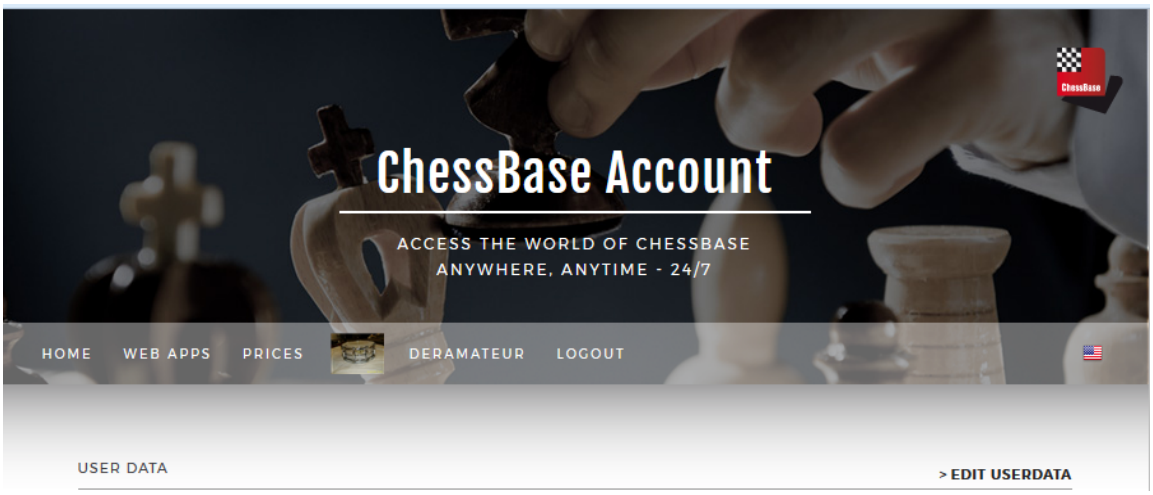

ChessBase Web Apps

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1 Information about the ChessBase Account

The ***ChessBase Account*** which will give you full and permanent access to our new services – Playchess, Live Database, My Games Cloud, etc.

They run in a browser on Windows, Mac, iPads, Androids, smartphones.

You have surely noticed the ChessBase Account column on the right side of our news page.

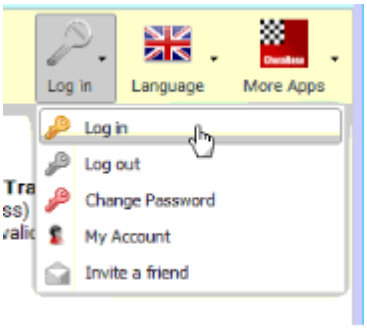
It gives you quick access to the various services that the Account offers – functions that will run on any browser and on any device: PC notebooks, iPads, Android tablets, smartphones.

If you simply click one of the services you will be taken to it; if you click on ChessBase Account at the top you will go to a page with all the services (and can go to specific pages from there). You will be asked to log in, but can ignore that and proceed to try out the service offered.

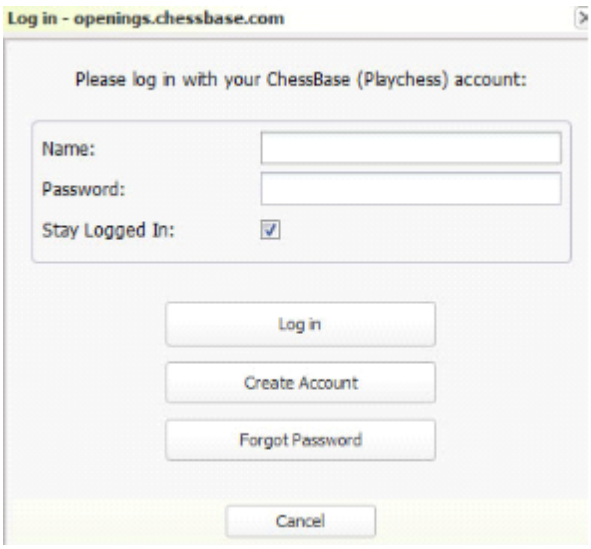
Trying out the functions without registering means that some of them will not have the full scope, e.g. the Training page will give you access to 1000 positions, not the 40,000 you get when you are properly registered. Which is what we want to do now.

The strength of the Web Apps in combination with the ChessBase Account is above all that their use is possible no matter on which system. All Web Apps can therefore be used with a PC, tablet or even in combination with a smartphone.

Let us assume you have clicked on the yellow "*Openings*" panel and come to this page, where you are asked to log in. If you have clicked the log in window away you can always return to it using the Log in button on the top right of the page:

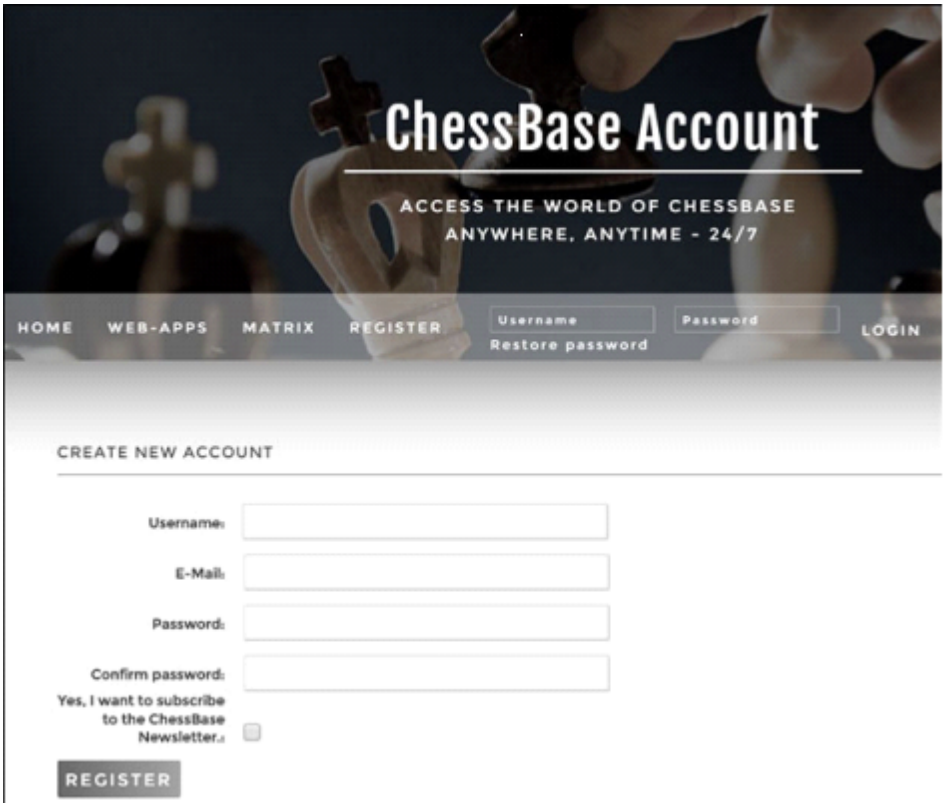


This is the log in window you will see the following log-in window:



Here you are asked to insert your Account details, which will be saved for the next time you access one of the services. If you are already a Premium Playchess user you simply enter you Playchess name and password, and then are ready to go. No extra payment – you have full access to all services!

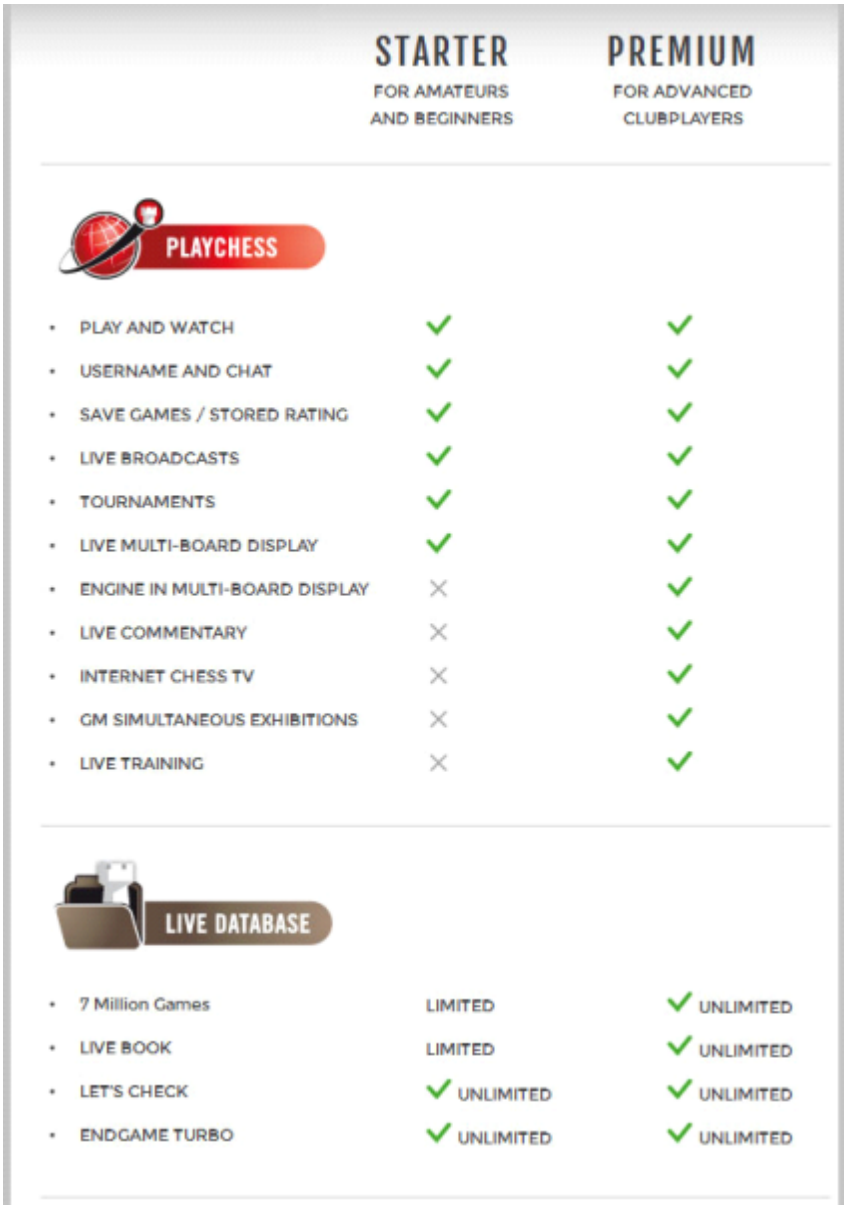
If you do not have an account then you should click on the "*Create Account*" button. This will take you to a ChessBase Account creation page where you can enter your details:



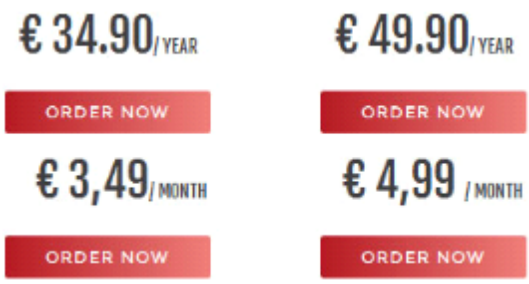
Once you have fill out the above page and clicked on Register you will get an email (sent to the address given) asking you to verify your email account and giving you further instructions.

Once this is done you get three months of free access to all the features of the ChessBase account. So if you have created an account on the 1st of December you get the free access until the 1st of March.

To make a full and permanent account you must decide whether the ***Starter*** or the ***Premium*** account is better for you. This page will specify the exact difference between the two.



At the bottom of the page you can select whether you want a Starter or Premium account and for how long:



After making your decision you will be asked to fill out your address (and confirm your

email).

Now you can add your payment details.

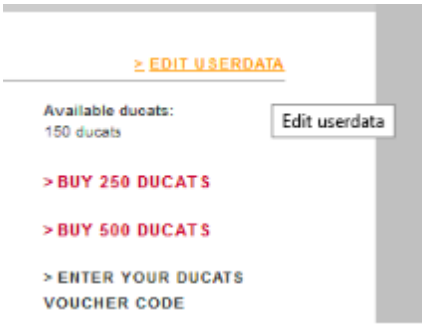
With that you have a valid account and are set to go – for a month or a year.

Naturally the system will remember your details and will take you to straight to any ChessBase Account service with a single click – for instance if you click on Openings on our news page that will take you straight to the Openings trainer, without further ado.

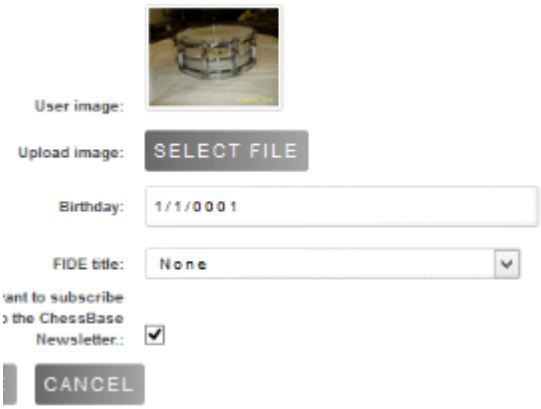
2 How can I change my image for my profile?

Login with your User data.

Select " *Edit Userdata*".



In the dialog select the item "*User image" -> Upload image*".



Now you can select a picture from your harddisc.

3 How to register with Fritz16 or CB14 for the ChessBase Web Apps?

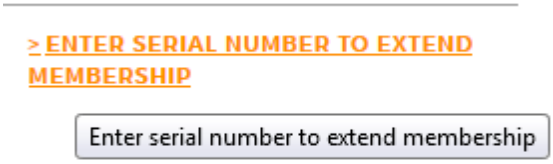
With your chess program ***Fritz 16*** or the database program ***ChessBase 14*** you will get a ***Premium membership*** for the ChessBase Web Apps.

Login with your account at https://account.chessbase.com/en

Now click directly on your account name.

That will open a site where you can "*Extend membership with serial number*":

Enter your program key here.



4 FAQ concerning the ChessBase Account

If you have questions about your ChessBase Account, please do not hesitate and turn immediately to info@chessbase.com

Where do I enter my serial number?
Under *User data* you will find the section My ChessBase account.

Here you will find the basic information concerning your account, e.g. time remaining and the entry Prolong membership by serial number. Enter your serial number.

Updating from Starter to Premium
You recently acquired the Starter subscription and would now like to update to Premium. Is that possible, and if so: how?

Moving up from Starter to Premium is something you can do yourself. Log in with your account and click on your user name. Call up your ***user data***". Click on "*Change Starter to Premium Account*". The server now offers to change your remaining period as "Starter" to a new remaining period as "Premium".

Normally speaking the server will suggest a change with the ratio of 3:2 – for 3 months of Starter subscription you get 2 months of Premium. (If you still have a Starter subscription for several years, a transfer to a maximum period of 3 years Premium will be offered.)

5 Difference between starter and premium access

In the overview of the workings of the Live database there is the mention *Limited* referring to the Live database and the Live book.

What exactly does the word limited mean?

This is an example for differences between Starter and Premium access.

In the Live database you will get fewer games showing as the result of a position search. The exciting ones (strong & recent) are at the top of the list, but as a total you will see fewer than you would with premium access.

In Live book the display gives premium members the names of the players of the moves.

6 ChessBase Web Apps

6.1 Playchess.com

6.1.1 Software to access Playchess.com

Using this web client and any up to date Internet browser you can play games with your friends all over the world, you can watch broadcasts, or you can chat with your friends. New features are being added on a regular basis.

If you are using a computer with the operating system Windows it is better to use the standalone access software that can be downloaded from www.playchess.com. This software offers more functionality than the web browser application.

You can use the web client either as a "*Guest*" or with a registered player account. However, as a "*Guest*" not all features of the application are available.

6.1.2 Access Server

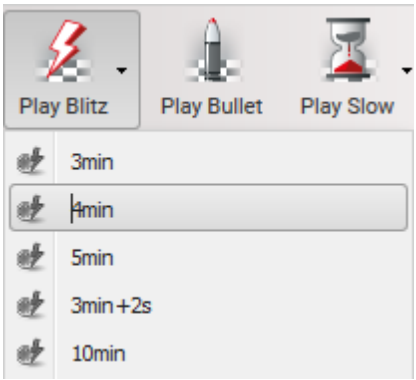
If you are trying out the chess server for the first time it's sufficient to be a "*Guest*". Simply click on the button "*Guest*" in the login dialog.

You can play your first games or watch other people play as a Guest, even though not all features are available. If you want to use all the functions available in the program you have to create a user account.

The following functions are available one the application's home page.

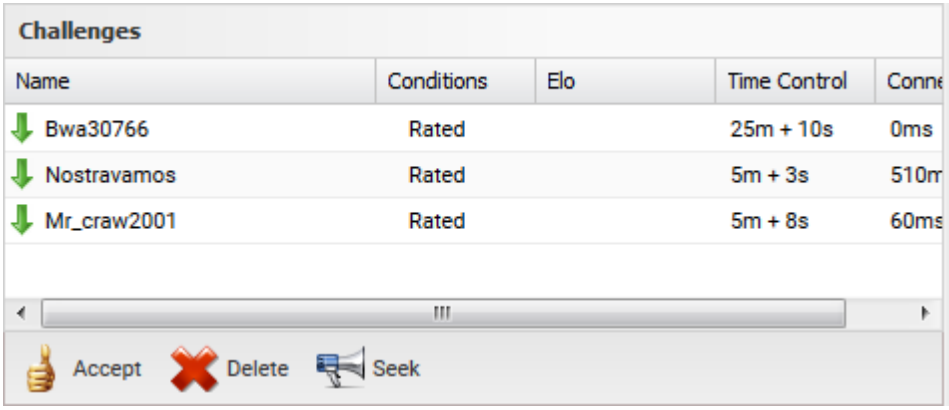
- **Play a Blitz Game** - This starts a game with five minutes time for each player.
- **Play a Bullet Game** - This starts a game with only one minute time for each player.
- **Play a Slow Game** - This starts a game with 15 minutes time for each player.
- **Live Games** - This allows you to watch games being played by grandmasters. You can load the four most popular games from current tournaments into different board windows.
- **Kibitz Blitz** - This loads the game with the strongest players into the board window for you to watch as it's being played.
- **Listen to Radio** - You can watch games for which there are live audio commentaries.

There is a small arrow at the side of some function buttons. This tells you that other functions are available. Clicking on the arrow displays the additional functions.



6.1.3 Playing your first games as a Guest

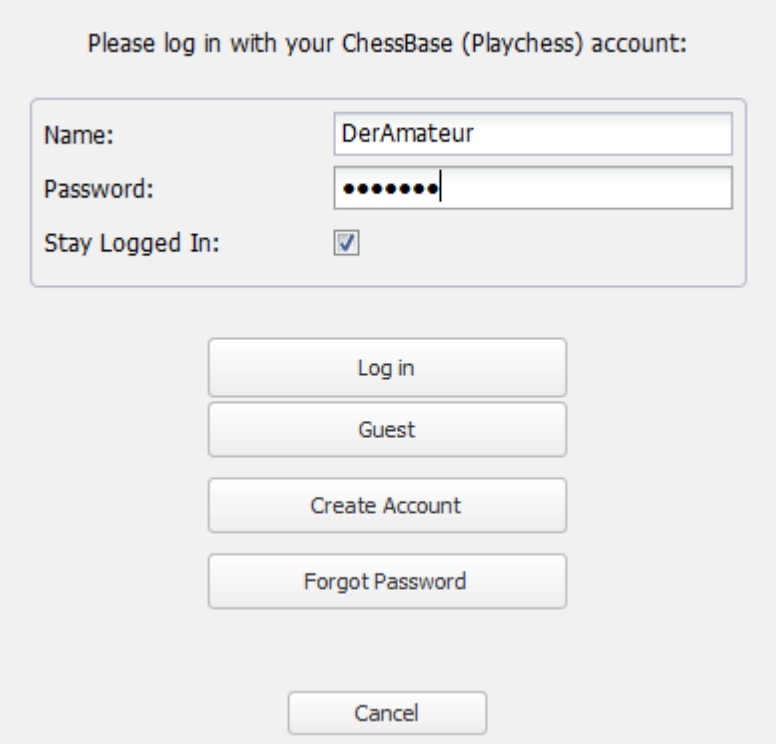
In the Challenges window there are offers to play games. Challenges from other players are marked with a green arrow.



Click on one of the names in the list, then click the button Accept. A game is then started in a new board window with the specified time controls.

6.1.4 Create Account

It is best to create a user account that you can use for all your browser applications. By clicking on the on the Login button you can log in with an existing player account or create a new account.



Enter an already created player name (handle) with which you want to be known in the player rating lists. Enter the password that you selected when you created your account.

Below the login dialog there is a button entitled "*Create Account*". Clicking this button starts a dialog to create a new user account.

The following data has to be entered:

Name = The name of the player that will appear in the player lists.

