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Please note that throughout this file *click* means use the *left* button unless specifically stated otherwise.

Although I do my best to keep this file as up to date as possible, there is a trade-off between time spent developing a more powerful program, and writing help files, and I do consider the first of these to be the more important. I am sorry therefore, if there are things in here which are now out of date. The README.TXT file should fill in most of the missing information. (IMW).

New with 2.3 - [Font Support](#) and [FEN/EPD exports](#)

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### Game Handling

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## Menu Options

The menu always applies to the window which is currently active. For instance, if you have a list of games showing, with one selected, you will be able to select menu items which help you to manipulate the selected item, but these will not be available at other times.

In version 2.2+, many of the menu options may be reached by using one of the [Toolbars](#)

## File Menu

### Open

a) Open a file. This may be a ClubMate file, a ChessBase file, a PGN file, or a cross-reference (.XRF) file. Select the type of file from the combo box ("List files of type...") at the lower right of the Windows file selector dialogue. When the file has been opened, a list of games available in it will be displayed in a window, and the [List](#) menu becomes available. This method of opening a file allows you to perform fairly simple operations on the games in the file. For more scope use the [Game Selector](#), or for cross-reference files use the [Cross Reference Game Selector](#).

### Merge

Merge as many of your separate .GMS files as you wish. For more details see [Merging Files](#).

### Edit Keys

Edit existing keys or add new ones. This option is not available when using ECO keys. See [Key File](#)

### Assign Keys

[Keys](#) may be assigned to games in a selected file, or all games files. Choose one of the options, then choose a file (if required), and up to 6 keys will automatically be assigned to the games in the file. (See [Rules for Key Assignment](#)). This option MUST be used whenever you add new keys, or edit old ones, in order for the keys to be matched to existing games. Note that if you have a large number of games in your database, and a large key file, and you have selected 'all files', this process may take some time. A dialogue is displayed to show you how things are coming along! Also see [Version 2.2 changes](#)

### Preferences

Set user preferences. They may be temporary, or permanent if saved. See [User Preferences Dialogue](#)

### Printer Setup

Change or set up your default printer.

### Print Options

Set print options such as how much of a file or game to print. See [Print Options Dialogue](#)

### Print File

Select and [print](#) a games file.

### Print Game

[Print](#) the current game.

### Quit

Leave the program. You will be reminded about any unsaved work.

## Game Menu

### New

Start a new game in addition to any games that may already be displayed. See [New Games](#)

### Selector...

Open a new game by calling the Game Selector. See [Game Selector Dialogue](#). When a game has been opened, this menu item becomes a pop-up from which you can either call the game selector, reopen a game previously displayed, or open one of a list selected for multiple viewing. Its text is changed from **Selector** to **Open**.

#### **Close**

Close all boards from the current game. This has the same effect as closing the main line board by *double clicking* its top left hand corner.

#### **Save**

Save the current game. When this is unavailable. Use **Save As...** See [Saving a game](#). Note: every game saved in version 2.x automatically has one or more keys assigned to it from the master key file.

#### **Save As...**

**Save as .GMS** (save dialog file type option). Save the current game first providing a file name. **Save As...** is not allowed to a file already in use. See [Saving a game](#). Note: every game saved in version 2.x automatically has one or more keys assigned to it from the master key file.

**Save as .TXT** (save dialog file type option). Save the game as a text file (the old Export Game option). If you do not want to use the default export format, make sure you have loaded a format before using this option.

#### **Save as Text Columns**

Save the current game to a text file with the moves displayed in columns. This is provided as a special option as it is not easily obtained by other methods. (It is in fact print, with the printer set to Print to File, and other printer options preset.)

#### **Save Into...**

Save the current game into an existing file, adding to the games already in the file. See [Saving a game](#). When you use this option, it becomes a popup menu, and a list of the last 4 files you have used to save games into is displayed. You can then save directly into one of these files by clicking on its name.

Note: every game saved in version 2.x automatically has one or more keys assigned to it from the master key file. If you are using ECO keys (2.2), a single ECO key will be assigned.

#### **Save using Mark...**

Save the current game using any marked position. The program searches for a suitable file (one which has a linked position file containing the marked position) in which to place the game, and if it finds one, asks you to confirm the save.

#### **Copy moves to clipboard**

Copy the moves in the current game to the Windows clipboard. This is particularly useful for returning the score of correspondence games via email. Please note that the moves are output using the current export format.

#### **Details**

Call the [Game Details](#) dialogue.

#### **Result...**

Select the appropriate result (**1-0**, **0-1**, **Draw**). This adds the notation to the end of the game (rather than a [comment](#)) and allows the addition of a continuation by using the [board If->](#) button.

#### **Autoplay**

Play through the game automatically. The time interval may be set from the [User Preferences Dialogue](#). Selecting **Autoplay** a second time will cancel it.

#### **Invert**

Invert the board.

#### **Delete Current Comment**

Delete the current comment (after confirmation). This may also be done by editing the comment to zero length. See [Comments](#)

### **Delete All Comments**

Delete all existing comments (after confirmation).

### **List Menu**

These options parallel the buttons in the [Game Selector](#), and the [Cross Reference Game Selector](#). For further information also see under [Game List](#)

#### **Select All**

Select all the entries in the list window. A help when there are several thousand.

#### **Sort by...**

Sort the entries in the list window.

#### **Play**

Play through a selection of games.

#### **Details**

Obtain details on selected games.

#### **Extract**

Extract selected games into a different file. (In the case of game references in a cross-reference file, these games are converted into standard format).

#### **Delete**

Delete a game (not available for cross-reference files).

#### **Search Analysis** (cross-reference files only)

[Analyse](#) the games in the cross-reference file according to the original search criteria.

#### **Print**

Print the selected game(s).

#### **Export**

Export the selected games to a text file.

