

# HIARCS Chess Explorer

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## Welcome to HIARCS Chess Explorer

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Welcome to HIARCS Chess Explorer, an intuitive new chess database, analysis and playing program for chess players from beginners to Grandmasters.

HIARCS Chess Explorer is an exciting new chess program for PC and Mac chess players which can run on both PC Windows and Apple Macintosh OS X computers with native look and feel. It offers an innovative and intuitive graphical user interface together with the current World Chess Software Champion HIARCS chess engine. This unique combination is refreshingly easy to use and includes many innovative new features for chess preparation, analysis and training for players of all abilities from beginner to Grandmaster. It has specialised features to help weaker chess players improve their chess including special handicapped opponents, a chess coach which can demonstrate mistakes, show improvements and help you improve your chess while maintaining a chess rating for you so you can follow your progress.

There are a great many other excellent features in HIARCS Chess Explorer and we have written this manual so you can get the most out of our software.

### Credits & acknowledgements

**HIARCS Chess Explorer** is designed and developed by *Michal Rudolf* and *Mark Uniacke*.

**HIARCS chess engines** are designed and developed by *Mark Uniacke*.

**Chess piece set images** by *Eric de Mund* and *Bruno Rizzuti* based on fonts by *Eric Bentzen* and *Armando Marroquin*.

**User Manual** written by *Mark Uniacke*.

**Language translations:** English by *Mark Uniacke*, French by *Alain Zanchetta*, German by *Christian Goralski*, Italian by *Bruno Rizzuti*, Polish by *Michal Rudolf*, Russian by *IM Beglar Jobava* and Spanish by *Amador Cuesta*.

Many games and annotations provided by [www.chess.co.uk](http://www.chess.co.uk).

**Beta testing and feedback** by *Ole Christensen*, *Chris Cook*, *Richard Fowell*, *Eric Hallsworth*, *Jonathan Naud*, *Matt Read*, *Bruno Rizzuti* and *Harvey Williamson* and a number of other testers who prefer to remain private.

Thank you to all those people who helped make HIARCS Chess Explorer a better product.

We also thank *Eugene Nalimov* and *Andrew Kadatch* for their kind permission to use their access code (copyright (c) *Eugene Nalimov*) and decompression code (copyright (c) *Andrew Kadatch*) for Nalimov tablebases in HIARCS chess engines.

## System requirements

HIARCS Chess Explorer has the following system requirements:

### PC Windows

Requires: PC MS Windows™ XP, Vista, Windows 7 (all versions 32 & 64 bit)

Computer: Any Intel or AMD with at least 512Mb RAM running one of the OSs above

Languages supported in the GUI are English (UK), English (US), French, German, Italian, Polish, Russian and Spanish.

## Included items

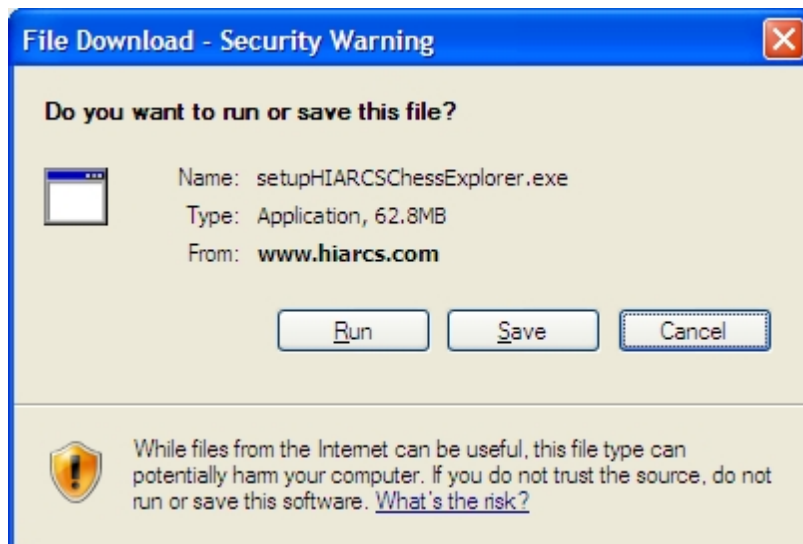
HIARCS Chess Explorer includes the following main components:

- **HIARCS Chess Explorer Graphical User Interface (GUI)** - this is the presentation you see and interact with.
- **HIARCS chess engine(s)** - this is the electronic chess brain which analyses and plays chess. HIARCS Chess Explorer supports engines which comply with the Universal Chess Interface specification. The HIARCS chess engines included in the package are UCI compatible:
  - Deep HIARCS 14 WCSC (available with the Deep HIARCS Chess Explorer product)
  - HIARCS 14 WCSC
- **Opening books** - these are collections of positions, moves and statistics which help show you the chess openings, play chess openings and classify and name openings played. These electronic books are used by HIARCS Chess Explorer to present the information within them. They cannot be read by other software.
- **Chess databases** - these are collections of players, games and commented games which you can load, view, modify, play through etc, etc. The following databases are included:
  - TopGames - this is a database of games between the world's strongest chess players, generally of last 20 years.
  - AnnotatedGames - this is a database of games annotated by strong chess players including International Masters and Grandmasters.
  - FischerSpassky - this database contains all the games played between these great rival players.
  - KasparovKarpov - this database contains all the games played between these great rival players.
  - Tactics-WAC300 - this database contains 300 tactical puzzles, you can see the solution in the [game header extra tags dialog](#).

Please note you can [add other UCI chess engines](#) including third party UCI chess engines into HIARCS Chess Explorer. You can also use HIARCS chess engines in other chess GUIs which support UCI engines. We advise activation of our engines in HIARCS Chess Explorer as we have found many other chess GUIs are not 100% compatible with the UCI specification for activating/registering engines.

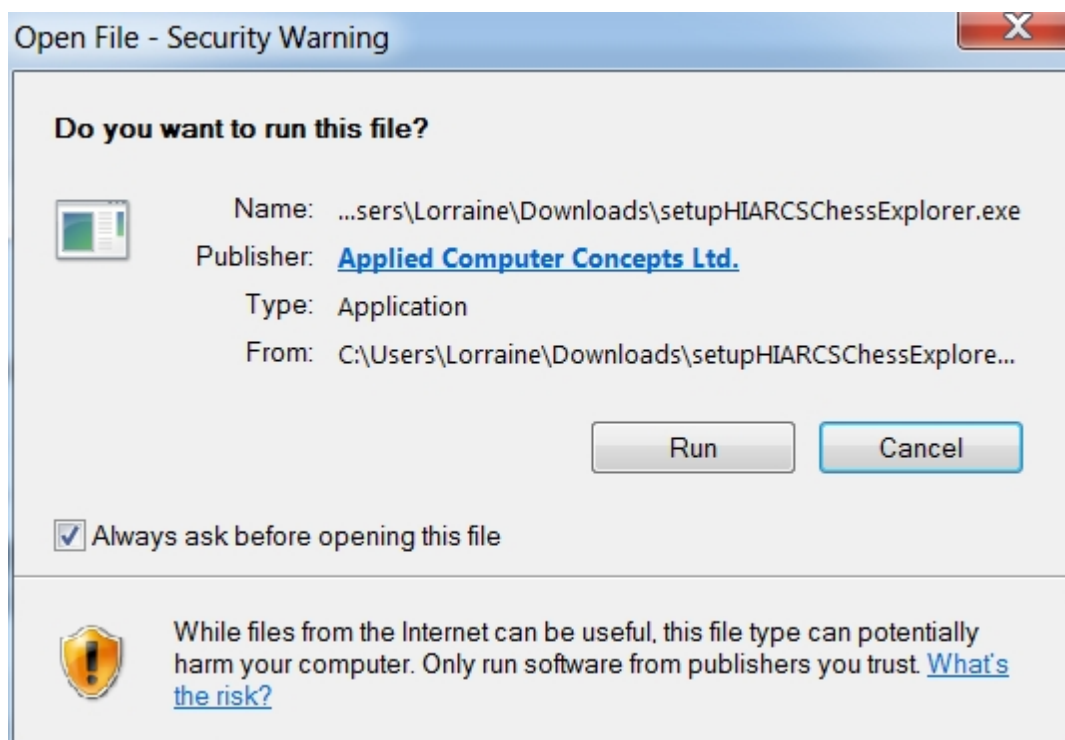
## Installation on PC Windows

When you purchase HIARCS Chess Explorer you will be sent an email with a download link where you can download the HIARCS Chess Explorer installer. To download the HIARCS Chess Explorer Installer please click on the link you were sent immediately after purchase. On Windows XP you will then see a dialog like this:

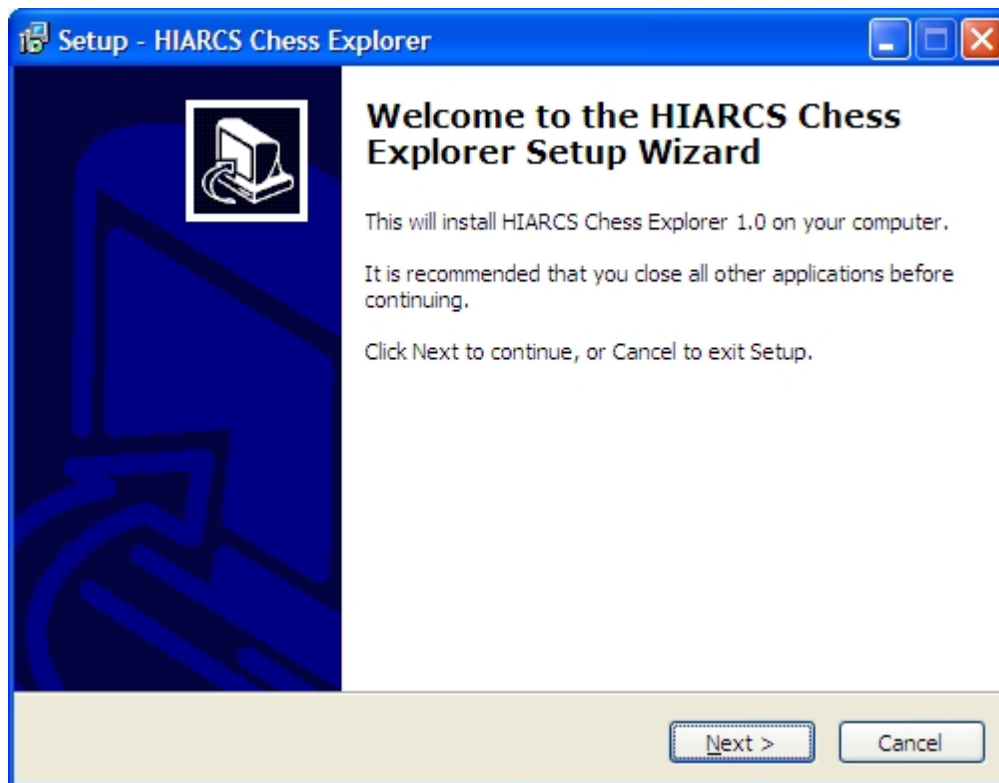


If you select Run the HIARCS Chess Explorer Installer will be downloaded and then executed. Alternatively you can save it locally to your computer and run it later. If you do save the installer instead of running it, then please make a note of where you saved it so you can run it later. Simply double click the saved setupHIARCSChessExplorer file to start the installer.

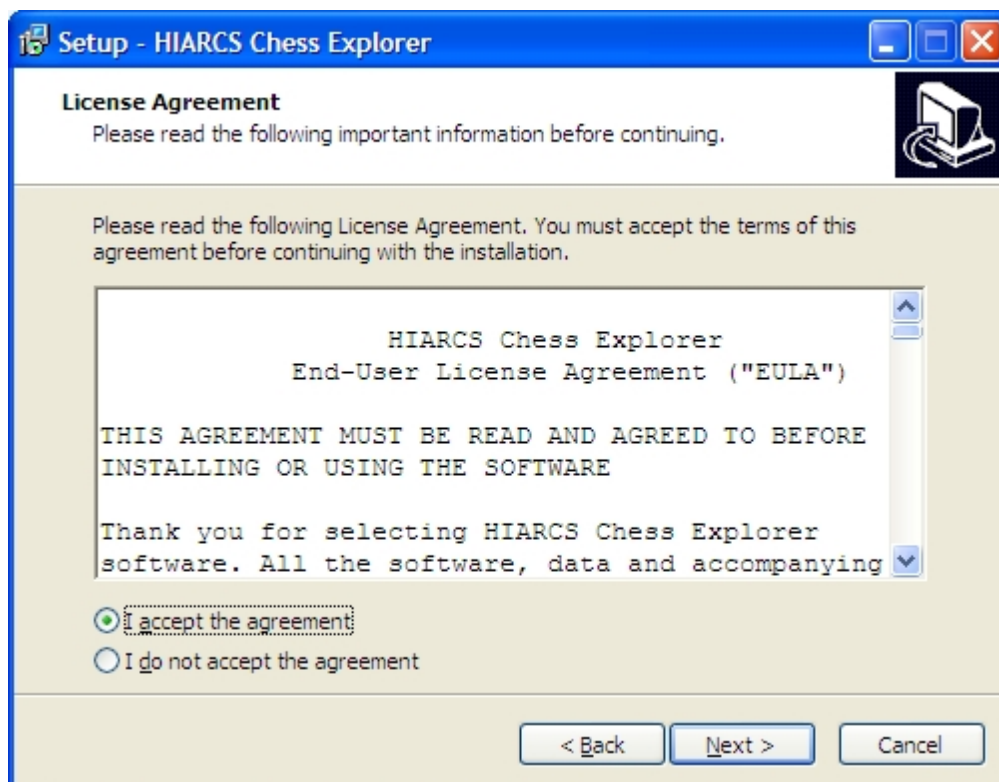
On Vista, Windows 7 after downloading the installer the dialog will look like this. Please note the verified publisher is "Applied Computer Concepts Ltd.", do not trust the download if it is not signed by "Applied Computer Concepts Ltd."



Once you run the installer you will see this dialog:

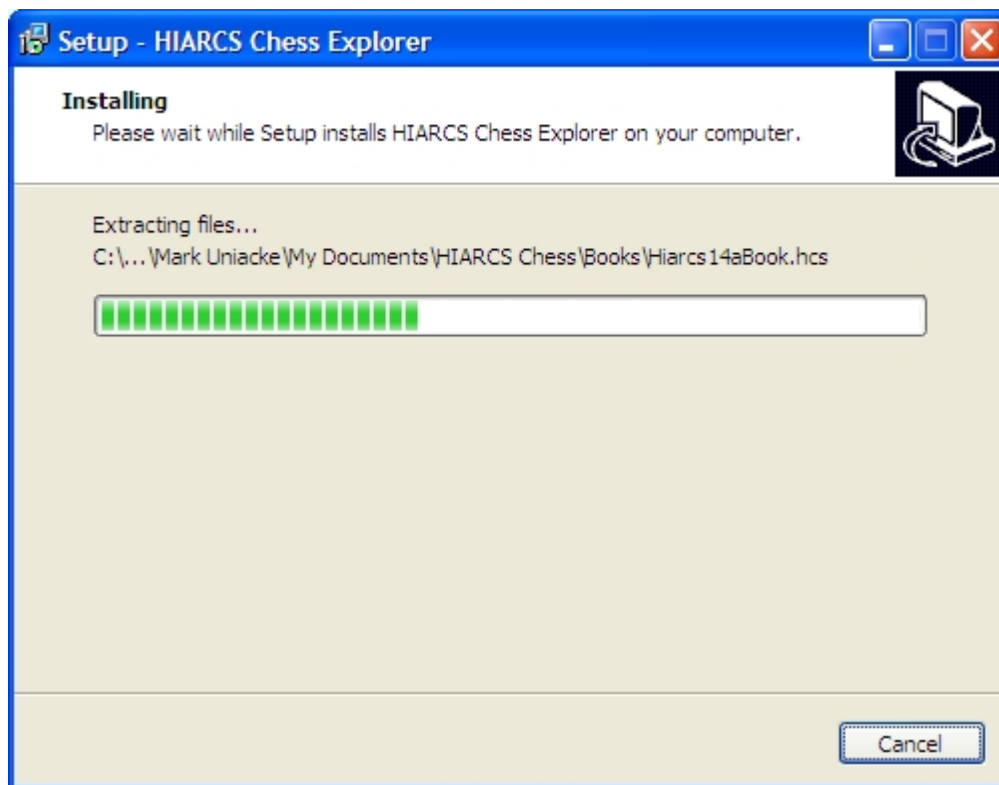


Before you can install HIARCS Chess Explorer you will need to accept the terms of the End User License Agreement.



In the next dialog you will have the choice to create a desktop icon which will appear on your desktop and make launching HIARCS Chess Explorer easier.

You will then be given a dialog which simply asks you to click the Install button to install HIARCS Chess Explorer. Click this button and installation will begin, you will see the installation progress:



Once the installer is complete you will get the following dialog confirming successful installation and giving you the option to launch HIARCS Chess Explorer.



HIARCS Chess Explorer is now installed on your computer.

## Installation Folders

When HIARCS Chess Explorer is installed it creates a number of folders for the Application itself, chess engines and data files including databases. This section explains where the files are installed.

### Installation folders on PC Windows

On PC Windows the HIARCS Chess Explorer installer creates the following folders:

#### Application Folders

The application and engines are installed in the \Program Files\HIARCS Chess folder. Inside this folder you will find the following folders installed:

- HIARCS Chess Explorer - this folder contains all the files and folders of the Graphical User Interface
- Deep HIARCS 14 WCSC - this folder contains all the files of the multiprocessor HIARCS 14 WCSC version
- HIARCS 14 WCSC - this folder contains all the files of the single processor HIARCS 14 WCSC version

Please note on Windows 64 bit systems the "\Program Files (x86)" folder is used instead of "\Program Files"

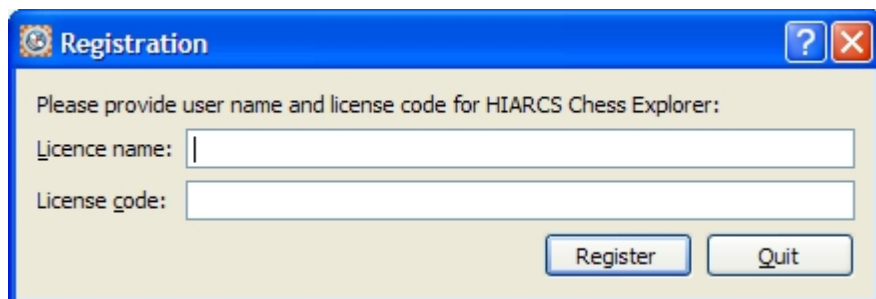
#### Data Folders

The HIARCS Chess Explorer user files are installed in your documents folder. On Windows XP this is in your "Your Documents" folder, on Windows Vista and later it is in your "Documents" folder. In this location you will find the "HIARCS Chess" folder is installed and contains the following sub folders:

- Books - this folder contains the books HIARCS uses, book subscribers can add books issued as part of the Book Subscription to this folder and HIARCS 14 engines will automatically use the latest book.
- Databases - this folder contains the packaged databases which are included with HIARCS Chess Explorer
- Documentation - this folder contains the documentation and help files for the product
- Engine Data - this folder contains the engine data folders, HIARCS 14 will save its learn files here
- Explorer - this folder contains files specific to the HIARCS Chess Explorer GUI.

### Activation

When HIARCS Chess Explorer first runs you will be asked to enter your license key. Your personal license key was emailed to you immediately after you purchased HIARCS Chess Explorer. Enter the license name and code into the Registration dialog to activate the product:

A screenshot of a Windows-style registration dialog box titled "Registration". The dialog has a blue title bar with a question mark icon and a close button. The main area is light beige and contains the text "Please provide user name and license code for HIARCS Chess Explorer:". Below this text are two input fields: "Licence name:" and "License code:". At the bottom right of the dialog are two buttons: "Register" and "Quit".

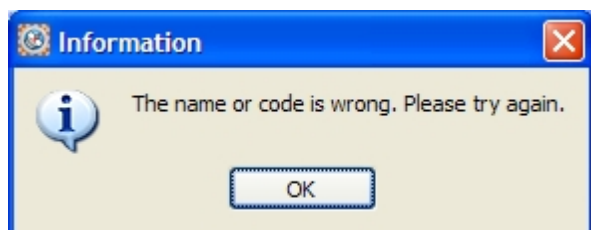
You can copy (**Ctrl+C**) and paste (**Ctrl+V**) the license name and code into each field.

Once you have entered the license name and code, click the Register button to activate HIARCS Chess Explorer.

After a short delay you will then get confirmation that HIARCS Chess Explorer has been successfully registered/activated:



If there is something wrong with the entered license name and code you will be given the following dialog:

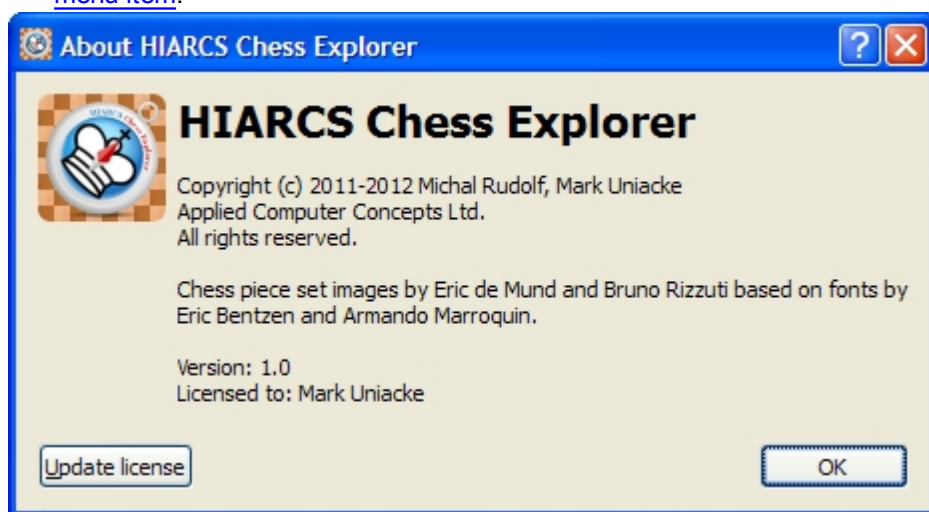


You should then click OK and enter the correct license name and code into the Registration dialog.

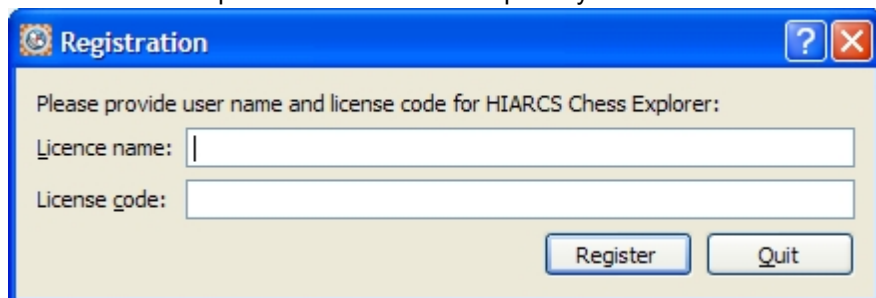
## Updating your license

In the vast majority of cases you will not have to update your license however when you have purchased HIARCS Chess Explorer and wish to upgrade to the Deep HIARCS Chess Explorer version you will be sent a new license key and you can update the product to the Deep functionality by entering the license as follows:

1. Open the About HIARCS Chess Explorer dialog by choosing the [Help->About HIARCS Chess Explorer menu item](#).



2. Click on the Update license button to update your license.



3. You will then be able to enter your new license details to complete the update.



## Concepts

### Chess game databases

Collections of chess games are stored in files called PGN databases. PGN stands for Portable Game Notation, it is a standard way to store chess games independent of the hardware and software program/application which produced it. HIARCS Chess Explorer reads and writes chess databases in PGN format. It does not support any non standard format of database.

### Chess Explorer paradigm

In the context of a chess game HIARCS Chess Explorer uses a different approach to most other chess software. Most chess software focuses just on the current game and the database is a secondary concern mainly used as a repository to store and retrieve games. We believe this approach is not as powerful as the database centric paradigm that HIARCS Chess Explorer uses. We will explore this in more detail below.

HIARCS Chess Explorer uses a database first approach, this means you open the database you are interested in first and then you can view, modify, delete or add games to it.

Secondly HIARCS Chess Explorer is a multi-database program, that means you can open, view, manipulate and analyse games from multiple databases simultaneously.

These two facets of **database first** and **multi-database** capabilities enable much more powerful solutions than a single game, single database approach more normally used.

Using a database first and multi-database approach gives some genuine advantages over the traditional approach:

- Choosing a database first sets the context for the game and leverages other related information in a database to make the entry, analysis or viewing of a game more informative.
- The game can draw on information from the other games already in the database in a number of ways:
  - Compare in real-time the current game to other games played in the database
  - Show what other players have played before in the same position and how they fared statistically
  - Enable real-time access to other games which have encountered the same position to see how those games progressed.
- Manage your games better by using databases not just as a repository to store games but as a way of organising your games and analysis, for example you can store your games in multiple databases for different purposes:
  - maintain a database of your own games to get an automatic opening repertoire tree generated for you.
  - prepare for an opponent by generating a database of their games and having their opening repertoire tree presented automatically
  - Analyse games of your favourite player and get additional information about the player, their moves, openings and performances
- Manage multiple databases at the same time to perform distinct operations simultaneously:
  - Have an analysis database open where an engine can be analysing your game
  - Simultaneously you can be examining other databases of games and working independently of the analysis being done for you in another database
  - Manage game collections more effectively by having access to multiple sources
  - Transfer games between databases more quickly and smoothly.

Don't panic if that sounds complex, it really is not and we have example usage in the [Getting started section](#) to show how different tasks can be achieved simply within HIARCS Chess Explorer.

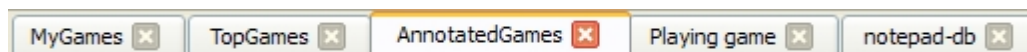
If you are a novice user do not worry as HIARCS Chess Explorer can be used to manipulate just a single game and database at a time if you prefer to keep things very simple.

One of the key aims of HIARCS Chess Explorer is to simplify the user experience and provide a set of



powerful tools for the novice and accomplished player alike, to analyse and play chess.

## Database tabs



Each database in HIARCS Chess Explorer is opened within a tab.

This means you can have multiple databases open simultaneously without having to manage lots of windows.

You can move tabs around by simply selecting a tab and dragging and dropping the tab into a new placement, for example you can drag the notepad-db tab and place it between the MyGames and TopGames database tabs.

To work on a database simply click on the tab and the database and its display panes will be accessible.

In the above example we have 5 tabs open:

1. MyGames database where I am entering a game
2. The packaged TopGames database where I am examining some games
3. The packaged AnnotatedGames database where I am playing though an annotated game.
4. Playing game tab where I am playing a game against the computer
5. Notepad-db where I have HIARCS analysing a game

As you will find out HIARCS Chess Explorer makes it simple to have multiple databases open at the same time and this ease and flexibility allows a different approach to analysing and working with databases compared to single game/database programs.

You can close a database at any time by clicking X next to the name of the database tab or by selecting the [File->Close menu item](#) which will close the database in the current selected active tab.

Please note when opening very large databases it can take some time to load all the games and build the required views of the data. However once the database is loaded even complex position searches are performed almost instantly. Equally when you exit a database tab containing a very large database it takes time to save if changes have been made to that database.

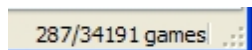
## Databases and Filters

In HIARCS Chess Explorer there are up to 3 groups of games which some operations can be applied to:

- **Database** - all the games in the database
- **Filter** - only the games in the current search filter
- **Current game**

Some functions operate on all three groups, while other's handle only the current game or some combination of game and filter.

When you first open a database the current filter is set to the whole database. When you search for games the resulting set of games becomes the new filter. In numeric terms the size of the filter is shown on the status bar in the bottom right hand corner of the window, for example:



This shows you that the Game Explorer is showing 287 out of 34191 games. The current filter contains those 287 games.