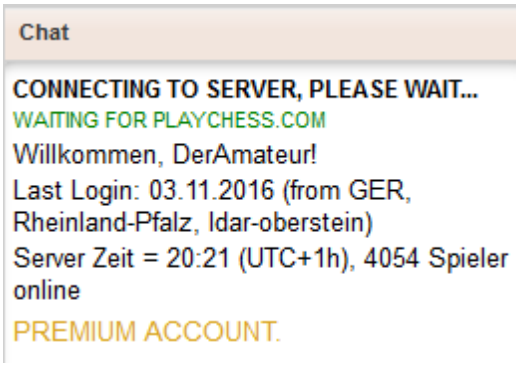
Email = The email address is needed in case you forget your password. It is also used to identify the user and unlock the account the first time it is used.

Note: The email address is only used for identification purposes. It is handled confidentially, and it is not used for advertising.

Password: For safety reasons the password must be entered twice.

Tip: Please make a note of the password and keep it secret. For security reasons the server does not store passwords as text, which means that even the system operators cannot see your password. If you have forgotten your password you can request a hint by email. For this reason you should choose a memorable text in the appropriate dialog box.

Information about the login status is displayed in the chat window.

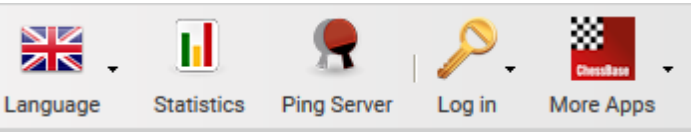


6.1.5 User Interface

The welcome screen is divided into several windows. The most important and commonly used functions are on the toolbar at the top of the window.

- **Play a Blitz Game** - This starts a game with five minutes time for each player.
- **Play a Bullet Game** - This starts a game with only one minute time for each player.
- **Play a Slow Game** - This starts a game with 15 minutes time for each player.
- **Live Games** - This allows you to watch games being played by grandmasters. You can load the four most popular games from current tournaments into different board windows.
- **Kibitz Blitz** - This loads the game with the strongest players into the board window for you to watch as it's being played.
- **Listen to Radio** - You can watch games for which there are live audio commentaries.

At the top right there are the following buttons.



Language – Select your Language

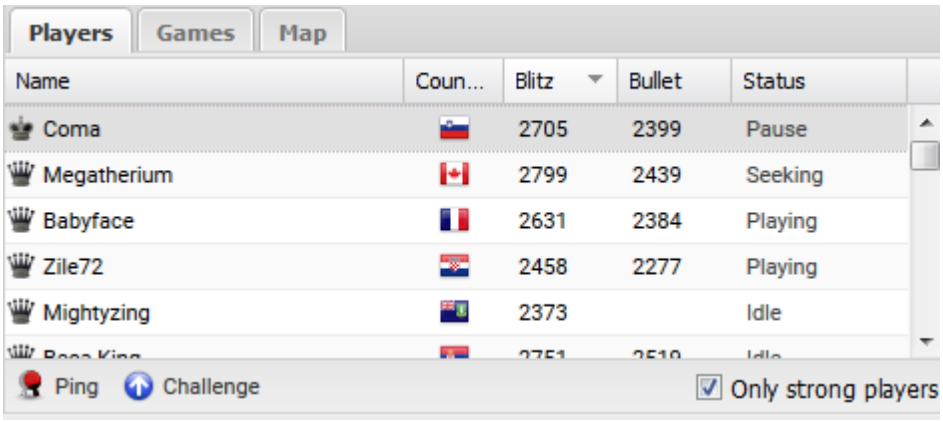
Statistics - This button opens a window which displays details about the server usage since the server was last started: the peak connections, the number of games each day, the number of visitors and the date the server was started.

Login - You can configure your player account.

More Tools - This button offers access to other applications.

The welcome screen is divided into different windows.

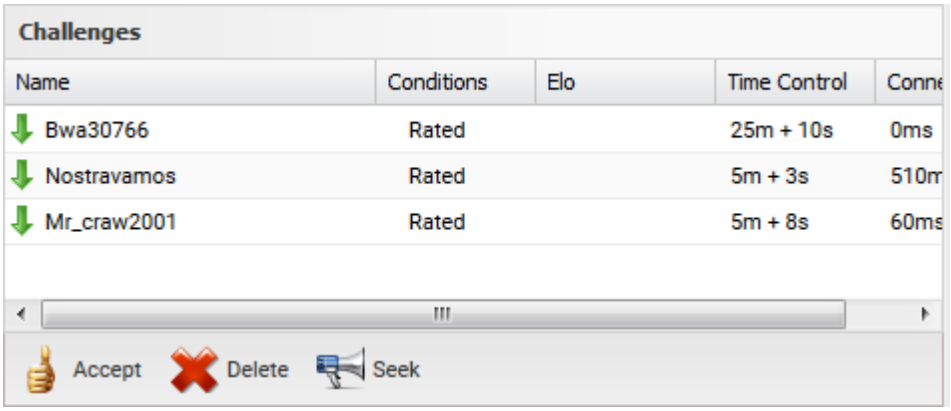
6.1.6 Players / Games / Map Window



You can look at the list of players, the list of games being played or the zoomable world map.

Challenges Window

Online players can send you challenges directly. Open challenges sent for anyone to reply to are also displayed in the Challenges window.



Direct challenges are marked with a red arrow. Open challenges are marked with a green arrow.

Chat Window

Chatting refers to talking to one another by typing text on the Internet. In order to begin a chat, click on a person's name in the player list.

Please note that chatting is only possible if you have registered a user account on the server.

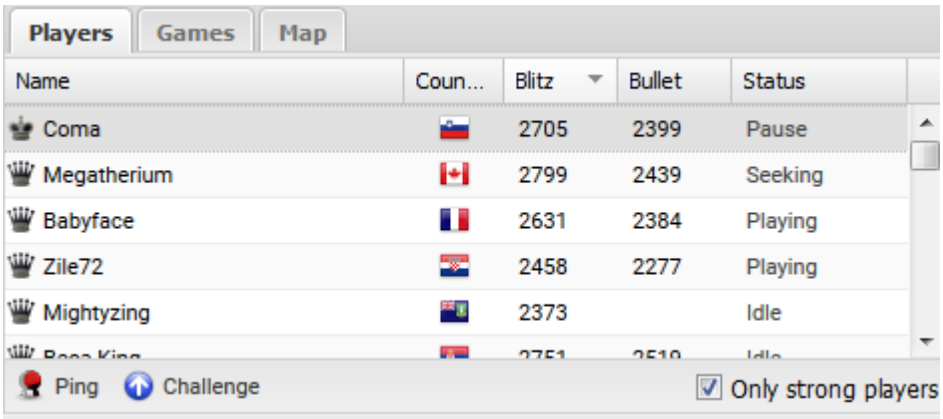
After selecting a player his name appears in the input line of the chat window.

The windows can be individually resized by dragging the window separators. When you are playing or watching a game the information window in the middle is replaced by a board window in which a chess board is displayed.

Player List

Clicking on the *Players* tab displays the player list. The program displays a list containing all online players.

The list is divided into columns containing the following information:



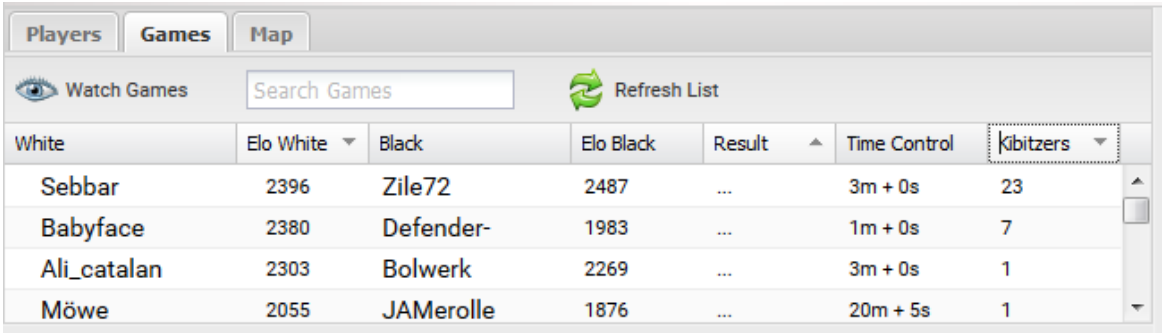
- **Name** - This is the name and rank of the player. The symbol to the left of the name is the rank.
- **Country** - The country where the player lives.
- **Blitz** - The player's rating for blitz games.
- **Bullet** - The player's rating for bullet games.
- **Status** - This column shows what the player is doing: whether he is playing a game, idle or doing nothing.

If you select a player in the list and click the button "*Challenge*" a challenge is sent to the player.

Ping Server - This measures the user's connection quality and displays the result in the chat window.

Game List

Clicking on the *Games* tab displays the games list.



In the games list there is a complete list of all games being played on the server, including the names of the players and the time controls.

You can use the *search box* to search for a player by his name.

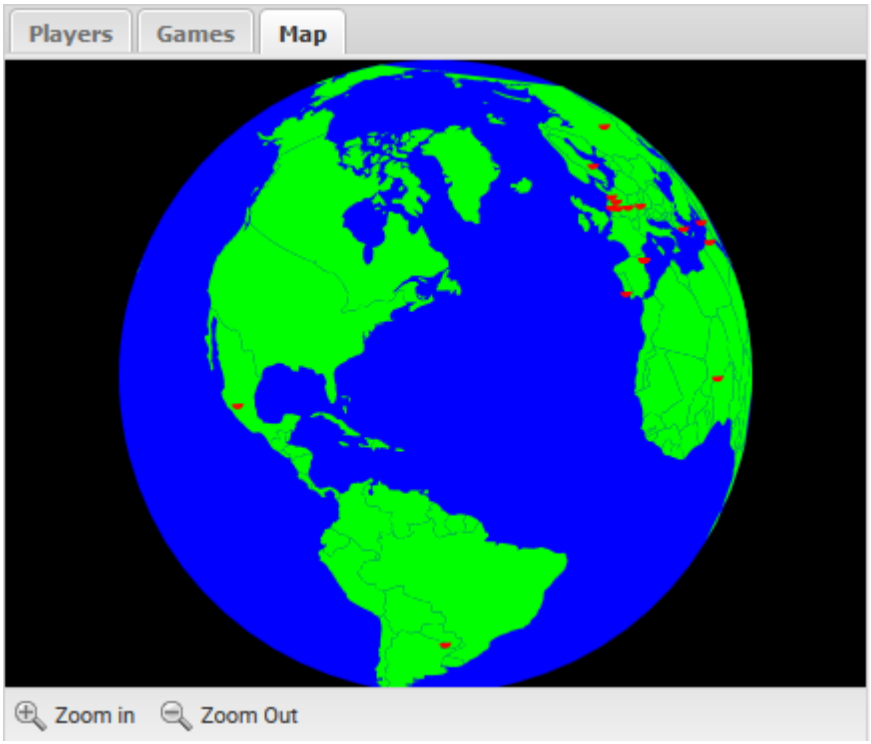
This list is also divided into columns. Please read the notes about sorting columns later in this document.

The columns contain the names of the players, their Elo ratings, the result of the game, the number of kibitzers and the time controls.

You can pick a game that you want to watch from the games list. Double clicking on a game opens it in a board window.

Map

The world map uses red dots to show the locations of the online users.



This gives you an impression where in the world most people are playing on the chess server. The buttons "Zoom In" and "Zoom Out" can be used to change the map's scale.

Sorting by Columns

When a list window, for instance the player list, is displayed the information is separated into columns. Clicking on a column's header sorts the list using the data in that column. Clicking on the same header a second time reverses the sort order.

Examples: Clicking on *White* in the games list sorts the games alphabetically by the names of the white players. Clicking a second time reverses the sort order. Clicking on *Elo White* in the games list sorts the games by the strongest white players. Clicking a second time puts the weakest players first.

The same principle applies to all list windows that use columns.

Adapting the Columns

The representation of the columns can be adapted to your own tastes. If you hover with the mouse ponter over a column header a small black arrow is displayed. If you click on this arrow you can configure the columns.

Apart from sorting the list, you can display or hide individual columns. This is possible in all list windows that use columns.

6.1.7 Playing games Playchess

Finding an opponent

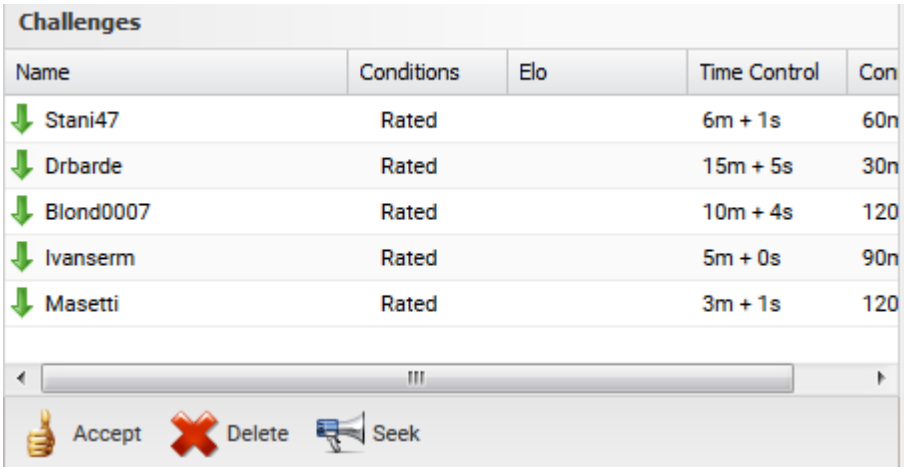
There are several ways to find an opponent on Playchess.com. The easiest method is to send out an open challenge by using the buttons in the toolbar at the top left of the screen.

Play Blitz - This starts a game with five minutes time for each player.

Play Bullet - This starts a game with only one minute time for each player.

Play Slow - This starts a game with 15 minutes time for each player.

At the bottom left of the screen there is the Challenges window.



This window contains challanges from other players. This list is also separated into columns.

- **Name:** This column contains the names of the players who are issuing challenges.
- **Conditions:** This column shows whether the games are to be rated or unrated.
- **Elo:** This column displays the ratings of the players issuing challenges.
- **Time Controls:** This column shows the time controls of the games requested by the players issuing challenges.
- **Connection:** This shows the connection quality of the players issuing challenges.

Open challenges are marked with a green arrow. If you double click on a list element with a green arrow the board window is opened and you can play against the challenger immediately.

Challenges which have been made to you personally are marked with a red arrow.

A blue arrow marks challenges that you have sent to other players. Players who receive this challenge see it marked with a green arrow.

There are three buttons beneath the Challenges window.

Clicking on a list element followed by clicking on the Accept button has the same effect as double clicking on a list element: a board window is opened to play the game with the requested time controls.

Delete deletes a challenge from the list.

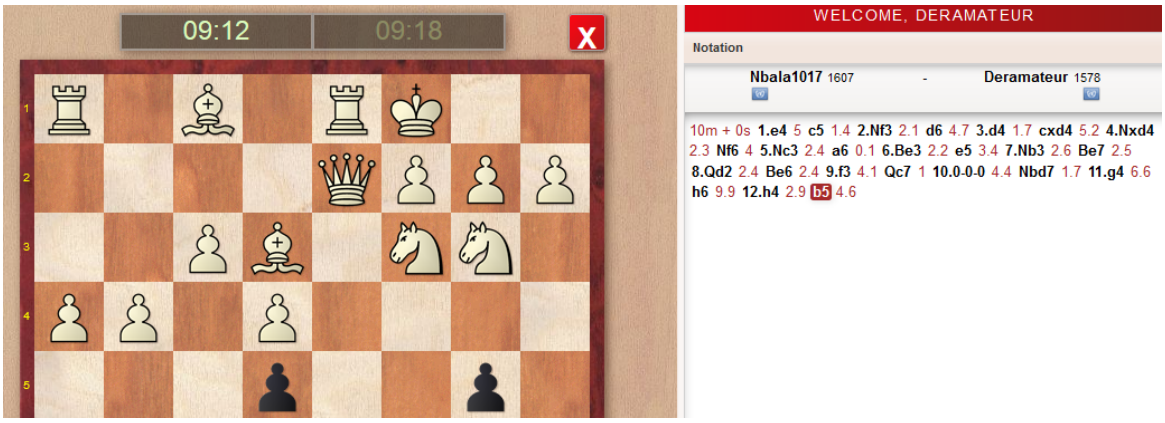
Seek issues a new challenge. This button opens a dialog window to set the time controls. "*Time*" is the total time in minutes, and "*Gain per Move*" is a time increment in seconds to be added to the total time after each move.

Finding an opponent in the player list

In the player list you can see in the "*Status*" column which players are not playing games at the moment. Select a player's name in the list and click on the Challenge button. Your challenge is them sent directly to the player and marked with a red arrow in his Challenges window.

6.1.8 Board Window Playchess

After you have accepted a challenge the board window is started.

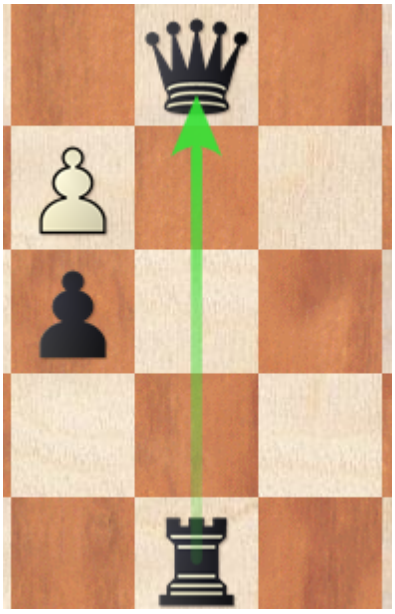


Next to the window the chess notation and the chat window are displayed.

You can use the chat window to send your opponent short text messages.

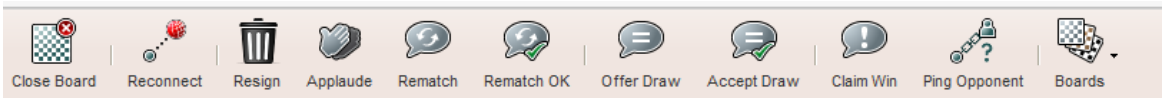
You can use the board window to play games or watch games being played by other players on the chess server. The remaining time is shown in the two chess clocks above the chess board.

The opponent's last move are marked with an arrow on the chess board. You make your own moves by dragging a piece with your mouse from the source to the destination square.



Tip: You can already enter your move while it is your opponent's turn. This is useful when there is only one obvious move, and it saves valuable seconds in blitz and bullet games. Your move is shown by a green arrow on the chess board.

There is a toolbar with the most important functions.



Reconnect - If you have lost your connection to the chess server you can click this button to re-establish the connection.

Resign - This gives up the current game.

Applause - You can applaud another player. The other player sees a message in his chat window and the server increases his applause count. This function is only available to users who have an account that has been gegistered and unlocked with a serial number.

Rematch - After a game is completed, this offers to play another game against the same opponent.

Rematch OK - This accepts your opponent's rematch offer.

Close Board - This closes the board window. You can also close the board by clicking on the little X above the chess board.

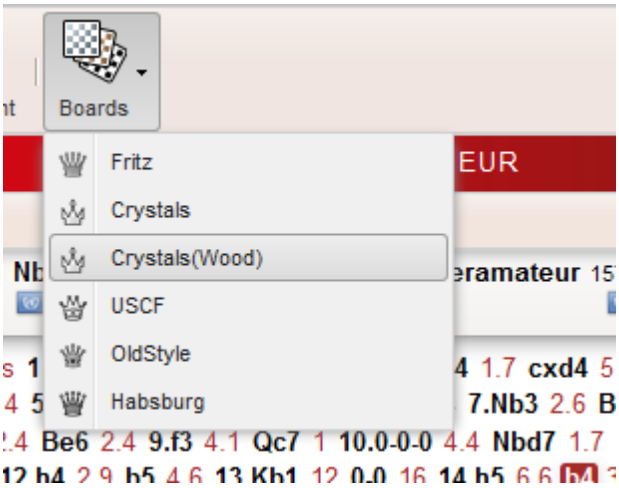
Note: If the game is still running, closing the board window automatically resigns the game!

Offer Draw - This offers a draw to the opponent.

Accept Draw - This accepts a draw offered by the opponent.

Claim Win - This claims victory in a game if the opponent is no longer connected to the chess server and he is no longer online.

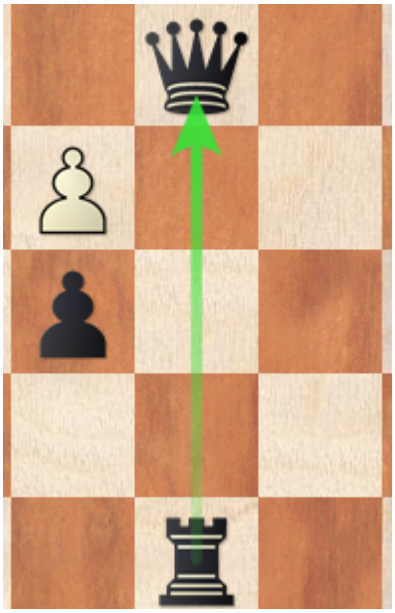
You can configure the display of the chess board. Click on the small arrow next to the "*Boards*" button.



Choose a chess set from the list. The board layout is then loaded into the board window.

Entering moves

You can enter a move by dragging a piece from the source to the destination square, or by single click input (i.e. clicking on the destination square). You can also enter a move in advance while it is your opponent's turn.