#### **Next**

#### **Previous**

See the description of [buffers](#) in the Game Selector section.

### **Search Menu**

#### **Search**

Call the search dialogue. Searches may be made on positions, material, or players. See [Search Dialogue](#)

#### **Quick Search**

Searches a selected file, or all files, for the position in the current game. Results are displayed in a window, from which games may be opened.

#### **Open .XRF File**

Select a cross reference file which holds the results of a past search. Games may be opened from the window which is displayed. See [Cross Reference Game Selector](#)

#### **Find Duplicates**

Search for duplicate copies of games. See [Duplicate Search](#).

### **Positions Menu**

#### **Manager**

Call the [Position Manager](#) dialogue

#### **Set up...**

Call the [Set up](#) dialogue. This automatically starts a new game from the position set up.

**Save as**

Save the position as FEN, EPD or text. Choose from the file type box in the save dialog. Save as FEN or EPD to communicate with other chess programs. If you have a chess diagram font, save as text to load into a word processor. Copy into a word processor, set the font to the diagram font you used, and the position will reappear. Multiple positions may be written to a single file by using a file that already exists. You will be given the option to Append or Overwrite.

**Copy to clipboard as**

Copy the current position to the Windows clipboard, from where it may be taken into another word processing package, or another chess program. Copy as FEN or EPD to communicate with other chess programs. If you have a chess diagram font, copy as text to load into a word processor. Paste into a word processor, set the font to the diagram font you used, and the position will reappear. Copy as graphics if you like pictures the hard way!

**Analysis ... if**

Analyse the current position starting from the current game position. See [Analysis](#)

**Analysis ... else**

Analyse the current position starting from the move before the current game position. See [Analysis](#)

**Analysis ... Replay**

Play through a selected line.

**Analysis ... Delete**

Delete a selected line.

**Analysis ... Promote**

Promote a previously entered line of analysis to the main line. The current main line will be lost.

**Add Assessment**

Assess the current position OR evaluate the last move by selecting from the pop-up menu. (You cannot evaluate the move AND the position). Adding a second assessment to a move deletes the first.

**Remove Assessment**

Delete the current move or position assessment. If there is none present, this has no effect.

**Mark Position**

Mark the current position as a key position. See [Using Key Positions](#)

**Delete Mark**

Delete a previously made mark.

**Go to Mark**

Go to an marked position.

**Save Marked Position...**

Save an existing key position either to a position file (compatible with version 1.x) or as a new key. This second option (new in version 2.x) is an extremely powerful feature to help you build up a master key file with a minimum of effort. (But now probably superseded by the use of ECO keys - version 2.2. If using ECO keys, the save as new key option is not available). See [Using Key Positions](#)

**Tools Menu****Import Format ... Define**

Define how the program will understand an imported text file. See [Importing Files](#)

**Import Format ... Load**

Load a predefined ASCII format file - either one of your own, or one supplied with the program. See [Importing Files](#)

**Export Format ... Define**

Define how the program will write an exported text file. See [Exporting Files](#)

### **Export Format ... Load**

Load a predefined ASCII format file - either one of your own, or one supplied with the program. See [Exporting Files](#)

### **Import File from ...**

Import one of 4 types of file:

- a) A complete [ChessBase](#) file
- b) An [ASCII \(text\)](#) file in ChessBase format
- c) An [ASCII \(text\)](#) file in PGN (Portable Games Notation) format.
- d) An [ASCII \(text\)](#) file in free (user-defined) format

### **Export File to ...**

Export a file in ASCII format, either free-from (see [Exporting Files](#) or PGN (see [PGN Exports](#) )

### **Display Error log**

A report of any errors encountered during an import.

### **Doodle**

Enables you to move the pieces on the current board freely (i.e. without editing the current game). Return to the current game by selecting **Return to Game** from the menu. The game also returns to its normal state if analysis boards which depend upon it are closed.

### **Tutorial...**

Puts the program into [Tutorial mode](#). Test your chess against the masters by guessing the next move.

### **Return to Game**

Cancels Doodle or tutorial, and must be used before normal use of the program can be resumed.

## **Window Menu**

### **Cascade**

Standard windows option for arranging open windows.

### **Tile**

Standard windows option for arranging open windows.

### **Other**

Standard windows option for bringing named windows to the top.

## Cross Reference Files

These files (extension .XRF) are created when you direct Search results to a file, or when you do a Quick Search. To open a cross-reference file go to the Search Menu and select Open Xref File. You will be presented with the Cross Reference Game Selector. (The list of games found after a Quick Search is always displayed automatically, and stays on screen until you close it.).

### NOTE:

Cross Reference files are essentially text files holding references to other files. They do not contain games or positions. Deleting a Cross Reference file (which has to be done from DOS or Windows) will not therefore delete any games in the database.

BUT - deleting games from game files, or changing the order of games within a games file, will almost certainly make the Cross Reference file invalid. See Game Selector for more information.

## Cross Reference Game Selector

This selector has 5 buttons and a list of games which is shown once a file is open. The games are either listed by Game ID or by player names, depending on the type of search you chose. Normally this selector will be closed whenever you select a game for play through. If you prefer to refer to the games in it while playing through some, use the menu option **File - Open** and choose a file type of **.XRF**. The list of games produced by a Quick Search is always displayed in this way.

To select a game, *click* on its ID in the list box. Multiple games may be selected using standard Windows methods, using *Shift+Click*, *Control+Click* or *Click+Drag*. Some buttons are only available once at least one game has been selected. A game may be selected for playing through by *Double-Clicking* on its name.

The buttons are:

### **Open** (togglng with **Close**)

Open a file from the standard Windows file selector, or close one that is already open. The name of an open file is shown at the top of the box.

### **Play**

Select to play through the selected game(s). A game may also be played by *double clicking* on it. The game will open to the position which was used during the Search that generated the cross-reference.