There many ways to search for games that set the games filter you can read more about these in the [Finding games section](#).

Although the filter is normally set as a result of a search you can add to the existing filter using the [Header search](#).

## Elo ratings

Chess players are given a chess rating to gauge how strong they are at chess. The standard rating system used in chess is called Elo ratings named after Arpad Elo. A related system is used in tennis, football and many other sports.

Elo ratings are based on the results of games and ratings of opponents played. The Elo rating system ranges from 1000 Elo (a complete novice) to 2800 Elo and beyond for the strongest players of all time.

Were a player A to score two points for every one point of player B, then player A would be expected from this performance to have an Elo rating about 120 Elo points more than player B. As you can see there is a great difference in chess strength as you go up the ratings.

The ratings can be split into the following broad classes:

Class of Player	Rating Range
World Champion	2800+ Elo
World Championship contender	2700-2800 Elo
Super Grandmaster	2600-2700 Elo
Grandmaster	2500-2600 Elo
International Master	2400-2500 Elo
Master	2200-2400 Elo
Expert	2000-2200 Elo
Class A - Strong club player	1800-2000 Elo
Class B - Club team player	1600-1800 Elo
Class C - Club player	1400-1600 Elo
Class D - Hobby player	1200-1400 Elo
Class E - Beginner/Novice	1000-1200 Elo
Class F - Complete beginner	750-1000 Elo

HIARCS Chess Explorer allows you to set any of these strengths in the play game mode.

## ECO opening naming

Chess Informant Inc developed the Encyclopaedia of Chess Openings which is a system of classification for chess openings into 5 main groups of openings, each of these groups has a 100 different categories of openings.

HIARCS Chess Explorer can classify openings into their ECO codes and further more name the actual openings. You can also access openings by name to practice those openings and also the Player Explorer can classify favourite openings of players and databases.

For reference here is an overview of the ECO codes and opening names:

- A00-A99: Flank openings
  - A01 Nimzowitsch-Larsen Attack
  - A02-A03 Bird's Opening
  - A04-A09 Reti Opening
  - A10-A39 English opening
  - A40-42 Queen's Pawn Opening
  - A43 Benoni/Old Benoni

- A45-A50 Queen's Pawn 1.d4 Nf6
- A51-A52 Budapest Gambit
- A53-A55 Old Indian Defence
- A56 Czech Benoni
- A57-A59 Benko/Volga Gambit
- A60-A79 Modern Benoni
- A80-A99 Dutch Defence
- B00-B99 Semi-open games (not including the French defence)
  - B00 King's Pawn Opening
  - B01 Scandinavian Defence
  - B02-B05 Alekhine Defence
  - B06 Modern/Robatsch Defence
  - B07-B09 Pirc Defence
  - B10-B19 Caro-Kann Defence
  - B20-B99 Sicilian Defence
- C00-C99 Open games (including the French defence)
  - C00-C19 French Defence
  - C20 King's Pawn Game
  - C21 Danish Gambit
  - C22 Center Game
  - C23-C24 Bishop's Opening
  - C25-C29 Vienna Game
  - C30-C32 King's Gambit Declined
  - C33-C39 King's Gambit Accepted
  - C40 Latvian Gambit
  - C41 Philidor Defence
  - C42-C43 Petroff Defence, 3.Nxe5
  - C44 Ponziani Opening
  - C45 Scotch Game
  - C46 Three Knights' Game
  - C47-C49 Four Knights' Game
  - C50 Italian Game - Giuoco Pianissimo
  - C51-C52 Evans' Gambit
  - C53-C54 Giuoco Piano, 4.c3
  - C55-C59 Two Knights' Defence
  - C60-C99 Ruy Lopez
- D00-D99 Closed and semi-closed games
  - D00-D03 Queen's Pawn Game
  - D04-D05 Colle System
  - D06-D09 Queen's Gambit, Irregular
  - D10-D19 Slav Defence
  - D20-D29 Queen's Gambit Accepted
  - D30 Queen's Gambit Declined: Slav
  - D31 Queen's Gambit Declined: Semi-Slav
  - D32-D34 Queen's Gambit Declined: Tarrasch Defence
  - D35-D42 Queen's Gambit Declined
  - D43-D49 Queen's Gambit Declined: Semi-Slav main line
  - D50-D69 Queen's Gambit Declined: Classical
  - D70-D99 Grünfeld Defence
- E00-E99: Indian defences
  - E00 Indian Defences
  - E01-E09 Catalan Opening
  - E10 Blumenfeld Gambit

- E11 Bogo-Indian Defence
- E12-E19 Queen's Indian Defence
- E20-E59 Nimzo-Indian Defence
- E60-E99 King's Indian Defence

## Getting started

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The following subsections explain how to perform many of the common operations typical customers want to use. Detailed explanations about the user interface can be found in the [User Interface section](#).

### Launch HIARCS Chess Explorer

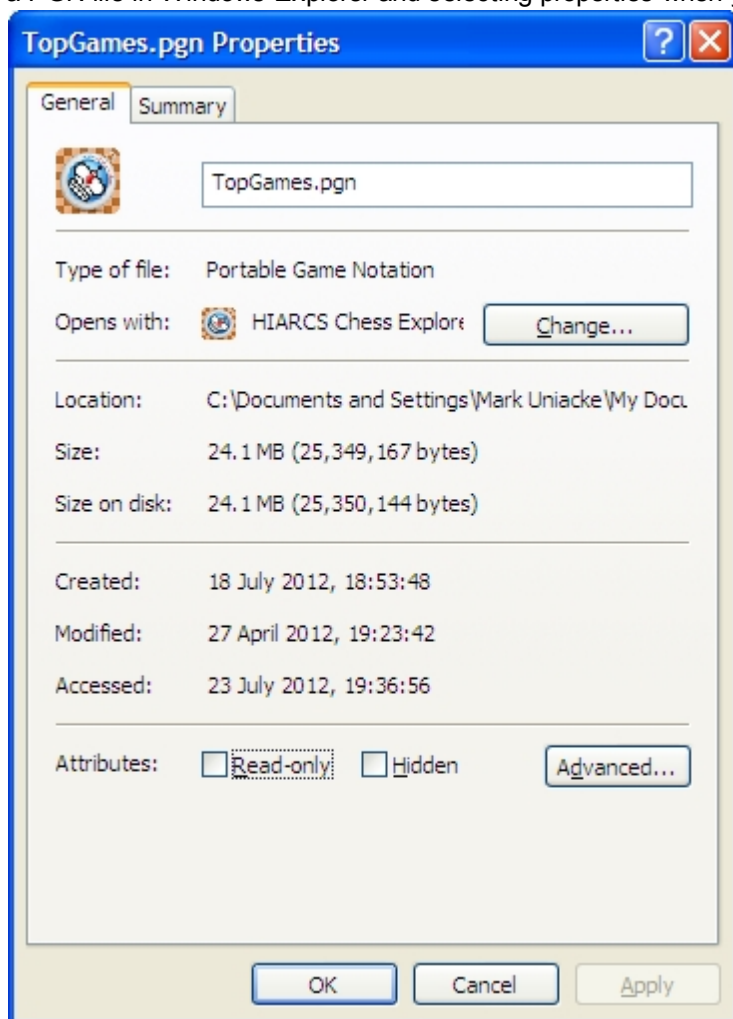
Once HIARCS Chess Explorer is installed you will have three possible ways of starting it:

1. Use the desktop launch icon (if you chose to install it) - clicking the icon will launch the application
2. On the Start menu you will find the HIARCS Chess->HIARCS Chess Explorer menu item which will launch the application.
3. If you have any PGN database files, HIARCS Chess Explorer is set on installation as the default application to open these files. Therefore you can double click PGN files to launch HIARCS Chess Explorer with that PGN database loaded.

Please note some applications may change the default application to open your PGN database files. If HIARCS Chess Explorer is not the default application for the PGN file type you can set it as explained in the [Open PGNs with section](#).

### Open PGNs with

On installation HIARCS Chess Explorer is set as the default application to open PGN database files. If HIARCS Chess Explorer is not the default application for the PGN file type you can set it by right clicking on a PGN file in Windows Explorer and selecting properties when you will see the following dialog:



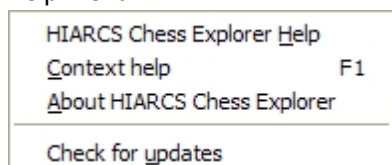
You will see the line beginning "Opens with", if that does not say HIARCS Chess Explorer you can click Change... and change the default application to open your PGN databases.

## Accessing help

HIARCS Chess Explorer supports many levels of help:


- tool tip help - as you pass the mouse pointer over the icons a short textual description of the icon will be displayed in a tool tip which will pop up and in the status area in the bottom left hand corner of the screen.
- context sensitive help - this gives help appropriate to the window or dialog you are using.
- a full detailed manual with contents, search and hyper-linked navigation

Help menu



On most dialogs within the GUI you can access context sensitive help by pressing F1 or choosing the Help->Context help. This will then bring up a window which will display the help for the window or dialog in focus.

## Open database of games

To open a PGN database you can click the open database  toolbar icon or choose the [File->Open... menu item](#) to locate and open a PGN database. Please see the [Open database section](#) for details on how to locate a PGN database file to open.

If your database is in a non standard format, for example, CBF, CBH, you should first convert the database to PGN format using the software which produced the non standard format.

## Making moves

To move a piece simply move the mouse pointer over the square of the piece you wish move, click the left mouse button to select the piece. You can then hold the mouse button down and drag the piece to the destination square and let go to make the move.

When Guess move (Preferences->Board tab) is off you can select the source square with a click/release of the left mouse button and then select the destination square. However we believe most people will prefer to use the much faster Guess move approach which is on by default.

You can read about more advanced move entry capabilities in the [Game Board section](#).

### Guess move

If you have guess move enabled you will notice as you move the mouse over a square of a piece you can move, the best expected destination square is highlighted. You can select that recommended move simply by clicking the mouse button and releasing it.

Alternatively with the mouse pointer over a piece, if you then click the right mouse button guess move will highlight what it thinks is the next best destination square for the piece highlighted. Repeatedly pressing the right mouse button will cycle through the moves in order of quality. Click and release the left mouse button to select the currently highlighted guess move.

Also if you move the mouse pointer over a square which a piece can **move to** you will see the best source square for that move highlighted. If you want to select that move simply click and release the left mouse button.

## Playing games against the computer

HIARCS Chess Explorer has a special mode for playing games against the computer.

You can access this mode by clicking the Play game



toolbar icon or from the [Play->New game...](#)

[menu item](#).

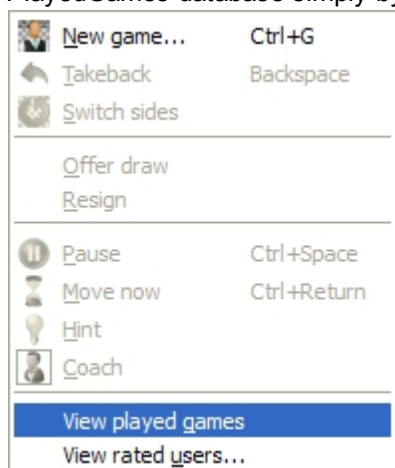
To read more about how to start a game against the computer and configure the type of game you wish to play please read the [Play game section](#).

### Play Realism

HIARCS chess engines use new play realism capabilities which give a much more realistic human like feel to the play of the weaker set Elo opponents in the HIARCS chess engine. In particular it tries to produce the same sorts of mistakes and common moves that weaker players are prone to. This enables you to get genuinely useful practice against our handicap opponents as they will challenge you very much like a human player of that strength while making similar mistakes to players of that strength. In addition it matches the opening book moves to the playing strength and even forgets its book moves or mixes up move orders to simulate real play.

## View previous games played against computer

HIARCS Chess Explorer saves all the games you play against the computer unless you explicitly tell it to abandon a game and not save it. You can access all the games you have played in the special PlayedGames database simply by selecting the [Play->View played games menu item](#):



This will automatically open a new database tab for the PlayedGames PGN database and display all the games played in the [Games Explorer pane](#) at the bottom of the window.

## Creating a database

A PGN database represents a collection of games. You can use a PGN database to organise games. Please see the section on [creating a PGN database](#) for details.

It is beneficial to organise games into databases so you can utilise the powerful features of HIARCS Chess Explorer.

## Managing my games

To manage your games we recommend you maintain a PGN database of your games - don't store the games of other players in this database. This will enable you to use the Opening Explorer feature on this database to give you a live opening repertoire tree of your games. This is a powerful way to view your

games, the positions and moves you have played.

If you have been using another chess software application we recommend you save your games in PGN format - that is the Portable Game Notation that allows you to transfer your games in a portable way similar to what PDF documents are to documents. You can open the PGN of your games in HIARCS Chess Explorer or copy and paste all the games into a new PGN database within HIARCS Chess Explorer by using the [copy and paste games function](#).

If you don't already have a database of your games in PGN format you can set this up as follows:

- 1) [Create a new database](#) and name it - for example MyGames
- 2) If you have the game entered in a different chess software application you can [copy and paste](#) it into the MyGames database tab.
- 3) [Enter your games](#) into the [Game Notation](#) and save each game into the MyGames database. As you do this you will see the Opening Explorer is automatically building an opening repertoire tree from the games.

You can then use [Analysis Explorer](#) to analyse your games and update your games database with annotations and variations as appropriate.

You can also store your games in other databases as appropriate. HIARCS Chess Explorer can open multiple databases simultaneously so you can easily handle more than one databases at the same time.

## Entering and annotating games

To enter a game first decide on the database context for this game. This is important so you put the game in the correct game collection. You can of course copy and paste games to different databases but it makes sense to choose the PGN database appropriate for the game you wish to enter.


With the database open it appears in HIARCS Chess Explorer in its own tab. With the database tab selected you can choose the [Game->New menu item](#) and the [Game Notation](#) will be cleared ready for entry of a new game.

You can [enter moves](#) and [add comments](#), [move symbols](#), [evaluation symbols](#) or [other symbols](#) at any time using the [move context menu](#).

## Analysing games

You can have any compatible UCI engine analyse a game. With the game loaded in the [Game Notation](#) you can access analyse game in one of two ways:

- choose the [Game->Analyse game... menu item](#) and the [Analysis Explorer](#) will open (if not already open) and select the last engine used and open the Analyse Game dialog for you to configure the analysis.
- Alternatively with the [Analysis Explorer](#) pane open you can select the engine you wish to use to

analyse the game and then click the analyse game icon  next to the engine name.

Please see the [Analyse Game dialog section](#) for details on configuring game analysis.

## Learning to play openings

You can practice playing openings using the non standard starting position element of the [Play game dialog](#):



**Play game**

Player:  
Name:  ... ☒ Rated game: ranking 1600

Opponent:  
Engine:    
Rating: ☐ Maximum ☒ Match player strength ☐ Custom:    
☐ Think on player's time

☒ Time control:  
Time per game    
Extra for human player:

☒ Nonstandard starting position  
☐ Current  
☒ Opening:

Color:  
☐ Random ☐ White ☒ Black

This allows you to select from well over a hundred named openings both to learn different opening systems and get practice in those positions.

Sicilian Defence: Accelerated Dragon  
Sicilian Defence: Kan Variation  
Sicilian Defence: Taimanov Variation  
Sicilian Defence: 2.Nf3 d6  
Sicilian Defence: Sozin Variation  
Sicilian Defence: Boleslavsky Variation  
Sicilian Defence: Richter-Rauzer Variation  
Sicilian Defence: Dragon  
Sicilian Defence: Scheveningen  
Sicilian Defence: Sozin/Velimirovic Attack

Please see the [Play game section](#) for further details on other elements of this dialog.

## Opening preparation

One of the advanced features of HIARCS Chess Explorer is its ability to allow players of all strengths to prepare their openings and also prepare for opponents. As an example we will briefly take a hypothetical look at how you could prepare an opening to play as Black against ex World Chess Champion *Garry Kasparov*.

### Find games of opponent

We first open the "TopGames" database which is packaged with HIARCS Chess Explorer. In the Game Explorer dialog we can use the Quick search field to find all games played by Garry Kasparov with the White pieces. We simply enter "**Kasparov-**" and press return (or click Find) and all Kasparov's white games will appear in the Game Explorer pane. Please note you can easily make advanced searching combinations, see the [Quick search section](#) for details.

Top-Games - HIARCS Chess Explorer

File Edit View Game Play Search Help

Top-Games

Kasparov, Garry 2720 - Miles, Anthony J 2610 1-0  
 Match, Basel SUI (1), 1986  
 A56: Czech Benoni ...Be7

1.d4 ♖f6 2.c4 c5 3.d5 e5 4.♗c3 d6 5.e4 ♚e7  
 6.♗f3 O-O 7.h3 ♗bd7 8.g4 ♗e8 9.♚d3 a6 10.a4  
 ♗b8 11.♗g1 ♗c7 12.b3 ♗e8 13.h4 b5 14.g5 ♗f8  
 15.h5 ♚d7 16.♗h2 bxc4 17.♚xc4 f5 18.exf5  
 ♚xf5 19.♗f1 ♚d7 20.♗e3 e4 21.♚b2 ♚d8  
 22.♗e2 ♚f7 23.♗f4 ♚c8 24.♗g4 ♚e7 25.♗g3  
 ♚f7 26.♗fg2 ♗a8 27.a5 ♗c7 28.♗h4 ♗b5 29.g6  
 hxg6 30.♗xg6 ♚f6 31.♚xb5 ♗xb5 32.♚c2 ♚xb2  
 33.♚xb2 ♗xg6 34.♗xg6 ♗e5 35.O-O-O ♗xh5  
 36.♗dg1 ♗h7 37.♗c4 ♚f4+ 38.♗b1 ♗b7  
 39.♗xd6 ♚f5 40.♗f6 ♚h2 41.♗g3 ♚h1+ 42.♗a2  
 1-0

Quick search: Kasparov- Find

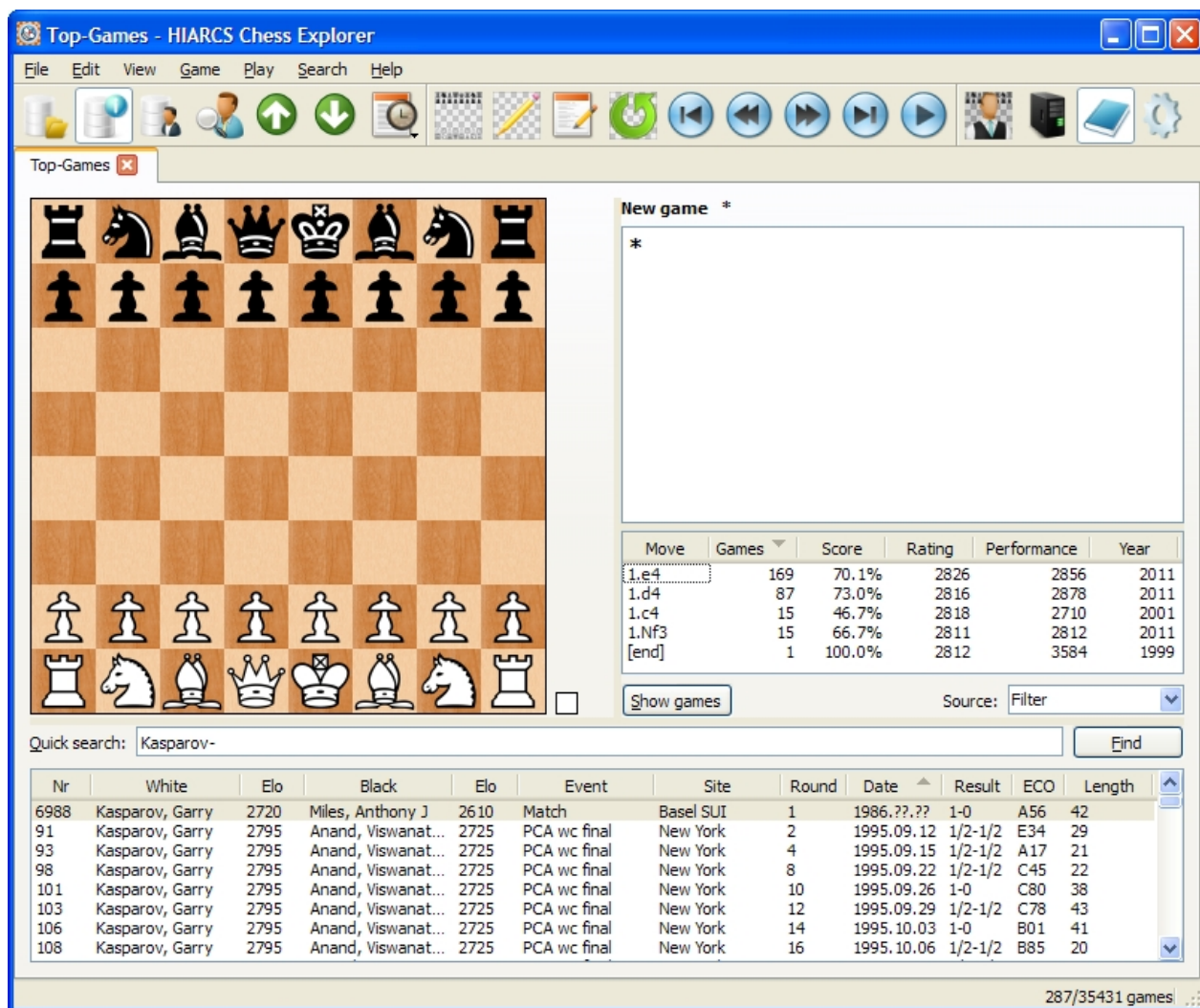
Nr	White	Elo	Black	Elo	Event	Site	Round	Date	Result	ECO	Length
6988	Kasparov, Garry	2720	Miles, Anthony J	2610	Match	Basel SUI	1	1986.??	1-0	A56	42
91	Kasparov, Garry	2795	Anand, Viswanat...	2725	PCA wc final	New York	2	1995.09.12	1/2-1/2	E34	29
93	Kasparov, Garry	2795	Anand, Viswanat...	2725	PCA wc final	New York	4	1995.09.15	1/2-1/2	A17	21
98	Kasparov, Garry	2795	Anand, Viswanat...	2725	PCA wc final	New York	8	1995.09.22	1/2-1/2	C45	22
101	Kasparov, Garry	2795	Anand, Viswanat...	2725	PCA wc final	New York	10	1995.09.26	1-0	C80	38
103	Kasparov, Garry	2795	Anand, Viswanat...	2725	PCA wc final	New York	12	1995.09.29	1/2-1/2	C78	43
106	Kasparov, Garry	2795	Anand, Viswanat...	2725	PCA wc final	New York	14	1995.10.03	1-0	B01	41
108	Kasparov, Garry	2795	Anand, Viswanat...	2725	PCA wc final	New York	16	1995.10.06	1/2-1/2	B85	20

287/35431 games

## Using Opening Explorer

We can now open the [Opening Explorer pane](#)  and set the Source to be the current Filter. Opening

Explorer will now display all the moves played in Kasparov's games in the current position together with the statistics for those moves. With the source set to the Filter, Opening Explorer will only show moves and statistics from the games within the current Filter. The current filter and games listed in the [Game Explorer pane](#) can be redefined to list only games which contain the current position simply by clicking the **Show games button** at any time.



We can see based on this data that *Garry Kasparov* is most likely to play 1.e4.

You will also notice I started a new game ([Game->New menu](#)) so I can explore variations played in Garry's games. You can select moves in the Opening Explorer pane to follow different paths until you find something interesting. You can also enter moves and variations and explorer positions as much as you like.

We will assume Garry will play 1.e4 and so we will follow his most common (likely) moves in the Opening Explorer (Source: Filter).... we then reach the Sicilian Nadjorf line **1.e4 c5 2.Nf3 d6 3.d4 cxd4 4.Nxd4 Nf6 5.Nc3 a6 6.Be3**

We now find Opening Explorer is showing us a difficult choice - there are a number of choices for Black and they all appear to have bad Scores at least against Garry Kasparov! Remember the Score is always the percentage that White achieves in these lines.

Move	Games	Score	Rating	Performance	Year
6...e6	3	83.3%	2670	2566	2001
6...Ng4	3	83.3%	2691	2557	2001
6...e5	2	100.0%	2675	2025	1998
6...Nbd7	1	100.0%	2677	2051	2000

Show games Source: Filter

In order to help choose the best move in this position we seek information from other **sources**. First we select the local opening book to get an idea of the popular GM moves in this position:

Move	Games	Score	Rating	Performance	Year	Play%
6...e5!	2800	55.3%	2543	2576	2012	50%
6...e6	1670	55.3%	2538	2578	2012	25%
6...Ng4	656	54.3%	2565	2595	2012	25%
6...Nc6!?	112	60.3%	2525	2582	2011	
6...Nbd7?!?	28	55.4%	2510	2545	2011	
6...Qc7?	14	64.3%	2491	2612	2012	
6...g6?	6	58.3%	2518	2630	2011	
6...b5?!	5	40.0%	2484	2394	2012	
6...h5?!	4	62.5%	2451	2540	2011	

Source: [Local opening book](#)

Now we can compare that with the wider and deeper **Online book: GM+**

Move	Games	Score	Rating	Performance	Year	Play%
6...e5!	6650	55.9%	2567	2607	2012	57.1%
6...e6	3308	57.2%	2553	2606	2012	28.5%
6...Ng4	1393	57.3%	2563	2611	2012	14.2%
6...Nc6!?	124	60.1%	2523	2585	2011	
6...Nbd7?!?	38	51.3%	2502	2507	2011	
6...g6?	24	75.0%	2553	2758	2011	
6...Qc7?!?	15	66.7%	2487	2637	2012	
6...b5?	7	57.1%	2493	2540	2012	
6...h5?!	4	62.5%	2451	2540	2011	
6...h6?	1	100.0%	2620	3320	2008	

Source: [Online book: GM+](#)

We can see from this information that **6..e5** is the recommended move from GM practice, so we will follow this move in the game notation, the Opening Explorer will continue to show us the moves and statistics from Kasparov filter. There are two games from the Kasparov filter which follow this **6...e5** line. So we now follow the line **6...e5 7.Nb3 Be6 8.f3 Nbd7 9.g4 h6 10. Qd2** which is well established theory until we find the two games played diverge. To see these games click the Show Games button and Game Explorer will set a refined Filter to these two games and display the two Kasparov games which contain this position:



Top-Games - HIARCS Chess Explorer

File Edit View Game Play Search Help

Top-Games

New game \*  
B90: Sicilian, Najdorf, Byrne (English) Attack

1.e4 c5 2.♘f3 d6 3.d4 cxd4 4.♗xd4 ♘f6 5.♗c3 a6  
6.♕e3 e5 7.♗b3 ♕e6 8.f3 ♗bd7 9.g4 h6 10.♖d2 \*

Move	Games	Score	Rating	Performance	Year
10...Be7	1	100.0%	2610	2025	1998
10...b5	1	100.0%	2740	2025	1998

Show games Source: Filter

Quick search:

Nr	White	Elo	Black	Elo	Event	Site	Round	Date	Result	ECO	Length
2934	Kasparov, Garry	2825	Huzman, Alexander	2610	ISR vs Kasparo...	Tel Aviv ISR	2.4	1998.05.21	1-0	B90	41
3006	Kasparov, Garry	2825	Ivanchuk, Vassily	2740	Chess Classic Gi...	Frankfurt GER	1	1998.06.19	1-0	B90	70

2/35431 games

Now while the statistics do not look good for Black here, there are simply too few games to form any real opinion on these moves. So we consult the Online GM+ book:

Move	Games	Score	Rating	Performance	Year	Play%
10...b5!	28	71.4%	2561	2680	2010	50%
10...Be7!	21	73.8%	2575	2713	2011	50%
10...Qc7!?	5	60.0%	2559	2693	2008	

Source: Online book: GM+

This gives us some confidence that it may be worth pursuing the **10...b5** or **10...Be7** line. So we select the game containing the popular **10...b5** and following that game using the book sources to see what improvement we could make in this line we follow the game some more.



