing Cloud Databases

Cloud databases can be shared with other users.

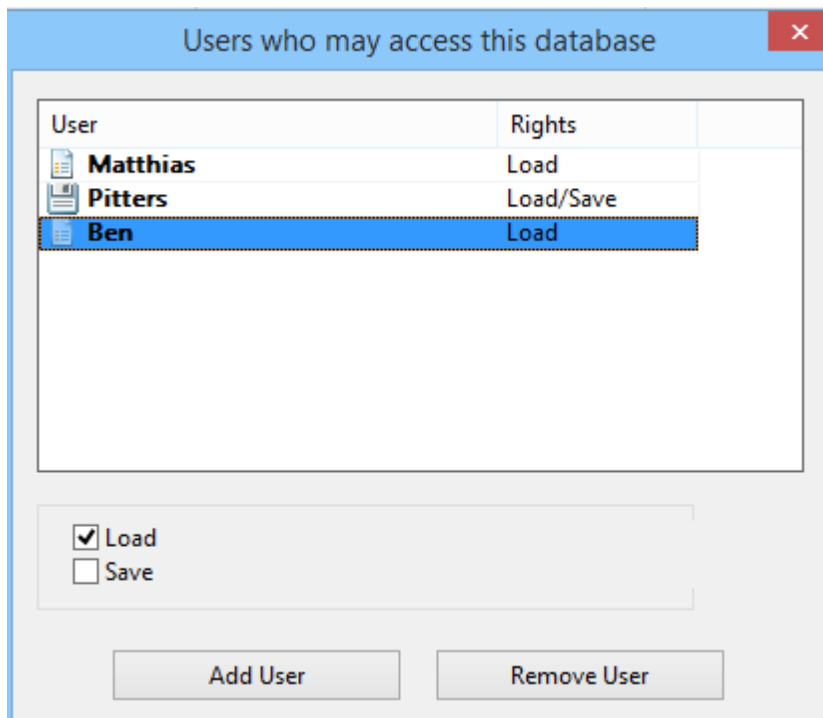
Connect to the Cloud Server and select the database that you want to share by clicking on it.



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*".

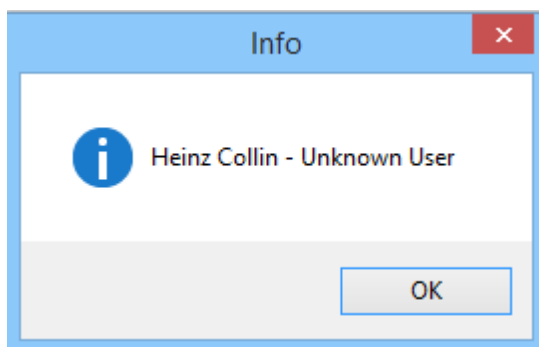


Cloud databases that have been released to be shared can be recognised by the green icon.



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.

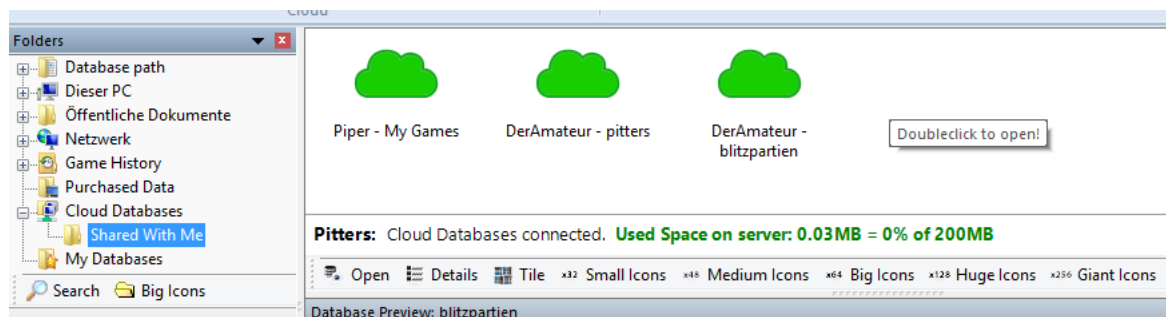
If you tick "Save", the user has writing rights for the shared database. Otherwise he can load the games in the database, but he isn't allowed to edit them in the Cloud.