### **Info**

Show details of the selected game(s). See Game Details.

In version 2.15+ the name of the original file is shown in the remark field, which can be a help in tracking down duplicates.

### **Extract**

The selected game(s) will be copied from their home files into a games file for which you will be asked to supply a name. The games are not deleted from their home files. The new games file may be used in the normal way, but note that games will not open to the position used during the search that generated the cross-reference, as this information is only stored in the cross-reference file.

### **Print**

Print the current selections.

**OK**

Leave the selector.

Note: Searches may not be done on ChessBase files until they have been converted to ClubMate format. See [Importing games](#)

## A letter from the author

Dear user,

Some time ago I wanted to buy a Chess Database - then I discovered the cost of them. It was clear that the only way to get one was either to steal one, or write my own. Since I don't approve of theft, and have enormous faith in my ability to write better software than anyone else (!), I wrote one. This program does everything that a certain other Chess Database does (well, almost everything - certainly everything you need - and if it doesn't, I'll put it in - see the [Wish List](#)), does most of it quicker, looks better, and is a lot easier to use. I've stuck a partial list of [features](#) after this letter.

If, like me, you feel that the price of much PC Software (including Chess Databases) is ridiculous, then please support what I am trying to do by NOT giving your friends copies of the registered program (though please pass around the cut-down version as much as you like).

Bugs - oh yes, them - well... - anyone who says you can write software without these little beasties has never written more than 20 lines of code. During testing, scores of the little horrors have been squashed, but there are always more - some of them have special built-in User Site Detectors so that they don't appear until you (rather than me) get your hands on the program. If you find one (or, perish the thought, two), check the [Bug List](#) first, then let me know. You will also find work-rounds for any known bugs here.

May your chess games be greatly improved (as long as you don't play me)...

Ian Murray-Watson,  
The Slade,  
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HR2 0SP.

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NOTE: All communications MUST be accompanied by your serial number if registered.

### Features

Program limits:

Maximum number of games in database:	Unlimited
Maximum games on simultaneous display:	10
Maximum depth of analysis:	8 levels
Maximum number of analysis boards per game:	Unlimited
Maximum number of comments per game:	64

- Full graphical interface - point and click to move pieces ([Board](#))
- Multiple game/board display
- Algebraic notation and analysis lines displayed with game
- Analysis on separate boards for direct comparison with main lines
- Play through move by move, automatically, by scrolling or click on a move
- Duplication of games to speed entry of new games ([New Game](#), [Game Selector](#))
- Entry of incomplete games, theory, or games from set positions ([New Game](#))
- Save games on their own, into other files, or by key positions ([Save Game](#), [Using keys](#))
- Make, update, and duplicate libraries of games using the Mouse only ([Game Selector](#))
- Automatic edit protection for games ([Game Protection](#))

- Search on players, by result and colour ([Search](#))
- Search on positions, material, pawn structure and ending themes([Search](#))
- Sort games alphabetically or by date ([Game Selector](#))
- Full information available on games before loading for play through ([Game Selector](#))

### **New features for version 2.x**

- Import [ChessBase](#) games, in native (.CBF/.CBI) format, or as ASCII files
- Import user-defined ASCII files
- Powerful keying system for locating games
- Improved graphics
- Quick search option
- Analysis of search results
- Board size option
- Game file statistics

### **Version 2.2**

- Faster searches
- More search options
- ECO Codes
- Import and Export of PGN files
- Searching PGN and ChessBase files
- Toolbars
- WIN95 look

### **Demo limitations**

There are two main limitations in the demo. The first is to impose a move 'horizon' of 18-20 moves. The game may have more moves, but the program is unable to 'see' them. This also applies to searches - so it will normally be little use to search for an endgame position, for example, as it will be beyond the 20 move horizon. It also applies to imports. The second limitation is to end all searches once 5 examples of the target have been found.

## **Bug List**

If you think you have found a bug, I need to know about it, although the chances are that I've met it already since I use the program all the time. A telephone call will not be much use unless you need an immediate way round the problem. If you can, please do the following:

1. Note down EXACTLY what you did. I need to be able to reproduce your problem. Don't leave out even the most insignificant detail that has to do with the computer - tearing your hair out doesn't qualify.
2. Write, email me the details. (see [About ClubMate](#))
3. If possible, include a disk of the offending data, or email a relevant file.

It is worth pointing out that bugs have been reported in the past and have gone unfixed for some time as I have been unable to reproduce them. Eventually a user supplies the crucial information as requested above, which invariably reveals some previously unconsidered action - and the bug gets fixed.

**Wish List**

If you have any good ideas that are not already on this list, let me know, though I'm not making any promises!

1. Search trees and recursive searches
2. epd exports and imports
3. Smaller file system
4. Grades
5. More fields in details (round number etc)
6. More support for correspondence players.

All these - and a lot more, will be going into version 3.0

## Game Files

These files (extension .GMS) are created to hold games. Each file may hold one or more games, and the games may be partial or complete. Games may be copied into other files singly or in groups, or extracted to form new subsets of the original file. Games in multi-game files automatically become protected games. Single games in their own file may also be protected, but this is not done automatically.

There are 2 ways of opening a games file:

(a) Go to the File Menu and select Open. If a games file is not already open you will be presented with the standard Windows file selector to open a file. Selecting **Cancel** at this point will return you to the main menu. To open a ChessBase file change the combo box ("List files of type...") at the lower left of the dialogue, so that it shows .CBF files. Once a file is open, a window will open showing a list of games in the file.

### Game List

You can perform the following operations on the list or a game, when selected:

Sort by...: Sort the entries in the list window.

Play: *Double-click* on the game, or *Single-click* to select the game(s) and then use Open in the List Menu.

Details: Show details and moves (if required) on the game(s) selected.

Extract: Extract the game(s) to a .GMS file.