Finally we reach the position after **11.O-O-O Nb6 12.Qf2 Nfd7 13.Kb1** where the local opening book does not even consider the move **13...g6** played in the game and offers two alternative moves. So we should check this out as the local opening book contains established GM theory so we can conclude that **13...g6** has only been played once in GM practice and that was in this game!

Let's consult the **Online GM+ book** for more information and possible moves:

Move	Games	Score	Rating	Performance	Year	Play%
13...Rc8!	8	56.2%	2545	2563	2004	80%
13...Be7	6	83.3%	2580	2806	2010	20%
13...g6?!	1	100.0%	2825	3540	1998	

Source: Online book: GM+

Indeed the Online GM+ book indicates **13...g6?! is dubious**. We can also see that the Online GM+ book is recommending the move **13...Rc8** and the statistics look reasonable for this move for Black. We could now prepare this line further but this is beyond the scope of this manual. You can see how the multiple sources of information can be used to help prepare your openings.

Finally for [HIARCS book subscribers](#) you can access the World's strongest opening book directly from within HIARCS Chess Explorer. Once you have entered your book license in the [Preferences->Advanced tab](#). Select the **Source: Tournament book** and you will see the moves from the HIARCS Tournament book in Opening Explorer:

Move	Games	Score	Rating	Performance	Year	Play%
13...Nc4!	41	54.9%	2588	2644	2012	57.1%
13...Be7	25	68.0%	2584	2730	2011	28.5%
13...Rc8	16	68.8%	2590	2716	2012	14.2%
13...g6?	1	100.0%	2825	3540	1998	


Source: Online book: Tournament

Here we can see the HIARCS Tournament book offers the interesting move **13...Nc4!**

The multiple sources of the Opening Explorer can be used in many ways to help you analyse games, positions and openings. I hope this section has helped give you some ideas on how it can be used.

## Finding games

There are many ways in HIARCS Chess Explorer to find games in an open database:

- Select the Search header  toolbar icon or [Search->Header menu item](#) to access the [Search header dialog](#) to search the database for games matching game header criteria, e.g. players, event, rating, dates etc, etc. Please see the [Search header section](#) for more details.
- Open the [Game Explorer pane](#) and use the [Quick search field](#) for fast searching.
- Open the [Opening Explorer](#) and use the [Source: Database and Show games button](#) to show all games matching the current position
- Open the [Player Explorer](#) and find games of a particular player
- Use the [Search->Position menu item](#) to open the [Search for position dialog](#) to find the games containing a position you are interested in.

When you first open a database the current filter is set to the whole database. When you search for games the result is normally a subset of the games and this subset is the current game filter.


Every time you search for games it creates a new filter of games. Using the [Header search](#) it is possible to add to the current filter of games.

## Finding players

You can find a player in the open database as follows:

- If you have a game open in the [Game Notation pane](#) with the player you are interested in you can click the player name to access the [Player information](#) with games, performances and favourite openings etc.
- Open the [Player Explorer dialog](#) and search for the player you are interested in.

## Configuring the program

You can configure HIARCS Explorer using the [Preferences dialog](#). This can be accessed by clicking the preferences  toolbar icon or from the [Edit->Preferences menu item](#).

## Add a new chess engine

You can add additional UCI chess engines to HIARCS Chess Explorer using the [Preferences->Engine tab](#)

## Copy and paste game or positions

You can copy and paste Games and Positions between chess software using the Copy and Paste submenus of the Edit menu.

To copy a game in the current tab, use the [Edit->Copy->Game menu item](#), the game is then copied to the clipboard. If you are copying from another chess software application please consult the manual/help for that application on how to copy a game in PGN format.

To paste a game from the clipboard, use the [Edit->Paste->Game menu item](#).

A position can be copied and pasted in the same way using the [Edit->Copy->Position](#) and [Edit->Paste->Position](#) menu items. Positions are copied in FEN format.

For more details please see the [Edit menu section](#).

## Merge game

One of the unique and powerful features of HIARCS Chess Explorer is the Merge game feature.

You can access Merge game from the [Edit->Paste->Merge with current game menu item](#)

This feature allows you to paste a game from the clipboard into the current game, merging the two games together.

This enables you to analyse a game in multiple database contexts or even in other chess software and merge your work at the end into one single game in HIARCS Chess Explorer. This allows you to collate all your analysis from multiple sources into one game within the [Game Notation](#). This is also useful if someone else does some analysis for you and sends you the game you can easily merge the game with your own work.

## Copy filter and database games

HIARCS Chess Explorer allows you to copy all the games in the current filter or even the whole database of games to another database in a very simple manner.

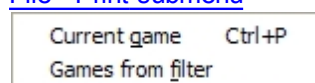
First ensure you open the database you want to copy the games from and the database you wish to copy the games to. Go into the tab of the database you wish to copy from. If you want to set a filter of games to copy you can do that in the normal way using the [search and filter capabilities](#).

To copy and paste the games in one operation select the [Edit->Copy->Games... menu item](#) and you can then copy either a single game, the current filter of games or the whole database into another database in one operation.

## Printing games

HIARCS Chess Explorer can print single or multiple games including commentary, variations and chess diagrams.

[File->Print submenu](#)



Any loaded game can be printed simply by selecting the [File->Print->Current game menu item](#). The game can be printed directly to a printer or to a file.

You can set diagrams at any point in the game notation and the diagrams will be printed at that point in the



game print out. Diagrams will include algebraic coordinates if you are using them in the on screen display.

You can even print multiple games using the [File->Print->Games from filter menu item](#). You should use this option with caution since it can print many games. You will be warned if you try to print 20 or more games as this will use a lot of paper.

## Setting a language

HIARCS Chess Explorer will use the default language of your operating system. If you want to use a different language you can choose the language in the [Preferences->Advanced tab](#). There you can set the language to English (UK), English (US), French, German, Italian, Polish, Russian and Spanish.



## User Interface

The following sections explain the HIARCS Chess Explorer User Interface, its [Main window](#), [display panes](#), [menus](#), [icons](#) and [dialogs](#). They form the basis of the [context sensitive help](#).



### Main Window



The main windows of HIARCS Chess Explorer is split into the following parts:

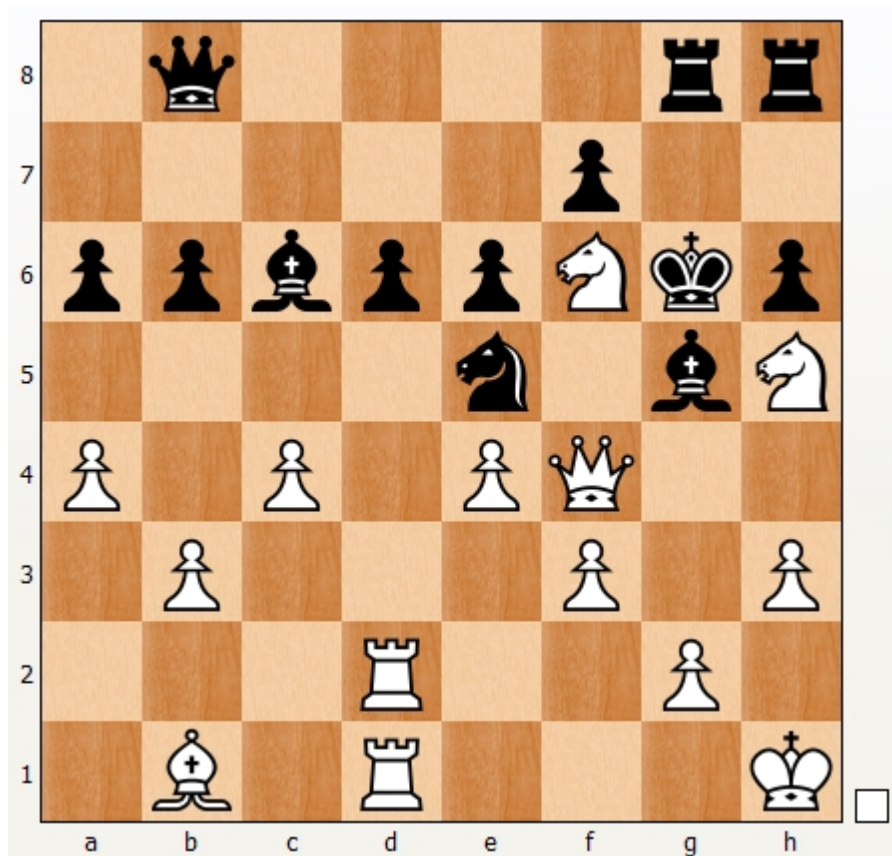
- Title of window: Current database name - HIARCS Chess Explorer
- [Menus](#) at the top of the window
- [Shortcut icons](#) for accessing common functions
- tabs one per database, here we have only one database open called AnnotatedGames.
- [Game Board](#) which shows the current position of the game being examined.
- [Game Notation](#) shows the current loaded game including comments, variations and symbols etc.
-  [Game Explorer](#) shows the list of games in the database and provides functions to explore the database for games. The Game Explorer pane is *optional* and its presence is toggled using the Database Info icon.
-  [Opening Explorer](#) provides multi-source real-time access to opening moves and statistics. The

Opening Explorer pane is *optional* and its presence is toggled using the Book icon.

-  [Analysis Explorer](#) provides access to engine analysis with statistics, history and game analysis. The Analysis Explorer pane is *optional* and its presence is toggled using the Computer icon.
-  [Play game mode](#) provides the ability to play chess against the computer.

The height and width of the [Game Notation](#), [Opening Explorer](#) and [Analysis Explorer](#) panes can be adjusted. The height of the [Game Explorer](#) pane can also be adjusted. The [chess\\_board](#) will automatically adjust size to fit.

### Game Board



The Game board displays the current chess position of the game in the Game Notation window. The current side to play is shown to the right of the board with a white square for white to play and a black square for black to play, in our example white is to play. The algebraic coordinates around the chess board are optional, other attributes of the board including the board textures and piece sets can also be set in the [Preferences->Board tab](#).

## Move entry

To move a piece simply move the mouse pointer over the square of the piece you wish move, click the left mouse button down to select the piece. You can then hold the mouse button down and drag the piece to the destination square and let go to make the move.

If you hold down the **Shift** key while entering a move it will be added as the new main line with the previous main line becoming a variation.

If you hold down the **Ctrl** key while entering a move it will be added as the new main line and remove the old line.

Please note that you can use [Undo/Redo command](#) to undo mistakes, so even if you have added, modified or removed many items in the game notation you can always reverse these changes.

When Guess move (Preferences->Board tab) is **off** you can select the source square with a click/release of the left mouse button and then select the destination square. However we believe most people will prefer to use the much faster Guess move approach which is on by default.

## Guess moves

With the Guess move feature enabled, when the cursor goes over a piece the piece will highlight and the suggested best destination square for the piece will be highlighted. You can select the guess move simply by clicking the left mouse button and releasing it.

With the mouse pointer over a piece, if you then click the right mouse button and Guess move will highlight what it thinks is the next best destination square for the piece highlighted. Repeatedly pressing the right mouse button will cycle through the moves in order of quality.

When placing the cursor over a square on the board Guess move will highlight the suggested best move to that square. Again clicking the right mouse button will show the next best move to the destination square, with each click cycling through the moves in order of quality.

You can select the currently highlighted guess move at any time simply by clicking the left mouse button and releasing it.

When you click the left mouse button on a piece to move it, Guess move will colour code the destination square highlight to indicate move quality. Here are the default colours:

	Book move
	Good move
	Bad move

These colours are used with dark/light intensity to show move quality. These colours are configurable in the [Preferences->Board tab](#)

## Resizing

The chess board will automatically resize in response to the size of the overall HIARCS Chess Explorer window and any panes and their widths used within it.

The Game board and pieces can support up to a massive 2,400 x 2,400 pixel resolution without losing any quality.

## Game Notation

**Ponomarev, Ruslan 2734 - Kramnik, Vladimir 2790 1-0**  
*Sparkassen GM, Dortmund GER (2), 2010.07.16*  
E11: Bogo-Indian Defence (...Be7 retreat)

**1.d4 ♠f6 2.c4 e6 3.g3 ♚b4+ 4.♚d2 ♚e7 5.♚g2 d5 6.♠f3** The Catalan - and the world's leading expert on this opening is sitting on the black side of the board. But this is not unprecedented. The check on b4 has not been a waste of time for Black because the white bishop will need to move from d2.  
**6...O-O 7.O-O c6 8.♞c2 b6 9.♞d1**  
9.♚f4 is played more often.  
**9...♚a6**  
9...♚b7 is perhaps safer, but also not as combative.  
**10.♠e5 ♞c8=**  
10...♠fd7 11.cxd5 cxd5 12.e4 ♠xe5 13.exd5 ( 13.dxe5 is powerfully answered by 13...d4!) 13...♠d3 ( 13...♚e2 seems to be an improvement: 14.dxe5 ♚xd1 15.♞xd1 exd5 16.♠c3 ♠c6 17.♠xd5 ♠xe5 18.♠xe7+ ♞xe7 19.♚xa8 ♞xa8 is equal) 14.d6 ♞xd6 15.♚xa8 ♞c8 16.♚c3 ♠c6 17.♞a4! ( 17.♚xc6 ♞xc6 18.♞xd3 ♞e4 was good for Black in Llanes-Sargissian, Spain 2006) 17...♠db4 18.♚xc6 ♞xc6 19.♞xc6 ♠xc6 20.♠d2 looks good for White  
**11.♠c3 ♠bd7 12.♞ac1N**  
Ponomarev tries something new. 12.♚f4 ♠h5 13.♚e3 ♠hf6 14.♞ac1 ♠xe5 15.dxe5 ♠g4 16.♚f4 ♠xc4 17.h3 ♠h6 18.e4∞ was played in Sambuev-Smirnov, Krasnoyarsk 2003 and is finely balanced.  
**12...♠xe5 13.dxe5 [diagram] 13...♠d7**  
13...♠g4 may be playable, though White may have pressure on the diagonal after 14.♚h3!?, enabling the capture of a pawn on d5 if Black plays 14...♠xe5 . However, the move chosen leads to passivity.  
**14.cxd5 cxd5**

The Game Notation pane displays the game header information, moves, comments, variations and symbols for the current game.

### Game Header Information

At the top of the game notation we have:

- White and Black player names and Elo ratings (if available) and the game result. Please note the players names in [blue](#) are hyper-linked so you can simply click the player to open the [Player Explorer](#) to view the games, performances and favourite openings of the player in the [Information tab](#).
- The event and site where the game was played and the round and date on which the game was played
- The [ECO code and opening name](#)

### Game Notation

Below the game header information the actual game is displayed. The game notation can have the following information:

- The main line of the game (e.g. the moves played in the game) is shown in bold text
- Move variations (these can be nested) are shown in [blue](#)
- Comments are shown in [green](#) as are **diagram** designations (see move **13.dxe5**)
- Move, evaluation and other symbols are shown in [red](#) (see respectively **14. Bh3!?** **10. Qc8=**, **12.Rac1N** etc)
- The current move is highlighted (see **13.dxe5**) and the position after the highlighted move is displayed on the [Game Board](#).

### Navigating the game notation

There are many way to navigate the game in the game notation:

- Use the mouse left click to go directly to any move or variation, the position will then be shown on the Game Board.
- You can navigate to the beginning of the game, previous move, next move or end of game by using the move navigation icons:



- The play navigation icon above gives the ability to start replaying the game moves from the current position. The pause icon pauses the replay.
- The keyboard can be used to navigate the game, if you use the left or right arrow keys they will move backwards or forwards through the current line of play. The arrow key navigation will not present annoying variation dialogs or enter sub-variations.
- To be offered the move variation choices at each move use the **Ctrl+right arrow**. If there is choice of moves at any point in the game notation you will be given a [Select move dialog](#) so you can choose the continuation.
- The **Ctrl+left arrow** will jump back to the previous higher variation which is just before the point this variation branch was entered.
- The **down arrow** jumps forward 5 moves on the current line, while **up arrow** will jump back 5 moves on the current line.

## Undo/Redo

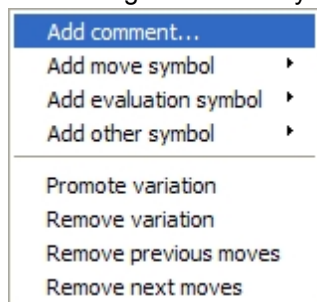
You can perform unlimited undo and redo operations performed in the Game Notation on the current game since it was loaded. See the [Undo/Redo section](#) for details.

## Move context menu

You can right click on any move to bring up the [move context menu](#) which enable you to add, edit and remove [comments](#), [diagrams](#), [move](#), [evaluation](#) and [other symbols](#).

### Move context menu

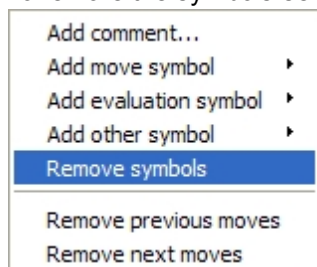
You can right click on any move in the Game Notation to bring up the move context menu as below:



This menu enables you to add, edit and remove comments, move and evaluation symbols. The following sections explain how these actions are achieved:

- [Comments](#)
- [Move symbols](#)
- [Evaluation symbols](#)
- [Other symbols](#)

To remove the symbols select the remove symbols menu item.





When you right click to access the Move context menu you are setting the move you right clicked on as the context. Depending on the context you may have the following options applicable at that point:

- **Promote variation** - this is used to promote a variation up one level closer to becoming the main line of the game. When promoting a variation you are in effect demoting any variation it replaces. Please see this example:

A main-line and variation:

Promoting the 6...e5 variation has this effect, 6...e5 line is promoted, 6...e6 line is demoted:

- **Remove variation** - this will delete the current variation, for example::

choosing remove variation on the 6...e5 variation will remove it:

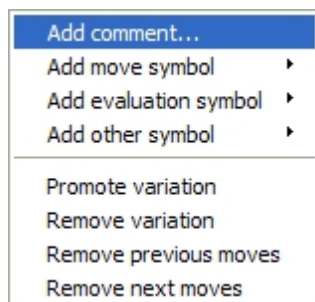
- **Remove previous moves** - this will remove all the previous moves, for example:

choosing remove variation on the move 2...d6 will remove the previous moves:

- **Remove next moves** - this will remove the following moves/variations:

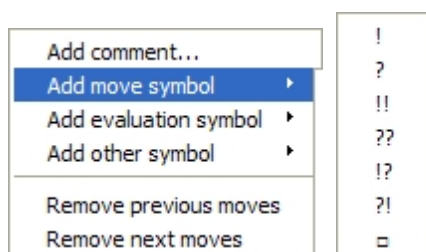
choosing remove next on the move 7.f3 will remove the move following it:

## Comments



To add a comment select the Add comment... menu item from the [move context menu](#). You can edit or remove a comment by clicking on the comment. Either of these approaches will bring up the [Edit comment dialog](#) where you can add, edit and remove comments and diagrams from the Game Notation.

## Move symbols



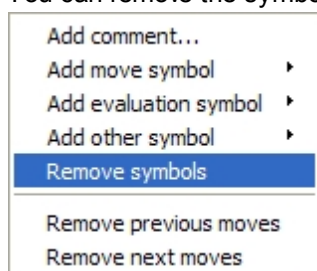
Choose the Add symbol menu item on the move context pop up menu in order to select a move symbol. Possible move symbols and their description:

- ! - a good move, usually used for moves that are surprising or clearly better than alternatives
- ? - a poor move. Basically a mistake that should not of been played.
- !! - an outstanding move. Such moves are usually very hard to find and clearly superior to other moves.
- ?? - a very bad mistake. A blunder which normally loses material, overlooks a checkmate or some other bad outcome.

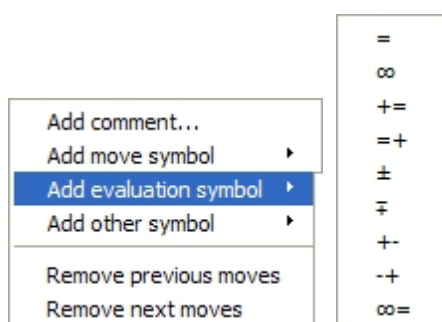
- !? - an interesting move but perhaps not the best move available, this can also be an enterprising move which deserves attention. Sometimes !? is a temporary state for a move as with more practice its symbol can change.
- ?! - a dubious move, probably objectively poor but could be hard to refute so has more merit than ? moves.
- □ - only move, all other moves are grossly inferior.

Please note setting a move symbol replaces any existing symbol present. You can also enter the symbols using the keyboard, for example ! enters !, !? enters !? etc.

You can remove the symbols by choosing the Remove symbols menu item on the Move context menu.



## Evaluation symbols

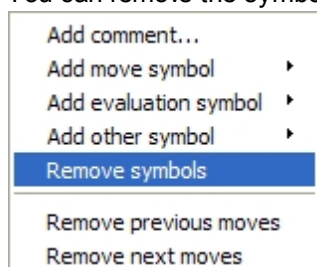


Possible evaluation symbols and their description:

- = Equality, a position with equal chances
- ∞ Unclear, a position where it is unclear who if anyone has an advantage.
- += Slight advantage for White
- =+ Slight advantage for Black
- +/- Clear Advantage for White
- -/+ Clear Advantage for Black
- +- Decisive advantage for White
- -+ Decisive advantage for Black
- ∞= With compensation, an unclear position usually where the side down in material has compensation for the material

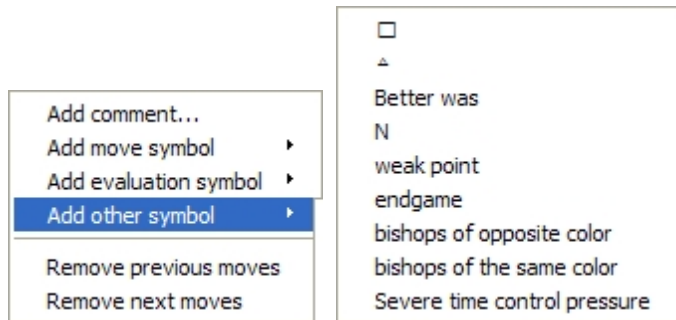
Please note setting an evaluation symbol will replace any existing evaluation symbol present. You can also enter the symbols using the keyboard, for example = enters =, ~ enters ∞, ~= enters ∞= etc.

You can remove the symbols by choosing the Remove symbols menu item on the Move context menu.





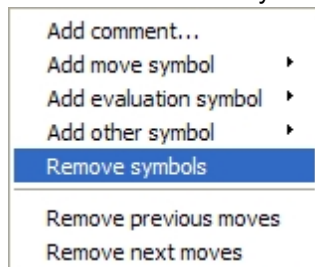
## Other symbols



Other symbols which can be added to the game notation moves. This in turn means:

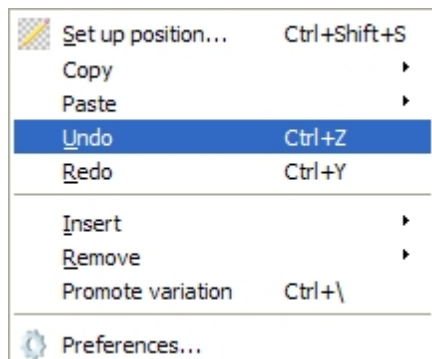
- Zugzwang
- Idea
- Better was
- Novelty - a new move not seen in general practice of this position before
- weak point
- endgame
- bishops of opposite colour
- bishops of the same colour
- severe time control pressure

You can remove the symbols by choosing the Remove symbols menu item on the Move context menu.



## Undo/Redo changes

You can undo and redo unlimited operations performed in the Game Notation on the current game since it was loaded.



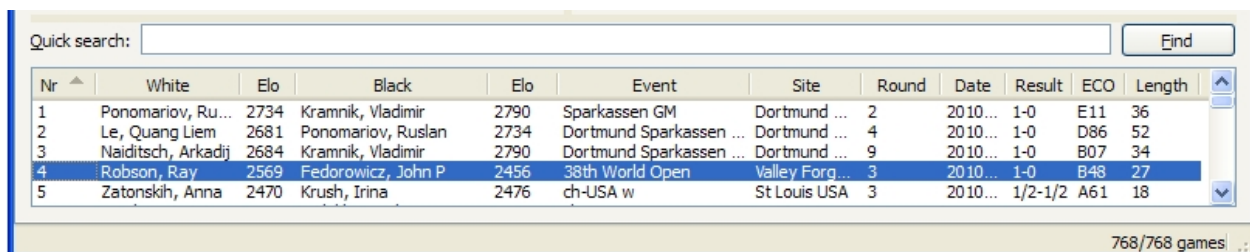
Accessed on the Edit menu or via shortcut keystrokes.

HIARCS Chess Explorer maintains a record of all your changes to the current game notation since the game was loaded. This is extremely useful as it means you can Undo any mistakes you made in changing the Game Notation, equally you can Redo (reapply) changes made after an Undo provided you have not

made other changes since you performed the Undo.

Please note the shortcut keystroke for common operations is also defined on the menu, you can use the keyboard shortcut to invoke the associated function. For example Ctrl+Z for Undo, Ctrl+Y for Redo.

## Game Explorer



Nr	White	Elo	Black	Elo	Event	Site	Round	Date	Result	ECO	Length
1	Ponomarev, Ru...	2734	Kramnik, Vladimir	2790	Sparkassen GM	Dortmund ...	2	2010...	1-0	E11	36
2	Le, Quang Liem	2681	Ponomarev, Ruslan	2734	Dortmund Sparkassen ...	Dortmund ...	4	2010...	1-0	D86	52
3	Najditsch, Arkadij	2684	Kramnik, Vladimir	2790	Dortmund Sparkassen ...	Dortmund ...	9	2010...	1-0	B07	34
4	Robson, Ray	2569	Fedorowicz, John P.	2456	38th World Open	Valley Forge...	3	2010...	1-0	B48	27
5	Zatonskih, Anna	2470	Krush, Irina	2476	ch-USA w	St Louis USA	3	2010...	1/2-1/2	A61	18

Can be toggle accessed by clicking the Game Explorer




shortcut icon or from the [View->Game](#)

[Explorer menu item](#).

The Game Explorer shows the list of games in the database and provides functions to explore the database for games. The games are listed under columns describing:

- Game number in database, games are numbered from 1 as they are found in the PGN database.
- White player name and Elo
- Black player name and Elo
- Event where game took place
- Site where game took place
- Round of event game took place in
- Date of game in the format YYYY.MM.DD
- ECO code of opening played in game (this is the Encyclopaedia of Chess Openings code for openings)
- Length of game in moves

Any of these column fields can be sorted. By default the list is sorted in the order the games are in the PGN database. By clicking on the column header of any field you can sort the list by that column in ascending or descending order. In the example below I have sorted the White Elo field into descending order by simply clicking on the White Elo column header. This powerful feature immediately gives me the strongest players who played the white pieces in the AnnotatedGames database:



Nr	White	Elo	Black	Elo	Event	Site	Round	Date	Result	ECO	Length
729	Aronian, Lev...	2805	Gashimov, Vugar	2761	74th Tata Steel GMA	Wijk aan ...	6	2012.01.20	1-0	A61	48
628	Aronian, Lev...	2802	McShane, Luke J	2671	London Chess Clas...	London	1	2011.12.03	1/2-1/2	D15	42
313	Aronian, Lev...	2800	Anand, Viswanathan	2681	20th Amber Rapid	Monaco ...	8	2011.03.20	1-0	D40	59
648	Kramnik, Vla...	2800	Nepomniachtchi, Ian		6th Tal Memorial	Moscow ...	1.3	2011.11.16	0-1	A37	53
162	Aronian, Lev...	2800	Kramnik, Vladimir		Tal Memorial	Moscow ...	1	2010.11.05	1-0	D38	41

One of the key features of the Game Explorer pane is the [Quick search field](#) which enables powerful quick searches on the games to be performed.