This is useful when there is only one obvious move, and it saves valuable seconds in blitz and bullet games. Your move is shown by a green arrow on the chess board.

You can cancel a move made in advance by clicking on the same piece again or clicking outside the chess board.

Promotion
When promoting a pawn on the eighth row, click on the destination square and drag it onto the piece you want to promote to.

6.1.9 Kibitzing

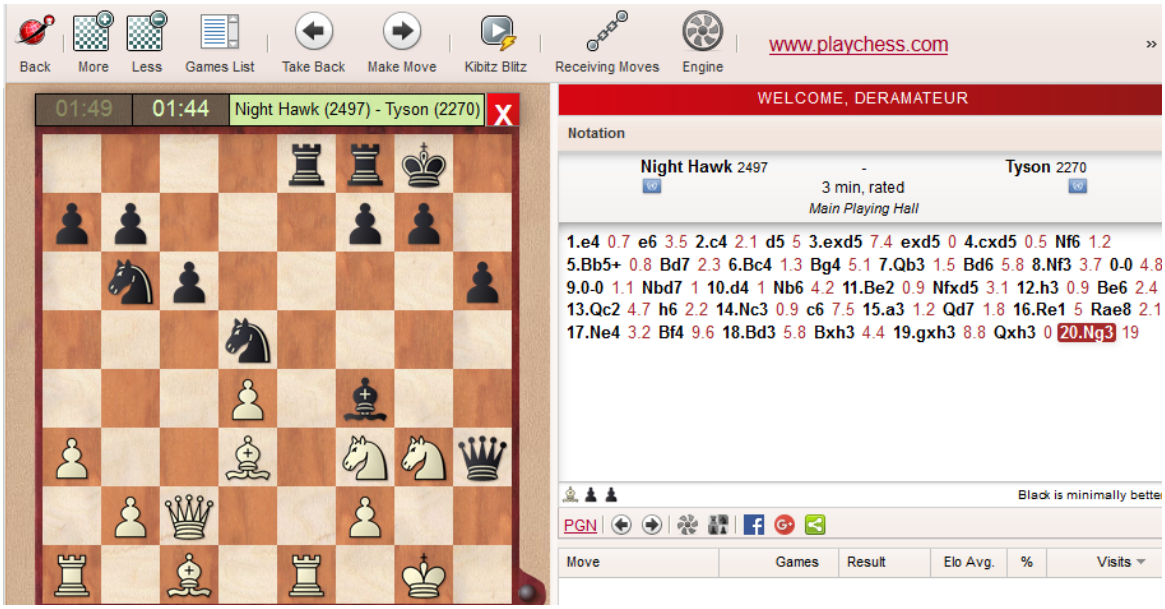
Watching other people play is almost as exciting as playing yourself. Chess players call someone who watches a game a ***kibitzer***.

The program offers different ways to follow games as they are being played.

By double clicking on an element in the games list the game is loaded into the board window.

The easiest way to watch a game is to click "*Kibitz Blitz*", which loads the game being played by the strongest players into the board window.

This means you can easily watch the games being played by the strongest players at any time.

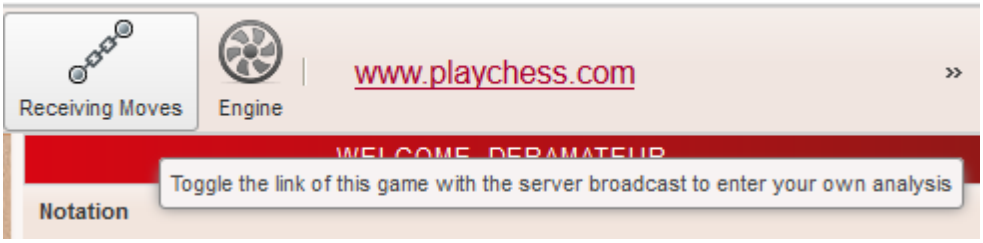


You can drag the window separators left and right of the board window to enlarge the board to whatever size you prefer.

You can use the chat window to send messages to other kibitzers.

There are differences in the buttons available in the board window when you play your own games.

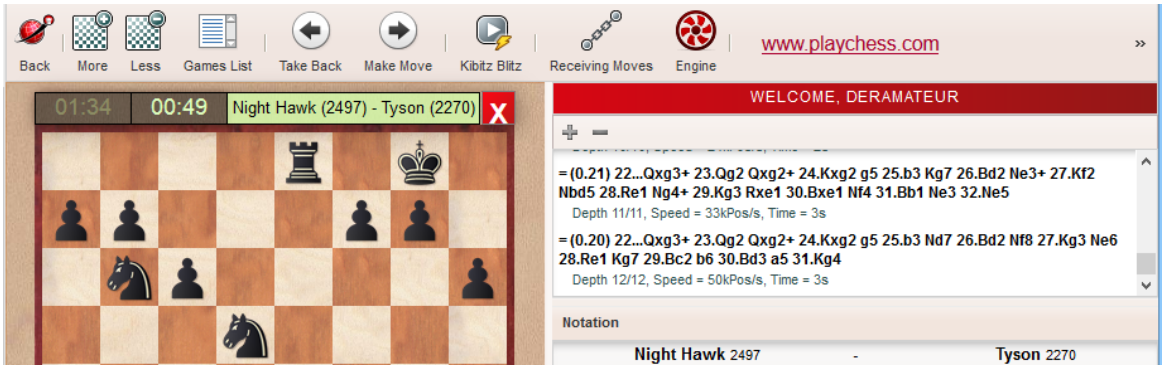
The button "*Receiving Moves*" toggles the reception of moves from the game on and off.



This is useful if you want to analyse a position with a chess engine.

The button "*Engine*" turns on a chess engine that runs in parallel to the game and gives a running analysis of the current position on the board.

The following picture shows the analysis results of the chess engine Fritz 14.



Multiboards

It is possible to watch several games at the same time in multiboards. This makes it possible to kibitz several interesting games at the same time, for instance critical games in a tournament.

This is how to do it:

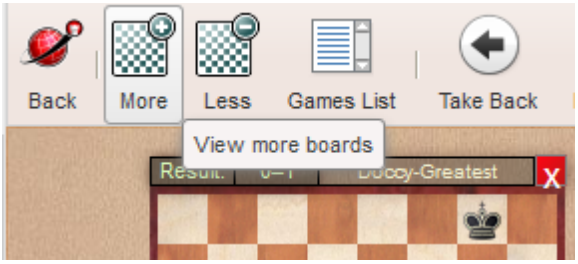
Open the games list by clicking on the Games tab.

Select the games you want to watch by clicking on games in the list while holding down the Control key.

Click on the button "*Watch Games*" to load the games as multiboards.

Clicking on the boards navigates from one board to the next. This is necessary,

because you can only view the game notation of one game at a time.



6.1.10 The chess server for your club

Meet your friends in your own virtual club room. This is easy to set up and free of charge.

Insert a link like this into your web page:

Example: http://play.chessbase.com?room=SV Wesseling 46

The text after "?room=" is the name of your club or chess group. In this example it is "SV Wesseling 46".

Click on this link, and you will automatically be in your own room and can play games against your friends as a Guest. If you want to have your own player name and rating all you have to do is register a free account.

For advanced users: If you own Fritz or ChessBase you will see your club room in the list of "Automatic Rooms". What is exciting is that the web site in which you embedded the link is displayed in your room. This means that you are advertising your club!

As soon as the room has been activated by clicking on the link you can use Fritz or any other Playchess.com software to play in the room. This works with all current Chessbase programs.

Live blitz game on your web site

On the Chessbase home page you can see the broadcast of a blitz game being played on the server.

If you click on "*Embed Board*" you will see instructions on how to present games like this on your own web site.

The following code integrates a live blitz game into your own web site:

<iframe src="http://liveblitz.chessbase.com" width="360" height ="360" ></iframe>

Simply copy this code to anywhere in your own web site. If necessary, change the attributes width and height to change the size of the chess board.

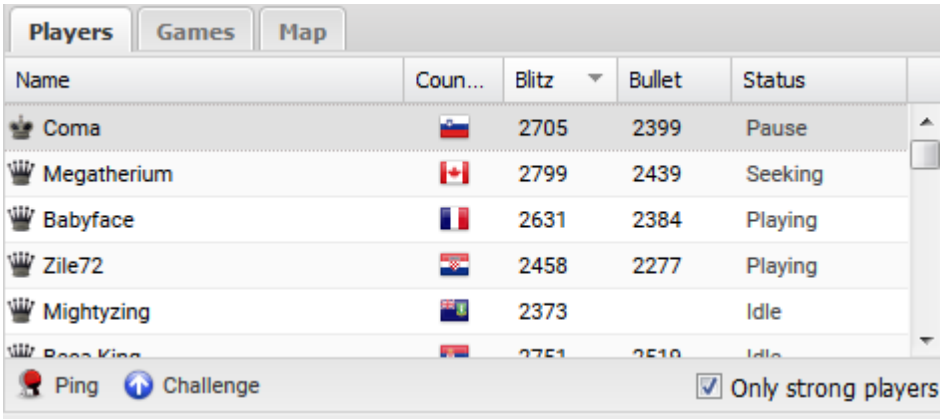
6.1.11 Additional Information

Rank

All players on Playchess.com have a rank. The rank is decided by your number of days you have visited the server, the number of games you have played and your playing strength. FIDE grandmasters are automatically given the rank *King*, and international masters are given the rank *Queen*. These are the conditions needed for the different ranks on Playchess.com.

Rank	Login Days	Games	Strength
Pawn	0	0	0
Knight	6	10	0
Bishop	25	100	1300
Rook	100	1000	2300
Queen	400	2000	2450
King	600	5000	2600 (Bullet 2700)

The symbol to the left of the names in the player list is the rank



Players who have logged into the server at least 500 times are given a black piece for their rank. This shows you immediately which players have been the most active on Playchess.com.

Ratings

A motivation to play seriously is the possibility of playing for a rating. There are ratings for three different categories.

Bullet: Time controls of less than 3 minutes for a game, for instance 1+0, 2+0, 2+1, 0 +1.

Blitz: Time controls between 3 and 15 minutes for a game.

Long: Time controls of 15 minutes or more.

The rating is displayed in the player list, the games list and in the game notation.

6.1.12 Server Games using the Playchess App

If you regularly play games on the browser based Playchess App, the web app automatically saves your games to the "**play.chess.com.games**". This database My Games can be loaded at a later date for analysis. However, to do this you require a ChessBase account.

Let's say that you have played a game and would like to subsequently load the game. Load the MyGames app.

Go to *Databases* *Open database*.

Now the database will appear. The databases "My Games" and the repertoire for white/black are always available. If you, for example, delete the database, the games are lost but the database will be created again once the next time that the app is started.

Here we can see the database „***play.chess.com.games***". The game list are loaded and displayed by double clicking on the database.

In the game list you will find a complete list of all games including player names and time controls which you have used to play on the Playchess Web App. By clicking on an entry the game is then loaded into the board window.

Tip: By clicking on the "Engine" switch, you can use the chess engine to evaluate the current position on the board.

Under the notation window you will find tools for commenting on the loaded games. You can subsequently annotate the game on *MyGames* and then save the changes!

6.2 My Games

6.2.1 Accessing games on the Cloud Server

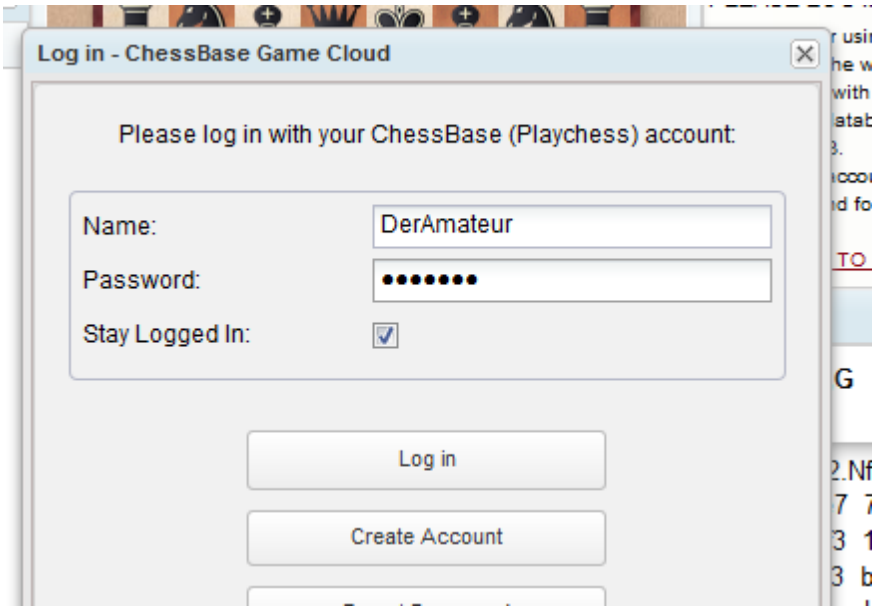
An important feature in our database software ChessBase is the possibility to store databases not only on the computer's hard drive, but also externally on the ChessBase servers.

This has the advantage that you can access your data wherever you are. It also means that already existing databases do not have to be copied and installed again. Furthermore, it is now possible to provide a database to be used by other users.

It is possible to use a cloud database from any computer with an Internet connection and a web browser, and from any mobile device with a simple login. A big advantage of using a cloud database is preparing training material to prepare for an upcoming tournament. Even if your team mates do not have a Windows PC you can supply them with information about their opponents' games and make suggestions to them.

6.2.2 Access / Logon

Just like the simple access to PlayChess.com, all you need to access the cloud is a ChessBase account.



Here is a description of what possibilities are offered by the web based access to the cloud server.

Although access is free of charge, the full functionality of the cloud is only available if you have an active and unlocked ChessBase account. You can log in with your account or you can create a new account on the web site.

Depending on the type of ChessBase membership you have you can create a large number of databases which you can delete again at any time.

The databases "*My Games*", "*Repertoire White*" and "*Repertoire Black*" are always installed. If you attempt to delete these databases all the games are removed, but the databases themselves remain in place.

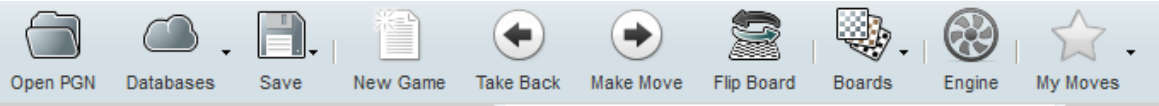
Guest access is pointless for this function, so you should create a ChessBase account if you don't already have one.

You can access the databases that you have saved on the cloud server with ChessBase with any Internet web browser. The opposite is also possible. You can create data with the web application and then access them later with ChessBase.

Storage space for the cloud databases
The amount of storage space you can use depends on the type of PlayChess membership that you have. A free ChessBase account offers you 20 MB storage space. That is roughly 10,000 games. Basic membership offers you 100 MB. Premium membership offers you much more, a total of 250 MB.

6.2.3 User Interface

The user interface is well structured. At the top of the screen the application's functions are listed.



Apart from this there is a board window, a notation window, the game list and direct access to the Live Book, which contains embedded statistical information.

The windows can be resized using the small arrows in the separators.

On the graphic chess board in the board window you can either enter moves or replay games that you have loaded from databases.

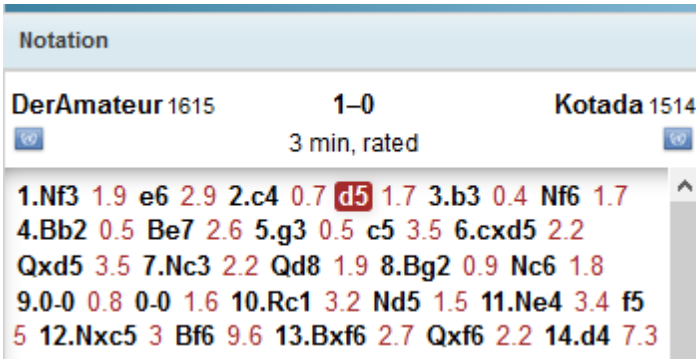
You can configure the board window by picking a different chess set in the Boards menu.

The game list of the selected database and the statistical information about the board position are also displayed. The Live Book is described below.

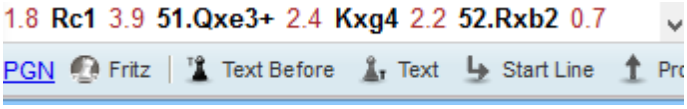
Other important functions, such as taking a move back, flipping the board or loading a chess engine are available at the top of the screen.

Notations window

The notation window contains the moves in the current game and any available commentary.



Clicking on a move in the notation loads that board position. There is a toolbar below the notation window with functions to edit the notation.

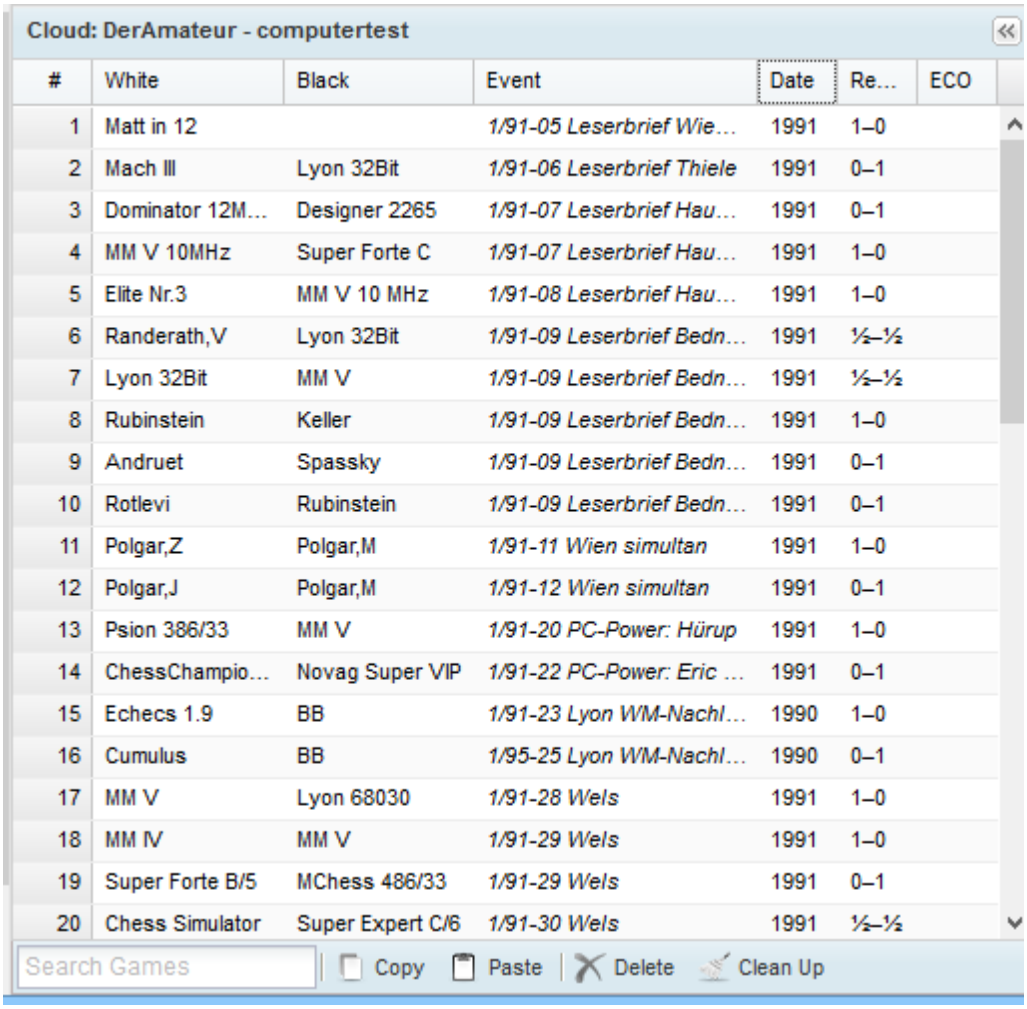


- **Text Before** - This adds a text in the notation before the selected move. You can enter the text in the input field at the bottom of the screen.
- **Text After** - This adds a text in the notation after the selected move.
- **Start Line** - This takes back the selected move and begins the input of a variation.
- **Promote Line** - This makes the selected variation the main line.
- **Delete Line** - This deletes the selected variation.
- **Cut Line** - This removes all the notation after the selected move.
- **Commentary Symbols** - Chess games are often commented with standard international symbols.

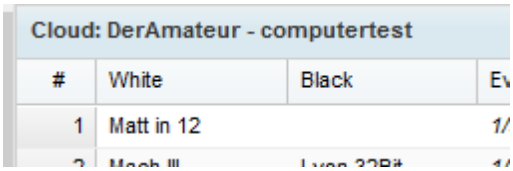
These symbols can be added to any move in the game's notation.

Game List

The game list contains a list of the games stored in the database.



The window's title bar tells you what database you are using.