Delete: (not cross-reference files) Delete the selected game(s).

Search analysis. (Cross-reference files only). Analyse the results of a search.

Print: Print the selected game(s).

(b) Go to the Game Menu and select Open.... This will take you to the Game Selector., after asking you for a file to open. To open a ChessBase file change the combo box ("List files of type...") at the lower left of the Windows file selector dialogue, so that it shows .CBF files. If games have already been opened during the current session, you will have the option of going to the Game Selector or re-opening one of the games which you will now find listed in the menu. This was put in as a useful shortcut for all those times you just want to have another look at something in a game you just closed down!

Games files may be linked to Position Files., but please note that this is maintained for compatibility with version 1.x only, and will be removed in subsequent upgrades (unless I hear from users that they find it particularly useful). Position Files have really been superseded by the development of the Key system. (Version 2.2 note - position files are still around, and it is possible they may find an application in version 3.0, though they have very limited use at the moment).

NOTE: Deleting a game from a file may invalidate any Cross Reference file which refers to it. Even if the game is restored by copying from somewhere else, it is unlikely to be put back in the same place in the file, so that the reference will still be incorrect.

## Game Selector

The Game Selector is called from the Game Menu by selecting Open (or Open...Selector... when this is a popup menu). It provides facilities for opening, closing, deleting, copying, and extracting games, and protecting files, and can be used on native ClubMate files, ChessBase, or PGN files.

There are 2 lists of games (referred to as left and right). The list shows the games in the file. Above the list boxes is another list of all the keys from the Master Key (or ECO key) file. This display is also used in the New/Edit Key Dialogue (when available) and is described below. The number and type of games displayed in the games list boxes may be controlled by selecting a key as a filter, and clicking on the Use Filter box.

To select a game, *click* on its name in the list box. Multiple games may be selected using standard Windows methods, using *Shift+Click*, *Control+Click* or *Click+Drag*. Some buttons are only available once at least one game has been selected. A game may be selected for playing through by *double-clicking* on its name.

## Buffers

This feature is to enable you to load in very large files in manageable chunks. If there are more games than a single listbox will display, the buttons at the bottom of each list [>>] and [<<], are enabled. Clicking on these will load in the next (or previous) set of games from the file. Please note that when there is overflow of this kind, and you are using sort options, only the currently loaded set of games will be sorted (not the whole file). Statistics also apply only to the set of visible games. There is also a **Goto** option to save you going through an enormous file by slow stages - just type in the number of the game you want to have shown at the top of the list, and click **Goto**. (The buttons are duplicated in the **List** menu by the items **Next** and **Previous**.) Information at the head of the list tells you which games are being displayed, and the total number of them.

The maximum number of games displayed at any one time may be set in User Preferences. There is a lower limit of 200 and an upper one of 4000. This helps you set the buffers to suit the speed of your machine. Since a listbox typically displays only about 16 games, setting the lower limit will appear to make reading of files much faster. It will, on the other hand, restrict the scope of sorting and statistics.

Buttons between the two list windows act on whichever side of the Selector is active (check the little radio button in the centre top of each box). Buttons such as <<Copy/Copy>> change appearance depending on the direction of the copy.

NOTE: The active side of the Selector is shown by the Radio Button set between the **Open/Close** and the **Play** buttons.

Buttons are only available (or should be!) when something meaningful will happen if they are used. In addition, certain actions (such as **Delete** or **Copy**) are not available if the target file is not a ClubMate file. Options are:

### File operations:

#### **Open**

Open a games file and display its contents. Once opened, a file stays open until you select **Close** or **Exit** the Selector. To open a ChessBase or PGN file change the combo box ("List files of type...") at the lower left of the Windows file selector dialogue, so that it shows .CBF files.

#### **Close**

Close a games file.

**Stats>>** (right file)/<<**Stats** (left file)

Display file statistics. In version 2.x, results are arranged by 4 common openings e4, d4, c4, Nf3 and other. Reading across the columns you will find 1) Total games entered in the file; 2) Results shown as +(White wins), - (Black wins), = (Draws); 3) Whites percentage score. This last figure is worked out over completed games only. Note that the sum of wins, losses and draws may be less than the total games on the file if incomplete games have been included. In versions earlier than version 2.0, there is no breakdown for e4, d4, c4 and Nf3. Instead, all games are included under 'other', which will therefore be the same as 'all'.

**Lock>>** (right file)/<<**Lock** (left file)

Lock a file. Games in locked files cannot be edited in any way, nor can locked files be unlocked! If you need to edit the file, or games in it, you must first extract the game(s) to a different file. See [Protection - Locked](#).

Game operations:

### **Play**

Play through the selection(s). When multiple games have been selected, only the first is displayed for play through. The others are placed in the [Game - Open](#) which becomes a popup menu.

**Duplicate** (available when a single game only is selected)

The selected game is duplicated as a new game. The Game Selector will be closed and you will be taken immediately to the [Game Details Dialogue](#) to fill in the details for the new game. The players' names and tournament fields are cleared for the new game, but the opening field is left as it was when you first entered the game. From here, you can choose to duplicate the entire game, or just the main line. All the moves to the end of the game, plus the analysis (if selected), are already entered in the new game. They may be added to or edited as required, so saving a great deal of time when entering games that have a number of moves in common.

See [New Games](#) for more information.

### **Info**

This show you the details of the players, and the moves (if required) on the [Game Details Dialogue](#). None of the details are editable. **Next** and **Previous** buttons may be used to scan through a list of selected games. Exiting the Game Details Dialogue returns you to the Game Selector.

<<**Copy** (from right to left)/**Copy>>** (from left to right)

This button is only available when files are open on both sides of the Selector and the file you are going to copy TO is a ClubMate file.