## Quick search

The Quick search field in the [Game Explorer pane](#) allows you to create single and range searches from the keyboard and combine searches to perform powerful filtering of games. The Quick search filter is applied to all the games in the database.

### Single searches

- **Kasparov** find all games by Kasparov
- **Kasparov-** find all white games by Kasparov
- **-Kasparov** find all black games by Kasparov
- **2012.06** find all games from last June
- **2011** find all games from 2011
- **1-0** find all games won by white (note: use 1/2 or 1/2-1/2 for draw)
- **B17** find all games with ECO B17
- **Site:London** find all games played in London (general form is Tag:Value)
- **>2400** find all games with average Elo above 2400


### Range searches

- **B10-B17** find all Caro-Kann games
- **2001-2011** find all games from XXI century

### Combining searches:

- **Kasparov- 0-1** find all games lost by Kasparov with white
- **Kasparov D80-D99** find all Kasparov games when Grünfeld was played
- **Kasparov Karpov** find all Karpov-Kasparov games
- **Kasparov- -Karpov** find all Karpov-Kasparov games where Kasparov was white
- **Kasparov Site:London** find all games played by Kasparov in London
- **Kasparov Karpov Site:London 1-0 0-1 !1/2** find all decisive games between Kasparov and Karpov played in London
- **Kasparov Karpov !1/2** find all games decisive games between Kasparov and Karpov
- **Zvj- Dre** find all games with White starting "Zvj" and Black starting "Dre", matches Zvjaginsev v Dreev

### Opening Explorer

Can be toggle accessed by clicking the Opening Explorer  shortcut icon or from the [View->Opening Explorer menu item](#).

Move	Games	Score	Rating	Performance	Year	Play%
6.Be3!	5295	55.3%	2543	2579	2012	33.3%
6.Be2	3449	52.7%	2522	2550	2012	16.6%
6.Bg5	2837	54.4%	2519	2558	2012	16.6%
6.Bc4!?	1340	49.3%	2500	2517	2012	
6.f4	1267	52.5%	2506	2541	2012	8.3%
6.f3	884	55.3%	2552	2584	2012	8.3%
6.g3	645	51.7%	2519	2539	2012	4.1%
6.a4	517	52.0%	2520	2534	2012	4.1%
6.h3	376	54.1%	2550	2569	2012	8.3%
6.Bd3!?	84	54.8%	2511	2546	2010	
6.Rg1?	63	55.6%	2529	2591	2011	
6.Qf3!?	27	68.5%	2508	2646	2012	
6.Qe2?	13	42.3%	2495	2472	2011	
6.a3?!	5	50.0%	2590	2522	2011	
6.Nb3?!	2	50.0%	2485	2525	2006	

Source: Local opening book

Opening Explorer is the world's first multi-source real-time chess tree with live updates and automatic game filtering.

Opening Explorer presents for the current position a [statistical view](#) of moves available. The moves form part

of a tree of chess positions so it can track any game and moves played and present in real-time the move options available and the [statistics for those moves](#) from many different sources.

The data presented in the Opening Explorer pane can be sorted by any of the column headers, which can help depending on how you wish to look at the data.

You can select [multiple sources](#) for the Opening Explorer view. You select the [source](#) from the Source: selector where you can choose from [Database](#), [Filter](#), [Local](#) and [Online opening books](#). With the [database source](#) you can perform real-time game filtering.

The chess tree is automatically updated in real-time in the database and filter source context as games are added, modified or deleted.

In the [Database source](#) context you can also set Opening Explorer to automatically update the games filter and game list shown in the Game Explorer pane. This can be a very powerful feature to allow you to only see the games appropriate to the opening you are exploring.

With a [Filter source](#) context you can have Opening Explorer show only the games of particular players or opponents you might be facing, you can even have Opening Explorer just show moves and statistics from your own games. These approaches allow you to have Opening Explorer give an automatic real-time view of an opening repertoire at any position.

## Move statistics

Move	Games	Score	Rating	Performance	Year	Play%
6.Be3!	11565	56.5%	2561	2611	2012	42.1%
6.Bg5	7121	53.8%	2540	2579	2012	21%
6.Be2	4813	52.5%	2531	2552	2012	10.5%
6.Bc4!?	2010	48.6%	2513	2527	2012	
6.f3	1779	57.2%	2557	2606	2012	10.5%
6.f4	1539	51.8%	2513	2540	2012	5.2%
6.g3?!	765	51.4%	2521	2537	2012	
6.a4!?	565	51.3%	2521	2529	2012	
6.h3	497	54.5%	2557	2585	2012	10.5%
6.Rg1!?	99	53.0%	2512	2561	2011	
6.Bd3!?	92	53.3%	2513	2537	2011	
6.Qf3!?	35	62.9%	2502	2613	2012	
6.Qe2?	13	42.3%	2495	2472	2011	
6.a3?!	5	50.0%	2590	2522	2011	
6.Nb3?!	3	66.7%	2536	2678	2006	
6.e5?	1	50.0%	2610	2700	2001	

Source:

[Opening Explorer](#) showing the move & statistics for the Sicilian Najdorf position using the GM+ online opening book available in the Deep HiarCS Chess Explorer product.

Opening Explorer presents the following statistics against each move:

- **Moves** - presented in algebraic notation with move symbols assessing the quality of the moves
- **Games** - the number of games where the move has been played
- **Score** - the percentage score of the move in practice over those games. The % Score is always given from White's perspective so it is easier for you to compare moves irrespective of which side is to play.
- **Rating** - the average Elo rating of the players who played the move
- **Performance** - the average performance Elo rating as a result of playing the move, this takes into account the average Elo rating of the opponents played and the performance of the move.
- **Year** - the last year that the move was played in practice in the source games.
- **Play%** - an assessment of the playability of the move. This only appears on book sources and is context related so for GM books the playability is specific to GMs, whereas in the highly acclaimed HiarCS Tournament book a more narrow assessment of the playability of the absolute best moves is made.

Each of the columns is sortable in both ascending and descending order.

## Sources

Database
Filter
Local opening book
Online book: GM
Online book: GM+
Online book: Tournament

Opening Explorer can use multiple data sources to present its information. The following sources are available to consult about the current position:

- [Database](#) - the whole database is presented as a tree of moves available together with the statistics from the database itself. This source has the powerful automatic filter option, see the [Database source section](#) for details.
- [Filter](#) - the current database filter is presented as a tree of moves with statistics from those filtered games only. This source is useful to examine player or opponent opening repertoires or specific openings or any other filter you can create, see the [Filter source section](#) for details.
- [Local opening book](#) - the local opening book included is built on Grandmaster games and you can see the moves and statistics for those moves played in Grandmaster games. Only established moves are shown.
- [Online books](#) - the HIARCS Chess Server provides very strong opening books with the latest opening theory and novelties. Depending on the product type you can have access to a GM or GM+ opening book with the latest moves and statistics presented. Book subscribers get access to additional online opening book content.

## Database source

Move	Games	Score	Rating	Performance	Year
6.Be3	786	57.1%	2696	2744	2012
6.Be2	304	56.4%	2689	2737	2012
6.Bg5	212	51.2%	2680	2694	2012
6.f3	159	53.1%	2707	2724	2011
6.Bc4	68	49.3%	2684	2690	2011
6.h3	49	53.1%	2693	2714	2012
6.g3	47	58.5%	2679	2742	2011
6.a4	42	56.0%	2685	2719	2011
6.f4	41	51.2%	2648	2682	2012
6.Rg1	7	42.9%	2691	2670	2002
6.Bd3	7	42.9%	2677	2628	2009
6.Qf3	3	83.3%	2656	2895	2012

☐ Automatically set filter  Source: Database

When using the Source: Database in [Opening Explorer](#) you are presented with the moves and statistics from the database for the current position (whatever that is).

One of the powerful features of [Opening Explorer](#) is the ability to apply a real-time [game filter](#) based on the current position. By clicking the **Show games** button you can immediately set the filter and games listed in the [Game Explorer pane](#) to only show the games which have this position in them. Therefore simply by clicking the **Show games** button you will then have a game list of all the games that contributed to the moves and statistics shown.

To make the game filter be applied automatically each time you go to a new position in the Game Notation select the **"Automatically set filter"** checkbox. With that set the game list will update automatically in real-

time to show only the games which reach the current position. With the filter set automatically the **Show games** button will no longer be required so will not be displayed.

### Filter source

Move	Games	Score	Rating	Performance	Year
1.e4	169	70.1%	2826	2856	2011
1.d4	87	73.0%	2816	2878	2011
1.c4	15	46.7%	2818	2710	2001
1.Nf3	15	66.7%	2811	2812	2011
[end]	1	100.0%	2812	3584	1999

Source: Filter

When using the Source: Filter in [Opening Explorer](#) you are presented with only the moves and statistics from the filtered database games for the current position on the board. You can narrow the current filter down to only those games which have the current position in them simply by clicking the **Show games button**. Please see the [Opening preparation section](#) for details on how Opening Explorer can be used for top class opening preparation.

In the above example I searched for only games played by Garry Kasparov with the White pieces with players over 2600, in that way the [Opening Explorer](#) pane can give you the repertoire of a particular player in any position.

When you see [end] as a move this indicates one of the games ended at this point.

### Local source

Move	Games	Score	Rating	Performance	Year	Play%
2.Nf3!	41106	55.7%	2536	2578	2012	66.6%
2.Bc4	1296	56.3%	2521	2563	2012	33.3%
2.Nc3!?	782	53.2%	2493	2529	2012	
2.f4?!	592	48.5%	2502	2511	2012	
2.d4?!	160	49.7%	2504	2517	2012	
2.d3?!	12	33.3%	2434	2346	2004	
2.Ne2?!	8	68.8%	2467	2619	2008	
2.Bb5?	5	60.0%	2470	2570	2007	
2.Qh5?!	5	40.0%	2655	2441	2005	
2.a3?!	4	87.5%	2536	2786	2009	
2.c4?!	3	66.7%	2455	2598	1998	

Source: Local opening book

The local opening book which is included with HIARCS Chess Explorer is built on Grandmaster over the board games. You can view the local book in [Opening Explorer](#) which enables you to see the moves and statistics for the moves played in Grandmaster games. Only established moves are shown.

### Online sources

There are various online sources available within the [Opening Explorer](#) from the HIARCS Chess Server. These online sources provide chess moves and statistics depending on the product type and book subscription you have chosen:

- **GM** - this is a statistical opening book of chess moves played by Grandmaster over the board games. This online book is available to all customers for at least a year after purchase.
- **GM+** - this is a statistical opening book of chess moves played by International Masters and Grandmaster in over the board and correspondence games. This online book is available to Deep HIARCS Chess Explorer customer for at least a year after purchase. An example of the Online GM+



book is given in the screen shot below.

- **Tournament** - this is a statistical opening book of chess moves hand tuned from the very best games played. It has contribution from IMs and GMs and the very strongest chess players. This online book is available to HIARCS Book subscribers and is the same as delivered as part of the HIARCS book subscription and is known to be the strongest commercial opening book and has been for a number of years.

Move	Games	Score	Rating	Performance	Year	Play%
6.Bg5!	7761	57.2%	2529	2575	2012	66.6%
6.Bc4	2224	52.2%	2506	2530	2012	16.6%
6.Be2!?	1080	51.2%	2500	2521	2012	
6.f3	495	55.1%	2510	2555	2012	16.6%
6.g3!?	310	51.1%	2493	2524	2012	
6.Be3!?	233	51.7%	2495	2524	2012	
6.f4!?	186	53.0%	2492	2530	2012	
6.h3!?	55	60.9%	2557	2609	2011	
6.Nb3!?	45	48.9%	2476	2494	2011	
6.Bb5?!	15	46.7%	2477	2526	2009	
6.Nde2?!	4	37.5%	2447	2470	2007	
6.Nxc6?!	3	0.0%	2493	1693	2004	

Source: Online book: GM+

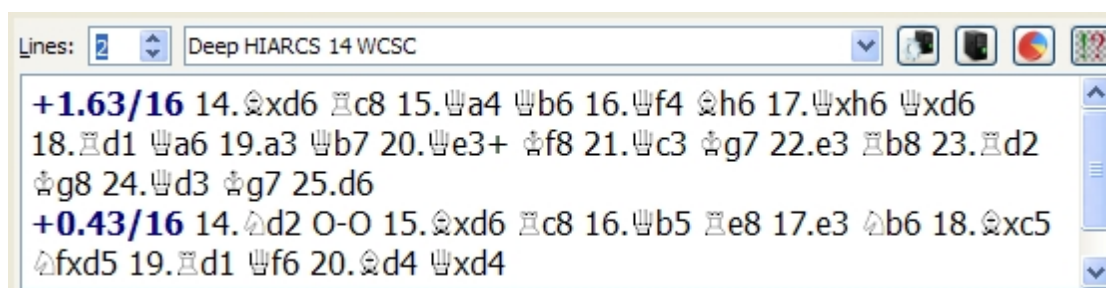
Each online book is a regularly updated tree of chess moves, statistics and games from different sources. Updates to the online books are automatically and seamlessly handled by HIARCS Chess Explorer and the HIARCS Chess Server.


You can access statistics about the online source by moving the mouse cursor over the Source selector when an online source is selected, you will then see a book stats pop up:

**Book: GM+ version 14.002**  
 3,234,003 positions  
 277,488 variations  
 588,243 games

Our online books are updated regularly and we expect to grow our online book sources over time.

## Analysis Explorer



Can be toggle accessed by clicking the Analysis Explorer  shortcut icon or from the [View->Analysis Explorer menu item](#).

The Analysis Explorer pane enables you to analyse positions using chess engines, see the analysis from a number of perspectives and use the analysis in the [Game Notation](#) pane.

You can select any chess engine from the **engine selector** (highlighted in above screen shot), all engines which have already been added in the [Preferences - Engines tab](#) will be available in this selector. You will have the HIARCS World Chess Software Champion engine available in this selector as it is automatically installed with HIARCS Chess Explorer.



After you have chosen the engine you want to analyse with you can also set the number of lines to analyse simultaneously. Normally HIARCS analyses with lines=1 to find the best line of play from the current position, however you may be interested in the top N lines of play, if you are you can set the lines field to the number of lines you wish to see simultaneously computed. Please note having lines > 1 makes HIARCS significantly less efficient at finding the best move available - ie. it will take somewhat longer to reach the same depth of search.

The analysis output area is directly under the engine selector. The output area can show analysis in four main ways:

1. [Concise view](#) showing only the best move(s) found so far along with the evaluation and depth of search
2. [History and Statistic view](#) showing the history of analysis of this position with statistics
3. [Game Analysis progress](#) showing the engine analysis progress as it analyses a game
4. [Endgame tablebase results](#) showing the results of consulting huge endgame databases.

The Analysis Explorer pane has 4 important shortcut icons next to the engine selector:



[Engine settings](#) - this enables you to [configure the engine options](#).



Start/stop analysing - if idle start analysing; if analysing , stop



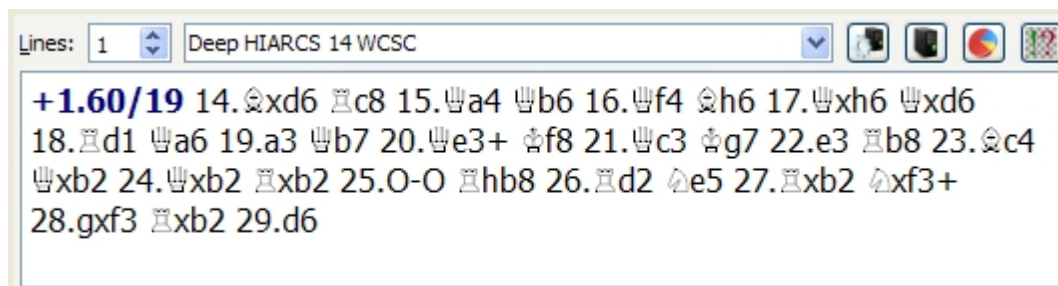
[View analysis history and statistics](#) - toggle the view shown in the Analysis Explorer

between a clean simple view and the history and statistics view.



[Analyse game](#) - this icon button enables you to analyse the whole game with an engine.

### Concise view



The concise view gives a very simple uncluttered view of the engine analysis in [Analysis Explorer](#). The engine analysis is presented as **Evaluation/Depth Principle-line**

These data values are explained below:.

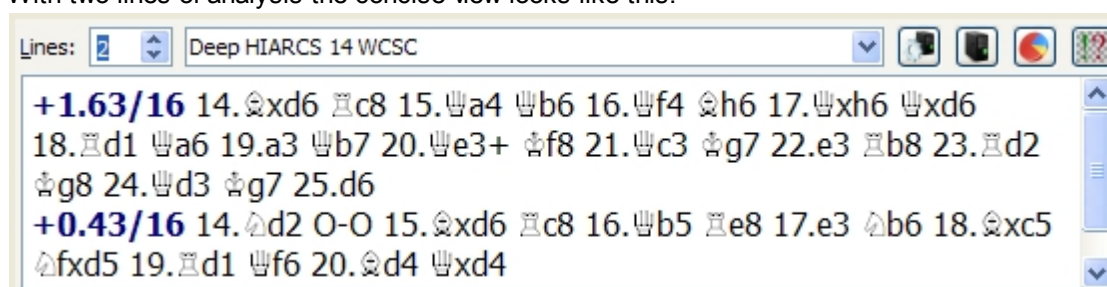
1. Evaluation in pawns. A positive value is in favour of White and shown in **blue**, a negative value is in favour of Black and shown in **red**. For example **+1.00** would indicate White is the equivalent of 1 pawn ahead.
2. Depth of search. This is the depth in half-moves or plies that the engine has searched to. The deeper an engine searches the better its analysis result usually is.
3. Principle line - This is the expected line of play the engine expects to occur with best play.

You can insert the evaluation, depth and best line of play into the Game Notation by simply clicking the blue evaluation and depth value. Here is an example where the above analysis has been added to the Game Notation pane:

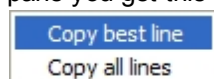
14.♙xd6 +1.60/19 14...♖c8 15.♗a4 ♗b6 16.♗f4 ♙h6 17.♗xh6 ♗xd6  
 18.♖d1 ♗a6 19.a3 ♗b7 20.♗e3+ ♙f8 21.♗c3 ♙g7 22.e3 ♖b8 23.♙c4  
 ♗xb2 24.♗xb2 ♖xb2 25.O-O ♖hb8 26.♖d2 ♙e5 27.♖xb2 ♙xf3+  
 28.gxf3 ♖xb2 29.d6

You can see the expected line of play has been added to the [Game Notation](#) with the evaluation and depth of search. The evaluation and depth of search is added after the first move of the line so it is clear at which point in the line the evaluation was computed.

With two lines of analysis the concise view looks like this:

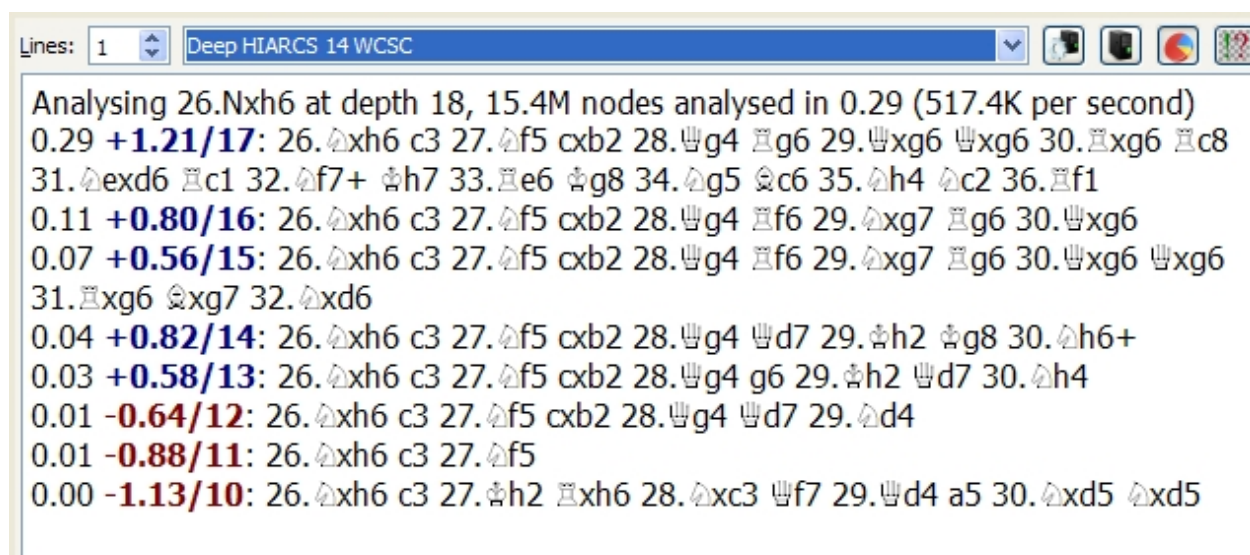


You can also copy the best line or all the lines of analysis to the clipboard by right clicking on the analysis pane you get this pop up menu:



Any analysis lines copied are copied with piece letters.

## History and Statistic view



The History and Statistic view of engine analysis provides the following information in [Analysis Explorer](#):

- Current status of the engine, this shows what move it is analysing, the depth of analysis, number of nodes (positions) it has analysed so far and the time it has taken. Finally the average number of positions it has analysed per second is given. It will also show the number of accesses to the local endgame tablebases by the engine in its search.
- The history of analysis given by the engine is given in reverse order so the latest line is always top of the list. At each depth searched the engine analysis is given and also if it changed its mind about which move was best. The most recent evaluation is always at the top of the list of analysis lines.

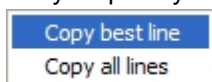
Analysis lines from the engine are given in this order (left to right):

1. Time - the time at which the engine output the analysis. We observe FIDE time format of hours:mins.secs, hours are omitted where appropriate.
2. Evaluation in pawns. A positive value is in favour of White and shown in **blue**, a negative value is in favour of Black and shown in **red**. For example **+1.00** would indicate White is the equivalent of 1 pawn ahead.
3. Depth of search. This is the depth in half-moves or plies that the engine has searched to. The deeper an engine searches the better its analysis result usually is.
4. Principle line - This is the expected line of play the engine expects to occur with best play.

You can insert the evaluation, depth and best line of play into the Game Notation by simply clicking the evaluation and depth value (in **blue** or **red**). Here is an example:

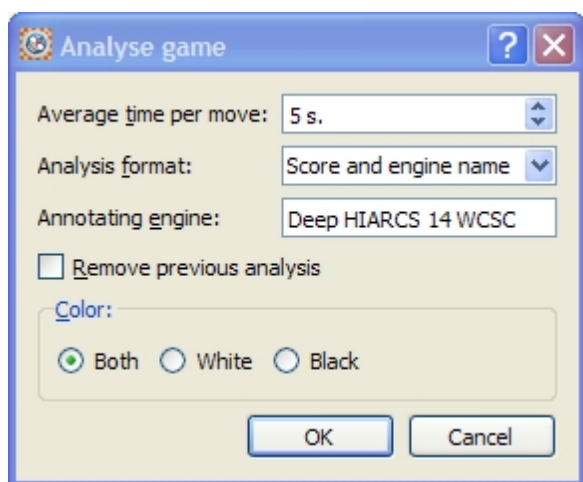
14.♙xd6 **+1.60/19** 14...♖c8 15.♗a4 ♗b6 16.♗f4 ♕h6 17.♗xh6 ♗xd6  
18.♖d1 ♗a6 19.a3 ♗b7 20.♗e3+ ♜f8 21.♗c3 ♜g7 22.e3 ♖b8 23.♕c4  
♗xb2 24.♗xb2 ♖xb2 25.O-O ♖hb8 26.♖d2 ♕e5 27.♖xb2 ♕xf3+  
28.gxf3 ♖xb2 29.d6


You can also copy the best line or all the history of analysis to the clipboard by right clicking on the analysis pane you get this pop up menu:



Any analysis lines copied are copied with piece letters. When all analysis lines are copied the analysis is detailed in time order with the latest line at the bottom.

## Analyse game



Accessed by clicking the analyse game  shortcut icon in the [Analysis Explorer](#) pane. The dialog is also accessed from the [Game->Analyse Game...](#) menu item.

The [Analyse game dialog](#) enables you to set up the current selected engine to analyse a game. You can set the following information to control how the game is analysed and annotated:

- Average time per move - this is a guideline time the engine uses per move, over the course of the game the engine tries to average this time per move. However the engine has the freedom to spend more time on difficult moves and less time on easy moves.
- Analysis format - you can select Score only or Score and engine name. Both will insert the evaluation and depth of search but the engine name is only added to the [Game Notation](#) if the engine name format is selected.
- Annotating engine - you can adjust the annotating engine name to a shorter form which you prefer.

- Remove previous analysis - if this is checked then any previous analysis by an engine will be removed
- Finally you can select which side of play you wish the engine to analyse the moves of White, Black or both sides.

Please note if you analyse the same game with different engines or with the same engine but a different time per move then it is important to set an Annotating engine name to help distinguish which engine the analysis came from.

Click OK to begin the game analysis. The game analysis is performed in reverse order from the end of the game to the beginning of the game. This helps improve the analysis especially with HIARCS chess engines which learn from their previous analysis and can use that information of future outcomes as the analysis progresses backwards through the game.

As the game analysis progresses HIARCS Chess Explorer will use the chess engine's analysis of the moves and variations to annotate the game with chess symbols to indicate where blunders, poor, dubious, interesting and good moves are found and add alternative variations to the [Game Notation pane](#) where they are considered useful.

As the game is analysed the current move being analysed is displayed in the [History & Statistics view](#). For example:

**Analysing 25...Nd3 at depth 15, 5.5M nodes analysed in 0.12 (430K per second), tbhits: 1**

The progress of Analyse Game is also shown in the progress bar at the bottom of the HIARCS Chess Explorer window. You can also cancel the analysis in progress by clicking the [x] next to the progress bar.



## Endgame tablebase access

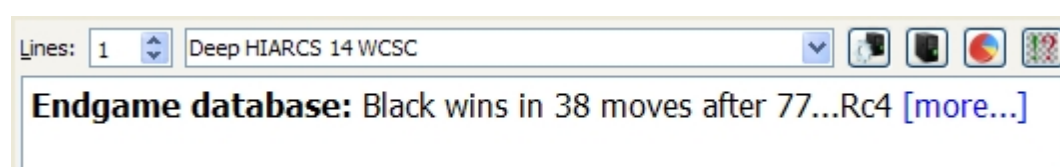
Endgame outcome information is available in endgame databases called Nalimov tablebases. Any engine supporting Nalimov tablebases can utilise your local endgame tablebases. The folders to access these databases should be set up in the [Engine preferences tab](#) along with the Nalimov cache setting.

While having tablebases stored locally can be useful for analysis, they do take up a lot of storage space with 6 piece tablebases taking up about 1,000 Gb of storage. Also acquiring all this data can be very time consuming and even expensive, some retailers sell a small subset of the data on multiple DVDs, yet that gives you less than 5% of the data you need. For many customers this is simply not a practical solution for them.

With HIARCS Chess Explorer you have automatic online access to about 1,000Gb of endgame databases with precise information about the game result and outcomes of each move available. This information is perfect, it knows the game result and if a win exists it can give the number of moves to checkmate with perfect play.

In order to obtain this information the "Use Hiarcs server" checkbox must be checked on. This is the default setting.

Whenever you reach a endgame with 6 or fewer pieces on the board HIARCS Chess Explorer will try to determine the outcome of the game for you. The results if available are displayed in the [Analysis Explorer pane](#), here is an example:




This tells you that with best play in the current position Black can win in 38 moves starting with the move

77...Rc4.

To see all the move options in the current position and their evaluations click the **more...** text and then the [Online tablebase results dialog](#) will be displayed.