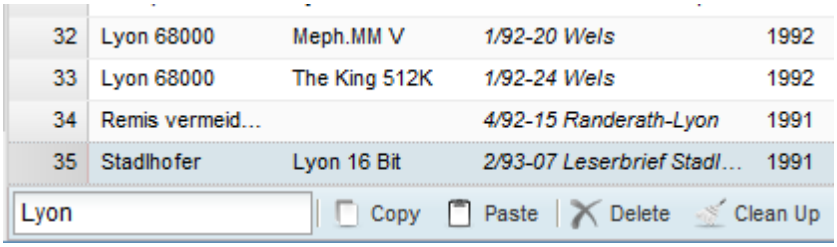


The following functions are available for working with the games list.

Copy/Paste: Select an element in the list by clicking on it. Copy copies the game into the clipboard. If you open another database you can insert the game into it by clicking Paste.

Delete/Clean Up: *Delete* marks a game in the games list as deleted, but it has not yet been removed from the database. *Clean Up* removes games that have been marked as deleted from the database. If you want to restore a deleted game to the database, select it and click Delete again. This is no longer possible after using Clean Up.

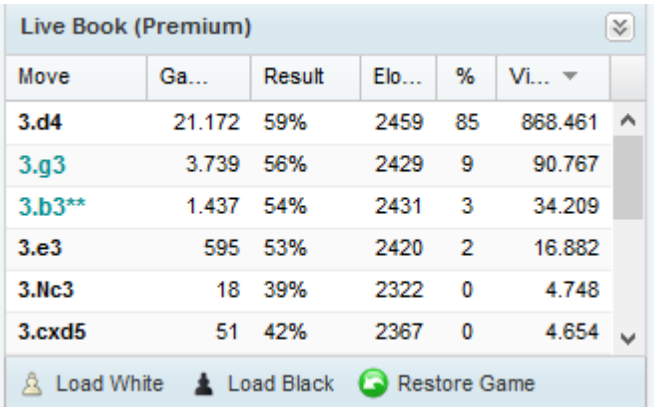
The imput field below the games list can be used to carry out searches in the database, for instance searching for all games by a particular player.



The program immediately lists all games in which the search data is found.

Book Window

The program also displays the Live Book in a window.



This is an enormous openings tree that is based on the analyses of the Let's Check server. All the openings positions of the online database are contained, which makes

the Live Book the most comprehensive and up to date source for openings theory. It is possible to play against it, or simply use it to look up a variation.

The Live Book is live, because it continually changes from second to second. Every position which is analysed by Let's Check is immediately entered into the Live Book! This means that if a top level game is being played on the server and there are kibitzers using Let's Check, as soon as the game is over deep engine analysis with evaluations is available in the Live Book for all the moves in the game.

You can use the Live Book to get an impression of the quality of a continuation, which is a valuable aid when replaying games.

If you click on a move in the Live Book, the move is made on the chess board.

Tip: When entering moves in a game you can save yourself many mouse clicks if you enter the opening moves with the help of the Live Book. Clicking on "New Game" opens an empty board window for entering moves. Clicking on the moves displayed in the Live Book transfers the moves into the board window.

It is also possible to enter variations. Go back to the position where a variation should start and make a different move on the chess board. There is no variation dialogue. The new moves are immediately entered into the notation as a variation.

The information about the current board position is divided into columns.

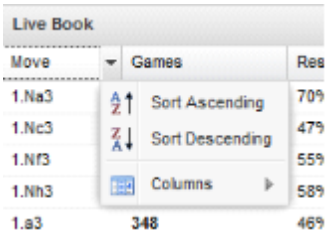
- **Move**: This shows all the possible moves in the position.
- **Games**: This shows the number of games in which each move was played.
- **Result**: This shows the success rate for each move from White's perspective.
- **Elo Avg**: This shows the avarage Elo rating of the players in which each move was made.
- **[%]**: This shows the number of games in which each move was made as a percentage.
- **Visits**: This shows the number of times visitors have looked at the position resulting from each move.

Sorting by columns

When a list is opened, for instance the games list or the Live Book, all the information is divided into lists.
Clicking on a column header sorts the list by the data in this column. Clicking a second time reverses the order.

Example: Clicking on *White* in the games list sorts the games in alphabetical order. Clicking a second time sorts the games in reverse alphabetical order. Clicking on Games in the Live Book sorts the list by the most commonly played moves. Clicking a second time sorts the list so that the least commonly played moves are first.

If you move over a column header a small black arrow is displayed.

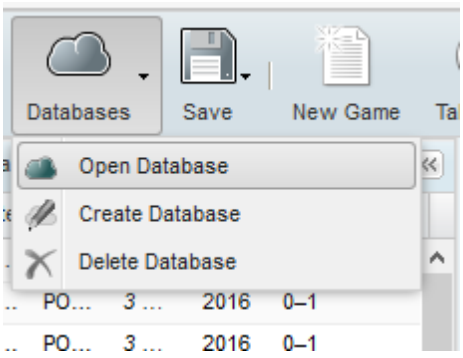


Clicking on this arrow opens a drop down menu with which you can sort the data by the column or hide and display columns.

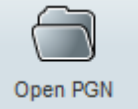
6.2.4 Manage Databases

You can use the application to work with chess games and positions on the cloud database server. You can create, open or delete databases.

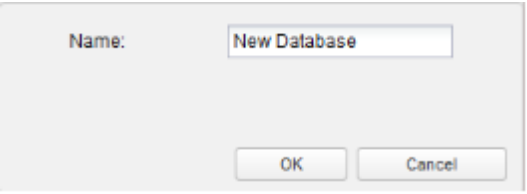
Above the chess board there is a button entitled Databases. The small black arrow tells you that other functions are available.



The button **Open PGN** allows you to open a database that you have stored locally on your own computer.



Clicking on *Create Database* opens a dialog window. Input the name of the new database and click OK. This will create a new database and store it on the cloud server.



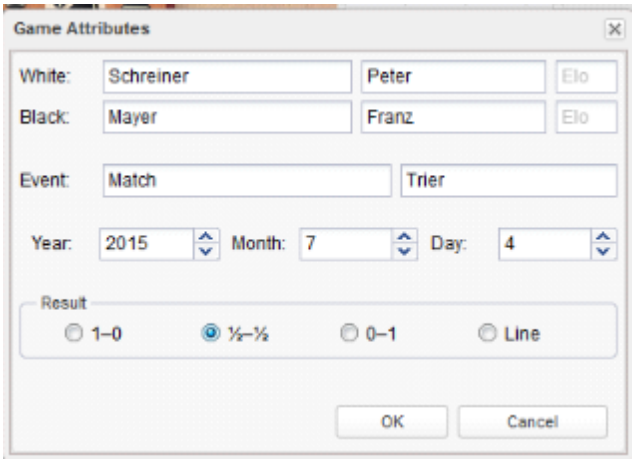
Clicking on Open Database displays a list of the available databases. In the columns you can see the names of the databases, the number of games in each database, and the name of the person who owns each database.

Delete Database deletes a database from the cloud server. It cannot be undone.

Building a database

There are several ways that you can add games to a database without using Chessbase 13. The following text explains how to do this using the application and a simple user account. Users who own Chessbase 13 and have a registered user account have many more possibilities with the complex database software.

You can enter moves on the graphic chess board and then save the game. Clicking on the *Save button* starts the following dialogue:



Before saving the game the program asks you to enter the game data. After entering the data click OK.

Save as New saves a game that you have edited as a new game in the database. By using Delete and Clean Up you can later remove duplicate entries from the games list.

New games are saved at the end of the database.

You can use *Open PGN* to open a PGN database that you have stored locally on your computer. The games list is now displayed.

Click on the games that you would like to copy into another database while holding down the Control key. Then click on the button *Copy*.

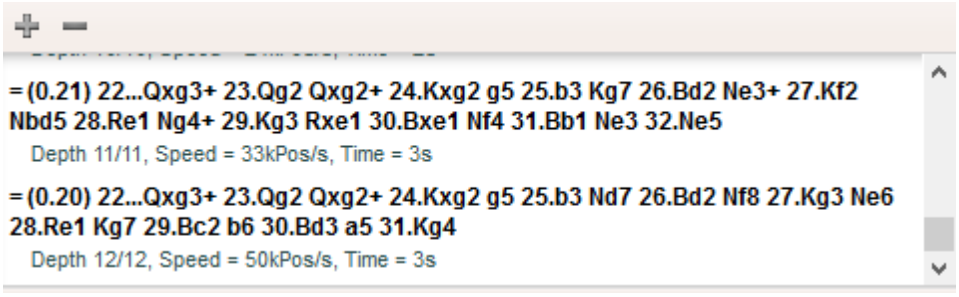
Now click on Open Database and select the database into which the games are to be copied. Click OK, and the previously selected games will be copied into the new database.

6.2.5 Analysis

While you are replaying a game or entering a new game you can use a chess engine to assist you with your analysis.

To do this, click the button *Engine*.

An analysis engine is a chess program that always evaluates the current board position and displays the results.

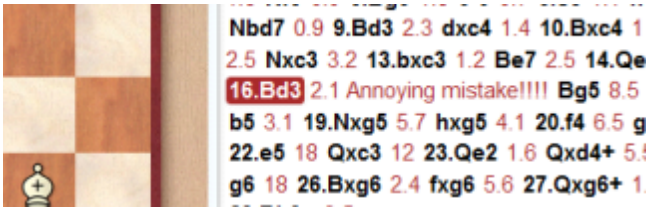


This gives you a good idea about the evaluation of the current board position.

In the engine window information about the evaluation of the position is displayed (always from the point of view of White), the main line, the evaluation depth and the evaluation time.

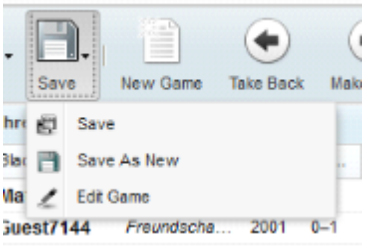
6.2.6 Texts in the cloud database

Whenever you are in the cloud database and add text to a move, e.g. "Mistake", it is of course shown below, but it is not saved. If you then re-open the game the text will not be there?



What can be done about that? Immediately after entering the text you have to confirm it with the ***Enter/Return key*** in order to store your annotation permanently.

It is not enough to simply click on the *Save* Button in the function toolbar after you have entered text.



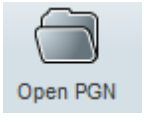
The first step is to confirm the text entered with *Return*, then click on *Save*.

6.2.7 PGN in MyGames

You can use the application MyGames to work with chess games and positions on the cloud database server.

You can create, open or delete databases.

The button *Open PGN* allows you to open a database that you have stored locally on the harddisc on your own computer.

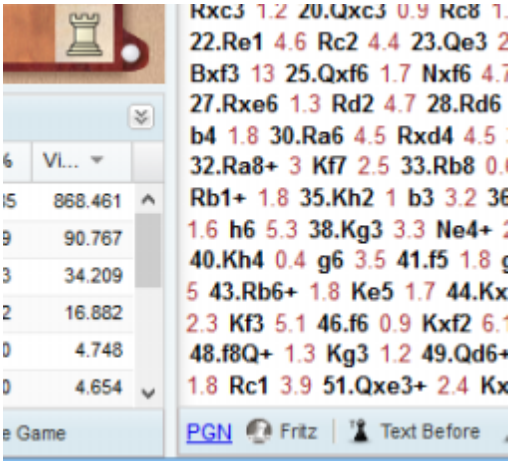


Select the PGN file.

The games list with the Games from the PGN file is now displayed.

Can I open *CBH and CBF databases* with my browser? No. The current version of the program only supports the format PGN.

In the Board window you have also the possibility to open a PGN file.



Simply click the item PGN.

6.2.8 FAQ about My Games

Can I store the chess engine's analysis in the notation?

No. This is only possible if you are using the programs Chessbase or Fritz.

How can I replace a game notation after adding new commentary?

The menu *Save - Save replaces* the game with the new changes. Save - Save as New saves the game with the new notation in the database but retains the previous version.

How do I copy games from one database to another?

Select the games in the database. Hold down the Control key if you want to copy more than one game. Then click *Copy*. Open the destination database and click *Paste*. This copies the games, either from a locally stored PGN database or another cloud database.

Can I delete games from databases?

Yes. Select the games in the database. Hold down the *Control key* if you want to delete more than one game. Then click *Delete*. You may wonder why the games are still available and shown in inverse. The reason is that you have the possibility to undo the action. If you select inversely marked games and click *Delete* again the inverse marking of the games is removed.

If you want to delete games from the database permanently, click the button Clean Up. This deletes all the games that have been marked inversely in the database. It cannot be undone!

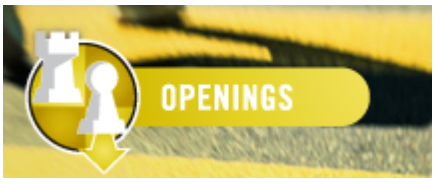
Can I open CBH and CBF databases with my browser?

No. The current version of the program only supports the formats ***.cbcloud** and **PGN**.

6.3 My Openings

6.3.1 Openings Trainer

The Openings Trainer can help you to manage your opening repertoire. To use it login with your ChessBase account and select "Openings" in the ChessBase Account menu.



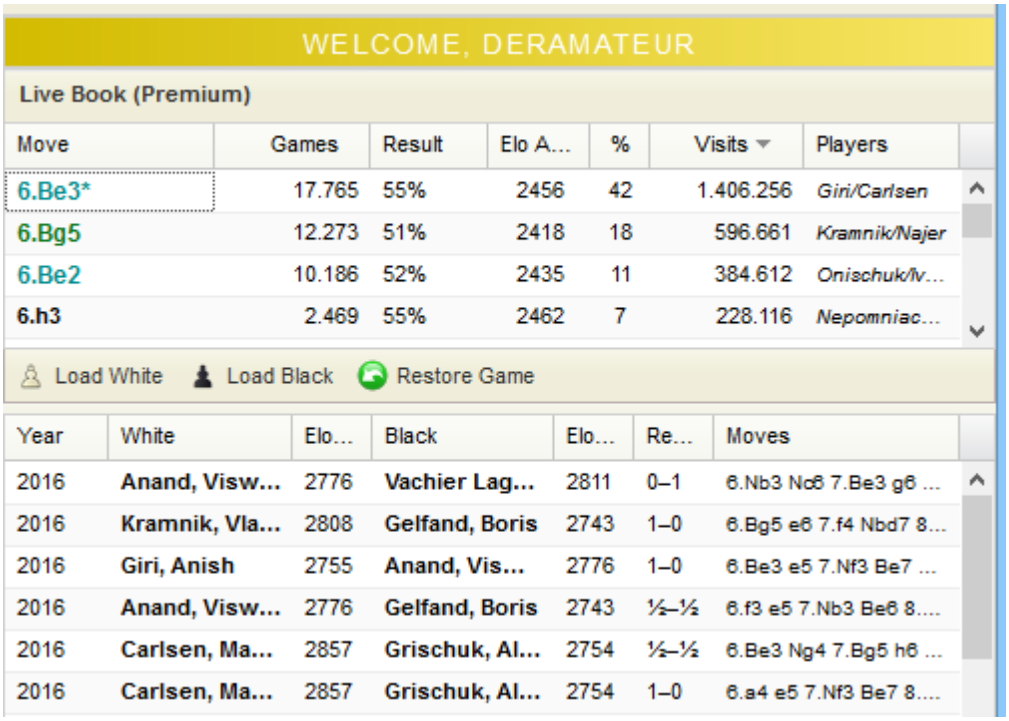
The App offers tow important functions:

- Organize your own openings
- Remember the variations by regular drills

So the App can be used to learn your openings, but it helps you also to get organized and better at your own opening variations.

The first thing you do is to start feeding in the moves of the opening you would like to study on the Openings Trainer board. You can make use of the Live Book or you insert

the moves on the board. Below the *Live Book* you have the list window of the Live Database which updates with the latest games as soon as the moves are made.



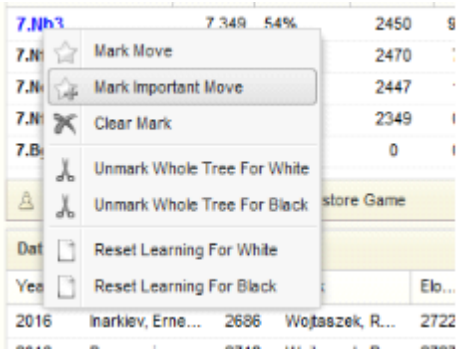
If you want to work on the Sicilian Najdorf variation, then mark the 6..Be3 as your move by using the "***Mark Move***" function. You can also right click on a specific move and mark the move.

Now you will see an asterisk on top of the move Be3 and these moves get added to your white repertoire.

The list of games in the live database also keeps getting updated. You can see the latest game that happened in this line.

You can also mark a move with the attribute „*important move*" in your repertoire.

To do this rightclick the move and select „*Mark Important Move* ".



You will see two asterisks on your move and the entire sequence gets added to your repertoire.

Those moves are also marked in the LiveBook with different colours!

Live Book (Premium)

Move	Gar	Result	El...	%	Visits	Player
6.Be3*	17....	55%	24...	42	1.406...	*Giri/C*
6.Bg5	12....	51%	24...	18	596.6...	*Kram.*
6.Be2	10....	52%	24...	11	384.6...	*Onisc*
6.h3	2.469	55%	24...	7	228.116	*Nepo.*
6.f3	2.777	54%	24...	7	224.1...	*Anan.*
6.Bc4	5.321	48%	23...	6	213.2...	*Gran.*
6.g3	2.220	52%	24...	3	100.4...	*Adam*
6.f4	3.461	51%	24...	2	79.533	*Smirir*
6.a4	1.399	53%	24...	1	47.736	*Carlse*

6.3.2 Opening training

If you have already set up with the Web App "MyOpenings" an opening repertoire, you can indulge in targeted training in these variations with the new function ***Drill*** .

This function is available separately both for *White* and *Black*

and provides active support in your memorising of the complex of variations within your own opening repertoire.

The function will always make you aware whenever you execute a move on the board which is not listed within your own repertoire. This means that deviations are therefore pointed out immediately.

In opening training the contents of Livebook are displayed. Livebook is the enormous opening database which is stored on our server. Highlighting with colour means that you can recognise at a glance which moves belong in the repertoire.

WELCOME, DERAMATEUR

Live Book (Premium)

Move	Games	Result	Elo Avg.	%	Visits	Players
1.e4	761.333	54%	2422	47	22.473.314	
1.d4	621.056	55%	2439	30	14.398.177	
1.Nf3**	177.485	55%	2438	8	3.824.703	
1.c4	120.024	56%	2440	7	3.383.556	
1.f4	4.032	45%	2370	1	518.186	
1.g3	14.713	55%	2426	1	488.335	
1.b3	6.339	52%	2412	1	439.139	
1.e3	415	43%	2364	1	437.105	

In the example we show you from the starting position these moves would be 1.e4, 1. d4 and 1.Nf3.

If you activate ***Drill***, of course the Livebook display is switched off so that you cannot see the moves.

As a demonstration of the Drill (Drill White) we now give a move which is not contained in your repertoire: 1.b3. The App immediately points out that this move does not form part of your repertoire (Not in your moves).

You can, nevertheless, play on, as long as the moves are still available in Livebook. From the display you can see that the present position on the board occurred in 2795 recorded games. The training comes to an end when there are no more moves available in Livebook. In addition you can simply repeat the variation you have selected -> Repeat button.

If you want to incorporate the new variation into your existing repertoire, simply highlight the last move in the variation. That can be done with the button "Mark move" in the function toolbar. In this way you not only gradually train with your preferred variations but also simply extend your repertoire. Merely load the repertoire for White or Black, train in your preferred variations and extend your existing repertoire.

End drill ends the query mode of the App!

Bear in mind that numerous innovative functions are available to you in the App. You can add annotations to your repertoire, delete variations and trim others. These functions are to be found below the notation window!

6.3.3 Drill Openings

"

If you have built a decent repertoire for White or Black, you can then choose the very unique function called ***Drill*** , for example *„Drill White*".

With the white drill function the computer will take the black side and ask you to make the first white move.

As soon as you play 1.Nf3 it will reply with 1...d5.

It will always try to remain in your repertoire until you deviate.

Now you can either make your repertoire move 2.c4 etc.

If you deviate the trainer shows a message saying "not in your moves"

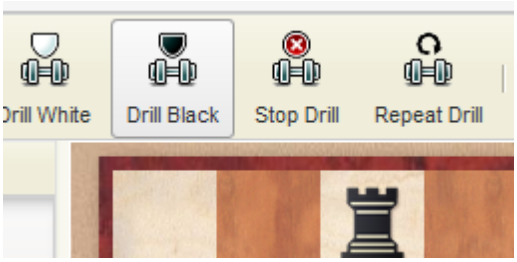
but plays on until it has moves in the Livebook.

The training stops when there are no additonal moves in the LiveBook end. If you like the new line you can just mark the final move as your move and add it to your white repertoire. Building the black repertoire works in the same way!

Please note that below the notation pane you can see many important functions. You can download a PGN file, insert text between moves, delete or cut a line or use the annotations palette etc.

6.3.4 Missing Drill Icon

Problem: „*Drill Black*" icon does not appear on my tablet, even though there is plenty of space for it. It does appear on a laptop.



Is there a way to figure a way of allowing me to drill black from my tablet?

Mobile websites are clear and save on data volume. But this often means that the information they show is greatly restricted. However, mobile browsers on smartphones all have a function which allows you to have the desktop version displayed too.