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.

User	Rights
 Matthias	Load
 Pitters	Load/Save
 Ben	Load

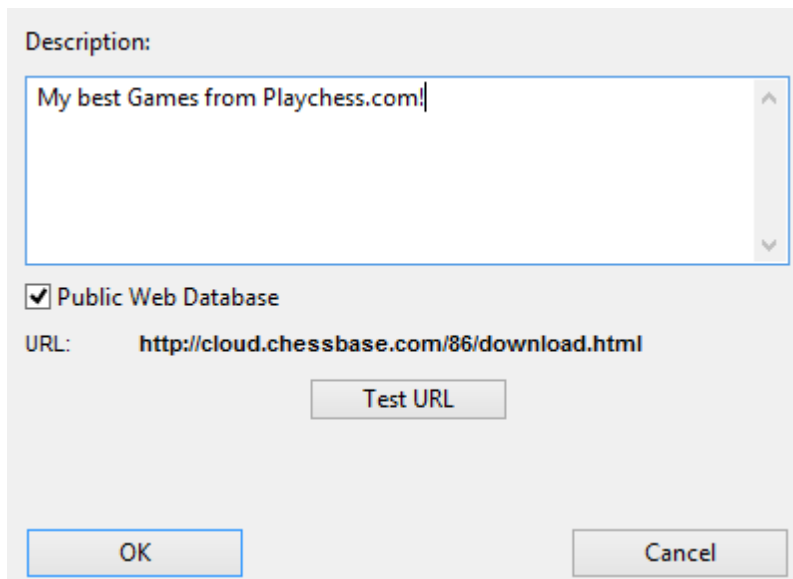
In the explorer bar of the database window there is an entry "Cloud Databases/Shared with me"



This displays all the databases that other users are sharing with you. You can see the relation to the other User too.

### 3.14.11 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.



Description:

My best Games from Playchess.com!

Public Web Database

URL: <http://cloud.chessbase.com/86/download.html>

Test URL

OK Cancel

Clicking on "Test URL" shows you how your database will look when it's published on the web.



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.

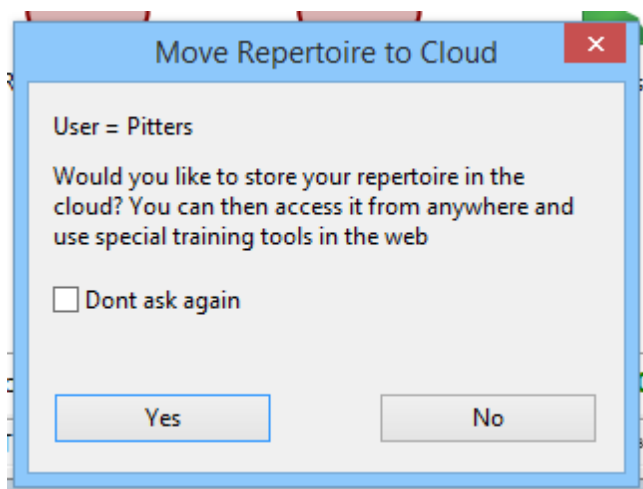
**Note:** If you change the database, for example by adding new games, the web version of the database will be automatically updated. You do not need to use the

share function again, and no new files are uploaded.