## Play game mode

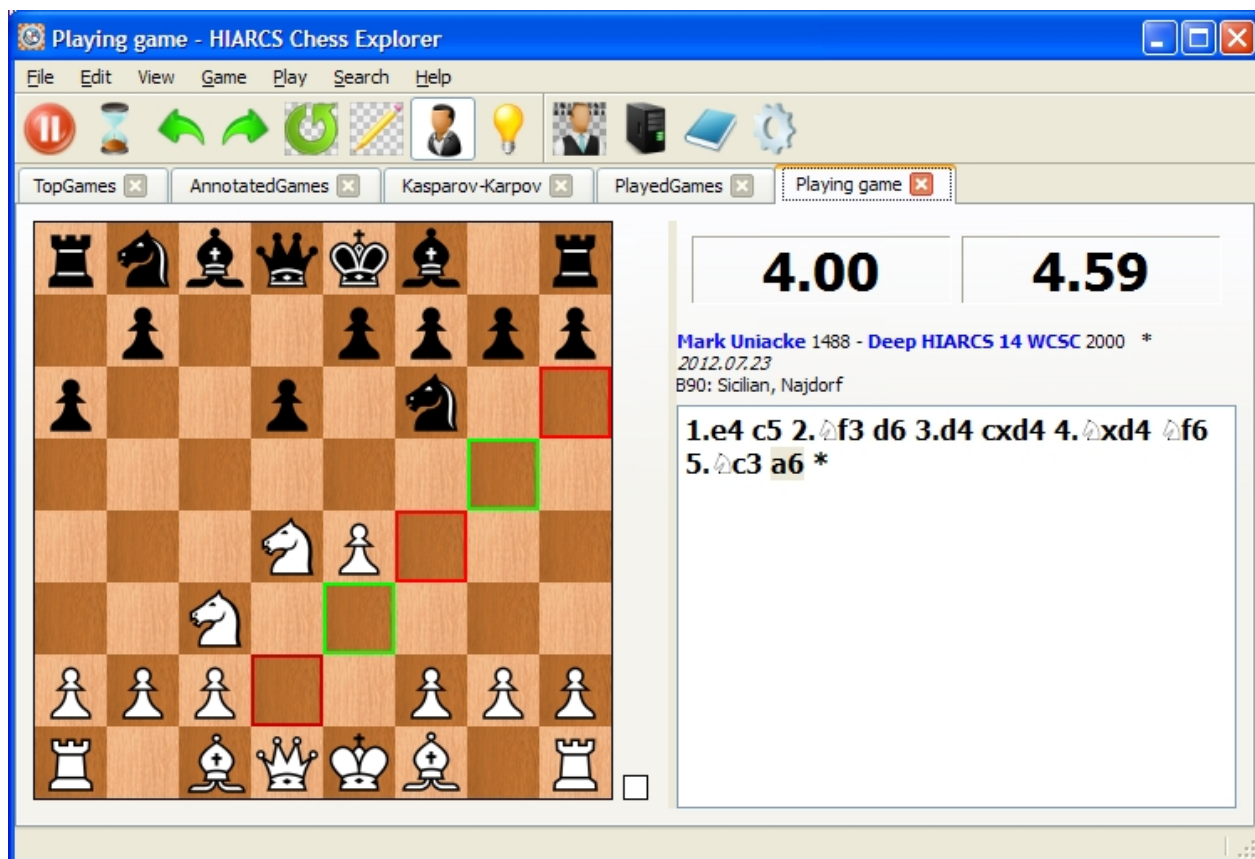


You can launch play game mode from the play game  toolbar icon or the [Play->New game... menu item](#).

In play game mode you play a game against the computer. In this mode the access to many features which are not applicable to this mode are prevented. Instead you have access to operations specific to game play e.g. Resign, Offer draw etc, etc. While playing the game you can access the features via the menus or the [play icons](#) which allow you control over the game, moves and assistance.

During play mode if you have Guess move enabled you will have assistance in finding the best move. The quality of moves are highlighted using colour coded square highlights. These can be a great learning aid and help the playing realise earlier when a move is perhaps not as good as initially thought. Of course this can be turned off in the [Preferences->Board tab](#). Here is an example of the coaching move highlights:





In addition the coach, if enabled, will watch your play and if it sees you make a mistake or miss a puzzle like strong move then it will alert you to this with a [coach warning dialog](#) and give you the opportunity to take back your move or discover the refutation.

## Short cut toolbar icons

In a normal database tab you will see the following shortcut icons in the toolbar:



In play game mode the tool bar has the following shortcut icons in the toolbar:



The toolbar icons are made up of the following icon sets, click the set to find out more about them.

- [Database icons](#)
- [Game icons](#)
- [View Icons](#)
- [Play icons](#)

## Database icons



These database shortcut icons give you quick access to common operations on a database:



[Open a database](#) in a new tab



Show [Game Explorer](#) for current database



Show [Player Explorer](#) for current database



[Search database](#) for games



Load previous game in database



Load next game in database



Load a [recent game](#) previously loaded in this database

## Game icons



These game shortcut icons give you quick access to common operations on the game:



Create a new game ready for game entry



[Set up position](#) to modify the existing position or set up a new position



[Edit game header](#), this gives you the ability to set or modify the header information for the

game



Rotate the board 180 degrees effectively changing the colour of the player playing up the

board



Go to the start of the game



Takeback last move played in the game



Make the next move in the game



Go to the end of the game





Replay moves in the game from the current position onwards



Pause/stop the replay of the game. This is only seen during a game replay.

### View icons



These shortcut icons give you quick access to common operations affecting the presentation or mode of presentation:



[Play a game](#) against the computer



Show the [Analysis Explorer](#) pane



Show the [Opening Explorer](#) pane



Show the [Preferences dialog](#)

### Play icons



These play game shortcut toolbar icons give you quick access to common operations while playing a game against the computer:



Pause the game in progress. Stop the clocks (if present) so you can take a break. Click again to resume.



Force the computer to move immediately when the engine is thinking.



Take back your last move including the computer response.



Replay your last move. If you had previously performed a takeback, this icon will replay both your move and the computer response. If no takeback was performed this icon will replay the computer's last move played.



Change sides with the computer. You will be asked to confirm this, as you can imagine you should not do this in a rated game if you want an accurate chess rating.



Set up position enabling you to modify the current position and even set up a new one.



Toggle the coach on or off. The coach is on when this icon is highlighted. The coach provides move advice and warnings when you make mistakes or miss good moves.



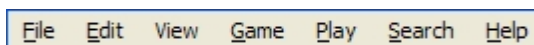
Ask the computer for a hint move. This will be graphical demonstrated on the board.

## Short cut keystrokes

You can access many common operations using shortcut keystrokes. The keystrokes for common operations are displayed on each menu. Please see the section on [menus](#) to discover the shortcut keystrokes for different menu options.

- [File menu](#)
- [Edit menu](#)
- [View menu](#)
- [Game menu](#)
- [Play menu](#)
- [Search menu](#)
- [Help menu](#)

## Menus

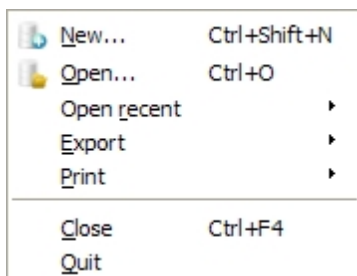


HIARCS Chess Explorer uses menus to access much of its functionality. Many of the menus have shortcut key strokes that can be used to access the function from the keyboard. There are also many [shortcut icons](#) which give quick one click access to commonly used functionality.

In this section we look at the menus available and describe the purpose of each menu item.

### File menu

The File menu allows you to manipulate files. Please note the shortcut keystroke for common operations are also defined on the menu, you can use the keyboard shortcut to invoke the associated function directly from the keyboard. You can also see shortcut icons for some menu items on the menu as a guide that there is a shortcut toolbar icon for the option.



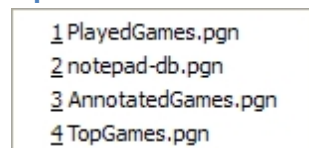
### New...

Create a new PGN database, you will be given a [New database dialog](#) to set the new database name. The new PGN database will then be created and opened in a new tab.

## Open...

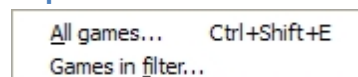
Open an existing PGN database, you will be given an [Open database dialog](#) to select the database to open. The PGN database will then be opened in a new tab.

## Open recent



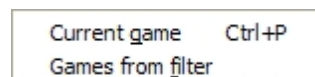
This menu item gives a submenu of recently opened PGN databases, you will see a list of the databases you have recently opened, you can choose one of these and it will be opened in a new tab. The above submenu image is an example.

## Export



Export games to a new database, you can either export all games in the current database or only the games in the current filter. An [Export games dialog](#) will open so you can set the new database name.

## Print



Print the current game or all the games in the filter to the printer. You will see a print options dialog where you can select various parameters including saving the print game(s) to a file.

## Close

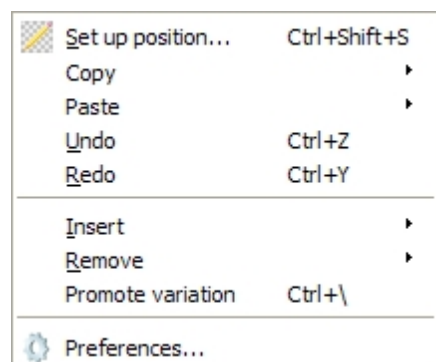
Close the current in focus tab. Please note when closing a database tab containing a very large database it takes time to save if changes have been made to that database.

## Quit

Quit HIARCS Chess Explorer, this will close all currently open tabs. You will be asked to save or discard any modified games. Please note for very large databases which need to be saved it can take some time to save all the databases.

## Edit menu

The Edit menu allows you to edit various aspects of the program. Please note the shortcut keystroke for common operations are also defined on the menu, you can use the keyboard shortcut to invoke the associated function directly from the keyboard. You can also see shortcut icons for some menu items on the menu as a guide that there is a shortcut toolbar icon for the option.



## Set up position...

This allows you to edit the current position or set up a new position. It opens the [Set up position dialog](#).

## Copy

Position	Ctrl+Shift+C
Game	Ctrl+C
Games...	

This submenu allows you to copy the current **Position** shown, the current **Game** or a selection of **Games...** Copying the current Position to the clipboard allows you to paste the position into another tab or into another chess program which supports pasting positions. The Position is copied in FEN format.

Copying the Game to the clipboard allows you to paste the game into another database tab or into another chess program which supports pasting a game. The game is copied in PGN format.

Copying Games... is a powerful and easy way to copy a selection of games to another database tab in the GUI. You do need at least one other database open to use the Copy Games... function. You can read more about this function in the [Copy games section](#).

## Paste

Position	Ctrl+Shift+V
Game	Ctrl+V
Merge with current game	

This submenu allows you to paste a **Position** or a **Game** from the clipboard into the current tab. This enables you to copy positions or games from other programs or between tabs inside HIARCS Chess Explorer. The **Merge with current game** menu option enables you to merge a game with the current game in the [Game Notation pane](#). This is a very powerful analysis feature, you can read more about this unique analysis feature in the [Merge game section](#).

## Undo

This option allows you to undo the last operation you performed in this tab on the current game. This is very useful to reverse mistakes made in Game Notation. There is no limit to the number of undo operations you can perform since the game was loaded.

## Redo

This option allows you to redo the last operation which was undone by the Undo command above. There is no limit on the number of Redo commands performed.

## Insert

Best move	Space
Null move	
Start comment...	
Comment...	Ctrl+M

This submenu item allows you to insert into the game notation in a number of ways using the nested menu items:

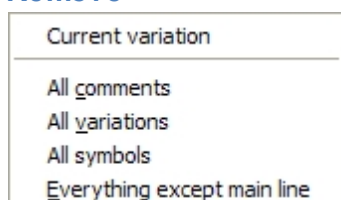
- Best move - this option will insert the best move as suggested by the current analysing engine (if one is running) and change the position to after that move was played and the engine will begin analysing this new position. Depending on the context of the move to the game notation the following action is performed:
  - If the move is at the end of the current variation, the move is added to the game notation.
  - If the move is new and different to that played in the game notation, a new variation will be started in the game notation with the move inserted.
  - If the move is the next move in the game notation no new move is inserted but the position changes to that after the move was played.
  - Please note if you want to insert the whole line currently being analysed by the current engine simply click on the score/depth text value and the whole line will be added as a variation with the evaluation and depth. In this case the engine will continue to analyse the current position.
- Null move - this menu item makes a null move in the current position. A null move is basically making no move therefore giving up the right to move, the opposite side will then be next to play. A null move is illegal in chess play but is very useful in analysis, for example you may play a null move in a variation to illustrate what would happen if the side to play does nothing, thereby showing possible threats of the

opponent. Please note a null move can also be played on the chess board simply by moving the king of the side to play onto the opponents king.

- Start comment... - this allows you to insert a text comment before the first move of the game. It will bring up an [Edit comment dialog](#).
- Comment... - this allows you to insert a text comment at the current move in the game notation. It will bring up an [Edit comment dialog](#). You can also add diagram in the [Edit comment dialog](#).

Please note there are many other context specific items like move, evaluation and other symbols which can be inserted by right clicking your mouse on a particular move in the Game notation.

## Remove



This submenu item allows you to remove from the game notation many different aspects using the submenu items:

- Current variation - this option allows you to remove the current variation shown in the game notation. It has no effect on the main line of the game, it only affects variations.
- All comments - this option will remove all the comments from the game notation.
- All variations - this option will remove all variations from the game notation.
- All symbols - this option will remove all move and evaluation symbols from the game notation.
- Everything except main line - this option will remove all comments, variations and symbols from the game leaving just the main line of the game.

## Promote variation

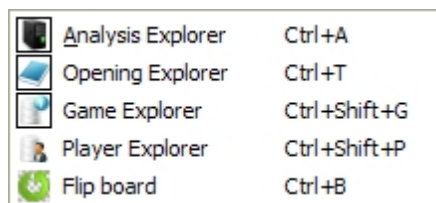
This menu item allows you to promote the current variation shown in the game notation up one level closer to the mainline. If the variation was only one level down from the main line then the variation would become the new main line with the previous mainline becoming a sub-variation.

## Preferences

This menu item allows you to open the [Preferences dialog](#) where you can configure HIARCS Chess Explorer.

## View menu

The View menu allows you to view various Explorer panes in the program. Please note the shortcut keystroke for common operations are also defined on the menu, you can use the keyboard shortcut to invoke the associated function directly from the keyboard. You can also see shortcut icons for some menu items on the menu as a guide that there is a shortcut toolbar icon for the option.



## Analysis Explorer

This menu item allows you to open the [Analysis Explorer pane](#) in the main window. The [Analysis Explorer](#) is used to analyse positions and games.

## Opening Explorer

This menu item allows you to open the [Opening Explorer pane](#) in the main window. The [Opening Explorer](#) is

used to explore openings and other positions from various sources.

### Game Explorer

This menu item allows you to open the [Game Explorer pane](#) at the bottom of the main window. The [Game Explorer](#) is used to explore Games in a database.

### Player Explorer

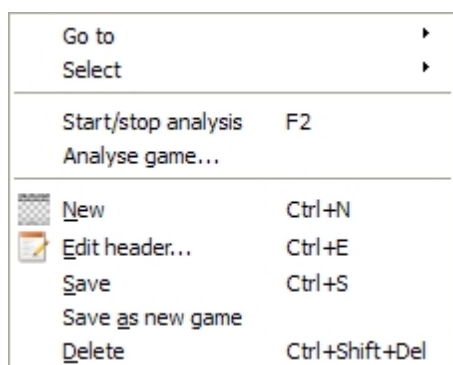
This menu item allows you to open the [Player Explorer dialog](#). The [Player Explorer](#) is used to explore players, their games and performances in a database.

### Flip board

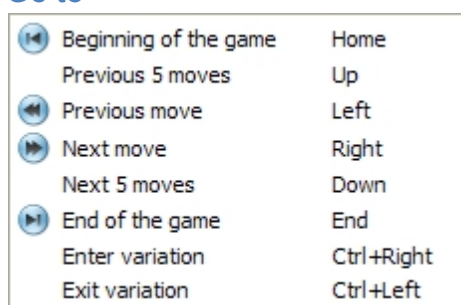
This menu item will turn the board around, for example by default White is playing up the board, if you turn the board White will be playing down the board and Black up it.

## Game menu

The Game menu allows you perform operations on the current game or select other games. Please note the shortcut keystroke for common operations are also defined on the menu, you can use the keyboard shortcut to invoke the associated function directly from the keyboard. You can also see shortcut icons for some menu items on the menu as a guide that there is a shortcut toolbar icon for the option.



### Go to



This submenu allows you to navigate around the current game in the [Game Notation pane](#) in various ways from a submenu with these options:

- Beginning of the game - this option goes to the beginning of the game in the game notation
- Previous 5 moves - this option goes back 5 moves in the game notation
- Previous move - this option goes back to the previous move in the game notation
- Next move - this option goes to the next move in the game notation
- Next 5 moves - this option goes forward 5 moves in the game notation
- End of the game - this option goes to the end of the game in the game notation
- Enter variation - this option brings up a [Select move dialog](#) if there is at least one variation on the next move
- Exit variation - this option exits the current variation going back to the move before the variation started

## Select

First	Ctrl+Shift+Up
Next	Ctrl+Down
Previous	Ctrl+Up
Last	Ctrl+Shift+Down
Random	Ctrl+?
Choose...	

This Game Select submenu allows you to navigate games in the database in various ways from a nested menu with these options:

- First - this option loads the first game in the database in the game notation
- Next - this option loads the next game in the database from the current game
- Previous - this option loads the previous game in the database from the current game
- Last - this option loads the last game in the database
- Random - this option loads a random game in the database
- Choose... - this option allows you to select a game number to load from the database

Please note if the existing game in the game notation has been changed and not saved you will be asked if you wish to save it before going to the selected game. Any selected games which is opened will then appear in the game notation pane.

## Start/stop analysis

This menu item allows you to start or stop the analysis of the current position by a chess engine. The effect of this menu items depends on what is currently showing in the Analysis Explorer:

- if the current engine is analysing it will stop analysing
- if the current engine is idle it will start analysing
- If the Analysis Explorer is not currently open, this menu item will open it and start the last used chess engine

## Analyse game...

This menu item opens the [Analyse game dialog](#) so you can set the settings for the current engine to analyse the game. If the [Analysis Explorer pane](#) is not open it will be opened.

## New

This menu item starts a new game in this database tab. If the existing game in the game notation has been changed and not saved you will be asked if you wish to save it before starting the new game. Please note this is starting a new game to enter (not to play, you can play games via the [Play menu](#))

## Edit header...

This menu item opens the [Edit header dialog](#) so you can view or edit the header information for the game.

## Save

This menu item saves the current game in the current database replacing the existing game if it was already in the database.

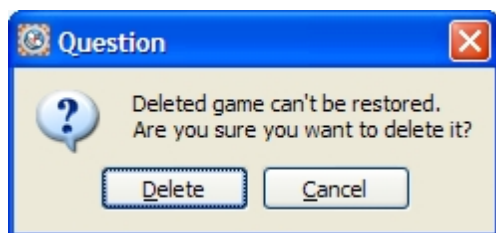
## Save as new game

This menu item saves the current game in the current database making a new game entry for it in the database. Please note this option should be used with **caution** since creating another instance of the same game in the same database will reduce the value of the database statistics used in the Opening Explorer. It is also not good practice to have multiple copies of the same game in a database, if you want the duplicate game for a special purpose, consider whether you should copy the game into a different database for that purpose.

## Delete

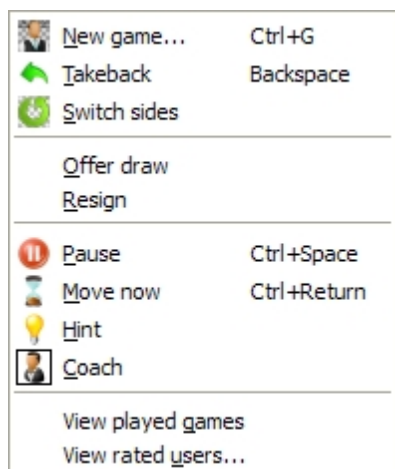
This menu item will delete the current game from the database. This operation cannot be undone so please use with caution. You will be asked to confirm the deletion:





## Play menu

The Play menu allows you to play games against the computer and perform operations on a game in progress or view played games and ratings. Please note the shortcut keystroke for common operations are also defined on the menu, you can use the keyboard shortcut to invoke the associated function directly from the keyboard. You can also see shortcut icons for some menu items on the menu as a guide that there is a shortcut toolbar icon for the option.



### New game...

This menu item allows you to start a new game to **play against the computer**, it opens the [Play new game dialog](#) so you can set the conditions for the game.

### Takeback

This menu item allows you to takeback a move during the game. It takes back both the computers response and your last move.

### Switch sides

This menu item allows you to change sides with the computer. Please note for rated games if you want an accurate chess rating we suggest you do not use this option.

### Offer draw

This menu item allows you to offer a draw to the computer. The computer will consider your draw offer and either agree to the draw or refuse it and choose to play on.

### Resign

This menu item allows you to resign the game. Your opponent will be awarded the win.

### Pause

This menu item allows you to pause the current game, the clocks will be paused. You can resume the game by selecting this menu item in paused game condition and the clocks will restart. Very useful if you need a break during the game.

### Move now

This menu item forces the computer to stop thinking and make its move. It only has an effect if the

computer is thinking.

### Hint

This menu item requests a hint move from the computer. The hint move will be animated on the board so you can see what move the computer is suggesting.

### Coach

This menu item allows you to toggle the coach on or off. When on the coach will warn you if it thinks your move might be a serious mistake and the coach can even alert you to the possibility that you may have missed a very strong move.

### View played games



This menu item will open the PlayedGames PGN database in a separate database tab so you can view games you have already played against the computer.

### View rated users...

This menu item will open the [Rated users dialog](#) where you can view the current chess ratings of players who have played games in HIARCS Chess Explorer.

## Search menu

The Search menu allows you to perform searches on games in databases. Please note the shortcut keystroke for common operations are also defined on the menu, you can use the keyboard shortcut to invoke the associated function directly from the keyboard. You can also see shortcut icons for some menu items on the menu as a guide that there is a shortcut toolbar icon for the option.

Quick search	Ctrl+F
 Header	Ctrl+Shift+H
 Position	Ctrl+Shift+F
Reset filter	Ctrl+R
Reverse filter	Ctrl+Shift+R

### Quick search

This menu item will open the Game Explorer (if necessary) and give focus to the Quick search element of the Game Explorer so you can enter quick search terms to find games. For details on what the Quick search field can do please refer to the [Quick search section](#).

### Header

This menu item will open the [Header Search dialog](#) so you can specify a search filter of the game header. The searching and filtering capabilities of the program are very powerful, you can read more in the [Searching and filtering section](#).

### Position

This menu item will open the [Position search dialog](#) where you can specify a chess position to search for.

### Reset filter

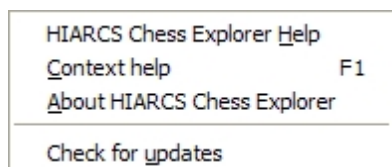
This menu item allows you to reset the header search filter - all values previously used are cleared. The filter will now match all games in the database.

### Reverse filter

This menu item allows you to reverse the search filter so only games not matching the original filter are matched. This can be used as part of advanced filtering as explained in the [Searching and filtering section](#).

## Help menu

The Help menu allows you to access help manuals, context sensitive help and enquire about updates. Please note the shortcut keystroke for common operations are also defined on the menu, you can use the keyboard shortcut to invoke the associated function directly from the keyboard.



### HIARCS Chess Explorer Help

This will launch the HIARCS Chess Explorer manual in Windows HTML Help. The manual is searchable, has a detailed contents and the manual is written to enable easy navigation around it.

### Context help

While using HIARCS Chess Explorer it is possible to bring up context sensitive help by using this menu item or the F1 keystroke. Context sensitive help gives you help information about the window, pane or function you are currently using. The menu can only give context sensitive help on the main window. Use the F1 key to access context sensitive help from a dialog.

### About HIARCS Chess Explorer

This menu item shows information about the product. The [About HIARCS Chess Explorer dialog](#) also allows you to update your license.

### Check for updates

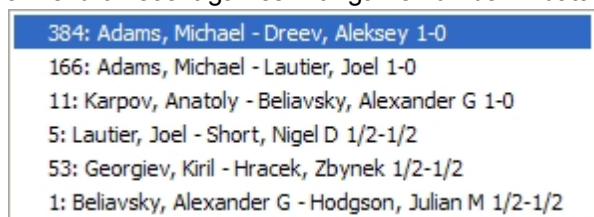
This menu item will launch a browser to contact [www.hiarcs.com](http://www.hiarcs.com) to see if any update is available for your version of HIARCS Chess Explorer.

### Recent game pop-up menu

Accessed by clicking the recent game shortcut icon



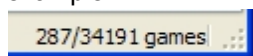
HIARCS Chess Explorer keeps a record of recently visited games in each database so it is easy to revisit games previously viewed in the database by using the recent game icon. Click the icon and you will be given a menu of recent games with game number in database, player names and result, here is an example:



You can then select the game you wish to load.

### Filter pop-up menu

In the bottom right hand corner of the main window the number of filter and database games is given, for example:



This shows you that the [Game Explorer pane](#) is showing 287 out of 34191 games. The current filter contains those 287 games.

You can right click on the filter/database games number to pop-up the **Filter menu**:

Reset filter	Ctrl+R
Reverse filter	Ctrl+Shift+R

## Reset filter

This menu item allows you to reset the header search filter - all values previously used are cleared. The filter will now match all games in the database.

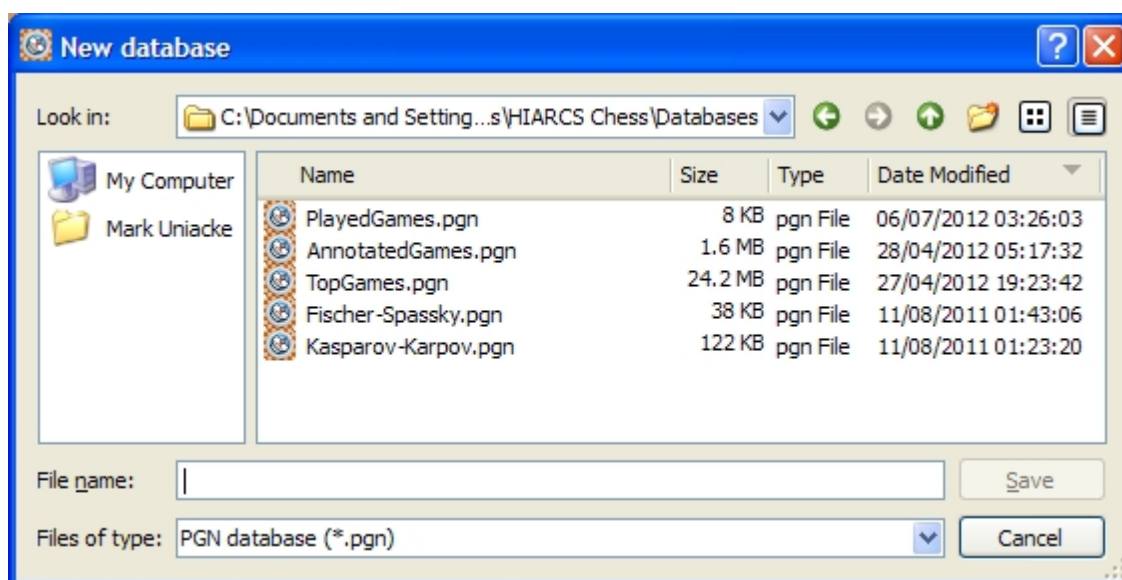
## Reverse filter

This menu item allows you to reverse the search filter so only games not matching the original filter are matched. This can be used as part of advanced filtering as explained in the [Searching and filtering section](#).

## Display dialogs

There are many display dialogs used in HIARCS Chess Explorer. This section explains the meaning of each main dialog and how it is reached.