In order to allow all content to be best displayed on smartphones too, most internet sites offer a mobile version of their web pages. This has been optimised for the smaller format. There, however, you often have to put up with reduced functionality.

w

Should you be missing a specific function, nevertheless, it is quite simple in all common browsers to switch from the mobile website back to the desktop version.

If you are using the Chrome or the Firefox browser on your smartphone, tap in each case in the top right-hand corner on the three dots which open the apps menu. Here in the case of Chrome you will find the option "Request desktop site". In Firefox the same function is called "Desktop version". If you are using Safari, there is also a simple way to switch between the different versions of the website. To do so, you tap at the bottom in the navigation browser on the small square with the arrow and swipe to the right in the line below until you find the point entitled "Request desktop site".

On your tablet switch to the option *Request desktop site* . In that case all the components will be displayed.

6.3.5 Printing My Opening Repertoire

Problem: I created an account on Chessbase.com and used the Manage Openings feature to create my own opening repertoire. Unfortunately, I cannot find out how to PRINT this opening repertoire! I would like to print my opening repertoire in an ECO-style printing of openings surveys, and I see on your website that this should be possible but can't find out how.

It is not possible to print the Opening repertoire with Web App. The intention of the Web App is that a User has access to his Opening Repertoire from a mobile Device.

6.4 Tactics training

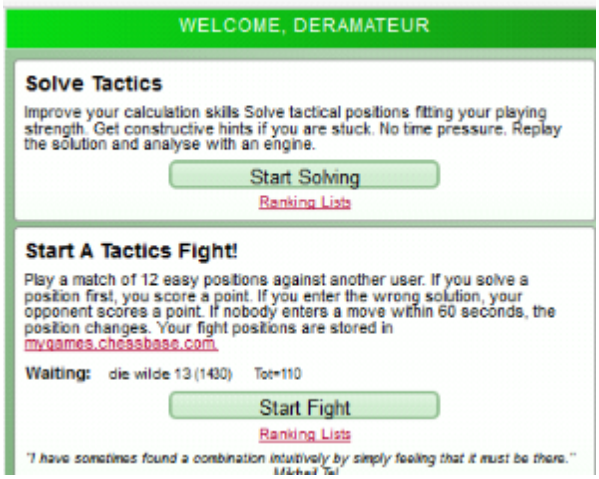
6.4.1 Tactic

Good tactical abilities are an indispensable component of practical playing strength.

This app offers the user a selection of tactically oriented positions which he or she has to solve on their own. In it you have a rich fund of test positions with which you can train and improve your calculation of variations. The program helps with constructive tips. There are no time limits whatsoever, you can afterwards analyse the positions with the chess engine.

Alternatively you can get into a *Tactics Fight*. Take on a match against another participant over 12 easy positions. The first one to solve a position gets a point. If one gives a wrong solution, the opponent gets a point. If no one moves within 60 seconds, the next position is shown.

At the start of the app you have the choice.



Solve tactics

Improve your calculation of variations. Solve the tactics positions which suit your playing strength. With contructive tips. No time pressure. Analyse the position with the in-built engine.

Play a tactics fight

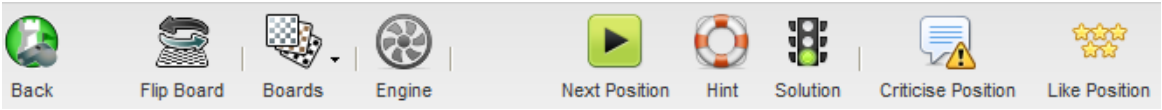
Get into a match over 12 easy positions. The first to solve a position gets a point. If a wrong answer is entered the opponent gets a point. If no one moves within 60 seconds the next position is shown. You will find the positions in your fights in mygames.chessbase.com

6.4.2 Solving positions

The principle is simple. The program presents you with selected positions and you must try to solve them.

In the two panes on the right you will find supplementary information as to the degree of difficulty and the results achieved so far.

All functions are accessed via the buttons on the top edge of the screen.



If you cannot make any progress, turn back to the help positions which the program offers. "Hint" or "Solution" especially are useful here.

In addition the app offers information in the form of text hints.

You can access a ranking list for the users of tactics training through "*Ranking lists*". What are actually the criteria for the ranking list on the tactics server? Is there specific information about that?

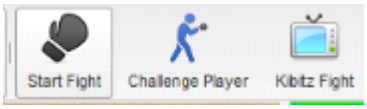
You can look at the ranking list under http://rankings.chessbase.com/ . At the end of the page there is an entry "About Ranks". Further information can be found there.

6.4.3 Tactics Fight

Here you are in a match over 12 easy positions against another user. The first one to solve a position gets one point. If a wrong solution is entered the opponent gets one point. If nobody moves within 60 seconds the next position appears.

You can find the positions from your fights in mygames.chessbase.com, i.e. under My games.

In addition you have the option to watch other players having a fight or to challenge a player directly.



Then it is simply about who can solve the position first. For tactics fights too there is a ranking list, which you can access with a click.

6.5 Live Database

6.5.1 The Live Database

A new important feature is the possibility to access the *Online Datenbank* with your browser.

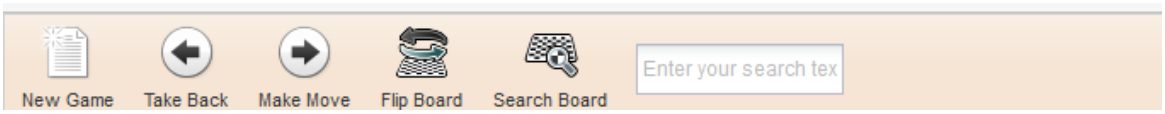
The full range of functions is only available after registering a ChessBase account.

The registration is free of charge, and the account can be used for all ChessBase Web Tools.

Clicking on *Live Database* starts the program. This gives you access to an enormous database in which you can search for players or positions.

6.5.2 User Interface

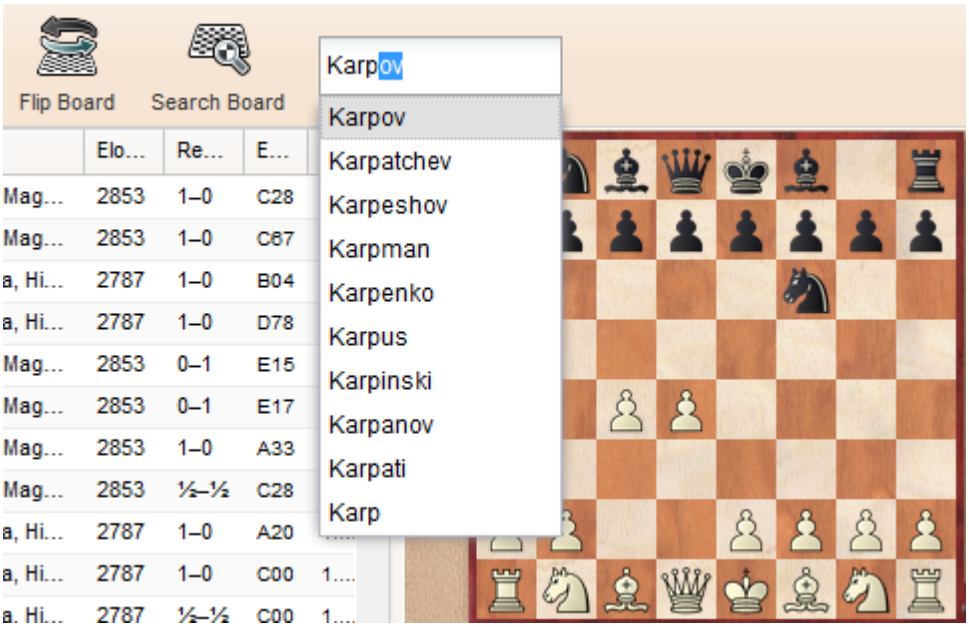
At the top of the screen you can see the functions available in the application.



You can find information about the board window, notation list, sorting by columns and the Live Book in the description of the other applications.

6.5.3 Searching for players

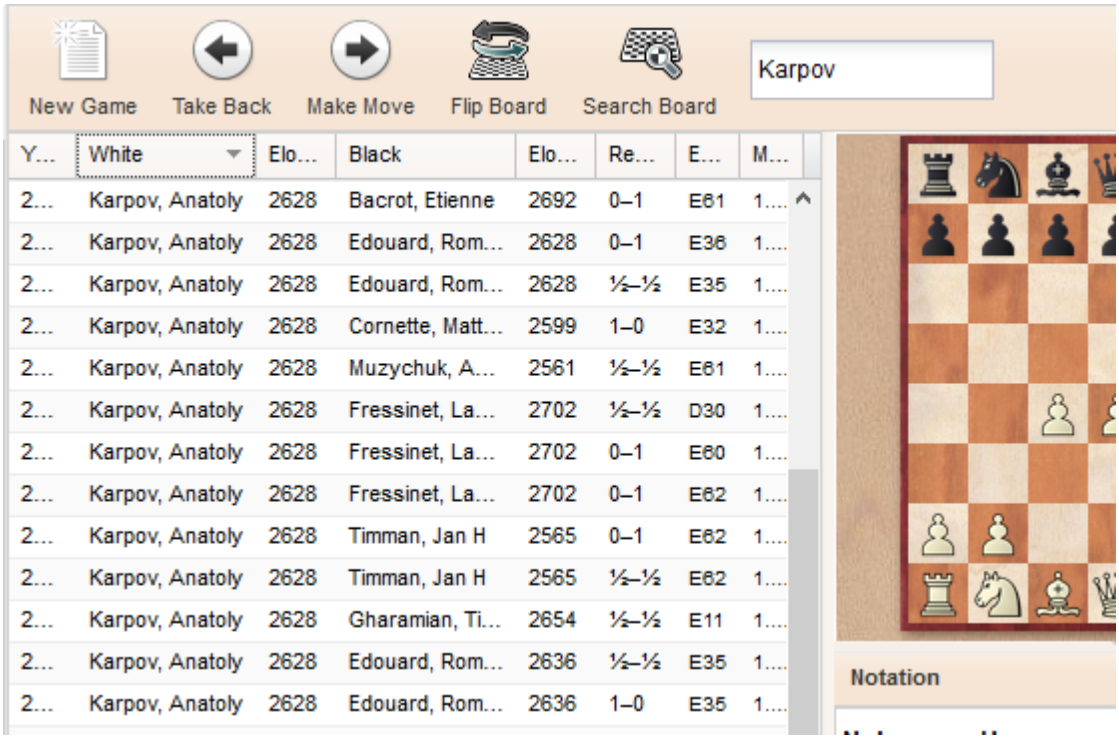
After starting the application you can see an input field above the games list.



This is where you can enter the search criteria that you want to use for searching in the Onlinline database.

While you are entering text the program makes suggestions. These may be the names of players or tournaments, such as Hastings.

Searching for ***Karpov*** lists all the games of the previous world champion. Clicking on the column headers can refine the search, for instance showing only games that he played as White.



Y...	White	Elo...	Black	Elo...	Re...	E...	M...
2...	Karpov, Anatoly	2628	Bacrot, Etienne	2692	0–1	E61	1....
2...	Karpov, Anatoly	2628	Edouard, Rom...	2628	0–1	E36	1....
2...	Karpov, Anatoly	2628	Edouard, Rom...	2628	½–½	E35	1....
2...	Karpov, Anatoly	2628	Cornette, Matt...	2599	1–0	E32	1....
2...	Karpov, Anatoly	2628	Muzychuk, A...	2561	½–½	E61	1....
2...	Karpov, Anatoly	2628	Fressinet, La...	2702	½–½	D30	1....
2...	Karpov, Anatoly	2628	Fressinet, La...	2702	0–1	E60	1....
2...	Karpov, Anatoly	2628	Fressinet, La...	2702	0–1	E62	1....
2...	Karpov, Anatoly	2628	Timman, Jan H	2565	0–1	E62	1....
2...	Karpov, Anatoly	2628	Timman, Jan H	2565	½–½	E62	1....
2...	Karpov, Anatoly	2628	Gharamian, Ti...	2654	½–½	E11	1....
2...	Karpov, Anatoly	2628	Edouard, Rom...	2636	½–½	E35	1....
2...	Karpov, Anatoly	2628	Edouard, Rom...	2636	1–0	E35	1....

If you click on a game you can replay the game in a board window.

6.5.4 Searching for board positions

It is possible to search for all games with the current board position in the online database.

Click on the button *Search Board* to list all the games in the online database that match the board position.

In the list window there is a list of the games in which the board position occurs.

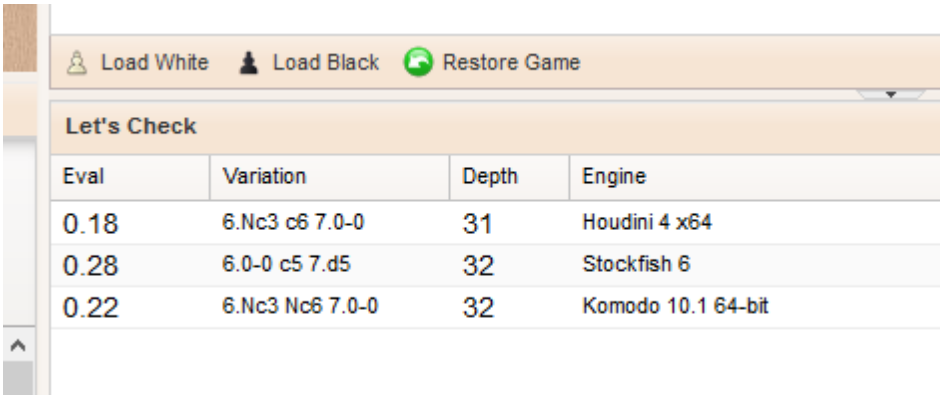
If you sort the list by columns you can adjust the display of the games list.

For instance, clicking on Elo White lists the games by White's playing strength. The list begins with the highest rating of the White player.

Note: You cannot combine the two search methods with one another.

6.5.5 Let's Check

Apart from the information in the Live Book the application allows access to Let's Check. This is a new analysis function in our programs with which many users have built up an enormous knowledge database. All positions that have ever been analysed by anyone have been voluntarily saved on our server. The engine variations are now available to everyone who looks at these positions.

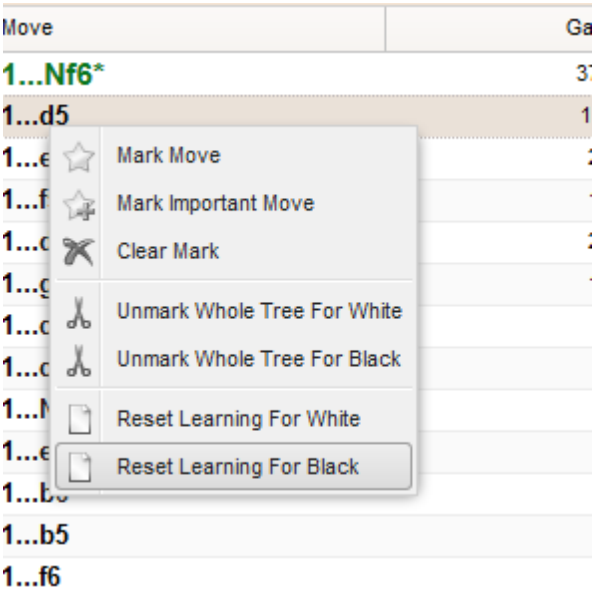


The system is called "*Let's Check*" because it is possible to look up the results of computer analysis without needing to carry out any new calculations.

In the display you can see the evaluation of the board position, the search depth and the engine that was used for the analysis.

6.5.6 Mark Move

The *My Move* function lies on top at the tool bar. You can start thisefunctions also with a rightclick.



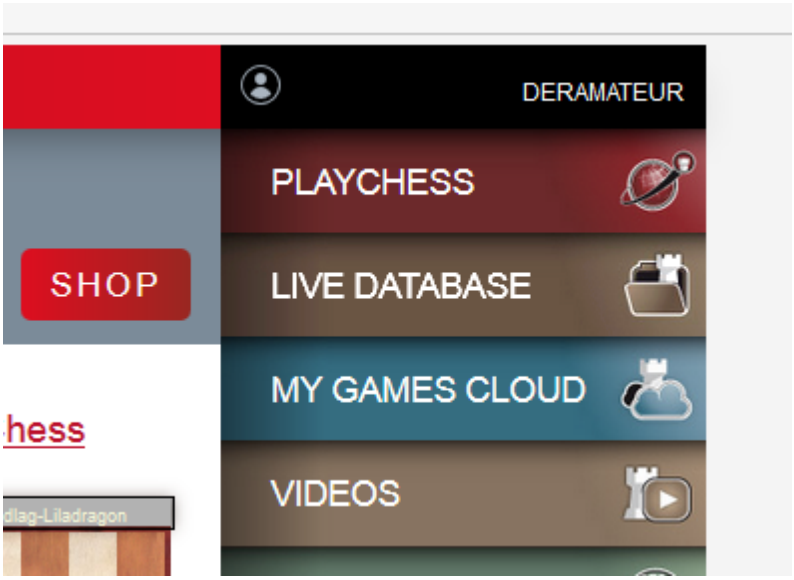
With this function you can add a move to your Opening Repertiore! Your opening repertoire is also displayed in the LiveBook.

6.5.7 Local analysis of a game from the Live database

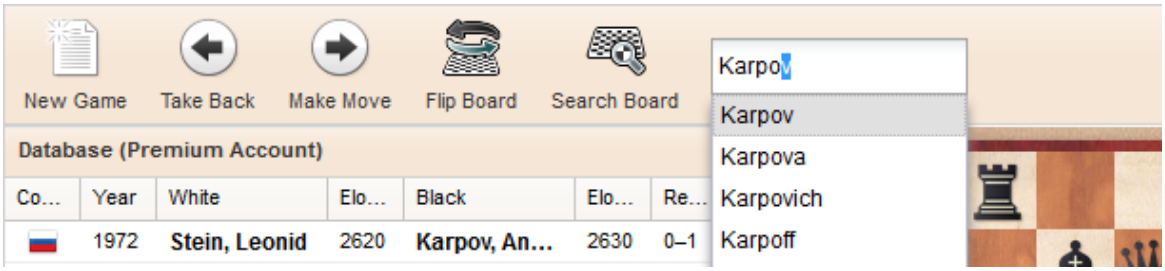
Question: I own Fritz and have also used it to set up a ChessBase Account. I very much enjoy using the enormous Live database with the browser and frequently play through games in it. Is it possible for me to save interesting games from the Live database on to my computer? I would like to analyse games with my chess engines which are saved locally on my computer instead of exclusively using the engine which is running in the browser.

There is the possibility of saving a game from the Live database on to your own hard disk and then analysing it with each of our chess programs with their various levels of analysis. Let us demonstrate how to do so by means of a practical example.

Using your access data log on to your ChessBase Account and choose the app Live Database in order to start your access to the Live database.



As a second step you filter out from the database the games which you wish. In our example we shall look for games by Anatoly Karpov. In the dialog box on the main screen enter the search criterion "Karpov" and confirm your choice with ENTER.



The app now lists the games by the ex-world champion. Within the games list you can change the sort order of the display of the various columns with a click of the mouse.

Now highlight an entry in the games list and the game can immediately be played through and analysed in the board window.

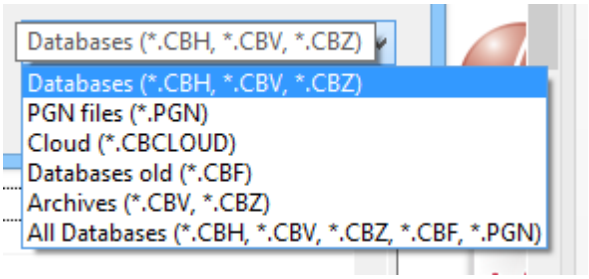
So how can you now save that game on to the hard disk of your own computer so that you can analyse it with Fritz, Komodo or Houdini and then save it permanently along with that analysis? The solution can be found beneath the notation, where you will find the function "**PGN**".

A click on PGN starts a dialog box in which you can specify that the game is to be saved to the hard disk of your computer in PGN format.

The pathway to the PGN file will in general be the download folder which the user chose in the browser.

Now start the chess program, for example Fritz 16, and open the PGN file which you previously saved. You do that in the database window via ***Menu File Open***.

Navigate via the file selection dialog to the download folder in which the PGN file had been stored. In the dialog screen choose the ***PGN*** format so that the file is also displayed in the dialog.



A double click now loads the game into the board window of the chess program.

Now you can analyse the game with whichever of the analysis functions you prefer and then save the game including the results of your analysis into whichever database

you choose.

6.5.8 Number of games in the Live database

The database is supposed to contain almost eight million games. But to my surprise, after login I find a much smaller number of games indicated!