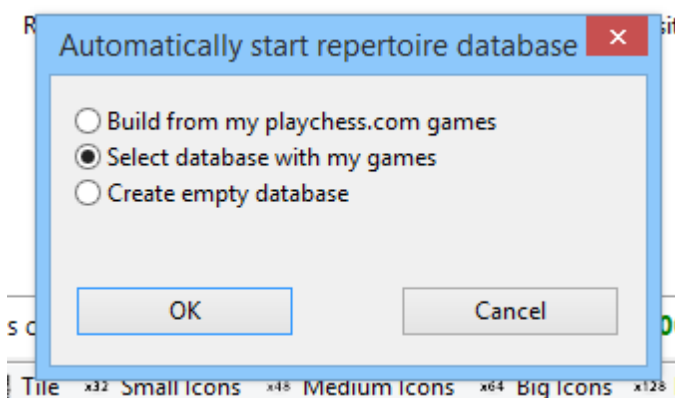
### 3.14.12 Repertoire Databases in the Cloud

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.



The screenshot shows the ChessBase interface. At the top, there is a toolbar with several buttons: 'Add to Black Repertoire', 'Mark Move Blue' (highlighted in yellow), 'Show Crosstable', 'Correspondence Move', 'Correspondence Header', 'Repertoire Database', 'Cross Table', and 'Corr chess'. Below the toolbar is a dropdown menu with the text 'Mark opening move for your repertoire (blue move)'. The main window displays a game report for 'Marshall, Frank James - Atkins, Henry Ernest 1-0' from 'D13 ENG-USA cable m England 1903'. The moves are listed in a single line: 1.d4 d5 2.c4 c6 3.Sc3 Sf6 4.cxd5 cxd5 5.Lf4 Sc6 6.e3 e6 7.Ld3 Le7 8.Sf3 0-0 9.Se5 Sxe5 10.dxe5 Sd7 11.Dc2 g6 12.h4 Sc5 13.h5 Sxd3+ 14.Dxd3 g5 15.Lg3 f5 16.exf6 Lxf6 17.Td1 Db6 18.Td2 Ld7 19.0-0 Tac8 20.Tc1 Lb5 21.Dc2 Tc4 22.Db3 Dc6 23.Tdc2 Tc8 24.Da3 La6 25.b3 Tc5 26.Sxd5 Txc2. The move 'Sc5' is highlighted in blue.

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.

### 3.14.13 Cloud Database Icons

Cloud icons and their features are not displayed permanently in the database window. They disappear?