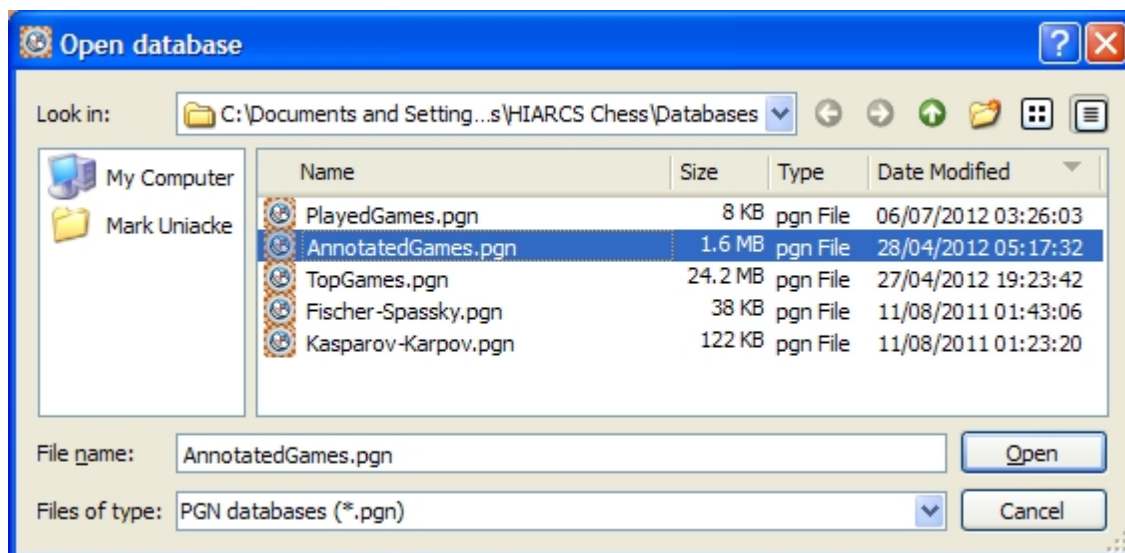
## New database




This New database dialog is accessed from the [File->New... menu item](#). It enables you to create a new PGN database. Enter the file name of the database you wish to create and click Save.

You can also browse to another folder if you wish to create a PGN database in a different folder.

## Open database



Accessed by clicking the open database  shortcut icon. The dialog is also accessed from the [File->Open... menu item](#). It enables you to open a PGN database. Click the PGN database you wish to load and click Open (alternatively you can double click the PGN database file name to open it).

This dialog will open the last folder you opened a database from. Initially it will show you the [Databases folder](#) which contains all the databases delivered in the HIARCS Chess Explorer package. You can easily browse to another folder if you wish to find a PGN database not in the HIARCS Chess\Databases folder.

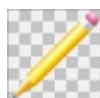
When you first open a database it will automatically open the Game Explorer pane so you can view the games in the database.

Please note for very large databases it can take some time to load all the games and build the required views of the data.

## Set up position



Accessed by clicking the set up position



shortcut icon. The dialog is also accessed from the [Edit-](#)

[>Set up position menu item](#). The Setup Position dialog allows you to edit an existing position or set up a new position altogether.

The dialog shows the following information:

- The current board position of the edit
- The current side to move in the position
- The move number of the position
- The current FEN of the position at the bottom of the dialog
- On the right hand side there is a palette of chess pieces to select from

### Changing the position

You can change the position in a number of ways:

- You can drag any piece to *another* square to **move** it
- You can drag any piece *off* the board to **remove** it
- You can select any piece/colour from the palette:
  - then click on one or more squares to **add** the piece on that square
  - if you click on a square which already contains that piece/colour it will be **removed** from the square leaving it empty

## Operation buttons

There are a number of buttons to perform actions on the position:

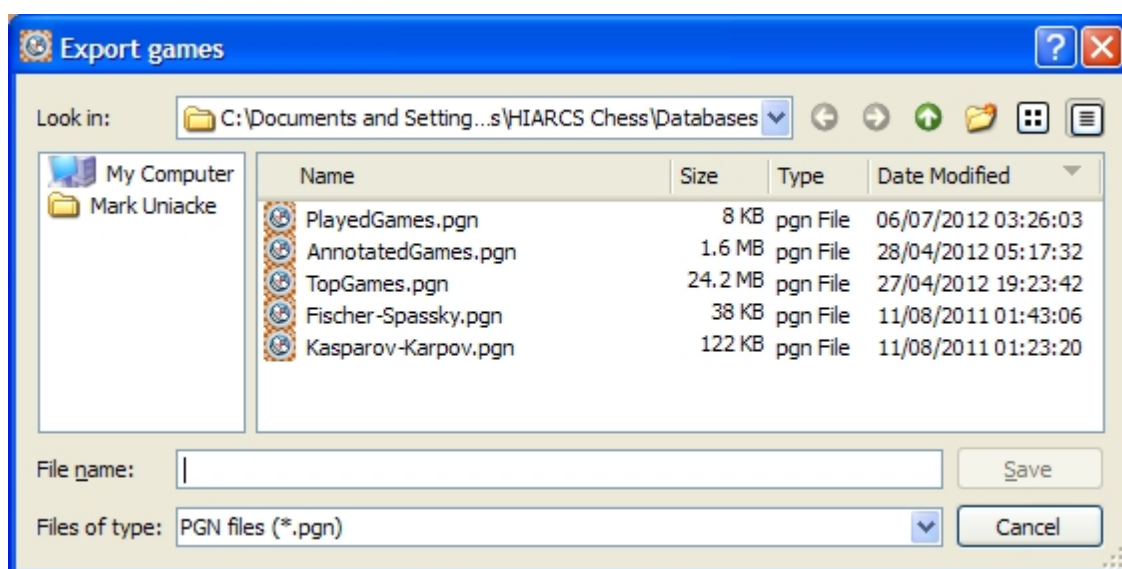
- **Clear button** will clear the board of pieces leaving an empty board
- **Reset button** will reset the position to the opening chess position
- **Paste FEN** will paste a FEN position from the clipboard onto the board
- **Copy FEN** will copy the current board position shown onto the clipboard
- **Cancel** will cancel the position set up and return to the game window
- **OK** will accept the position set up and return to the game window with the new position

## Advanced

In the advanced tab you can adjust:

- the Castling rights of the current position shown in the Board tab - please note in any position HIARCS Chess Explorer will initially set the most likely castling rights for the position.
- set the number of plies (half moves) since the last capture or pawn move.

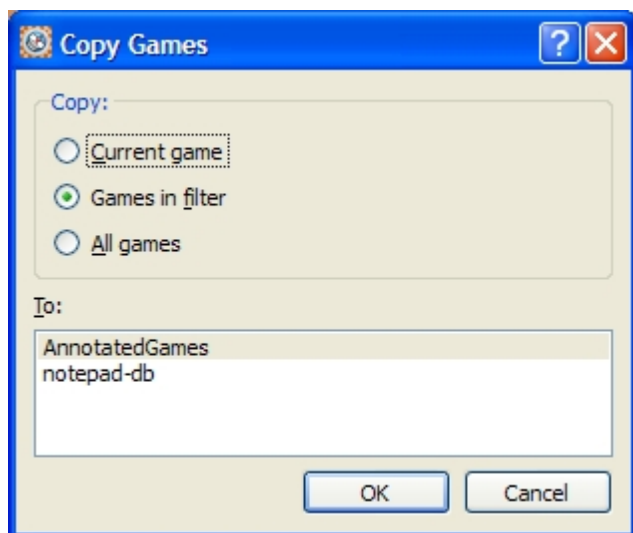
## Export games



This Export games dialog is accessed from the [File->Export->menu item](#). It enables you to select a PGN file name to export the games to. Enter the file name of the database you wish to export to and click Save. You can also browse to another folder if you wish to export to a PGN database in a different folder. Please note Export games will create a new database. Therefore if you choose an existing database to export to you will be warned that the database will be replaced. If you intended to copy games to append to a database then use the [Copy games... menu option](#).

## Copy games





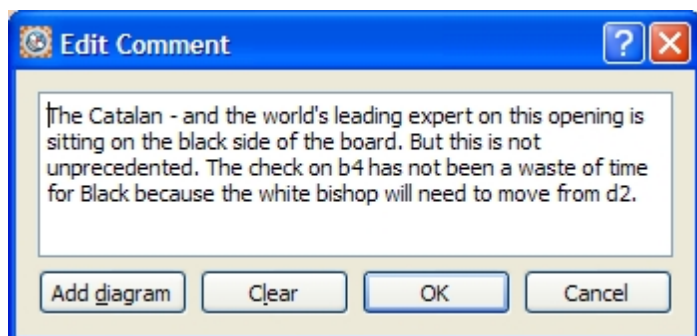
This Copy Games dialog is accessed from the [Edit->Copy->Games... menu item](#). It enables you to copy game(s) from the current tab and paste those game(s) to another database which is open in another tab of HIARCS Chess Explorer.

You can select to copy just a single game, the games in the current filter or all the games in the current database.

To choose the database to paste to click the database name in the To: list and then select OK.

The game(s) will then be copied to the database you selected.

## Edit comment



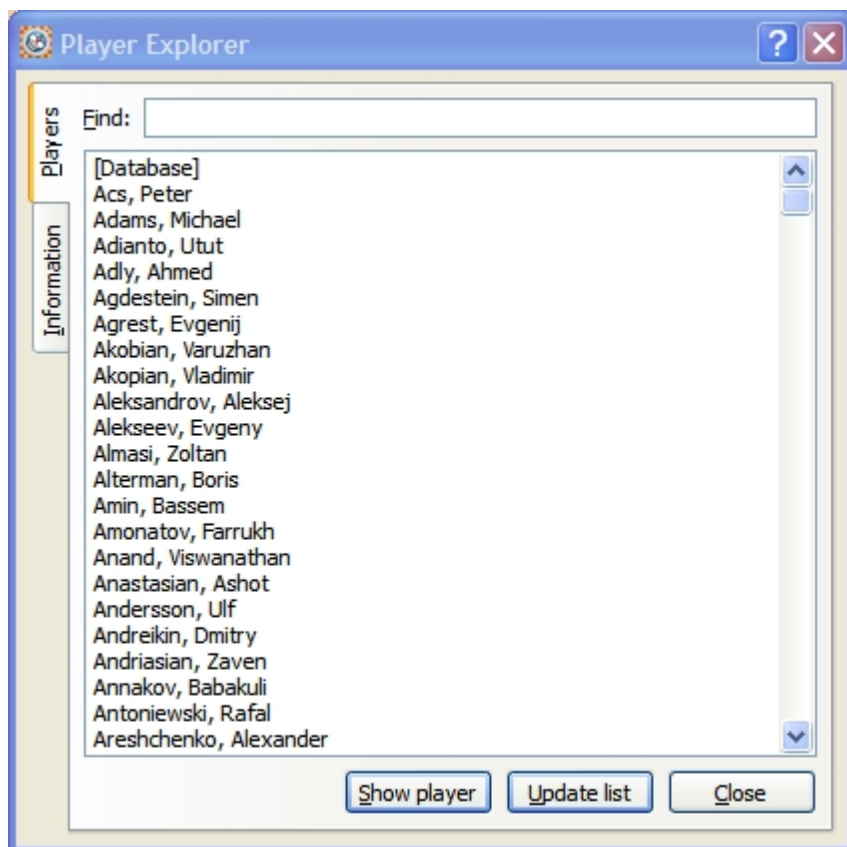
This Edit Comment dialog is accessed from the [Edit->Insert->Comment... menu item](#). It enables you to enter a new comment after any move in the game notation, the comment is inserted after the current move shown in the Game notation pane. If you wish to enter a comment at the start of the game you can select the [Edit->Insert->Start comment... menu item](#).


You can also edit any existing comment by simply clicking on the comment in the [Game Notation pane](#). You can then edit it in this Edit comment dialog. While editing a comment the comment will be underlined in the [Game Notation pane](#).

You can clear an existing comment by using the Clear button.

To add a diagram to the [Game Notation](#) for later printing select the Add diagram button. The diagram will be added at the cursor position within the text so you have flexibility about diagram placement within the text comment. This allows great flexibility over the printed game.

## Player Explorer



The Player Explorer dialog is accessed from the [View->Player Explorer menu item](#) or the  shortcut icon. It can also be accessed by clicking on a players name in the [Game Notation](#) header information.

Player Explorer is a powerful way to view the players in a database, their games, performances and favourite openings.

The dialog is composed of

- a [Players tab](#) which enables you to find players in the database
- an [Information tab](#) which enables you to see details about the player selected

The **Show player button** will show details about the current selected player in the Information tab.

The **Update list button** can be used to update the statistics if you have added, modified or deleted any games to this database since the Player Explorer dialog was opened.

The **Close button** exits the dialog.

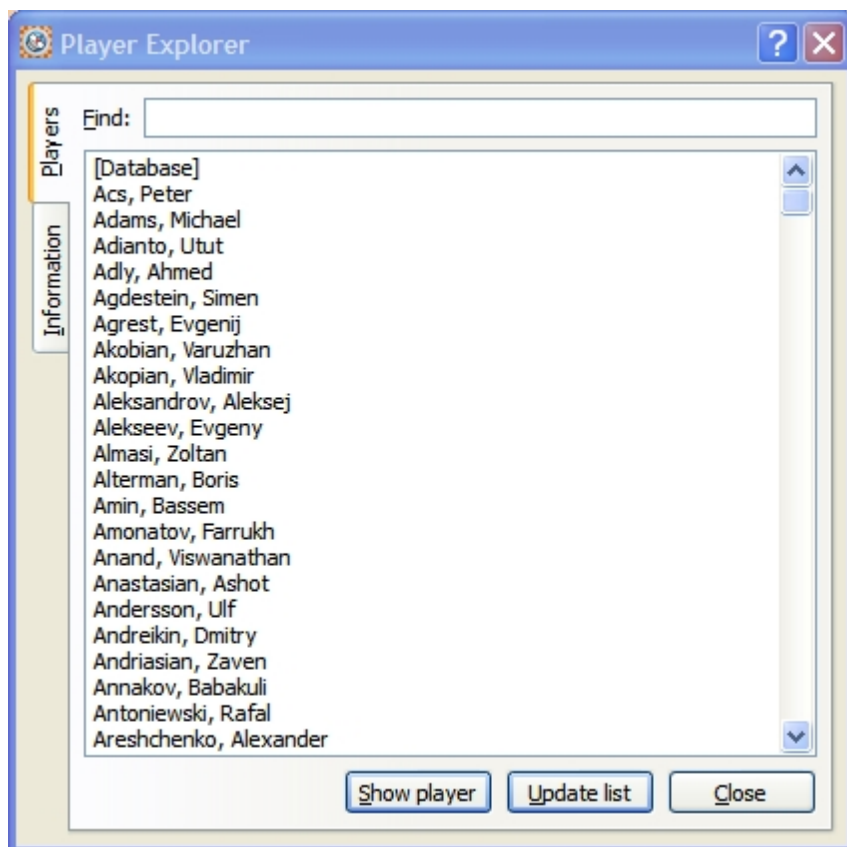
### Players tab view

The Players tab view enables the selection of a player in order to view detailed information about the games, performances and openings of the player or whole database. Please see the [Players tab section](#) for more details.

### Information tab view

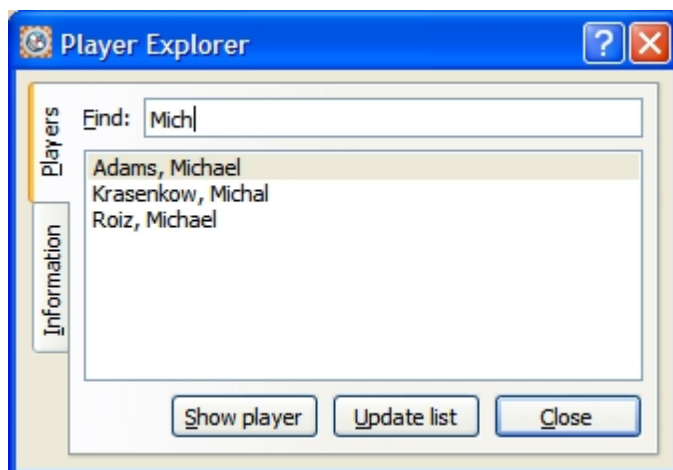
The Information tab view shows the detailed information about the selected player, their games, results, performance and favourite openings. Please see the [Information tab view section](#) for more details.

### Players tab view



When you first open [Player Explorer](#) you will see a list of the players who have played games in the database. The top entry is always the entire database and this can give an excellent overview of the games in the database.

To find a specific player you can either scroll through the list of players or more conveniently enter the name of the player you are interested in, as you enter characters in the Find: field, the [Player Explorer](#) will narrow down the choices of players in the list to aid your quick selection. [Player Explorer](#) uses whatever you type to search the database of player names and give those that match.



To select a player or the whole database you can click on the appropriate player and click the **Show player** button to view the details about that player. Alternatively if you double click a player from the list, the Information tab will automatically open to show you those details.

The **Update list** button can be used to update the statistics if you have added, modified or deleted any games to this database since the Player Explorer dialog was opened.

The **Close** button allows you to exit the [Player Explorer dialog](#).

## Information tab view

The Information tab shows detailed information about the selected player, their games, results, performance and favourite openings. This dialog is a very powerful navigation aid for chess players so we will try to explain it in detail. If you have a game open in the [Game Notation pane](#) with the player you are interested in you can click the player name to access this Player information directly.

The screenshot shows a window titled 'Player Explorer' with a sidebar containing 'Players' and 'Information' tabs. The 'Information' tab is active, displaying data for 'Adams, Michael'. The data includes a date range (1993-2012.03.17), a rating (2630-2755), and game statistics for 1000 games in the 'TopGames' database. It also lists opening statistics for both White and Black, with each entry showing the number of games, percentage, and score. A blue highlight is visible on the '+155' in the White games line. An 'Update player' button is at the bottom right.

**Adams, Michael**

**1000 games in database *TopGames***

Date: 1993-2012.03.17  
Rating: 2630-2755  
Total: 1000 games (52.8%, +229 =598 -173)  
White: 499 games (59.6%, +155 =285 -59)  
Black: 501 games (46.0%, +74 =313 -114)

**Opening statistics**

**White:**

Sicilian Defence, Najdorf:	54 games (62.0%, +19 =29 -6)
French Defence, Tarrasch variation:	40 games (68.8%, +20 =15 -5)
Sicilian Defence, 2...d6 sidelines:	34 games (54.4%, +8 =21 -5)
Caro-Kann Defence:	33 games (56.1%, +7 =23 -3)
Sicilian Defence, 2.Nf3 early deviations:	28 games (50.0%, +5 =18 -5)
Petroff Defence, 3.Nxe5:	28 games (55.4%, +7 =17 -4)
Sicilian Defence, Taimanov variation:	27 games (63.0%, +7 =20)
Ruy Lopez: Closed:	23 games (65.2%, +8 =14 -1)

**Black:**

Queen's Indian Defence:	87 games (51.1%, +19 =51 -17)
Nimzo-Indian Defence:	63 games (46.8%, +11 =37 -15)
Ruy Lopez: Closed sidelines:	53 games (49.1%, +6 =40 -7)
Ruy Lopez: Closed:	34 games (27.9%, +1 =17 -16)
Petroff Defence, 3.Nxe5:	28 games (41.1%, +3 =17 -8)
Ruy Lopez: Closed, Marshall Gambit:	25 games (48.0%, +3 =18 -4)
Catalan Opening:	20 games (42.5%, +1 =15 -4)
English 1.c4 Nf6:	19 games (42.1%, +2 =12 -5)

Update player

Here we see the details for English GM Michal Adams. It shows the following information in order:

- Players name, in the included databases we use the official FIDE names where available.
- Number of games played by the player in the named database
- The date range when the games were played
- The rating of the player over that period

Now we come to the player statistics. The statistics marked in blue are selectable and clicking them will automatically populate the [Game Explorer](#) game list with the games matching the criteria, for example clicking on the +155 games in the White: line will show the 155 white wins by Michael Adams in the game list. This innovative hyper-linked connectivity between Players and Games is a very powerful and convenient mechanism to rapidly access games.

Let us look the remaining information:

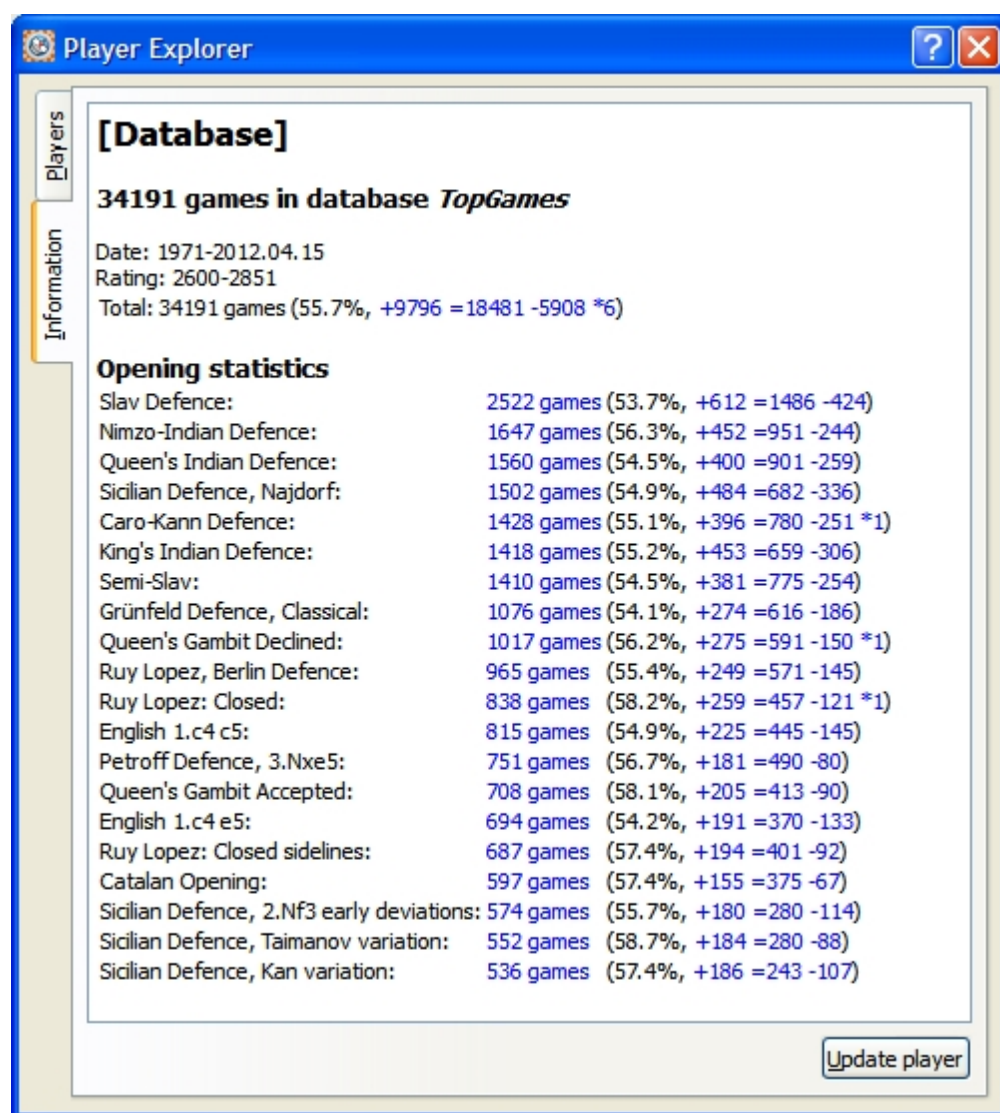
- Total games played split into wins, draws and losses.
- White games and their statistics - these are games played by Michal Adams as White, you will see the

- performance % for Michael Adams playing white is also given at 59.6%
- Black games and performance statistics
- Opening statistics show the 8 most popular openings the player played with the White and Black pieces.

Under the player's opening statistics section you can again click any statistic marked in blue to populate the [Game Explorer](#) game list with the games matching the criteria, for example clicking on the 54 games next to Sicilian Defence, Najdorf will show those games involving Michael Adams where the Sicilian Najdorf opening was played. This innovative hyper-linked connectivity between Players, Openings and Games is a very powerful and convenient mechanism to rapidly access games in particular openings.

The opening statistics are particularly useful if you are interested in a particular opening or a particular player and the openings they play. This is very useful for preparation.

When you view the **Information** tab for the database you get an overview of the games played in the database, here is an example from the TopGames database:



**Player Explorer**

**[Database]**

**34191 games in database *TopGames***

Date: 1971-2012.04.15  
 Rating: 2600-2851  
 Total: 34191 games (55.7%, +9796 =18481 -5908 \*6)

**Opening statistics**

Slav Defence:	2522 games (53.7%, +612 =1486 -424)
Nimzo-Indian Defence:	1647 games (56.3%, +452 =951 -244)
Queen's Indian Defence:	1560 games (54.5%, +400 =901 -259)
Sicilian Defence, Najdorf:	1502 games (54.9%, +484 =682 -336)
Caro-Kann Defence:	1428 games (55.1%, +396 =780 -251 *1)
King's Indian Defence:	1418 games (55.2%, +453 =659 -306)
Semi-Slav:	1410 games (54.5%, +381 =775 -254)
Grünfeld Defence, Classical:	1076 games (54.1%, +274 =616 -186)
Queen's Gambit Declined:	1017 games (56.2%, +275 =591 -150 *1)
Ruy Lopez, Berlin Defence:	965 games (55.4%, +249 =571 -145)
Ruy Lopez, Closed:	838 games (58.2%, +259 =457 -121 *1)
English 1.c4 c5:	815 games (54.9%, +225 =445 -145)
Petroff Defence, 3.Nxe5:	751 games (56.7%, +181 =490 -80)
Queen's Gambit Accepted:	708 games (58.1%, +205 =413 -90)
English 1.c4 e5:	694 games (54.2%, +191 =370 -133)
Ruy Lopez: Closed sidelines:	687 games (57.4%, +194 =401 -92)
Catalan Opening:	597 games (57.4%, +155 =375 -67)
Sicilian Defence, 2.Nf3 early deviations:	574 games (55.7%, +180 =280 -114)
Sicilian Defence, Taimanov variation:	552 games (58.7%, +184 =280 -88)
Sicilian Defence, Kan variation:	536 games (57.4%, +186 =243 -107)

[Update player](#)

Here you can see the overall statistics including wins, draws, losses and unfinished games.

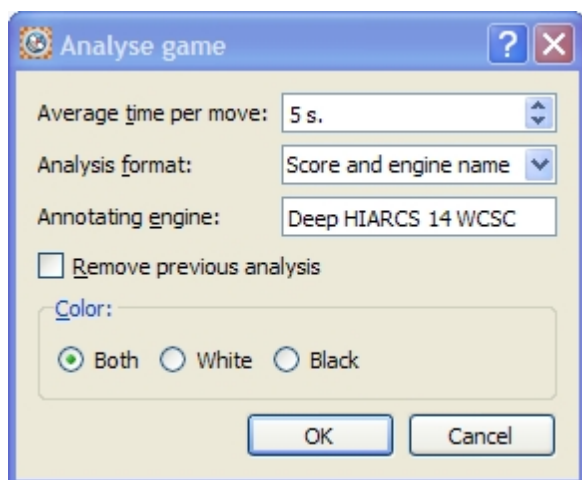
The opening statistics are very interesting and cover the whole database showing the 20 most popular openings for white or black.


You can click any hypertext in blue and HIARCS Chess Explorer will populate the [Game Explorer](#) game list with the games matching the criteria, for example clicking the +274 on the Grünfeld Defence Classical line will show all the white wins in the Classical Grünfeld opening in the game list. This innovative feature gives a

powerful instant connection between Players, Openings and Games and a convenient mechanism to rapidly access games in particular openings.

The **Update list button** can be used to update the statistics if you have added, modified or deleted any games to this database since the [Player Explorer dialog](#) was opened.