Co...	Year	White	Elo...	Black	Elo...	Res...	E...	Moves
	2017	So, Wesley	2822	Carlsen, M...	2838	0–1	E11	1.d4 Nf6 2.c4 e6 3.Nf3 B...
	2017	So, Wesley	2822	Caruana, F...	2817	½–½	D12	1.Nf3 d5 2.d4 Nf6 3.c4 c...
	2017	So, Wesley	2822	Caruana, F...	2817	½–½	A13	1.d4 Nf6 2.c4 e6 3.Nf3 d...
	2017	Caruana, F...	2817	So, Wesley	2822	0–1	C19	1.e4 e6 2.d4 d5 3.Nc3 B...
	2017	Andreikin, ...	2734	Carlsen, M...	2838	1–0	C47	1.e4 e5 2.Nf3 Nc6 3.d4 e...
	2017	Jobava, Ba...	2701	Carlsen, M...	2838	0–1	E13	1.d4 Nf6 2.c4 e6 3.Nf3 b...
	2017	Carlsen, M...	2838	Jobava, Ba...	2701	0–1	A05	1.Nf3 Nf6 2.g3 g6 3.b3 B...
	2017	Vachier La...	2803	Jobava, Ba...	2701	0–1	C41	1.e4 d6 2.d4 Nf6 3.Nc3 ...
	2016	Navara, Da...	2737	Tomashevs...	2724	1–0	E42	1.d4 Nf6 2.c4 e6 3.Nc3 ...
	2016	Tomashevs...	2724	Rapport, Ri...	2729	½–½	E16	1.d4 Nf6 2.c4 e6 3.Nf3 b...
	2017	Le, Quang ...	2712	Wei, Yi	2725	½–½	E48	1.d4 Nf6 2.c4 e6 3.Nc3 ...
	2017	Wei, Yi	2725	Bu, Xiangzhi	2711	½–½	C55	1.e4 e5 2.Nf3 d6 3.Bc4 B...
	2017	Bu, Xiangzhi	2711	Le, Quang ...	2712	½–½	D38	1.Nf3 d5 2.d4 Nf6 3.c4 e...
	2017	Carlsen, M...	2838	Akobian, V...	2645	1–0	C01	1.e4 e6 2.d4 d5 3.exd5 e...
	2016	Ragger, Ma...	2700	Vitiugov, Ni...	2721	½–½	E17	1.d4 Nf6 2.c4 e6 3.Nf3 b...
	2017	Akobian, V...	2645	Caruana, F...	2817	0–1	E10	1.d4 Nf6 2.c4 Nc6 3.Nf3 ...
	2017	Caruana, F...	2817	Akobian, V...	2645	1–0	C24	1.e4 e5 2.Bc4 Nf6 3.d3 c...
	2017	So, Wesley	2822	Shimanov, ...	2642	1–0	E94	1.Nf3 Nf6 2.c4 g6 3.Nc3 ...
	2016	Duda, Jan ...	2678	Wojtaszek, ...	2746	1–0	B90	1.e4 c5 2.Nf3 d6 3.Nc3 ...
	2017	Carlsen, M...	2838	Meier, Georg	2630	1–0	C01	1.e4 e6 2.d4 d5 3.exd5 e...

Live Book (Premium)

Move	Games	Result	Elo ...	%	Visits	Players
1.e4	775.326	54%	2422	47	25.618.9...	
1.d4	633.640	55%	2439	30	16.346.5...	
1.Nf3	181.765	55%	2438	8	4.448.814	
1.c4	122.250	56%	2440	7	3.890.887	
1.f4	4.089	45%	2369	1	592.276	
1.g3	14.922	55%	2426	1	556.949	
1.b3	6.543	52%	2412	1	507.337	
1.e3	428	44%	2366	1	503.310	
1.Nc3	2.374	48%	2382	1	484.074	
1.d3	434	46%	2352	0	269.592	
1.b4	1.045	44%	2362	0	229.284	
1.f3	7	21%	2351	0	227.255	
1.g4	108	37%	2366	0	165.925	
1.h3	67	34%	2341	0	122.022	
1.c3	174	48%	2379	0	97.920	
1.a3	388	47%	2377	0	86.426	
1.h4	27	44%	2313	0	75.537	
1.a4	14	46%	2432	0	62.403	
1.Nh3	12	58%	2357	0	33.382	

As far as I can see, only 1.8 million games are available in the database. That can be seen in the display of Live Book.

There one finds:

Live Book (Premium): 1.e4 (775,326 games); 1.d4 (633,640 games); 1.Nf3 (181,765 games), ...

Is there something wrong concerning my access?

For the display of Live Book a different database is used. The statistics are not based on all the games which are saved in the large games database.

Live Book (Premium)

Move	Games	Result	Elo ...	%	Visits	Players
1.e4	775.326	54%	2422	47	25.618.9...	
1.d4	633.640	55%	2439	30	16.346.5...	
1.Nf3	181.765	55%	2438	8	4.448.814	
1.c4	122.250	56%	2440	7	3.890.887	
1.f4	4.089	45%	2369	1	592.276	
1.g3	14.922	55%	2426	1	556.949	
1.b3	6.543	52%	2412	1	507.337	
1.e3	428	44%	2366	1	503.310	

In order for the statistics to provide the user with conclusive information for the evaluation of an opening, many games have not been taken into account because they were played by players with a low Elo rating. But these absolutely do exist in the large games database.

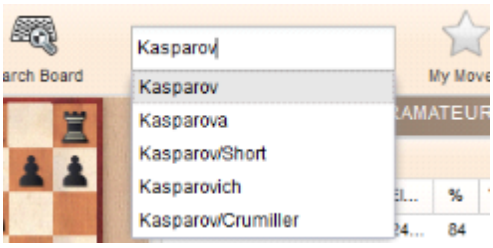
6.5.9 Summary Live Database

In the Live Database you can use a search function,enter moves and new games and you can see the database statistics.

There is no way to save a game, but you can simply export every loaded game with a click on PGN under the notation!

The App offers access notation features such as text comments, evaluation symbols, deleting or cutting a line. The toolbar offers access to the functions.

You can easily search for Players or Events. If you want to search for the games of Garry Kasparov, just type in his name and press enter.



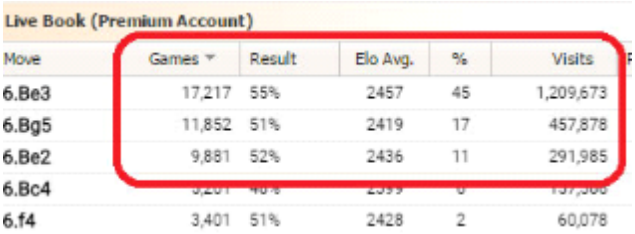
It is also possible to search for a specific event, for example ***world championship 1972***

If you want games between Kasparov and Karpov from 1990, then type „ kasparov-karpov 1990 "

Note: do not use full names when making this type of search!

You can also search move-by-move. The app display also more information from The LiveBook., for example what the computers think. This can easily be done by simply moving the pieces on the board. As each move is played, the database statistics are updated as well as the Let's Check evaluations.

In the book moves you will see the number of games played with a certain move, as well as the overall percentile score, always from White's point of view.



6.5.10 Annotated games

A ChessBase Account is linked directly with ChessBase. Many functions of the web apps complement this intelligently and provide a maximum amount of chess information.

A novelty for all users of the web apps: all annotated games from the Mega database are now available online to every premium user.

It will in the future be possible to load these annotated games directly both from CB 14 and from the web apps, e.g. the Live database.

Like that, Premium subscribers have direct access to the annotated games and are no longer obliged to access them only from their copy of Mega on their local computer. Therefore you can now look at, play through or analyse the annotated games wherever you may be with your smartphone, tablet or any computer with internet access!

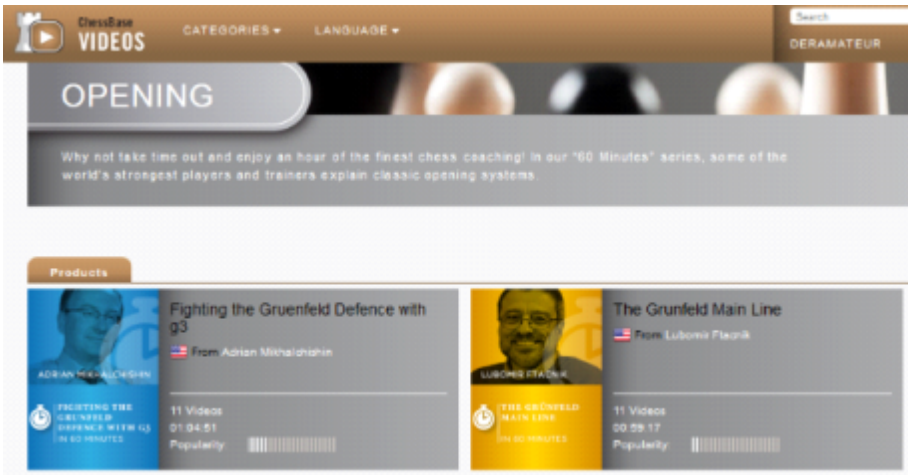
6.6 Videos

6.6.1 Video library

This Service is available for Premium subscribers only! To access the Web App log in with your nickname and password.

The video library is a huge web archive of all our chess broadcasts shown on the Playchess.com server. You will find many interesting videos, for example ***Daniel King's*** "Power Play" show and more.

The library is constantly growing! The video library also offers you access to ten videos from the "60 minute" series - for free! In this section well-known players and coaches explain opening concepts and ideas that help you to broaden your repertoire.



Click on the first one by Adrian Mikhalchishin this is what you will see what happens.

The App opens a board incl a video on the side and the game notation. Under this player you find a couple of symbols. The first one is to switch sides and show Black on the bottom. The second (above right) is to maximize the board and video.

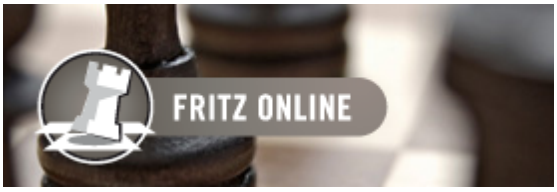
Note: Our Web Apps can be used from browsers in any platform. That means not only can you enjoy this on a Mac or a Linux computer, but also iPhone, iPads, and Android smartphones and tablets! There is one limitation. The multimedia chess presentations will work on a smartphone, ***but without video***, only audio!

The reason: even though many readers may enjoy powerful and fast connections, many do not, or have bandwidth limits. Audio only means far less connection data is used, and a smoother experience overall.

6.7 Fritz Online

6.7.1 Fritz Chess

For ChessBase account users a significantly extended version of our Fritz chess program is now available.



Its special functionality: the chess program runs in your browser as a web app and can be used regardless operating system.

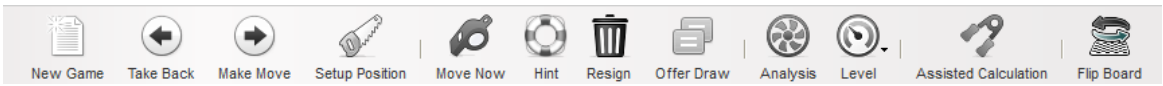
Unlimited use of *Fritz Online* requires only a premium-account and an up-to-date web browser.

Fritz Online also runs on Mac/Linux or mobile devices.

Compared with the first edition the App offers significantly more functionality as well as practical features. e.g. variable game levels from beginner to grandmaster and graphic help features. One special feature is a new training function for calculating variations which can be accessed directly from the program.

6.7.2 Operation

All features can be operated via the "menu bar" on the upper edge of the screen.

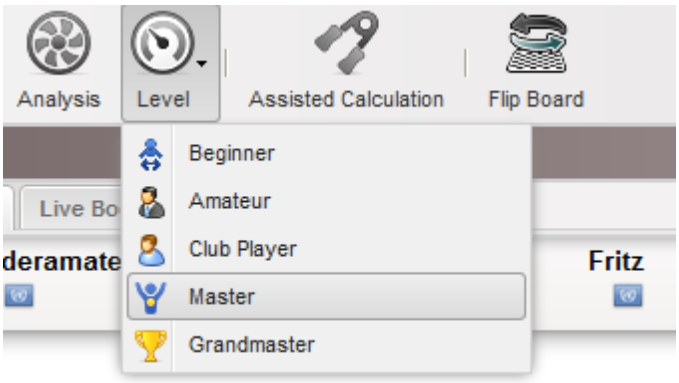


Regular functions such as "New Game" (STRG-N) or "Flip board" (STRG-F) work using the same shortcuts used in our other programs.

Although largely self-explanatory, the user is given some additional support via the mouse over function.

6.7.3 Game level / Play game

The program offers the user several pre-defined levels.



Additionally, the Fritz 14 engine has been integrated into the other web apps where it can be used for analysis. Whilst using the program it is always advisable to first select the appropriate playing level.

Whilst conceiving the App we decided not to include a chess clock. This guarantees that the user can think about their move for an unlimited period of time without worrying about e.g. telephone calls during the game.

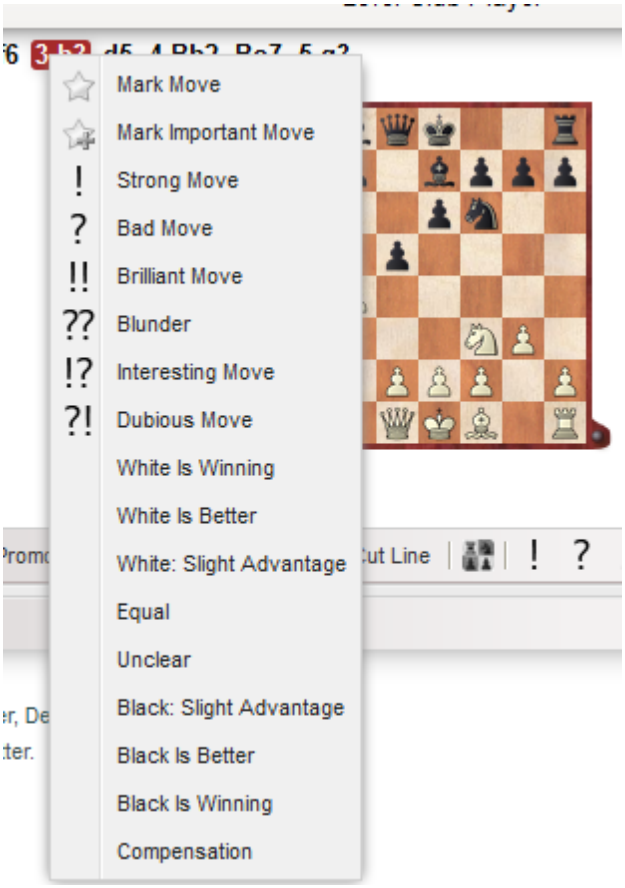
How to play a game as black? Click on "*Flip Board*" (STRG-F) and then on "Move now". With the "Space key" the program is forced to move during the game.

After a playing level and the board view under board has been selected, a new game can be started by clicking on *New Game*. The program has access to the Live Book. Depending on the playing level the program will make full use of the "universal opening knowledge". On the Master/Grandmaster level, statistics from the Live Book, in other words the massive opening database on our server, will be accessed.

The user always has access to the content of the *Live Book*. Just click on the Live Book tab above the notation window.

You will already be familiar with this information display from other uses. Notice that there is a link to your personal opening repertoire, if you have created this with the "My Openings" app. Opening moves relevant to your own repertoire will be marked in a different colour.

By right-clicking on a move further functions become available e.g. mark moves relevant to your own repertoire.



6.7.4 Information displays

During the game the program offers the user support in the form of graphic displays on the chess board. The last move played by the program is displayed on the board using a yellow arrow.

The app offers further help when the user "touches" a piece, in other words marks a piece and keeps hold of it by keeping the mouse key pressed. The various squares the piece can be moved to are displayed in various colours.

In the diagram the Nc3 has been selected for the next move.

The orange squares indicate a fairly bad move, green/yellow squares represent possible good moves. Real blunders are marked in red.

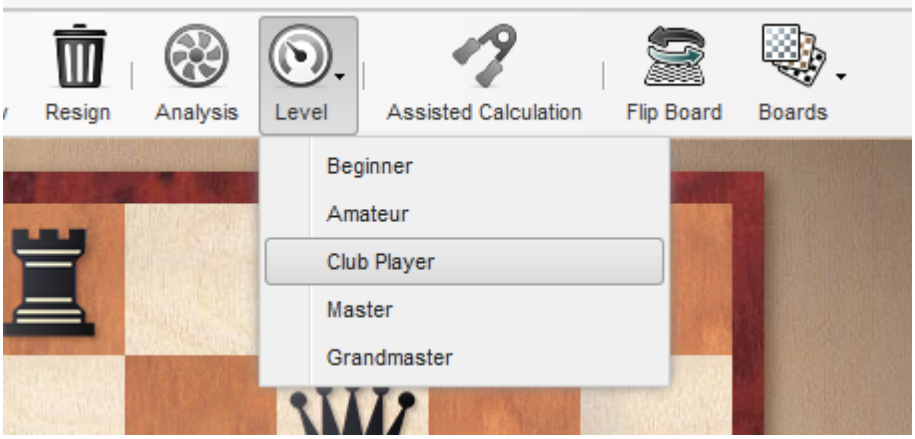
6.7.5 Calculation training

The Fritz Online app offers important support for practical training: ***calculation training***.

This function makes it possible for you to input and test out moves without seeing the pieces on the chess board. This allows you to target the training of your ability to calculate variations accurately, an important precondition for success in tournament play.

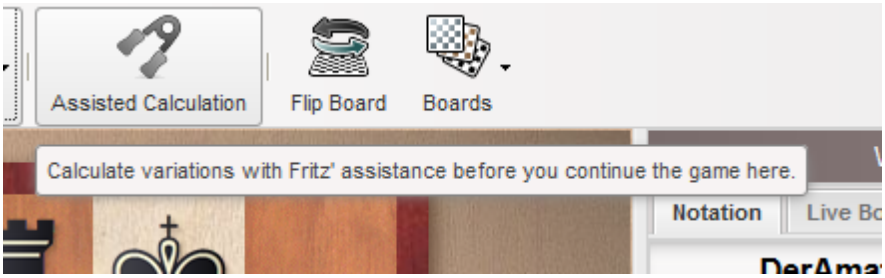
The chess engine which is running evaluates the position – linked to the playing level chosen – after each move you enter. The user can input complete variations and single moves and, if required, at any point check the subsequent position of the board. Now let us take a look at the function in some detail.

As a first step the user must choose a playing level. You should take note of the fact that there are differing levels and thus different playing strengths can be selected. Moreover, that level can be changed at any time during the game!

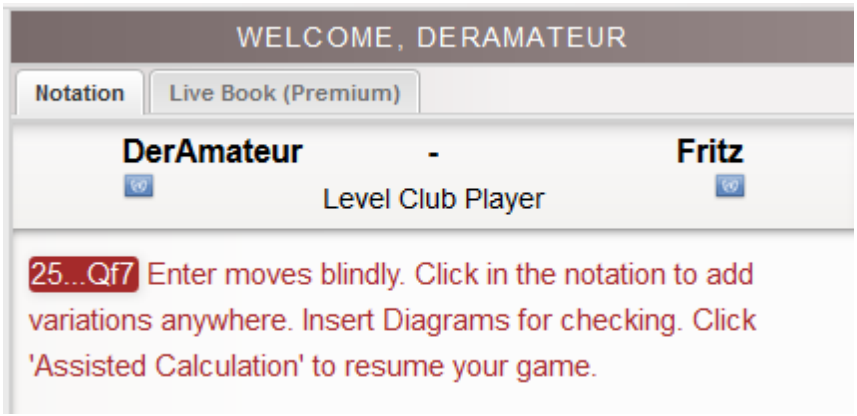


After choosing a playing level, start a new game and play some moves.

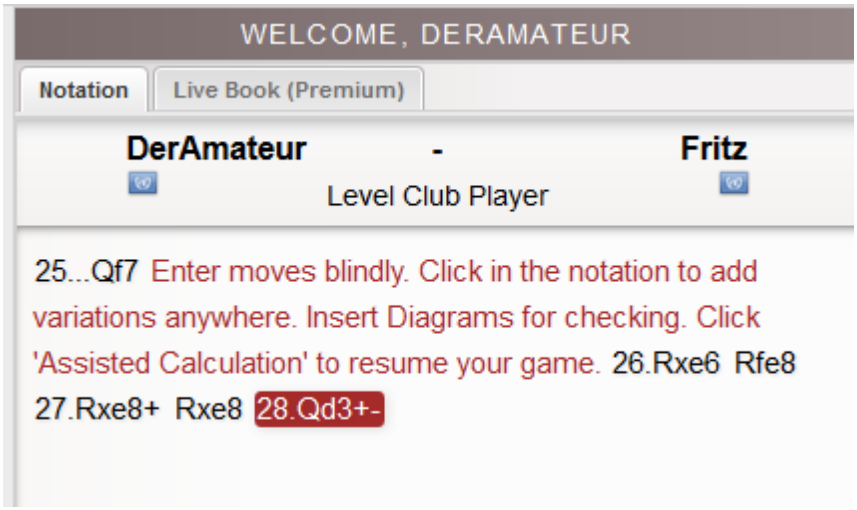
You can start the calculation training at any point.



After you activate calculation training, the first thing you notice is that all moves up to the most recently played one are removed from the notation window.