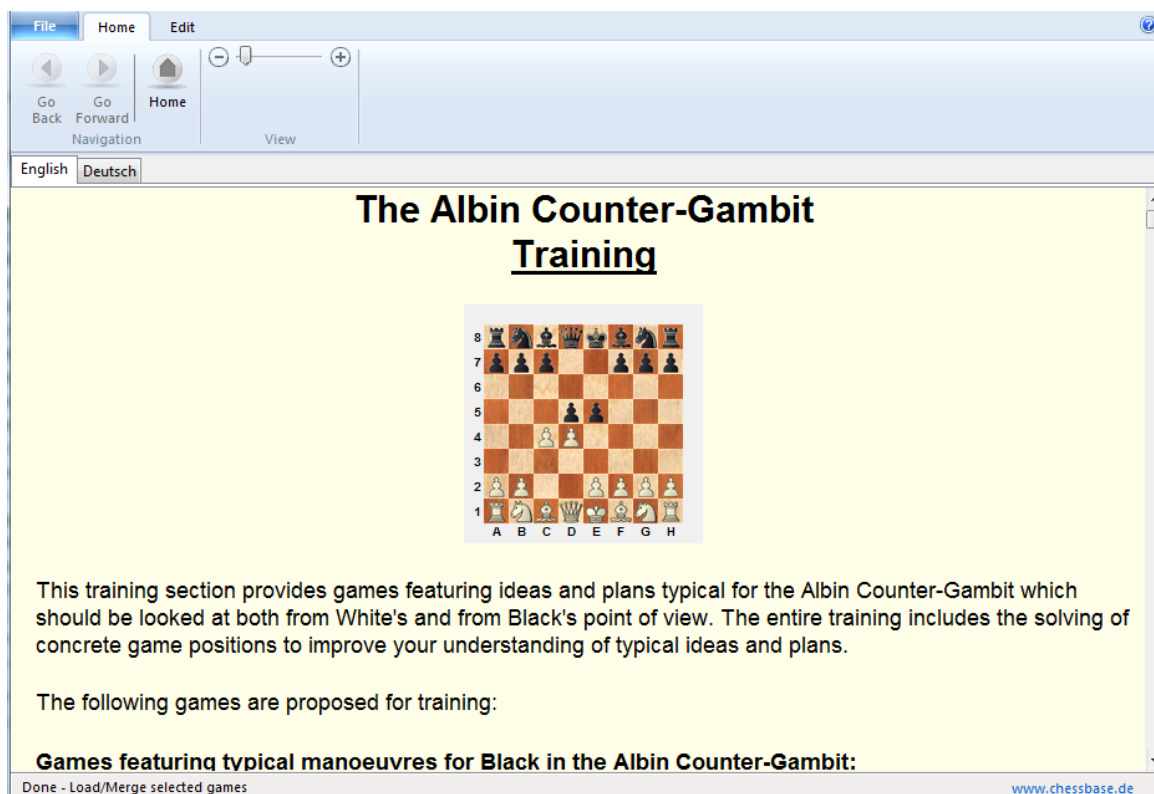


This is correct. They are dependent on logging in. As soon as you have logged in all the cloud icons are listed under "*My Databases*". When you log out they are removed.

## 3.15 Database text

### 3.15.1 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:

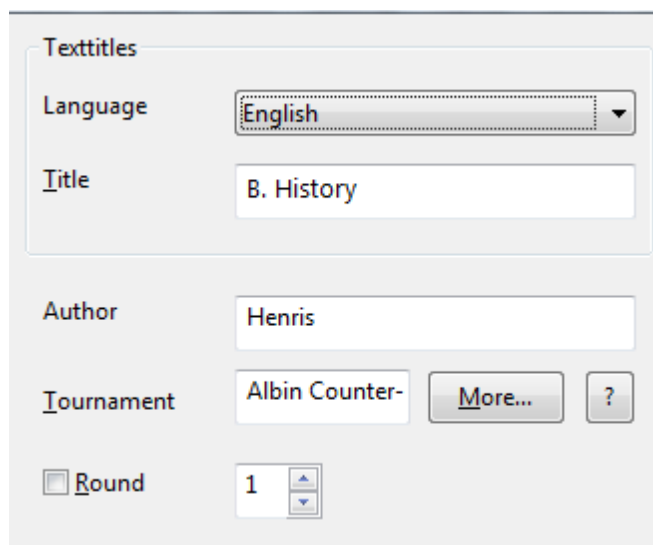
Database texts without tournament data or year are sorted to the top of the database

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.

### 3.15.2 Database text header

*Database text editor: Text data (F2)*



The screenshot shows a dialog box titled "Texttitles" with the following fields and controls:

- Language:** A dropdown menu currently showing "English".
- Title:** A text input field containing "B. History".
- Author:** A text input field containing "Henris".
- Tournament:** A text input field containing "Albin Counter-", followed by "More..." and "?" buttons.
- Round:** A checkbox labeled "Round" followed by a spinner box showing the number "1".

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.

### 3.15.3 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 existing 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.