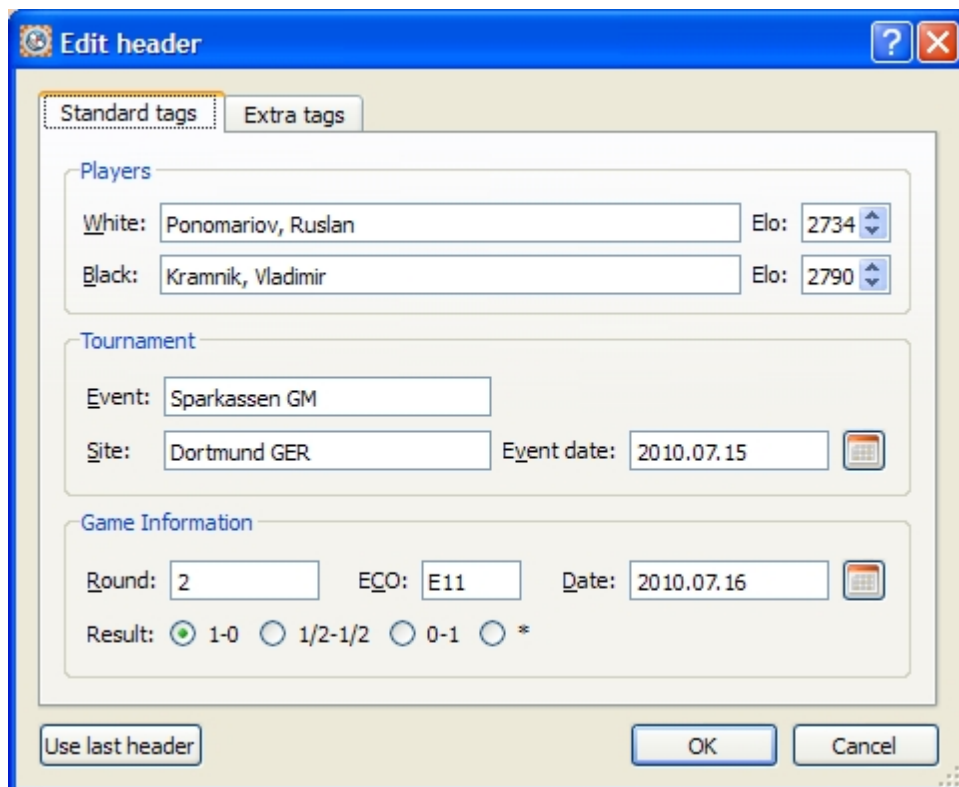
## Analyse game



Accessed by clicking the analyse game  shortcut icon in the [Analysis Explorer pane](#). The dialog is also accessed from the [Game->Analyse Game...](#) menu item.

You can see a description of this dialog in the [Analyse game section](#) of [Analysis Explorer](#)

## Edit header





Accessed by clicking the Edit header [shortcut icon](#). The dialog is also accessed from the [Game->Edit header... menu item](#). This dialog is also presented when you save a game where the game header needs to be defined.

The dialog enables you to change the header fields of the game. It is important to set the correct values for a game as it makes it easier to find the game later. You can set all the mandatory fields of a PGN game in this dialog, it also allows you to edit/add new tags in the Extra tags tab.

Please note you can set a date either by entering it or using the built in calendar by clicking the calendar icon. PGN dates are in YYYY.MM.DD format.

## Save game

This Save game dialog is accessed from the [Game->Save menu item](#) when you save a new game. This dialog is also presented when you save a new game using the floppy disk icon in the [Game Notation pane](#). It enables you to set the header fields for a new game. It is important to set the correct values for a game as it makes it easier to find the game later. You can set all the mandatory fields of a PGN game in this dialog, it also allows you to edit/add new tags in the Extra tags tab.

Please note you can set a date either by entering it or using the built in calendar by clicking the calendar icon. PGN dates are in YYYY.MM.DD format.

## Save game as



**Save game as**

Standard tags   Extra tags

**Players**

White: Spence, David J   Elo: 2244

Black: Dorrington, Chris J   Elo: 2255

**Tournament**

Event: British Championship

Site: Canterbury ENG   Event date: 2010.07.26

**Game Information**

Round: 8   ECO: B07   Date: 2010.08.03

Result: ☒ 1-0   ☐ 1/2-1/2   ☐ 0-1   ☐ \*


Use last header   OK   Cancel

This Save game as dialog is accessed from the [Game->Save as menu item](#).

It enables you to set the header fields for a new game. It is important to set the correct values for a game as it makes it easier to find the game later. You can set all the mandatory fields of a PGN game in this dialog, it also allows you to edit/add new tags in the Extra tags tab.

Please note you can set a date either by entering it or using the built in calendar by clicking the calendar icon. PGN dates are in YYYY.MM.DD format.

## Play game

Accessed by clicking the Play game  shortcut icon. The dialog is also accessed from the [Play->New game... menu item](#). This dialog enables you to configure the type of game you wish to play against the computer.

There are many sections to the Play game dialog, here is an explanation of each:

### Player

This section allows you to enter the name of the player who will play the game (it defaults to your name). You can access Rated users statistics by clicking on the ... button next to your name, this will display the [Rated user dialog](#). You can choose if you want the game to be a rated game. The player's current rating is also displayed, here it is 1600 Elo.

### Opponent

This section allows you to select your opponent. Any engine loaded into HIARCS Chess Explorer can be selected, however not all engines support set Elo ratings like HIARCS chess engines. Also no other chess engine supports the play realism of the HIARCS chess engines.

You can select the rating of your opponent:

- Maximum setting allows the engine to play its strongest chess
- Match player strength allows you to play an adaptive opponent which matches your estimate chess strength
- Custom allows you to set a specific Elo rating for the engine to play at. The up and down arrow selector will increase or decrease the value in 25 Elo steps. You can of course click on the value and set an exact value from the keyboard.

If you want your opponent to also think about its next move while it is your turn to move you can turn this on or off using the **Think on player's time checkbox**.

### Time control

You can optionally choose a time control to play at. Here are the options:

- No time control selected - the opponent will move instantly, nice for casual play.
- Time per game - you can set the time which each side has to complete all their moves
- Time per game with increment - the same as Time per game except in addition you can set an increment in time each player gets for each move they make
- Time per given moves - this allows you to set the number of moves each side must complete in a given amount of time

In addition to these time control settings you can also set extra time on the players clock at the start of the game.

### Non standard starting position

This is a powerful option which allows you to set a non standard starting position which is very useful for practice and learning.

**Play game**

Player:  
Name:  ... ☒ Rated game: ranking 1600

Opponent:  
Engine:    
Rating: ☐ Maximum ☐ Match player strength ☒ Custom:    
☐ Think on player's time

☒ Time control:  
Time per given moves   in    
Extra for human player:

☒ Nonstandard starting position  
☐ Current  
☒ Opening:

Color:  
☒ Random ☐ White ☐ Black

You can select either the current position from the database tab when you started [Play->New game...](#) or you can select from a huge range of chess openings that you may wish to practice against. Please see the [Learning to play openings section](#) for details.

### Colour

This allows you to set the colour you wish to play, select White or Black or allow a random colour to be selected.

### Play realism

HIARCS chess engines use new play realism capabilities which give a much more realistic human like feel to the play of the weaker set Elo opponents in the HIARCS chess engine. In particular it tries to produce the same sorts of mistakes and common moves that weaker players are prone to. This enables you to get

genuinely useful practice against our handicap opponents as they will challenge you very much like a human player of that strength while making similar mistakes to players of that strength. In addition it matches the opening book moves to the playing strength and even forgets its book moves or mixes up move orders to simulate real play.

## Coach warnings

### Coach warning: Mistake made

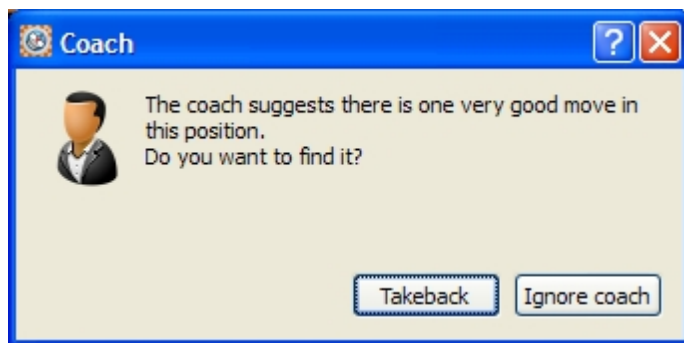
While [playing a game](#) against the computer when the coach option is enabled, the coach will warn you if the it thinks one of your moves is a mistake. You will then see the following dialog:



You can then have the coach show you the refutation by clicking the **Show refutation button**. The refuting move will then be demonstrated on the board. You have two options, you can **ignore** the coach and continue playing or accept the coach advice and **takeback** the move and consider your previous move again.

### Coach warning: Very good move available

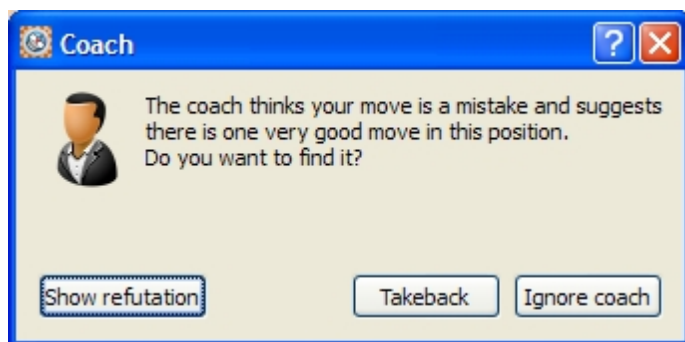
As well as pointing out mistakes the coach can spot when you have missed a very good move when it will display a dialog like the following:



Again you have two choices, to accept the coach advice and **takeback** your move and look for the one very good move available - if after looking for sometime you cannot find it but really want to know what move it is you can click the hint icon to have the move demonstrated. Alternatively you can **ignore** the coach and continue playing.

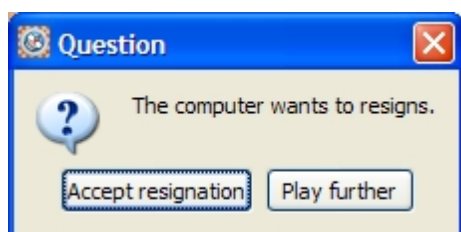
### Coach warning: Mistake played and very good move available

It is possible that the move you made was a mistake and also one very good move exists. In this case the Coach gives you the following warning dialog:



You can ask the coach to demonstrate the refutation of the move you made by clicking the **Show refutation button**. The refuting move will then be demonstrated on the board. You have two options, you can **Ignore** the coach and continue playing or accept the coach advice and **takeback** the move and consider your previous move again.

### Computer resignation



During game play if you manage to reach an overwhelming advantage the computer will offer its resignation. You can accept the resignation and the game will end in your favour, alternatively you may want to not accept the resignation but play further if you would prefer to get practice finishing off your opponent. If you choose to play further the computer will not resign again so you will have prove the win by check mating the computer.

### Resign or offer draw

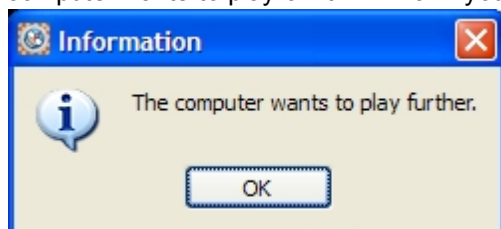
While playing against the computer in play game mode you can resign the game or ask the computer for a draw.

#### Resign

You can resign a game by selecting the [Play->Resign menu item](#). When you resign a game you are giving victory to your opponent, the game will be over. You should resign if your position is hopeless and you believe your opponent is strong enough to prove the win.

#### Offer draw

You can offer a draw to the computer by selecting the [Play->Offer draw menu item](#). Depending on the computer's assessment of its position it will either agree to the draw to reject your draw offers. If the computer wants to play on it will inform you as follows:



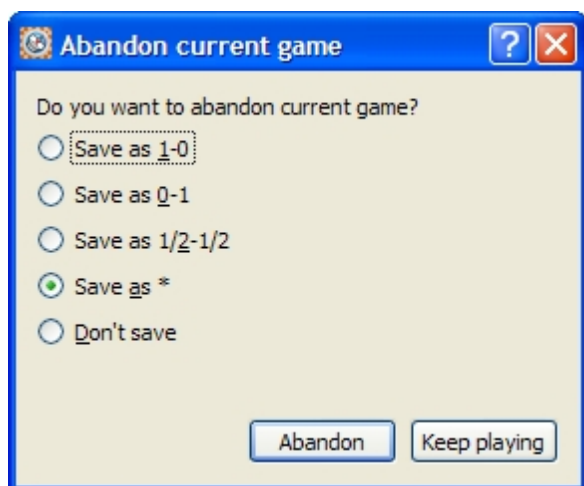
You should play on as the computer does not want a draw.

If the computer agrees to the draw you will see:



The game is now finished.

### Abandon game



When you click the X on a Play game tab, it means you want to abandon the game. You will then see the Abandon current game dialog above. If you choose the **Keep playing button** you can resume playing the current game as if the X was not clicked.

If you wish to Abandon the game you first need to decide how you want the game abandoned. Here are the options:

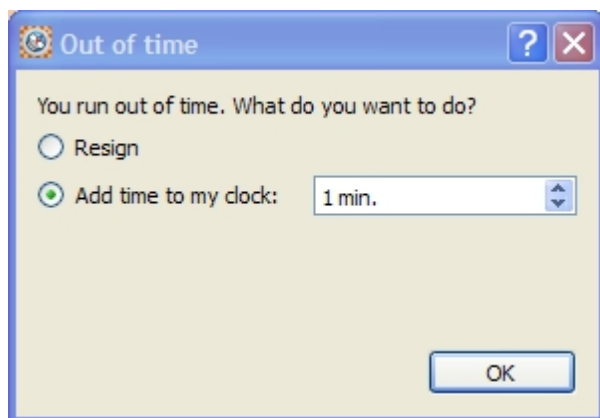
- **Save as 1-0** - Game will be saved as a White win
- **Save as 0-1** - Game will be saved as a Black win
- **Save as 1/2-1/2** - Game will be saved as a draw
- **Save as \*** - Game will be saved as an unfinished game (no result assigned)
- **Don't save** - the game will **not** be saved

HIARCS Chess Explorer examines the current position and makes the default selection the one it expects you will want to make

Choose the appropriate game outcome/action and click the **Abandon button** to abandon the game.

### Out of time

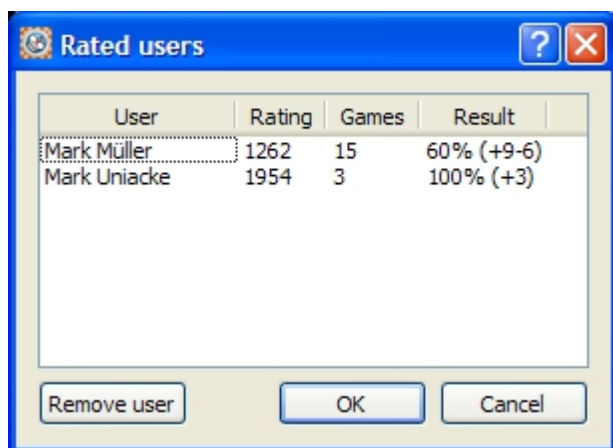
When playing a game against the computer using a time control, if you run out of time you will see the Out of time dialog:



You are given the choice:

- Resign the game - after all you lost the game on time
- Continue the game by adding time to your clock

## Rated users



This Rated users dialog is accessed from the [Play->View rated users... menu item](#).

It shows the current users who have ratings, the number of games played and the results so far achieved. Please see our [Elo Ratings](#) section for an explanation of ratings.

## Header search



**Header Search**

White:  Elo:

Black:  Elo:


Event:  Round:

Site:  Date:

ECO:

Results: ☒ 1-0 ☒ 0-1 ☒ 1/2-1/2 ☒ \*

☐ Ignore colors ☒ Search all ☐ Search filter ☐ Add to filter


Accessed by clicking the Header search  shortcut icon. The dialog is also accessed from the [Search->Header menu item](#). This dialog allows you to search the current database for games matching the search criteria, the search results are known as the [search filter](#).

You can specify any of the fields in the dialog to search for, or leave them blank to indicate match all for that field. You can use the Ignore colours checkbox to indicate that the White and Black fields can also apply to Black and White thereby matching both colours.

As you type a name in the White, Black, Event or Site field HIARCS Chess Explorer will aid your selection by giving you possible values based on what you type, this is a great help in remembering difficult names or events etc.

Incomplete fields are treated as the first part of a wildcard, for example type "Ka" in the White field will find all players with a name beginning with "Ka" like Karpov, Kasparov etc. Here is an example from the TopGames database when typing "An" in the White field, you will see only the possible names match "An" are offered making it much easier to name players correctly:

**Header Search**

White:   Elo:

Black:  Elo:


Event:  Round:

Site:  Date:

ECO:

Results: ☒ 1-0 ☒ 0-1 ☒ 1/2-1/2 ☒ \*

☐ Ignore colors ☒ Search all ☐ Search filter ☐ Add to filter

You can specify an elo range for each player. You can even specify the date range for the search down to an exact date range including days. The integrated calendar selector is accessible from the calendar  icon which allows you to easily do this.

Finally you can specify how the search will be applied:

#### Search all

The default is to Search all games in the database and create a new search result filter of the the games found. The search result will be listed in the game list of the [Game Explorer pane](#).

#### Search filter

This enables you to search the games in the current filter only. It will create a new search result filter out of the the games found. The search result will be listed in the game list of the [Game Explorer pane](#).

#### Add to filter

This enables you to search all games in the database and add the search results to the current filter of games. The combined results will be listed in the game list of the [Game Explorer pane](#).

### Search for position



The Search for position dialog is accessed from the [Search->Position menu item](#) and enables you to set a position so that you can find all games in the database which have that position.

Initially the dialog uses the current position displayed on the main board. All the editing abilities of the [Set up position dialog](#) are possible here including moving pieces around.

You can use the **Paste FEN button** to paste a position from the clipboard into this dialog to quickly set a position you want to search for. Equally from any position set you can copy the position to the clipboard using the **Copy FEN button**. The current position in FEN format is displayed at the bottom of the dialog.

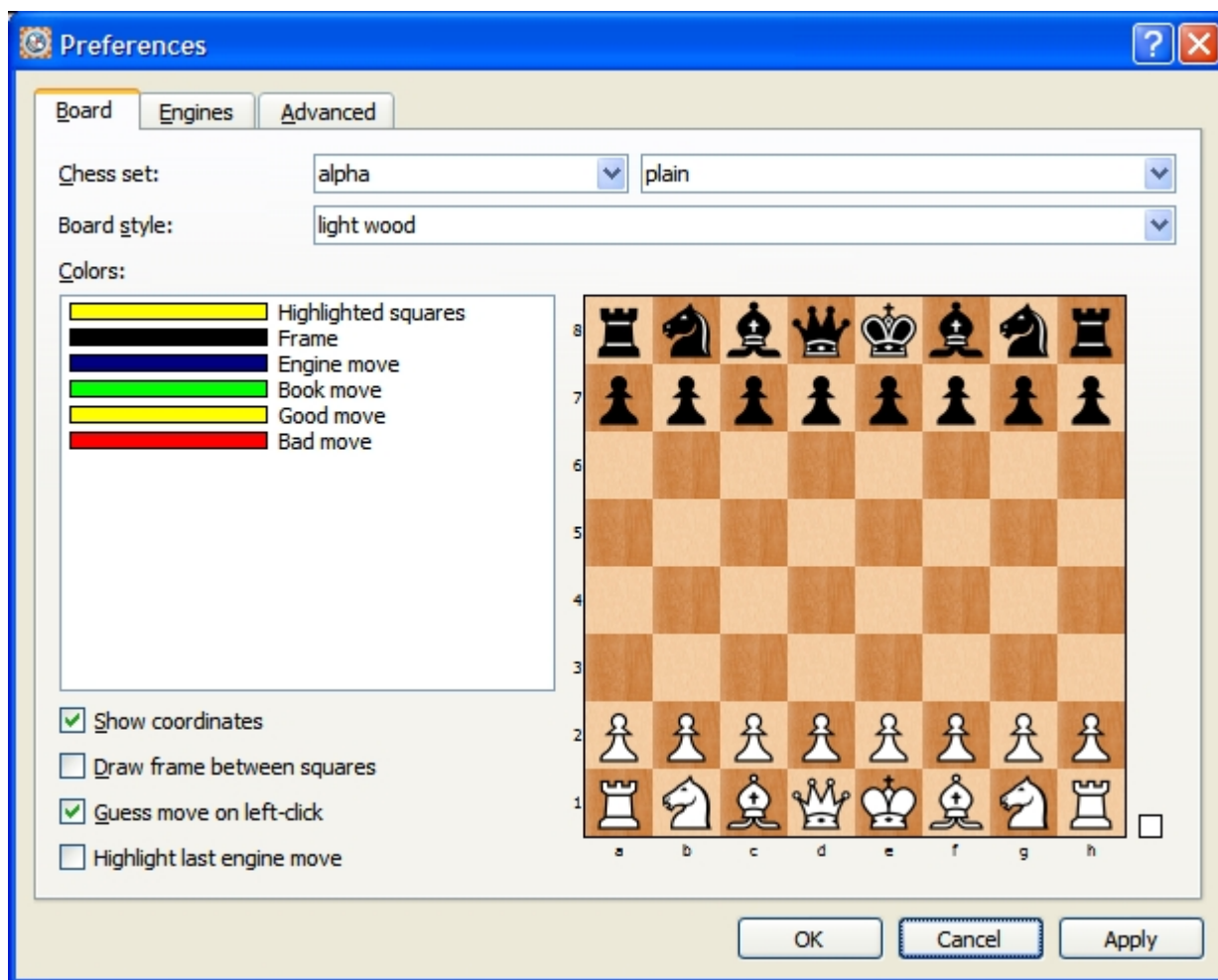
The **Clear button** enables you to clear the board of pieces so you can set a completely new position from scratch to search for. The **Reset button** will set the normal opening position.


The **Cancel button** will abort the dialog and not perform a search.

Once you click the **OK button**, HIARCS Chess Explorer will search the current database for the position and display the games in the game list in the [Games Explorer pane](#).

Please note [Opening Explorer](#) also provides a real-time position search capability from positions in the [Game Notation](#). Please see the [Opening Explorer](#) section for details.

## Preferences



Accessed by clicking the preferences  shortcut icon. The dialog is also accessed from the [Edit->Preferences menu item](#).

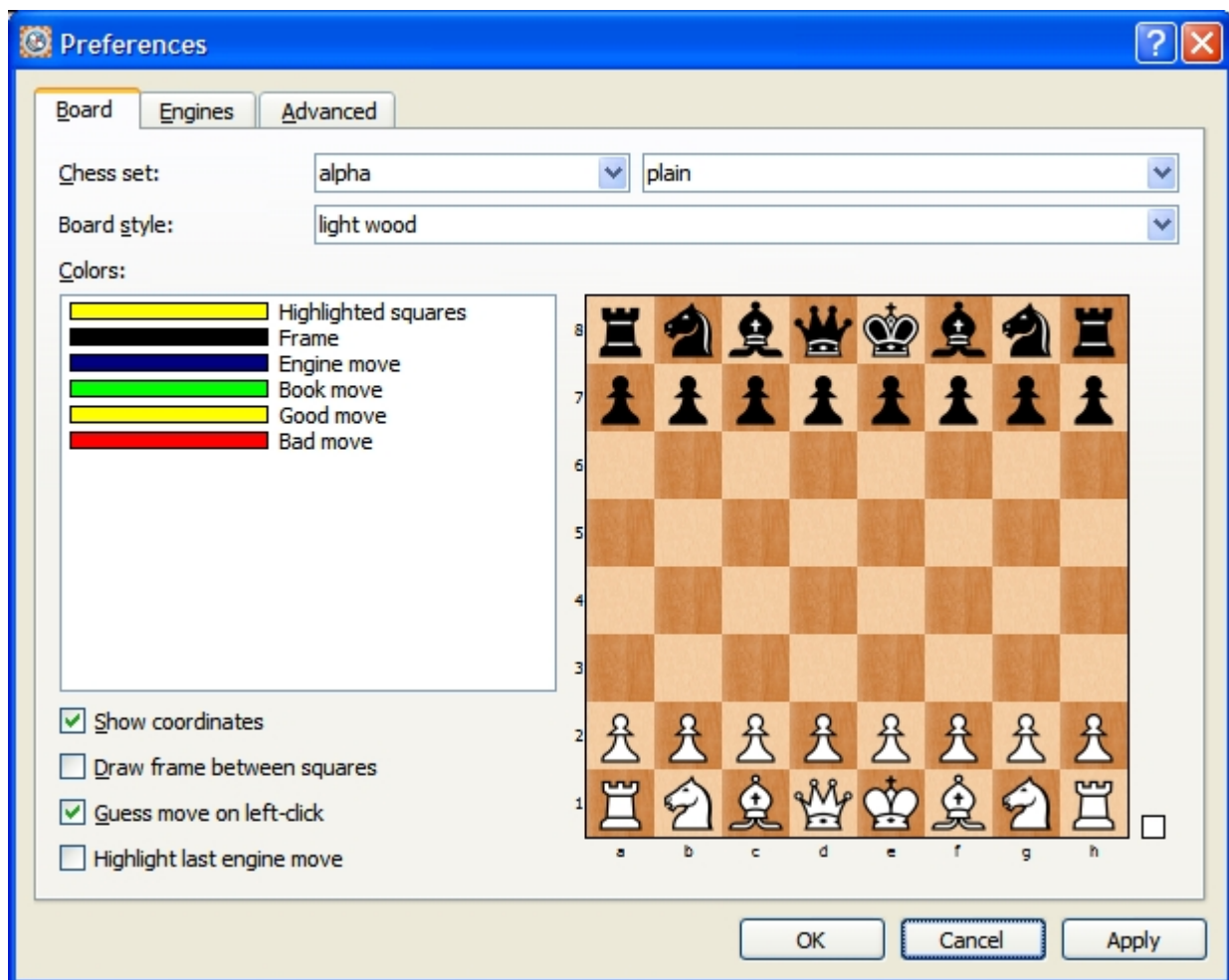
This dialog can be used to configure the preferences for HIARCS Chess Explorer. The preferences fit into three broad categories each covered by a tab view:

- [Board configuration tab](#) allows configuration of the chess board and chess set presentation, and engine/coach highlights.
- [Engines configuration tab](#) allows configuration of the chess engines used and common data they use.
- [Advanced configuration tab](#) allows configuration of miscellaneous settings.

When the preferences are configured the settings remain set each time you run the program until you next change them.

Clicking the **Apply button** will apply the current settings but keeps the dialog open. Clicking the **Cancel button** will cancel any changes since the last apply and exit the dialog. Finally click the **OK button** to apply the current settings and exit the dialog back to the main display.