All selected games are copied from one file to the other. They are ADDED to the destination file, and remain in the source file. An alternative way of collecting together games in various files is to use the Menu option [File - Merge](#).

### **Extract**

All selected games are extracted to a file for which you are asked to provide a name. NOTE: If you select a file that already exists, any games in it will be overwritten by the extracted games, and you will lose them. Games may also be extracted in this way from ChessBase files, and put into ClubMate files.

### **Delete**

Delete the selected game (or games) from the file, after confirmation.  
NOTE: Deletions are NOT recoverable.

### **Print**

Print the current selections.

### **Export**

Export the current selections to a text file.

### **Show ECO codes**

Show the ECO code of the game (if assigned) in the list box of players.

### **Remember Settings**

Check this button to reopen the current files next time you use this dialogue.

### **Exit**

Leave the Game Selector.

#### Sorting the lists:

4 sort methods are available from the combo box at the top of the centre column.

1. **Date.** Sort the lists by date, and alphabetically when identical dates.
2. **Alpha White.** Sort the lists alphabetically on White name.
3. **Alpha Black.** Sort the lists alphabetically on Black name.
4. **ECO.** Sort on ECO code (A00 first).
5. **None.** Lists show the order of games as entered on the file.

The rest of the dialogue is taken up by the display of Keys, which can be used as a filter to help you find the games you are looking for much quicker, and can themselves be filtered to reduce the quantity of information on display. Use the combo box to filter the key display to show only those keys for games starting with e4 (for example), or only those keys which apply to the current game file. Then, selecting any particular key will restrict the list of games shown in one of the Selector windows to those which start with the moves in the key. Use the **Open** button to initialise the key display. (It takes a few seconds to prepare, and you may not want it every time). For more information see under Key Display.

Once a key has been selected from the list, and the **Use Filter** box is checked, any list of games in the active games list window will be changed to show only those games which have a key matching the one chosen. Deselecting the **Use Filter** box will restore the game list to its original state. Selecting a different key (which can be done when the **Use Filter** box is already selected) will again change the list of games displayed. The left and right games list windows keep a record of the key that has been used for themselves (if any), and if you change the active side, the selected key for that side is automatically restored (or none). Keys can only be applied to ClubMate files.

Please note 2 important points:

1) Games cannot be filtered by key unless keys have been assigned using the menu option File - Assign Keys.... If you wonder why the wrong games are being displayed, you have probably forgotten to assign keys after editing them or adding new ones.

### **Merging Files**

Any number of files may be merged into one. Select files from the list box, and then click the **Merge** button. If you want to delete the old files after the merge is done, select the box at the foot of the dialogue.

A limit of 16000 games is imposed on files at the moment. Each time this limit is reached, the merge process will stop, and you will be asked to supply another file name for the remainder.

If you have selected the option to delete old files, you will be asked to confirm deletion once the program has successfully written all the games from the old files into the new one. Please note that the destination file must not exist before the merge. The program will refuse to overwrite an old file.

## Master Key Display

Whichever keys you use (ECO or custom) they are displayed in 2 dialogues - the Game Selector, and the New/Edit key dialogue.

To display the keys, you must first use the **Load** button. This is simply because keys now take a few seconds to prepare (using ECO keys), and you may not want them to appear every time you use the dialogue. Some of the dialogues using keys may remember their settings (Game Selector with 'Remember settings' and ECO code select for search), so that if you leave the dialogue with the keys loaded, they will be re-loaded automatically when you go back to the same dialogue.

The drop-down list shows all the keys available, either as moves, or by name. To change the way the information is displayed select Moves or Names from the radio buttons immediately under the list.

When using ECO keys, a small information icon becomes active in the key display. Clicking on this, and holding the mouse button down, will enable you to see the moves (if you are showing the keys by names), or the names of the keys (if showing moves). (Well, do you know off-hand what C11 represents?)

### Display as Moves.

The normal method of display. The moves in the key are shown.

If you find it difficult to hunt through the list to find what you're looking for, either use the internal first-move filters, or display the list as names

### Display as Names.

Display the keys by the names of lines (e.g. Sicilian - Najdorf - Sozin) rather than as moves. The names will be those that you entered when adding or editing a key, and are shown in alphabetical order. This may make it easier to find a particular line quickly.

The list of keys may itself be filtered by using the radio buttons **All**, **e4**, **d4**, **c4**, or **Nc3**. These buttons restrict the display of keys to those having the same first move as the one selected. Thus selecting d4 will mean that the only keys displayed will be those having d4 as their first move.

2) Keys are matched by position, so that all transpositions are automatically dealt with.

NOTE: When using ECO keys, be aware that games have a key assigned at the latest possible point, so that a game starting (say) 1.e4 c5 will be unlikely to have this specific key assigned to it, It is much more likely to be given a key after many more moves. A method for filtering games inclusively (e.g. 1.e4 c5 will include ALL Sicilians) will be developed for version 3.0, as will a method of finding keys rather more quickly).

I am also aware that a common transposition in the Sicilian Pelikan (which takes an extra move to reach the same position) is not currently catered for, nor does it seem to be reflected in the list of ECO keys.

## Protected Games

There are 4 levels of protection to help prevent accidental editing of stored games. In order from least to most protected they are:

Level 1 - Unprotected:

New games may be edited in any way you like, and no warnings are given. If a new game is saved on its own into a file it is then given....

Level 2 - Minimum protection:

A game taken from a file in which it is the only game may be edited as much as you like, though a warning will be given when you first start to edit.

Level 3- Protected:

All games from files holding more than one game (game collections) are automatically protected. So is a single game on a file if you choose. The main line of such games **MAY NOT BE EDITED**, although analysis may be added, edited, or deleted, and certain of the Game Details may be altered (such as Date and Game ID). To edit the main line of a protected game, it must first be extracted to a file of its own, when it automatically loses one level of protection.