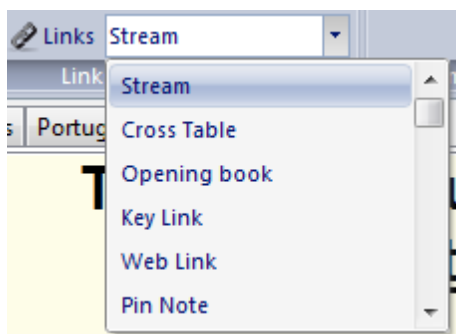
#### ▶ **Keyboard functions**

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

### 3.15.4 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

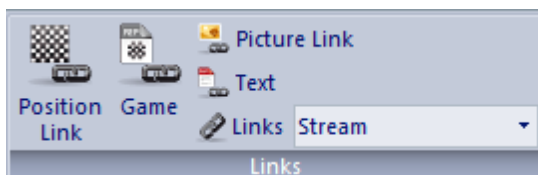
This allow you to use audio or video files more than once in a database text, e.g. in the translation of the text in a different language. Clicking Audio or Video alias produces the list of all the files already used. Choose the one you need. The file is not copied a second time but has two links in 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.

### 3.15.5 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.

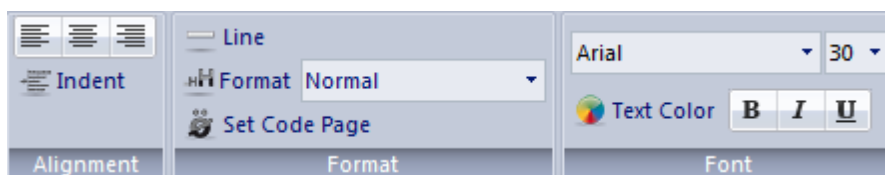
▶ *Edit External gamelist (Shift-Ctrl-F)*

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.

### 3.15.6 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 style for 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 label 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**