## Board Preferences

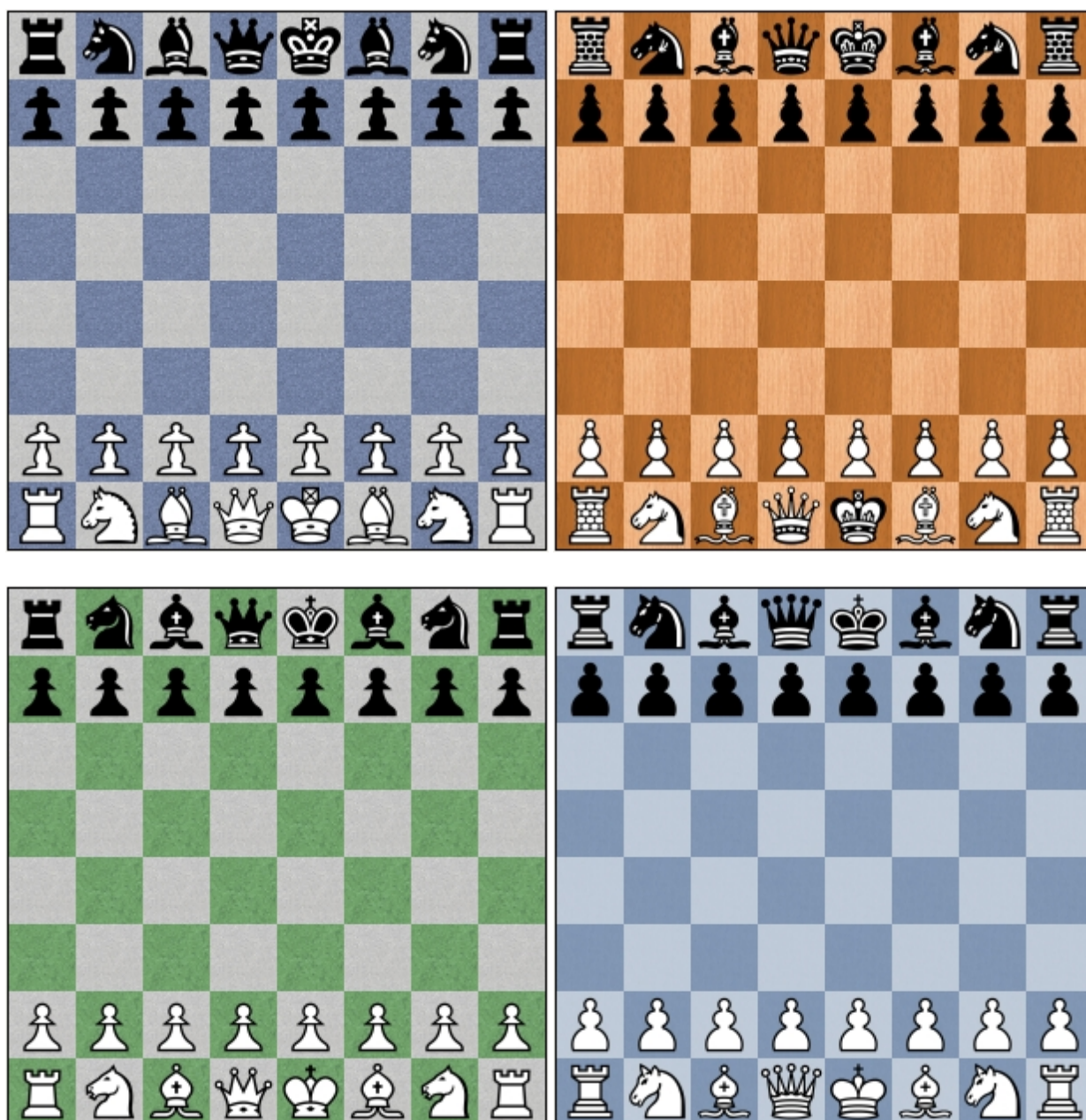


The **Board tab** of the [Preferences dialog](#) enables you to configure the board, chess set and highlighting aspects of HIARCS Chess Explorer.

You can set the chess set you like from the Alpha, Leizig, Merida and USCF chess sets. Each chess set can be presented as Plain, with an Outline or with an Outline and Shadow.

The actual chess board can be set to multiple different textures including wood, marble, stone, slate and solid colours. You can see below some of the piece and texture combinations:





Any changes you make to the Chess set or Board style will be reflected in the sample chess board in the **Board tab**. This enables you to see what the combination of boards and chess sets look like before you decide on your preference.

You can also change the highlight colours for the highlighted moves by clicking on the highlight colours you will get a colour palette to set your preferred colour.

You can also adjust the presentation of coordinates around the board. This setting will also affect printed diagrams.

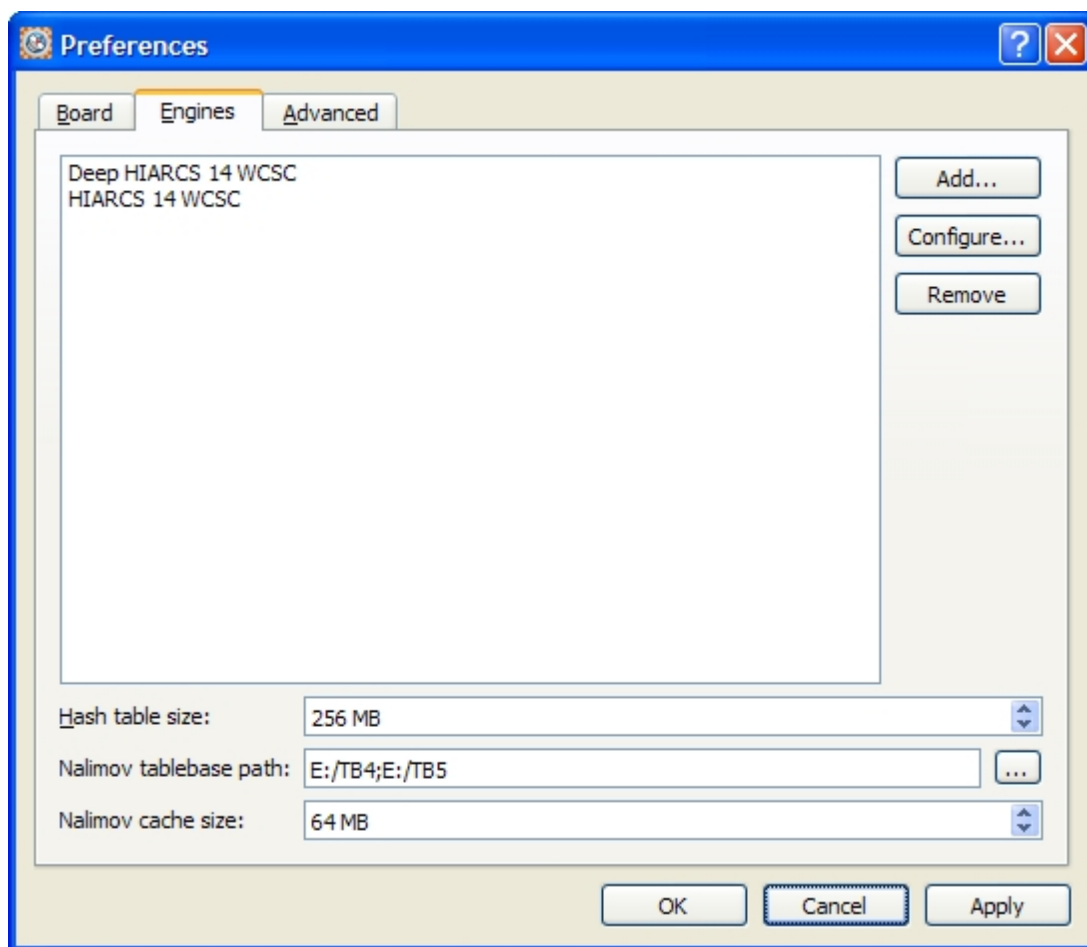
A frame around each square on the board can also be set on if you prefer the look. The **Guess move** provides automatic intelligent guess moves for pieces during game entry and guidance during game play. This can be a very powerful aid but if you prefer not to receive this assistance you can turn off the move guesses.

Finally the last engine move can be highlighted although we have left this off by default as the move animation given by HIARCS Chess Explorer highlights the last move of an engine well.

Clicking the **Apply button** will apply the current settings but keeps the dialog open. Clicking the **Cancel button** will cancel any changes since the last apply and exit the dialog. Finally click the **OK button** to

apply the current settings and exit the dialog back to the main display.

## Engine Preferences



The **Engines tab** of the [Preferences dialog](#) handles adding, configuring and removal of chess engines. As part of the Hiarcs Chess Explorer package you will have the Hiarcs 14 World Chess Software Champion engine(s) available automatically installed and added. You can also add any other UCI compatible engine.

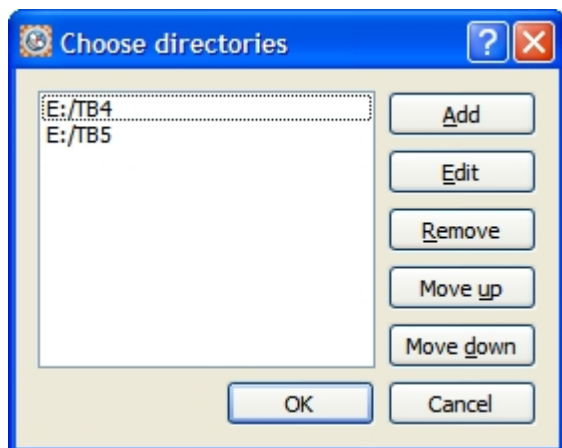
Clicking the **Apply button** will apply the current settings but keeps the dialog open. Clicking the **Cancel button** will cancel any changes since the last apply and exit the dialog. Finally click the **OK button** to apply the current settings and exit the dialog back to the main display.

At the bottom of the dialog are the common settings applied to each engine for:

- **Hash table size** - this is a search table chess engines use to cache positions. The value is set in Megabytes (MB), for general use 256Mb is a good size to use. In general do not use more than 50% of the physical RAM on your machine. The up/down arrows allow the adjustment of the Hash table size in values which are powers of 2 (e.g. 64Mb, 128Mb, 256Mb). Alternatively, you can click on the value to enter an exact Hash table size.
- **Nalimov tablebase path** - this is the path to local tablebases for the engines to use, you can set multiple paths by clicking the Add.. button.
- **Nalimov cache size** - this is the size of an endgame cache of Nalimov tablebase positions. If you have all 4,5 & 6 piece tablebases then use 512MB or more. For 5 piece tablebases you can use less, e.g.128MB. For just 4 piece tablebases 32MB is enough. The up/down arrows allow the adjustment of the Nalimov cache size in values which are powers of 2 (e.g. 64Mb, 128Mb, 256Mb). Alternatively, you can click on the value to enter an exact Nalimov cache size.

The Nalimov tablebase path can be set by clicking on the ... button when you will be given a Choose

directories dialog:



you can then browse to the folder(s) where you have the tablebases stored and you can Add each folder that contains tablebase files. You can also edit and remove folder paths and change the order of them.

### Add an engine

To add a new engine (only UCI chess engines are supported) you simply click the **Add... button** and you will be given a Select engine executable dialog to browse and find the engine to add. Please see the [Add an engine section](#) for details.

### Configure an engine

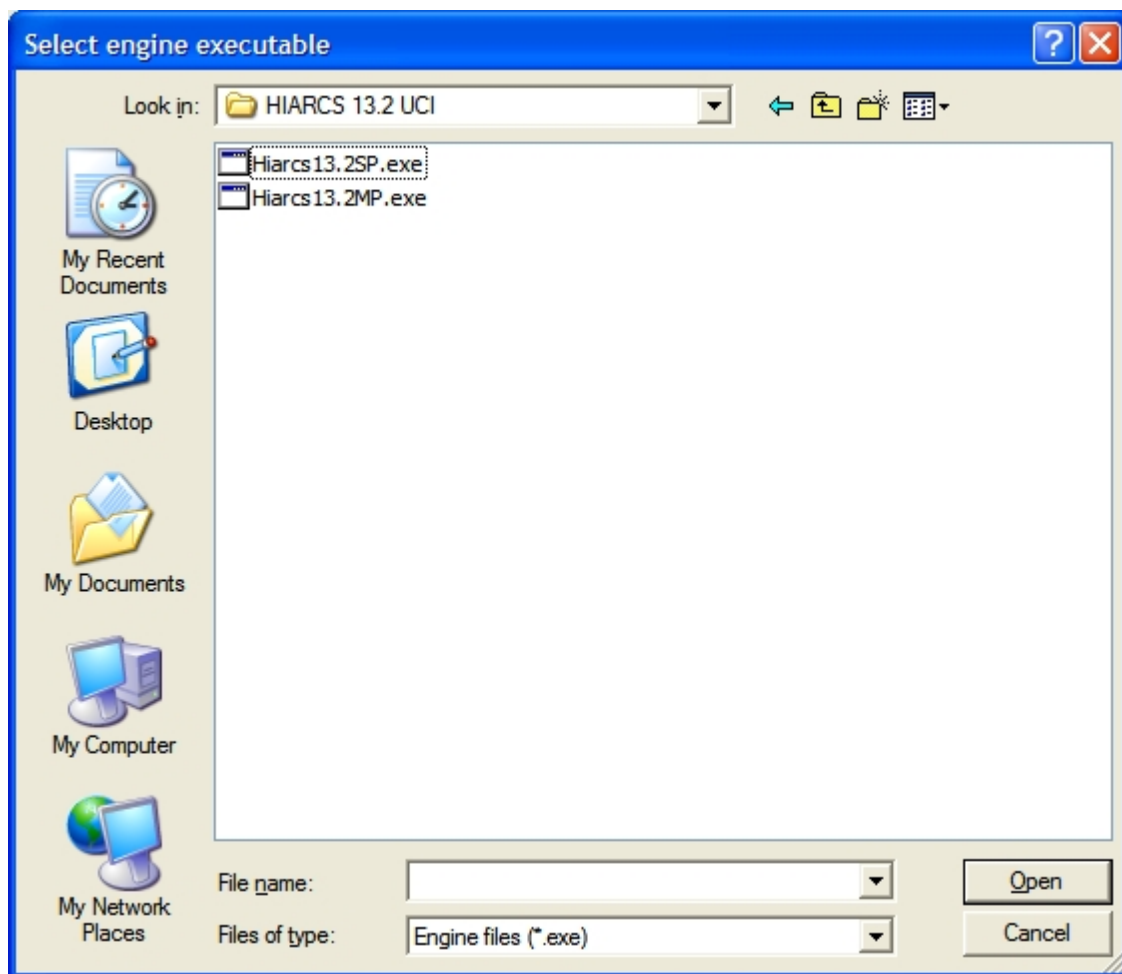
To configure an engine's options have the engine highlighted in the engine list of the preferences dialog and select the **Configure... button**. You will then be presented with an [engine configuration dialog](#):

### Remove an engine

To remove an engine highlight the engine you want to remove in the engine list by clicking on it. Then click on the **Remove button** and the engine will be removed from the engine list. Once the engine is removed it will no longer be available for selection in [Analysis Explorer](#) or in [Play game mode](#).

Add an engine





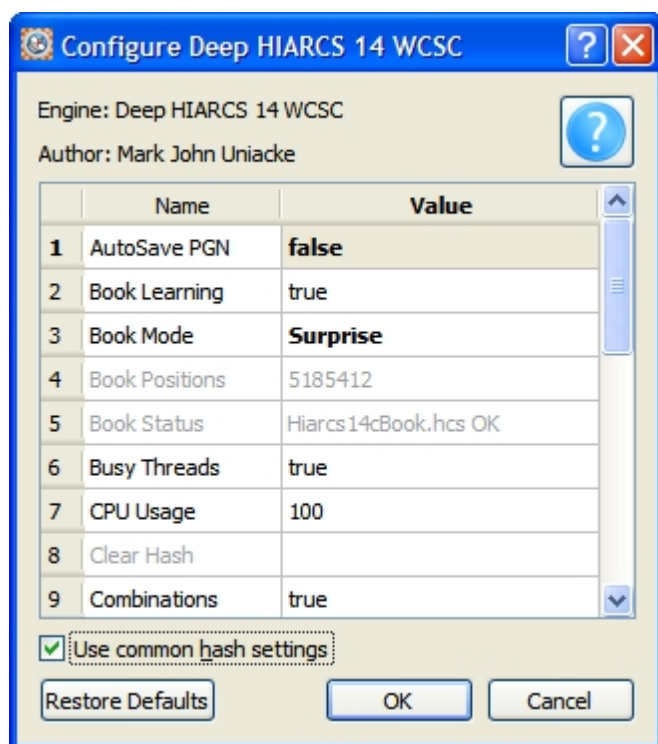
In the example above we are adding a Hiarcs 13.2MP engine:

You browse to the folder containing the chosen engine and click on the engine executable and it will be added as an engine to the Engine list of the [Preferences->Engine tab](#). Once added you can later select the engine in the [Analysis Explorer pane](#) or [Play game](#) engine selector.

Some engines may require prior registration before use or registration on first use. Please take note of the instructions with each chess engine.

Please note the HIARCS 14 World Chess Software Champion engine is automatically added by HIARCS Chess Explorer when it starts for the first time. In addition your HIARCS Chess Explorer license will automatically activate the HIARCS chess engines applicable to your license.

Configure engine

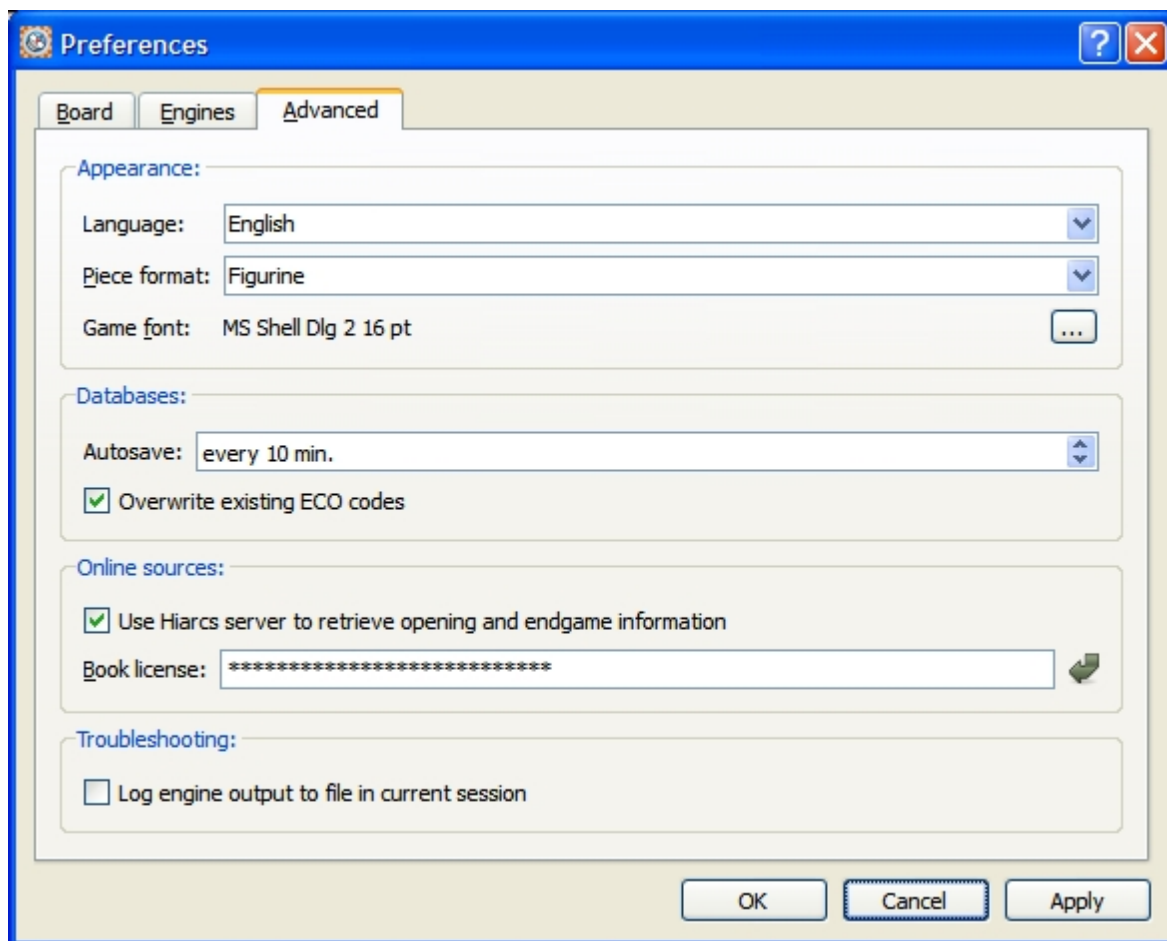


The **Configure dialog** lists all the options of the engine in alphabetical order. Engine options which are read only are displayed greyed out (for example Book Positions). Options that are changed from the default values are displayed in bold (for example Book Mode has been set to **Surprise**).

Some engines like HIARCS give About information which is available by clicking the question mark icon.

If you are happy for the engine to use the common hash settings in the Engines tab then check the "Use common hash settings" box. If that is unchecked you will be able to set the hash in the engine options specifically for this engine. Some options are action buttons, these are grey/blank when the engine is not currently loaded, when the engine is running the action buttons are enabled.

## Advanced Preferences



The **Advanced tab** of the [Preferences dialog](#) handles miscellaneous configuration settings in the following areas:

### Appearance

You can set the language used by HIARCS Chess Explorer. You should not normally need to use this as the default OS language is used in HIARCS Chess Explorer when it starts.

The Piece format can be changed to use either Figurine (default) or Piece letters. Please note when analysis is copied from the [Analysis Explorer](#) it is always copied with Piece letters to avoid font issues when pasting analysis lines in other software.

The Game font can be changed and that font is used in the game notation. The fonts for the game list and opening explorer move list is displayed using the default font size set in the OS preferences.

### Databases

Databases are auto saved every 10 minutes by default, you can modify this if you wish.

If the **Overwrite existing ECO codes** checkbox is set the following actions apply:

- when a database is loaded into HIARCS Chess Explorer the openings are automatically classified for their ECO opening code overwriting any ECO code already set.
- any games added will have the ECO code classified by HIARCS Chess Explorer and the ECO field will be read-only.

When **Overwrite existing ECO codes** checkbox is unset the following actions apply:

- when a database is loaded into HIARCS Chess Explorer the ECO only classified if it is not present, any existing ECO value in the database is never modified
- when you save a game HIARCS Chess Explorer will populate the ECO field if it is empty. You can always edit the ECO field.

If you prefer to keep the original ECO code assignment already in PGN databases please uncheck this option.

### Online sources

By default HIARCS Chess Explorer will contact the HIARCS Chess Server (HCS) to retrieve information about openings and endgames which are displayed by [Opening Explorer](#) and [Analysis Explorer](#) as appropriate. If you want stop access to the HIARCS Chess Server this option can be unchecked.

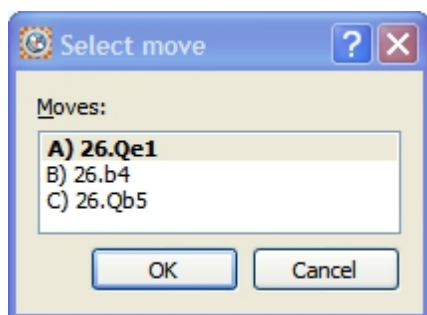
The book license field allows HIARCS Opening Book subscribers to access additional content in the [Opening Explorer](#). A valid book license will enable access to powerful new opening books on the HIARCS Chess Server. For security reasons actual licenses are never displayed and are always encrypted.

### Troubleshooting

In the unlikely event you need to troubleshoot an engine added to HIARCS Chess Explorer you can set this option. An engine.log file will then be generated in the HIARCS Chess/Explorer folder with details of the communication between the GUI and engine. This option will only be applied until you exit HIARCS Chess Explorer when the option is unset. **This option should only be set by advanced users and only for troubleshooting an engine as it will affect the performance of any engine used.**

Clicking the **Apply** button will apply the current settings but keeps the dialog open. Clicking the **Cancel** button will cancel any changes since the last apply and exit the dialog. Finally click the **OK** button to apply the current settings and exit the dialog back to the main display.

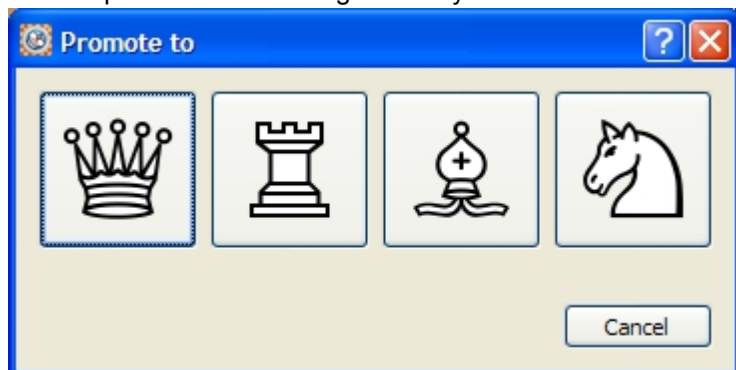
### Select move



When stepping through a game using the **Ctrl+right arrow** key, HIARCS Chess Explorer will give you a choice when you reach a position which has more than one move option (ie. where there are variations). The Select move dialog shows the move choices with the main continuation shown in bold. You can select the next move using the mouse, using the keyboard letter for the variation (here A, B or C) or using the arrow keys, up or down to change the choice and the **right arrow** or **enter** key to select the move.

### Promote to

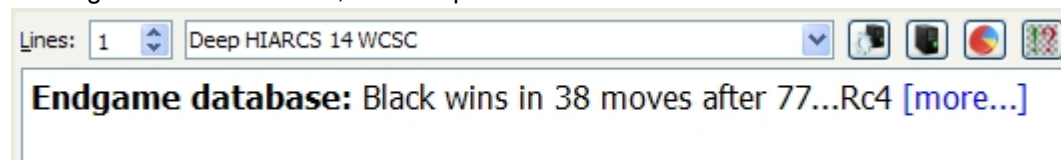
When a pawn reaches the eighth rank you will see the **Promote to** dialog displayed:



Please select the piece you wish to promote the pawn to. If you want to cancel the promotion move and take it back, click **Cancel**.

## Tablebase results

When you reach an endgame position and HIARCS Chess Explorer has displayed in the [Analysis Explorer](#) an endgame database result, for example as follows:

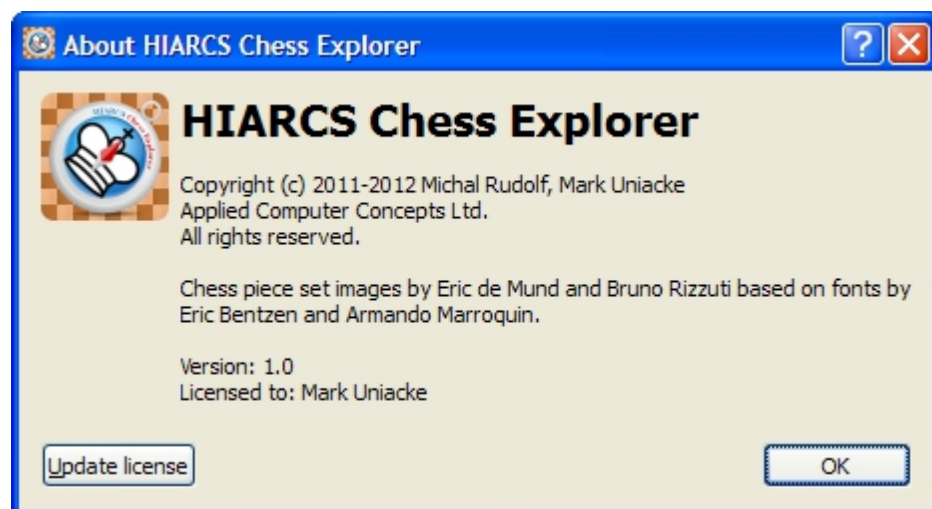


you can choose to see **more...** in order to view all the move options in the current position and their outcomes. You will then be presented with the Online tablebase results dialog, here is an example:



You can see the move choices and the outcomes of each move available in the current position.

## About HIARCS Chess Explorer



This dialog is accessed from the [Help->About HIARCS Chess Explorer menu item](#)

## Support

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For support you should first read the appropriate section of this [manual](#) and the [context sensitive help](#) available within HIARCS Chess Explorer.

If something is not working please consult the [HIARCS Chess Explorer FAQ page](#) for the product:

In the event you are unable to resolve the issue you can [email the HIARCS team](#)

You may also wish to consult the [HIARCS chess forum](#)

Any updates issued for HIARCS Chess Explorer will be available from [www.hiarcs.com](http://www.hiarcs.com). Information about any updates will be emailed to you and can be reached by using the [Help->Check for updates menu option](#).