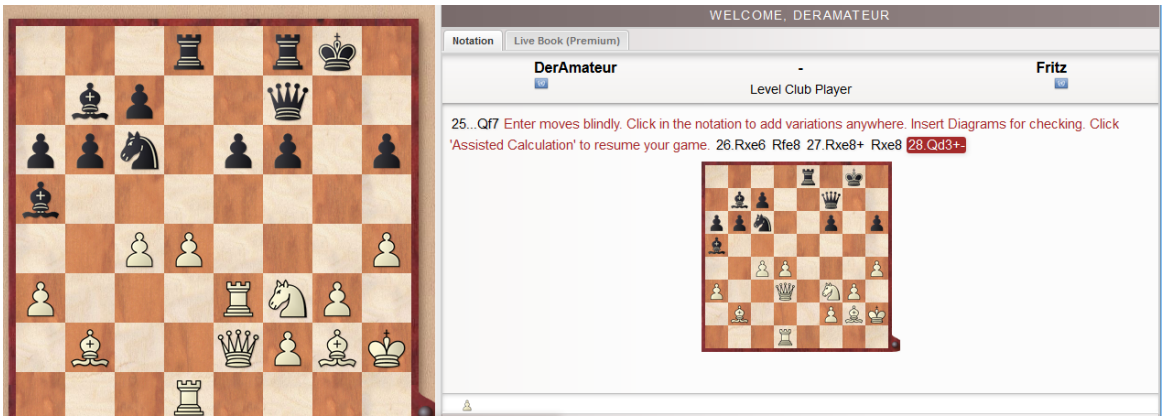


Any moves now entered on the board are represented in the notation, but there is no change in the position on the chess board! The moves of the pieces are not displayed on the board.



So right from the start you see the starting position from which calculation training is being carried out by the input of moves for both sides. Some useful extra information is provided by the engine which offers the user an evaluation of the actual position.

When calculating deep variations you may possibly lose track of the overall picture, but at the bottom of the notation window you can at any time insert a diagram into the notation and immediately compare the result with the starting position.



During the input of moves, another useful piece of help is available to you.

Whenever you click on a piece, the program gives you hints in the form of squares highlighted in colour. Green target squares distinguish safe squares, therefore that move would be a good one. Squares highlighted in red would be the opposite. This function, Assisted Analysis, will already be familiar to users of ChessBase 14 and Fritz 16.

Another click will end calculation training and you can continue your game against the chess program!

You will find information about Assisted Analysis here ….

6.7.6 Position Setup

In the dialogue for entering a position (Setup Position) the user can enter positions for analysis.

Whilst using this feature the current board position will appear in the board window.

W 0-0, 0-0-0, B 0-0, 0-0-0: Displays whether it is still possible to castle in the position. Perhaps the king or the rooks have already been moved so that castling rights have already been forfeited.

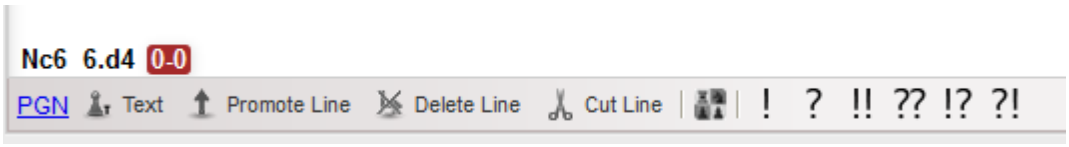
6.7.7 Saving games

The program automatically saves all games under "MyGames". This only applies to premium members.

Where exactly can these games be found?

If you open the data dialogue under "MyGames", you will find the database entry ***Games Against Fritz***. In this database you will find the games which you have played against the machine.

Alternatively the user can export the game in PGN format.



This is possible via the PGN button which appears under the notation.

6.7.8 Training games vs Engine

In Chess Base Account how do play training games vs the engine in a particular opening variation?

Select the Opening variation from the *LiveBook*. Just click the moves of the opening variation. Now you can play from every position if you insert your own move on the Chess board.

6.7.9 Inputting positions online

Question: Recently I have begun using a ChessBase Account. When I am travelling how can I input a position of my own and then analyse it online with the help of the chess program?

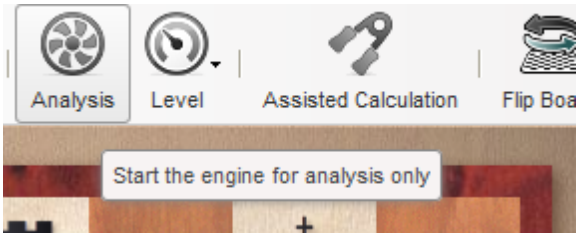
Log on with the access data for your ChessBase Account. Start the chess program with a click on the "*Fritz Online*" button.

At the top of the screen you will find the button "Setup Position".

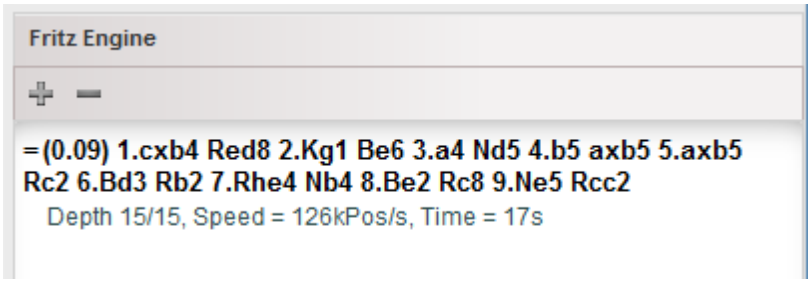
A click on it will open the dialog for setting up any legal position on the board.

Now use the mouse to place the pieces on the board.

After you have input the position you wish to analyse, you can immediately start the analysis in the browser. The analysis is started with the *Analysis* button at the top of the screen.

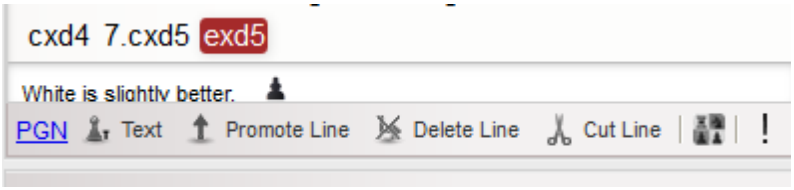


Now the browser will display the window with the active chess engine which will provide you with valuable tips about the evaluation of the position you have entered.



Every time the position changes the calculation starts afresh and you can enter your own moves and analyses.

The option **"PGN"** in the notation allows you to save to your hard disk the position including any variations or commentary which has been entered.



Doing so means that the file is also available for analysis with your own locally saved chess programs.

6.8 Newssite

6.8.1 Following live broadcasts with the app

We are constantly offering live broadcasts of tournaments as they happen.

These are broadcast on the web page https://live.chessbase.com and all that is needed for access in addition to a web connection is a browser. This site is also very well suited to the following of live broadcasts on your smartphone or tablet.

You find a list of current tournaments which are being broadcast. The way to spot a broadcast which is actually on air is if the little blue aerial symbol is being displayed.

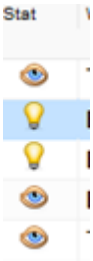
If a tournament has already finished and the games are still available to play through, you will see the entry for the tournament without the blue aerial symbol.

A click suffices to open the tournament page. That sets in motion the tried and trusted setup to allow you to play through games with the PGN replayer. Below the board there is the list of games and a click on the game entry is all that is needed to load the game so as to play through it.

The way the PGN replayer works has already been described in detail on another page.

Below the chess board the user will find the list of games from the tournament which is being broadcast.

White	EloW	Black	EloB	Res	ECO	Rnd
Kramnik,V	2794	Inarkiev,E	2693	1–0	A20	7
Grischuk,A	2785	Malakhov,V	2691	½–½	D15	7
Ding,L	2772	Nisipeanu,L	2672	½–½	A14	7
Giri,A	2762	Zvjaginsev,V	2643	1–0	D35	7
Wojtaszek,R	2737	Naiditsch,A	2702	½–½	E04	7
Matlakov,M	2730	David,A	2569	1–0	E16	7
Navara,D	2726	Guseinov,G	2647	½–½	B06	7
Jakovenko,D	2710	Barnaure,V	2476	1–0	B31	7



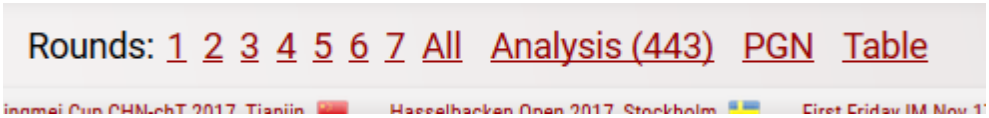
What exactly do the little symbols in front of the players' names mean? The symbol representing an eye means that the game which is being marked by it can be found in one of the small broadcast boards. The little light bulb shows the user that a move has just been made in that game.

What information is being conveyed, e.g., by the value 2.7 under the column heading "Rnd"? This gives you information about the round which is being played, for example the 2.7 means: second round, seventh game. That has been a long tiebreak.

Please take also a look to Assisted Analysis ....

6.8.2 Analysed games in live broadcasts

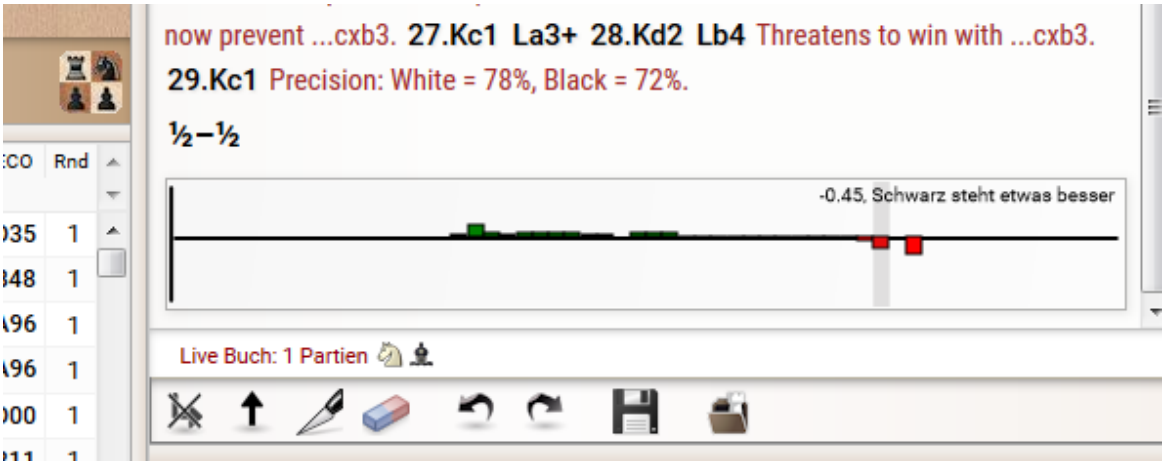
At the bottom of the board window with the games list you will find a listing of all the games of the tournament being broadcast.



Clicking for example on "2", displays in the games list under the replay board all the games from round 2. With a mouse click, moreover, you can change directly to the tournaments which are displayed printed in red under the information about the rounds.

Naturally the games which are especially interesting are those which already contain analysis. In the example we are showing you will find the entry "Analysis (443)". Therefore for the tournament being displayed/broadcast at the moment there are 443 analysed game available. A click on this and the program loads into the games list below the replay board all those games which already contain analysis or commentary!

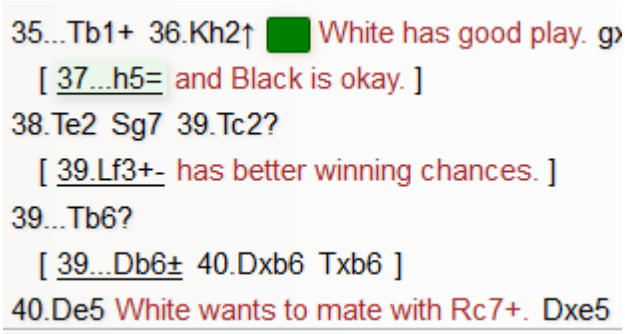
Further useful help to guide you while you are playing through a game is found in an evaluation profile integrated within the game. The evaluation profile is a graphic display of the evaluation of positions carried out during the game by the chess program which is running in the background. With the help of the evaluation profile below the notation you can tell at a glance as you play through in whose favour the game is "tipping".



If you click on any position in the evaluation profile, the relevant position is immediately loaded and displayed on the board window. In addition, the program also offers in the evaluation profile a hint in plain text to the evaluation of the current position. So it only takes a few clicks during broadcasts to load interesting games and

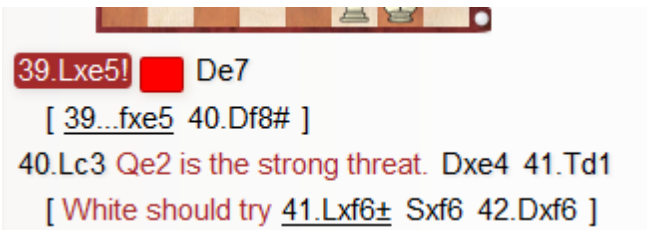
navigate directly to the moves which decide the game and to the critical phase of the game.

How are these analyses produced during the live broadcasts? In the background on several servers chess engines are running, constantly evaluating the moves as they are played and producing their evaluation profile of the game. According to the load on the servers, free resources are allocated for the analysis of games and these are displayed in the list of analysed games. Be aware that within the notation many textual comments generated by the engines are to found strewn throughout the games.



6.8.3 Hints on notation in live broadcasts

Whenever you are using your browser to follow the live broadcasts on offer on the news site, you will find various symbols within the notation. These symbols offer the user extra information abd their meaning will be explained here.

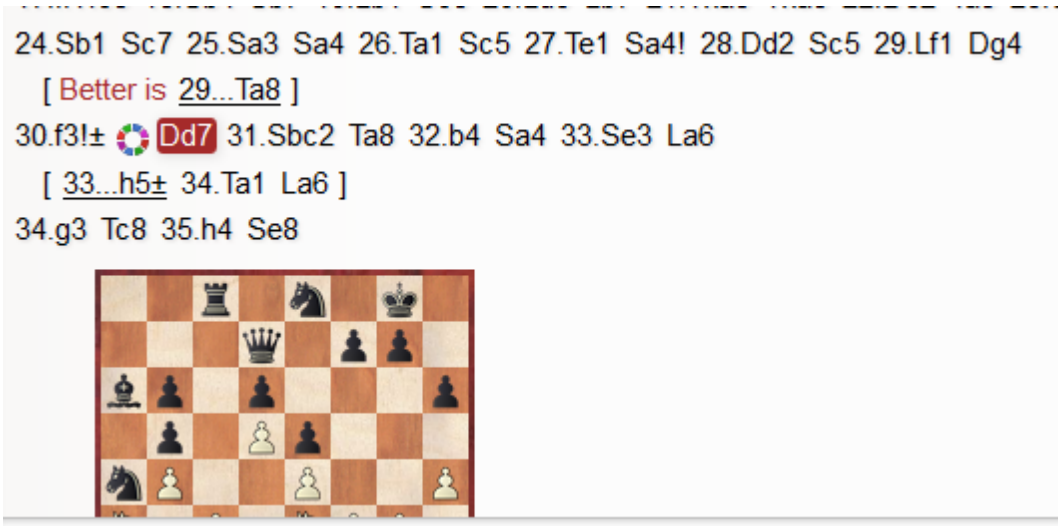


For example, what is the significance of red highlights within the notation? Highlighting

in colour in this way is done according to the colours awarded for Medals within ChessBase. A marking in red, for example, refers to a move which involves a sacrifice.

Green points out to the user a move which is relevant to the endgame, brown points to a tactically inspired move.

Within the notation there is very frequently a little circular symbol. (Here after 30.f3!)



This symbol is known to users of ChessBase 14. It indicates that there is some sort of graphic commentary displayed on the chess board.

Our programs and annotators make intensive use of graphic commentary in order to clarify visually specific constellations of forces.

6.9 Blitz Chess

6.9.1 The blitz chess app

Do you prefer to play blitz or bullet chess? Should the answer be “Yes”, you will find at the URL https://blitz.chessbase.com a compact, handy app, which offers all the functions needed to play your blitz games.

This app is extremely well suited for use on mobile devices with small screens, because unlike the playcess.com app it offers only those functions which are relevant to blitz and bullet play. For the numerous iPhone/iPAD users this app is the ideal alternative to the Playchess App which is no longer available.

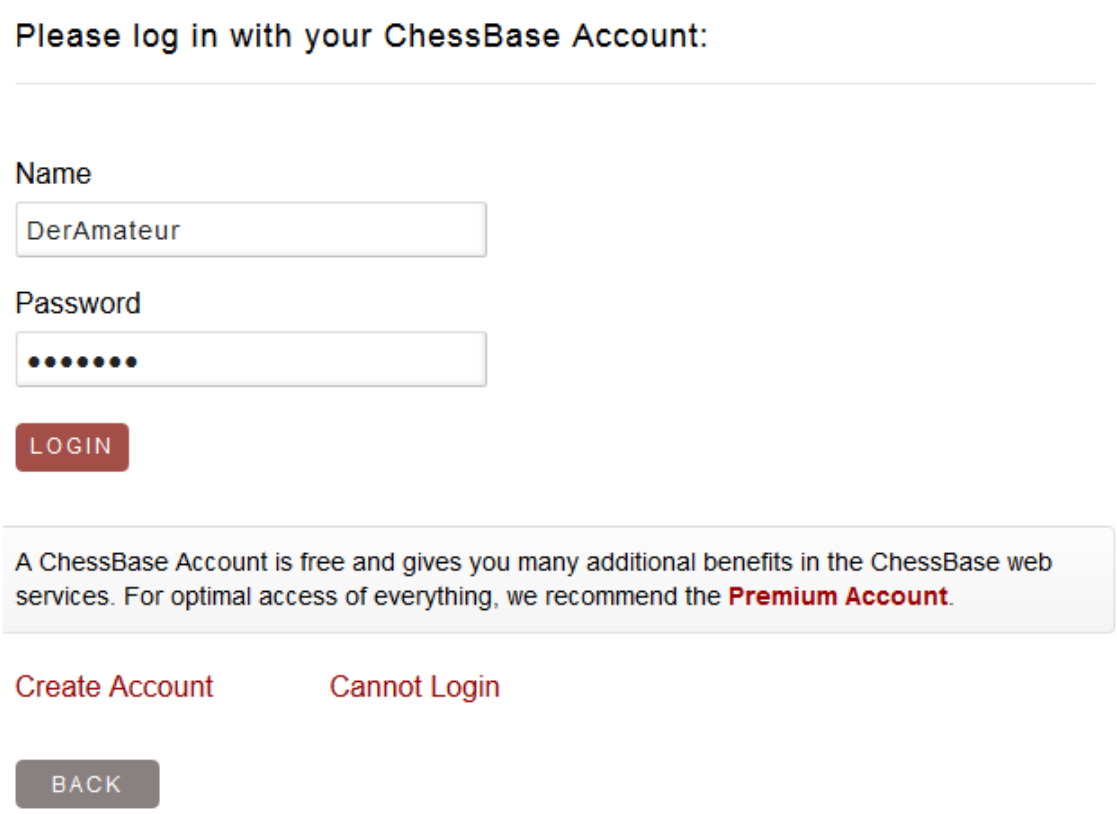
Start your browser and activate the app at https://blitz.chessbase.com

w

You now have two possibilities. You can, for example, play an unrated game as a *Guest* . To do so, simply choose one of the modes of play on offer via the button below the chess board and get going.

Of course, rated games are more interesting. Should you have a ChessBase Account, in order to play first click on the button "Log in".

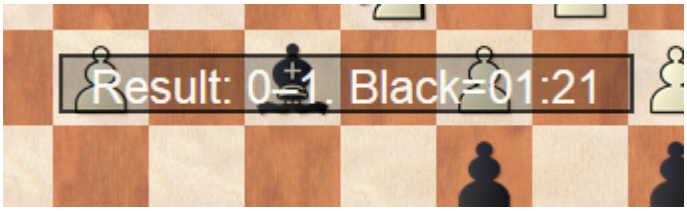
This starts the login dialog and you can log in directly to use the blitz app with your user name or else if required set up an account.



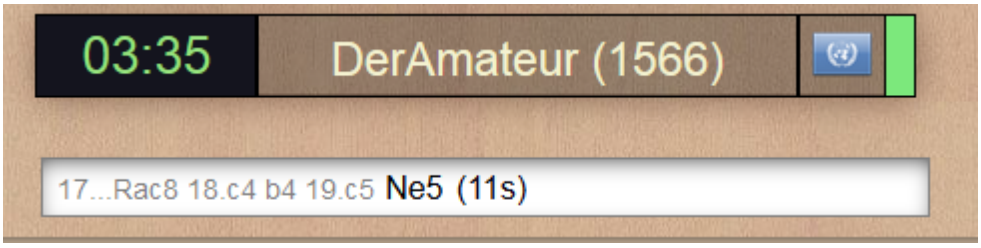
In the text window, via which the program presents all relevant information, you can see that the login has worked. If you now choose one of the blitz or bullet options via its button below the chess board, this choice is sent out to other users as an offer. The next sample screenshot shows a representation of running 5 minte blitz game.

The names of the players, including their country, are displayed above and below the chess board. The green colour of the chess clock tells you whose move it is. During the game you can – as is the case with the other access clients for the chess server – speed up the input of moves by entering your replies in advance on the chess board. These are shown on the board with a green arrow, the last move your opponent played with a yellow arrow.