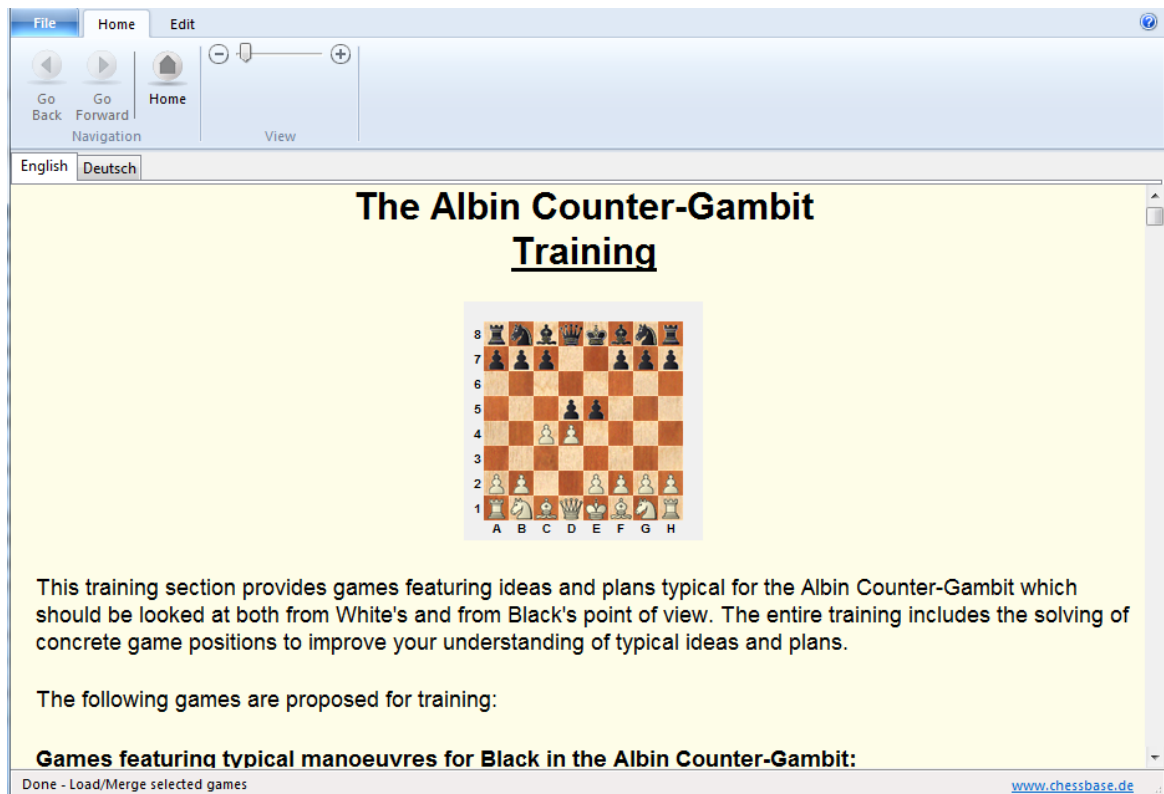
Inserts a horizontal line in the text

---

You can also format text and insert links by marking and then right-clicking it

### 3.15.7 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:

Text	Games	Players	Tournaments	Annotator	Sources	Teams	Openings	Themes	Tactics
Number	White			Elo W	Black		Elo B	Result	Mov
	<b>The World Champions</b>							<b>Text</b>	
	<b>The Challengers</b>							<b>Text</b>	
	<b>Conditions</b>							<b>Text</b>	
	<b>Alekhine</b>							<b>Text</b>	

## 4 Support

### 4.1 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.

## 4.2 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

## 4.3 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.

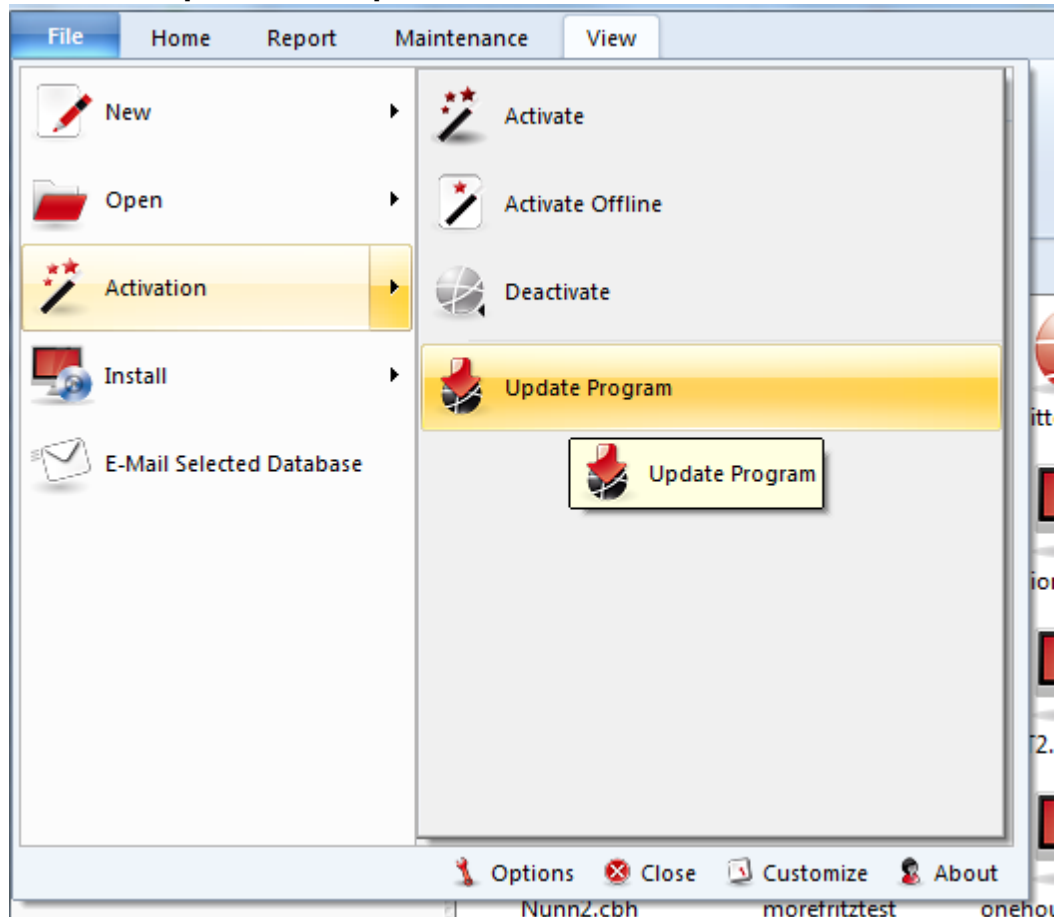
### Solution

Install the fonts manually in the Windows Control Panel – Fonts. The fonts are to be found in the *directory* \Fonts on your ChessBase DVD.