NOTE: In v2.03+ setting the box '**Allow edits**' in the details dialogue will override this protection and allow editing. This has been included for correspondence, where files may have a number of ongoing games which need to be edited.

Level 4 - Locked:

Games from locked files may not be altered in any way. Locked files may not be unlocked, though games may be added to them, or extracted from them. Games extracted or copied from locked files to any file that is not itself locked, automatically lose one level of protection. Games copied from a locked file to a file on their own lose TWO levels of protection.

NOTE: it may appear that you can add assessments and comments to locked games, but it is only possible to use **Save As...** or **Save Into...** to save them.

## Position File

These files hold positions which have been set up in the **Position Manager**, or created by making a key and saving it. Position files will normally be linked to a games file. Only one link is allowed at any one time, although links may be made and dissolved easily using the **Position Manager**.

## Position Manager

This dialogue allows you to set up and record positions in Position Files. It also lets you link position and games files, and update keys automatically in a linked games file.

The board works very like a game board, with some important differences. Very simply - use the *left* button for picking up pieces and placing them, use the *right* button for clearing things. To be exact...

### When the cursor is an arrow:

*Click* with the *left* button on a piece icon to pick it up.

*Click* with the *left* button on a piece on the board to pick it up and remove it from its square.

*Click* with the *right* button on the board to clear the square, but not pick up the piece.

*Click* with the *left* button on the rectangle at the bottom of the column of piece icons to toggle the colour.

### When the cursor is a piece:

*Click* with the *left* button on a piece on either side of the board to pick it up.

*Click* with the *left* button to place the piece. The cursor is NOT changed back to an arrow.

*Click* with the *right* button to change the cursor back to an arrow. If over a square on the board, this will also clear the square.

*Shift-click-right* button will toggle the piece colour.

*Control-click-right* button will cycle through the available pieces (and the arrow shape).

NOTE: when the cursor is a piece, you cannot move it away from the board area. To regain your freedom, first change the cursor back to an arrow (*right click*).

Use the **Clear** button to clear the board.

Use the **Invert** button to invert the display.

NOTE: To restore a position you have loaded from a file and have been changing, pull down the list of positions and re-select the one you have been working on.

## Making and Recording a New Position

1. Set up the position on the board
2. Give it a name. This is for recognition purposes only
3. Select **Save As...** to create a new position file  
or
3. Select **Add** to add the position to an existing position file. This option is only available when a file is open and its existing positions listed.

The other dialogue buttons are as follows:

### **Open**

Open a position file. The names of the positions will be displayed, and the first one in the file will be shown on the board. To display a different position, *click* on the arrow to pull down the list, then *click* on the name of the required position in the list. To close a file, select **Open** again. The existing file will be closed, and a new one opened. You will normally work with a file open.

### **Link/Unlink**

Link the position file to the games file whose name you will be asked to supply. Once a

position file is linked, the name of its corresponding games file is shown below the list of positions, and the text of the button changes to **Unlink**.

NOTE: linking a position file to a games file which is already has a linkage will overwrite the earlier linkage.

**Delete**

Delete a position from the file (after confirmation).

## Analysis

To enter analysis you will have chosen the options Analyse (if) or Analyse (else) from the Games Menu, or used the **If->** or **<-Else** toolbar buttons. Depending on which of these options you have chosen (if or else) the dialogue behaves slightly differently. It may help to understand something of what is going on.

Before you can enter moves on an analysis board, you must first define ("if"), or have already played ("else") the first move of the line. Once these first moves have been defined, you can return to the game and add analysis to your heart's content.

If you got here by using **Else...** (i.e. if instead of the move just made...)

The main line is shown in the upper panel, and cannot be altered.

If there are previous lines already entered at this point, they are shown in the lower panel.

To create a new line, make a move in the normal way.

To create another new line (branching from the same move in the main line) select **Next**.

When you have created all the lines you want, exit with **OK**. Exiting with **Cancel** will cause all new lines to be ignored.

If you got here by using **If...** (i.e. before making the next move the player might consider...)

No main line is shown in the upper panel unless the game has already gone past this point.

If there are previous lines already entered at this point, they are shown in the lower panel.

To create a new line, make a move in the normal way.

To create another new line (branching from the same move in the main line) select **Next**.

If there is no main line shown, indicate which of the lines you have entered is to be the main line by selecting it in the lower panel, and then *clicking* on **Make Main**. If you later want to change this, just do the same again with a new line. The new choice is swapped with the previously selected main line.

NOTE: If the game has already gone past the point at which the analysis is to be entered, you will not be able to alter the main line. (The **Make Main** button is not available).

When you have created all the lines you want, exit with **OK**. Exiting with **Cancel** will cause all new lines to be ignored.

You may also **Delete** a line by selecting its first move and clicking on the **Delete** button (also see **Delete Analysis** below).

The main line board now shows the first moves of the new lines you have just entered in the Analysis Panel. These boards can now be used by *double-clicking* on their first moves, and entering moves in the normal way.

NOTE: If you want to play with the pieces without entering analysis and without altering the game, use the Doodle option from the **Tools** Menu.

## Replay Analysis

*Click* on the line you want to play through (or add moves to), then go to the **Position** Menu, and select **Replay Analysis** or...

*Double-click* on the line you want to play through (or add moves to), and use the board in the usual way.

## Delete Analysis

*Click* once on the line you want to delete, then go to the **Position** Menu, and select **Delete Analysis**. You will be asked to confirm deletion.

You may also delete a line from the **Analysis First Move Dialogue** by selecting a first move and the **Delete** button (when available).

NOTE: Deleting a line also deletes any sub-lines which belong to it.

**Promote Analysis**

In the list of analysis lines, select the line which line you want to promote. The menu option will then become available. The current main line will be lost.