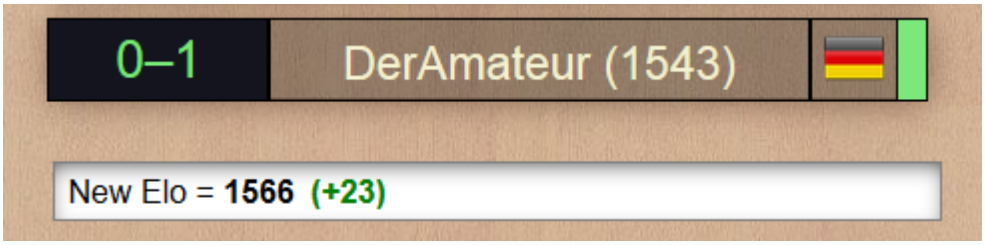
During the game you will receive messages from the program in the input window or sometimes directly on the board in reverse font.



In the input window the program lists the recently played half-moves and for the most recent of these it shows the time taken to play it.



At the end of a game you can see at a glance the effect the result will have on your rating.



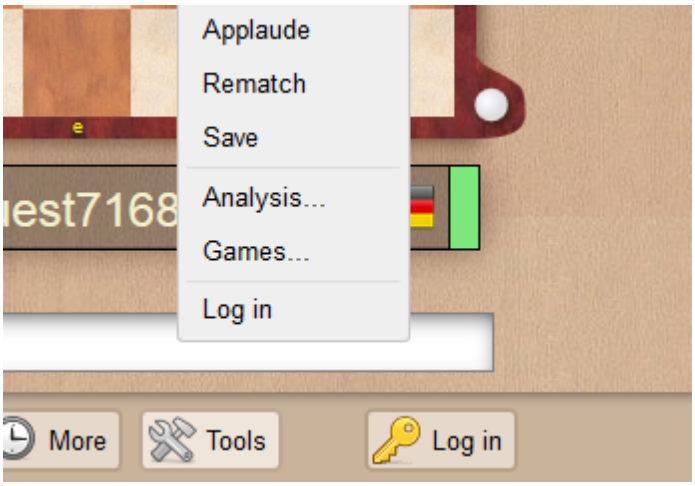
During or after a game, basic functions are available to you. Most functions are self-explanatory.

What is important when playing online is the question as to whether you can check your opponent's connection. When the opponent's reaction time is longer you would like to know whether your playing partner is still online. This check is also possible with the app – even if it is hidden.

To access it, you click on the green connection display and you immediately receive this information.

6.9.2 Menu Tools

After a game, you can use the ***Tools menu*** to get useful features that start the application that matches your application.



Analysis starts the app My Openings. Here you can analyze the batches directly or use them for the expansion of the opening repertoire. Games starts immediately the MyGames app, where you can view and play the saved games.

6.9.3 Under-promotions in blitzchess.com

When you get a pawn to the eighth rank, that pawn can/must be promoted to a piece. As a rule, that will be to a queen, but in rare cases it may make sense to promote it to a different piece.

Make sure that in your browser the blocking of pop-ups has been deactivated. The reason: in a browser dialogs are often blocked as though they were pop-ups. Therefore under-promotion is implicit: you move the mouse over the target square and what appears there is a large queen and to the right of it the other pieces. If you let go of the mouse too soon and over on the right the mouse pointer might be over the wrong piece and the result is then an under-promotion you did not want!

6.9.4 Saving the games you have played

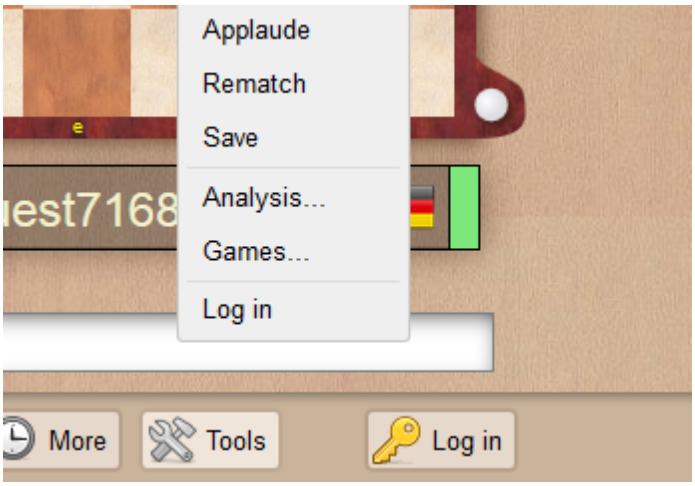
All the games played with the new blitz app are stored automatically in the cloud database "MyGames". So you can play through and analyse the games afterwards, of course with ChessBase or Fritz too.

However, that is only the case if the user has a ChessBase Account and has logged in with his or her user name!

Log in with your user name under "MyGames".

Note: You can also log in directly from the Tools menu .

”



Under Databases you can now open, for example, the database in which your games were automatically saved.

The games are in the database *play.chessbase.com games* “. A click loads the game and you can analyse it immediately with the help of the chess engine or if required export it to be used in other programs.

6.10 PGN Replayer

6.10.1 PGN Tool

The PGN replayer also offers possibilities, which are particularly interesting for tournament organisers who want to share the games of their tournament.

The website visitor can replay and analyse the games - the replayer offers an extensive set of tools to annotate and analyse the games.

The replayer allows to download and save the entire database or individual games as pgn-file.

You can always ask an engine - here Fritz 14 - for help.

The replayer has a direct connection to the WebApp „My Games" of the ChessBase cloud. Click and open „My Games". Here you can save the games in a database or merge with your own opening repertoire.

If you click on one of these symbols the games in the database are replayed automatically.

6.10.2 The PGN Replayer for your own Website

You can use our PGN Replayer for your own website! You need a little bit knowledge how to integrate html code.

All required instructions can be found if you click the „Embed button" below the notation window!

Example: You can embed one ore more games right in your html code like this:

```
<div class="cbreplay"\>

[Event "World Championship 28th"]
[White "Spassky, Boris V"]
[Black "Fischer, Robert James"]
[Site "Reykjavik"]
[Result "1-0"]
[Date "1972.08.06"]
[WhiteElo "2660"]
[BlackElo "2785"]

1. e4 c5 2. Nf3 d6 3. d4 cxd4 4. Nxd4 Nf6 5. Nc3 a6 6. Bg5 e6 7. f4 Qb6 8. Qd2 Qxb2
9. Nb3 Qa3 10. Bxf6 gxf6 11. Be2 h5 12. 0-0 Nc6 13. Kh1 Bd7 14. Nb1 Qb4 15. Qe3 d5
16. exd5 Ne7 17. c4 Nf5 18. Qd3 h4 19. Bg4 Nd6 20. N1d2 f5 21. a3 Qb6 22. c5 Qb5 23.
Qc3 fxg4 24. a4 h3 25. axb5 hxg2+ 26. Kxg2 Rh3 27. Qf6 Nf5 28. c6 Bc8 29. dxe6 fxe6
30. Rfe1 Be7 31. Rxe6


</div>
```

The easiest method is to load the PGN file with the games directly from your server:

```
<div class="cbreplay" data-url="KramniksBestGames.pgn">
</div>
```

In both cases the key is the enclosing with class="cbreplay".

You can put as many games or databases as you like in one page. Additionally, you have to add the following three lines to the <head> section of your html code:

```
<link rel="stylesheet" type="text/css" href="https://pgn.chessbase.com/CBReplay.css">
<script src="https://pgn.chessbase.com/jquery-3.0.0.min.js"></script>
<script src="https://pgn.chessbase.com/cbreplay.js" type="text/javascript">
</script>
```

The "jQuery" file in the second line is not needed if you have it already in your web page (quite common). jQuery version 1.12 is sufficient.

Summary: The main page must have a couple of lines in the Head section, and then you have a simple line for each place you want to add a replayer. You can paste a

plain PGN between the codes, or you can link a PGN file between the codes.

6.10.3 Saving with the PGN Replayer

How can I save these games to my hard drive or transfer them to my Cloud database index?

If you wish to replay one of the games from the tournament reports on our website, the board window on the Replayer.

First things first: In order for the Cloud database to work, login using the username of your ChessBase account confirming the registration by clicking OK.

After logging in, view the homepage. On our website you will find reports from current tournaments including replayable games.

Next the PGN Replayer starts and the board window with the game notation will now be displayed.

The tool should be intuitive enough to begin playing through the game via the

notation.

How can this game data, e.g. in the Cloud database, be used further? Basically, there are several possibilities which we look at more closely below.

Adding game notation in the "My Games Cloud" database

You may - although you do not have to - add your own comments or variations by using the functions menu under the notation of the game. In order to add the games into one of the Cloud databases, click on the small blue button next to the disk symbol. There is the additional information "MyGames".

After clicking on "MyGames" the Web App "MyGames" will now start automatically. The game loaded on the news site will then be loaded directly into the game window leaving you just to decide in which database you wish to save the particular game.

In the example we have created a separate database with the reference "Website" for this selected game which we can select from the data dialogue box under "databases". The next step is then to save the game which can be done by clicking on the "*Save*" option. Here the App offers the user the opportunity to check the game data and, if necessary, edit it.

Just one more click on OK and the game is forever saved in the games cloud!

After intensive use of the Replayer the user will notice that under the chess board there may be several games (if available) which will be displayed in the form of a games list. But how do you proceed when you don't just want to save a single game to the games cloud but rather several games?

Should several games be available for download then simply click on the disk symbol under the chess board. The data dialogue will appear allowing you to save the games onto the computer's hard drive in the now universal PGN format. This database can be opened using ChessBase, Fritz or our other programs.

Please note, that CB 14 can read the Games from the Replayer directly via the Cloud Clip database.

This is also possible with the Web App "My Games".

Tip: Exporting the current game to a PGN file is done by clicking on the disk symbol under the notation!

Adding ChessBase or Fritz via PGN

Should several games be available for download then simply click on the *disk symbol* under the chess board.

The data dialogue will appear allowing you to save the games onto the computer's hard drive in the now universal PGN format.

This database can be opened using ChessBase, Fritz or our other programs.

Start the Web App "MyGames" and choose "Open PGN". After choosing the PGN database from the data dialogue box the games list will be displayed.

Now you can load the games and save them in the database of your choice. Saving in the App is only possible on a game by game basis. The App does not allow you to save several games in one go. This is only possible via ChessBase.

Tip: After you have saved the database to the cloud using the Web app (as previously described), the data is immediately available in ChessBase. By clicking on "Cloud databases" you gain direct access to the previously saved games. Alternatively, you could, of course, use the PGN format.

6.10.4 Finding comparable games

Our news site regularly brings you tournament reports illustrated by numerous sample games. In the PGN Replayer you can play through these games, annotate and analyse them.

What is particularly useful and instructive when playing through openings is finding appropriate games for the purpose of comparison. This function is frequently offered in our database program ChessBase. You immediately get, e.g., displayed under the tag Reference additional games which have been played with a specific opening variation.

This option is also available in a slimmed-down version to registered users of a ChessBase Account on our website. A click of the mouse enables you to immediately

start within the Replayer the Live database with relevant games for comparison.

Let us take a look at the procedure with the help of a practical example.

The user can now play through the game, annotate it or analyse it with a chess engine. A click in the early stages of the opening now produces the following supplementary information below the notation.

So, a click of the mouse has sent to the live database a request for a search. There are in total 83 637 comparable games with the position we have selected on our board.

A mouse click on the display of the results of the search immediately starts the Live database. Appropriate games are listed which the user can play through and analyse.

Here once more the user has at his or her disposal a plethora of options for acquiring additional information about the opening system.

As well as the possibility of playing through comparable games, we can point to the statistical information drawn from Live Book. The user can see at a glance the most promising variations from a statistical point of view. The direct access available to Let`s Check shows – if there are any – the stored results of analysis of chess engines relating to the current position on the board. In addition, as you use it you can mark those moves in the game which are relevant for your own opening repertoire.

This example is a vivid demonstration of the overarching usefulness of the various web apps, which are available to you to use if you simply have a ChessBase Account.

6.11 More Information

6.11.1 Assisted Analysis

The function "Assisted Analysis", implemented for the first time in ChessBase 14, offers the user, either when entering moves or when playing through a game, valuable hints about the tactical consequences of a possible move. It does so by means of coloured highlights on the chess board.

The basic idea behind this feature is that present day chess engines on high-performing hardware come up with the best move in mere milliseconds.

Unlike in classical engine analysis (Infinite analysis), in which the evaluation of the move is displayed in the engine window, the user does get hints about the quality of a specific continuation, but in the final resort he has to investigate for himself the reason for the evaluation. This way of working is significantly more stimulating for the

development one's own tactical abilities and that circumstance makes this function so valuable for chess training.

Let us take a look at the function with some examples taken from games.

Lasker – Bauer
Amsterdam 1889

After very passive play by Black in the opening the white pieces are poised to attack. Lasker now begins his decisive assault. How might the attack be continued?

A click on the white bishop on d3 produces a display of all the possible squares to which the selected piece could go highlighted with colour. The coloured markings reflect the evaluations made by the chess engine which is working in the background. In this case their interpretation is easy. Most destination squares for the Bd3 are marked in red and that colour designates a very bad move. In this example, quite specifically material is lost without any compensation. On the other hand, target squares which are marked in green promise success and hint at a good move. So in this case Assisted Analysis is pleading in favour of the bishop sacrifice on h7, the move which was chosen by Lasker in the game.

Which specific coloured markings does the function offer?

Dark green – a very good move.
Light green – playable but not the best move.
Yellow – a move which is tactically playable, but by far not the best move.
Orange – still just tactically playable, but not a particularly good move.
Red – a very bad move!

You have heard of the new function "Assisted Analysis" and you would like to try it out in practice?

This possibility is open to you if, via the browser, you are following a live broadcast.

The following example is taken from a recent live broadcast. The user has the option of playing his or her own moves on the board and trying them out. In the browser

Assisted Analysis here offers valuable support.

A click on the black knight on h5 offers a display of its possible target squares highlighted by being ringed in colour. The colours reflect the evaluations of the chess engine which is calculating away in the background.

In our example the interpretation is simple. There is one safe target square f4 (marked in green), unsafe squares are displayed highlighted in red.

In the browser valuable hints to the tactical consequences of a possible move are offered by the newly implemented function "Assisted Analysis" to the user during the input of moves or when playing through games.

Tip: for the moment this function is available exclusively during the analysis of games from live broadcasts! In the long term the function will be logically implemented in the CB Replayer!

6.11.2 The position tutor

A very useful function in Fritz and the other programs is the "*Position tutor*". This is also present, moreover, in some of the Web Apps.

The function is based on its own engine and is available both in the chess program, in some apps and also on playchess.com. Unlike with other engines it does not provide a numerical value as an evaluation of the position but it refers in the form of text commentary to certain aspects of the position.

The function is designed first and foremost for newcomers and beginners in order to make them aware of critical moments in the game. Advanced players will find the function useful in the new multi-board setup when watching games broadcast on the Fritz server and in broadcasts via apps on our website.

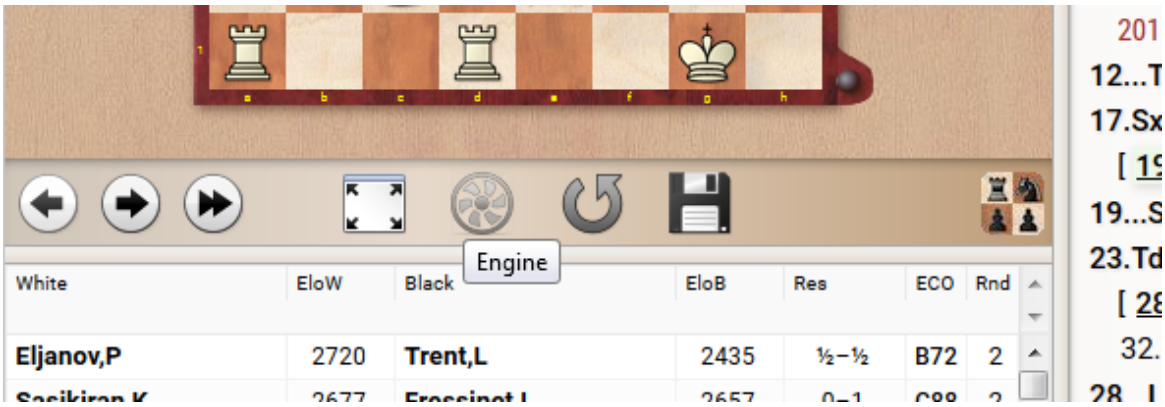
So what is interesting about it is that by clicking on a board you are made aware immediately of the critical moment in the games by means of text commentary.

6.11.3 Using a chess engine in the replayer

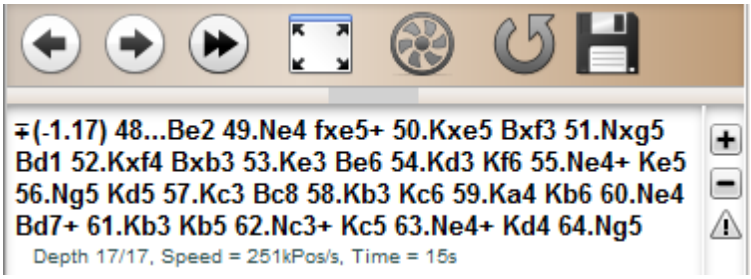
With the web apps, e.g. the PGN Replayer on our news pages, there is the possibility of having a chess engine working in the background and thus getting a specific evaluation from a chess program of the current position on the board.

Of course it is very tempting to simply call on the help of a chess program without giving much thought to the position. Opinions are divided on this, but I personally find that this way of supporting the user is very good. Let us simply take a look at what options are offered to the user by having an engine running in the browser.

You start the chess engine with a click on the button below the board. Rolling the mouse over the symbols will show you clearly which symbol.



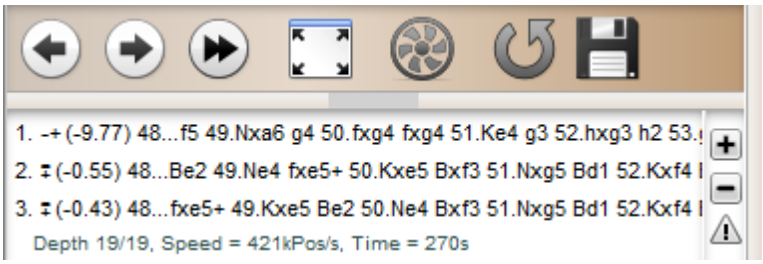
This starts the engine and the latter then always displays the evaluation of the position on the board at that time. Each time the position changes the calculation is started afresh and thus offers the user valuable support in the evaluation of the current position on the board.



Technically interested users can also find information about the search depth, the number of positions evaluated per second and the time taken.

The next screenshot shows 3 variations being calculated in parallel by the chess engine. Whenever you are analysing a position, it can make sense to be have the engine show you alternatives at the same time. In the engine window the number of variations being calculated can be increased by means of the "plus-minus" button.

To do so, you click on the little plus symbol right next to the variation being displayed by the engine. A click on the minus is all it takes to decrease the number of variations being displayed.

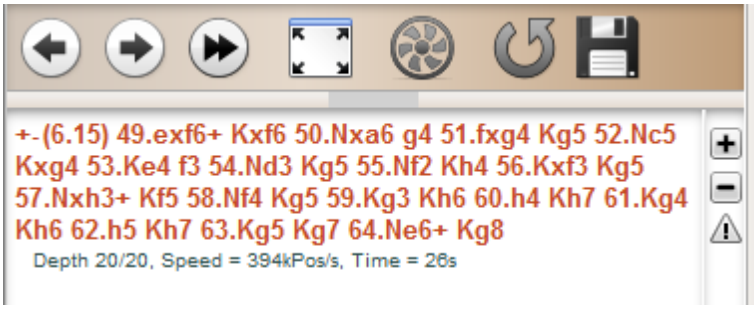


The engine constructs a list of the three best continuations. The continuations judged the best appear at the top of the list.

Tip: evaluating in parallel several main variations takes up a corresponding amount of resources. You should restrict to a reasonable quantity the number of variations to be displayed and by doing so give the program more time to build its list.

Next to the buttons for more or fewer variations there is another little symbol of a warning triangle. This function shows concrete threats (if there are any) in in the position.

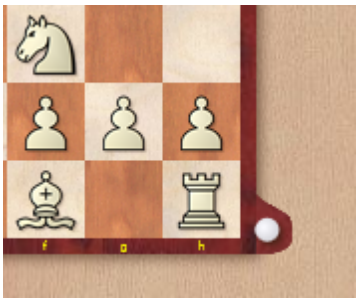
Let us assume you are playing through a game in the PGN replayer and that the engine is working away merrily in the background. A right click on the small warning triangle and then the specific threat from the opposing side is displayed.



The fact that the threatened variation is displayed in red represents a considerable aid to the better understanding of the game. One frequently overlooks exactly why a master did not play a specific move. Whenever you are confronted with apparently incomprehensible moves on the part of a strong player, it is advisable to take a step back and check through the position with the Threat function.

6.11.4 Move indicator

At the bottom right hand side of the chess board the program offers a decent little highlight. It displays which side it is to move.



White's move is highlighted with a light colour. For Black the program makes use of a darker shade.

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