## 4.4 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](http://www.chessbase.com) for answers to frequently asked questions.

Check the [download page](#) of [www.chessbase.com](http://www.chessbase.com) for further resources.

Write a mail to our [support](#) if this does not solve your problem.

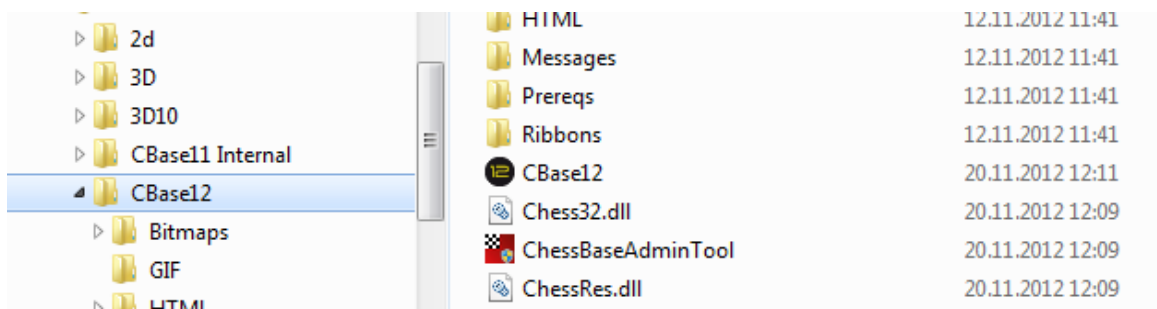
Check for Windows Updates.

## 4.5 Admin Tool

In the program folder you will find the separate program "ChessBaseAdminTool.exe".

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.

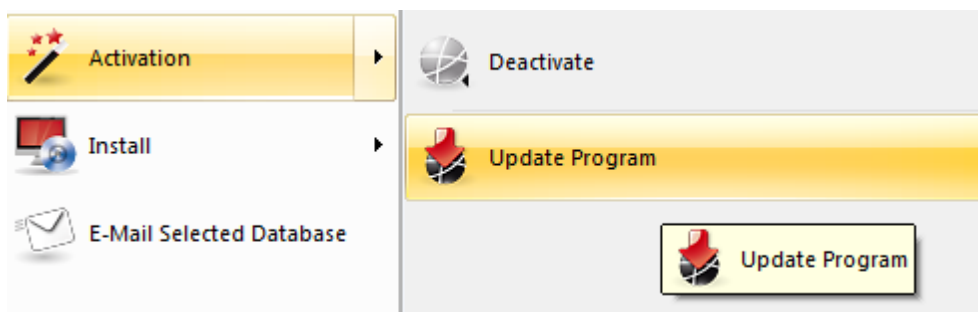


- **Activate** starts the dialog for the program activation.
- **Activate Offline** starts the dialog for the program activation on a computer without Internet access.
- **Deactivate** deactivates the selected program version.

## 4.6 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.



## 4.7 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:\Program Files", and no longer in "C:\Program Files (x86)".

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 (x86)\ChessBase\Engines."

## 4.8 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.digitalgametechology.com/site/index.php/dgtsupport/downloads-2>

## 4.9 Error Messages

### 4.9.1 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.

#### 4.9.2 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.

#### 4.9.3 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](#).

#### 4.9.4 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.

#### 4.9.5 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](#)).

#### 4.9.6 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).

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