## Board Display

Presuming you know what a chess board looks like, we can leave that bit out. The rest is pretty obvious too. There's a Notations panel, an Analysis Lines panel, the bit which separates them (the Divider), the Comments panel, and the scroll bar on the board. Main line boards have a red surround, analysis boards have a blue one, and the [Analysis Dialogue](#) has a spotty greyish-greenish one. Of course, if you don't have colour, you'll miss these delights.

## Board Size

Two sizes of board are available. You can alter the setting in the [User Preferences Dialogue](#).

## Notations Panel

This is where the moves go in algebraic notation. If you *click* on a move, the board will show the position AFTER that move has been made. *Click* left of centre for White's move, right for Black's. You can also scroll through the list of moves if there are enough. (You can also use the up and down arrow keys a bit, not intended but courtesy of Windows). Styles of notation can be altered in the User Preferences dialogue.

## Analysis Lines Panel

This shows the move number and first move of any analysis. *Clicking* on a line will open a board showing the position at the start of that line, and the moves in it. It can be played through like any other board. Lines branching from lines... are indicated by -> and placed below their parent line. As you play through the game, alternative lines are highlighted as you reach them.

## Divider (between main line and analysis lines)

This tells you what you are currently seeing on the board, and the depth of analysis - e.g. M18:D1:L2 means move 18 (main line), depth 1, line 1. It might seem a little confusing that this says "Main Line" when the moves are in fact above it, but we tried the main line moves and analysis lines the other way round and it was even more confusing. The divider also shows who is to move - a small white rectangle for White, and vice-versa.

The divider is moveable - so you can see as much or as little of either panel as you wish. Just *click* on it and *drag* it to where you want.

## Comments Panel

Comments are attached to moves, and appear only when their move has been played. For more information, see [Comments](#)

## Scroll Bar

*Click* on the arrows to move 1 move forward or back. Keep your finger down to go even faster than Mega-Lightning-Blitz. *Click* on the bar, or move the scroll thumb to jump through the game (though it's more precise to click on the moves in the **Notations** panel).

You may also move forwards and backwards through the game by pressing the cursor keys.

NOTE: to close a board, use the System menu (top left) or *double-click* the top left corner. To close a game, use the **Close** option in the [Game](#) Menu. Closing a board also closes any analysis boards which depend on it. If you close the main line board, therefore, it is the same as closing the game.

## Comments

Each game may have up to 64 comments. However, the more you include, the more disk space your games will take up, even though the comments are compressed before writing to disk. It's probably best to keep them fairly short, and any analysis more than a couple of moves is better put on an Analysis board.

Note that if you are using large boards, only one line is visible for a comment in VGA (in SVGA more lines are added). You can however enter more than one line, and use the arrow keys to scroll through the comment.

To **Add** a comment or **Edit** an existing one, click in the Comments panel on the board first. Normal editing keys (such as Home and End) may be used. When you have finished, continue with the game as before. The comment will automatically be stored and attached to its move.

To **Delete** a comment, either edit it to a blank, or use **Delete Current Comment** from the Game Menu. You may also **Delete All Comments** at once using the option in the Game Menu. Once a comment is deleted, it cannot be recovered except by retyping it.

NOTE: Adding, editing or deleting a comment makes **Save** available in the **Game** Menu. However, this does not happen until the edit cursor on the comment has disappeared (by returning to the board or the moves).

### **Editing a game**

Though you may often have wished it were possible (if only I'd put my Knight on c3 instead of a3), you can't alter one move in a game without altering everything that comes after it. If you are in the middle of a game and pick up a piece to move it with the mouse, you will either get a message telling you you can't do it (see [Protected Games](#)), or a warning that you are about to overwrite moves.

### **Overwriting moves**

You may think that all you've done is change a move in the middle of a game, but it is important that you understand what will happen. Everything following the move you have changed will disappear - including any analysis and comments. If you think about it, nothing else is possible. However, no changes are irrevocable until you have saved the game, so that if you make a mistake, you can always close the game, and reload an earlier version from disk (if there is one).

Overwriting previous moves is of course what you do when you [duplicate](#) a game, and then change the moves from some point in the middle.

If you overwrite moves in an [Analysis](#) board, you will only lose the moves which follow in that analysis line, together with any comments and analysis boards branching from within that line. The main line and other analysis boards are NOT affected.

NOTE: If you want to play with the pieces without entering analysis, and without altering the game, use the [Doodle](#) option from the **Tools** Menu, or the Assessment toolbar.

## Keys

To help you organise your database, each game may have up to 6 keys. 4 of these keys can be designed by you, one is allocated by the program, and one is reserved for an ECO key. User-designed keys are stored in a master key file, called CLUBMATE.KEY. You may choose between your own key file, and the ECO key file in [User Preferences](#)

Warning! CLUBMATE.KEY will shortly become obsolete, and the only key file used will then be ECO.KEY.

You may edit your own key file as follows:

The Key file is essentially a game file, and you enter keys in much the same way as games. However, keys are matched to games by position, so that transpositions are automatically dealt with. Sequences such as 1. e4 c5; 2. Nf3 d6; 3. d4 cxd; 4. Nxd4 and 1. e4 c5; 2. Ne2 d6; 3. d4 cxd; 4. Nxd4 lead to the same position and will be matched to all games in which this position is found. Separate keys do not have to be made for each one.

You may make as many keys as you like. 4 basic keys are predefined and cannot be altered. These are the first moves **e4**, **d4**, **c4** and **Nf3**. In version 3.0 this will be extended to all possible first moves.

(This options is not available when using ECO keys). To make a new key, choose the [File - Edit Keys](#) option, or the [Game - Save Mark ... as Key](#) option when it is available (whenever you are playing through or entering a game and mark a position. In the first case, you will have to enter the moves that make up the key, in the second case the position and moves are already shown.

On the dialogue which appears, Enter the moves for the key (or edit them) just as you would for a normal game. Now complete one or more of the three text fields to the right of the board. What you enter here will be shown in the list of keys if you select [Names](#) rather than [Moves](#). These fields are NOT used to match games, although the same three fields also appear in the [Game Details Dialogue](#). In both cases they are for your convenience - you do not have to worry about matching what you type here exactly against something else typed maybe days before.

To **Edit** a key, get to the dialogue in either one of the ways described above. Now select one of the Keys from the list below the board. Edit it as if it were a game.

The buttons on the dialogue are as follows:

**Save**

Save the new key to the master file. You will not be allowed to save duplicates.

**Delete**

Delete a selected key from the master file. The four basic keys (**e4**, **d4**, **c4** and **Nf3**) cannot be deleted.

**Exit**

Exit the dialogue.

The buttons relating to the [Key Display](#) are described elsewhere. They act as internal filters to control the display of keys in the list.

If you have changed anything in the master key file, you will need to use the [File - Assign Keys](#) option to update your game files. Up to 6 keys are assigned to every game automatically according to the following rules:

### Rules for Key Assignment

1. All keys already existing in the game record are removed, except the ECO key if it

has already been assigned.

2. Every game is given one of the 4 basic keys, or classified as 'other'.

3. Up to 4 more keys are matched by position with the ones in the master key file. The first matching key is marked as number 2 (for this game), the next as number 3, and so on. It is therefore possible, if you have too many similar keys, for a game to run out of slots before it finds all possible matches. The overflow is simply ignored. Try not to make too many keys which start from a set position and only have one or two moves added before the next key, then one or two before the next and so on. It is better to start with fairly broad headings, then add more detail if you find that the games still have room. The number of keys matched to each game is displayed as they are found.

**Note: every new or edited game saved in version 2.x automatically has one or more keys assigned to it from the master key file. This also applies to games 'Extracted' or 'Copied' using the Game Selector, and to imported games of any type.**

## **New Games**

1. Fill in the Player details either before entering the moves, or at some other time before saving the game.
2. If you are duplicating another game, go to the notated moves, and *click* on the last move you wish to leave in. Then enter moves in the usual way. All later moves from the original game will be removed, along with any analysis and comments, and replaced by whatever you enter.  
or
2. If the game is entirely new, simply enter moves in the usual way.
3. Add any Analysis and Comments as you enter the moves, or later.
4. Save the game either on its own, or into another file.

## **Entering Moves**

It's hardly necessary to describe this - it's just like moving on an ordinary board. Use the mouse to pick up the piece you want to move, and put it down where you want it to go. Illegal moves will not be permitted. If you can't follow this terribly complex instruction, read on...

Use the mouse to point to the piece you wish to move, then *click* on it. If you cannot move the piece for any reason (maybe it's not the right colour) the program will bleep.

The cursor now changes to the piece you are moving, and the piece disappears from its original square. Point to where you want it to go, and *click* again. If the move is illegal, the program will bleep. If it is legal, the piece will be shown in its new position, the cursor will revert to an arrow, and the move will appear in the Notation panel.

Change your mind? Got the wrong piece by mistake? Forgot the king was in check? Simply put the piece you've got back on its original square and start again.

## **Saving a game**

There are 4 options as follows:

NOTE: Any save operation whose failure might leave a file in an unusable state is done first to a temporary file, and a backup of the original file is always made. .GMS files are backed up as .GBK, and .POS files are backed up as .PBK. .XRF files do not require backing up in this way, as they never have data added to or removed from them.

Every game saved in version 2.x automatically has one or more keys assigned to it from the master key file.

When you save a game, its file name is placed in the **Save Into...** menu item, which becomes a pop-up. Up to 4 file names may be displayed in this way. Saving into one of these files is then merely a matter of selecting its name.

## **Save**

This is only available for games which come from a file and are going back there. No file name is required.

## **Save As...**

Available for any games. You will be asked to supply a file name. If you choose an existing file, you will be asked to confirm the overwrite. If you continue, you will lose ALL the games already in the file, which will then only contain the single game. If instead you want to add the game to a file already in existence, use **Save Into...**

## **Save Into...**

Add the game to an existing file. If there are now file names appended to this menu item, or there are, but you chooses 'Any File', you will be asked to supply the file name. A game cannot be **Saved Into** its own file. If file names are appended, you may save into them by selecting the name directly, you are not then asked for a file name. the existence of this (new) option really makes **Save using Mark** (see below) obsolete, although it is maintained for the present.

## **Save using Mark**

The program will search for any games files that have a position file linked to them. If it finds the key position in the position file, it will attempt to save the game into the linked games file (after confirmation). It will continue to search through games and position files until it has successfully saved the game, or you have selected **Cancel** from the confirmation dialogue.

### **Set up (new game)**

Set up a position as the start of a new game.

The board works very like a game board, with some important differences.

Very simply - use the *left* button for picking up pieces and placing them, use the *right* button for clearing things. To be exact...

#### When the cursor is an arrow:

*Click* with the *left* button on a piece on either side of the board to pick it up.

*Click* with the *left* button on a piece on the board to pick it up and remove it from its square.

*Click* with the *right* button on the board to clear the square, but not pick up the piece.

*Click* with the *left* button on the rectangle at the bottom of the column of piece icons to toggle the colour.

#### When the cursor is a piece:

*Click* with the *left* button on a piece on either side of the board to pick it up.

*Click* with the *left* button to place the piece. The cursor is NOT changed back to an arrow.

*Click* with the *right* button to change the cursor back to an arrow. If over a square on the board, this will also clear the square.

*Shift-click-right* button will toggle the piece colour.

*Control-click-right* button will cycle through the available pieces (and the arrow shape).

NOTE: when the cursor is a piece, you cannot move it away from the board area. To regain your freedom, first change the cursor back to an arrow (*right click*).

Use the **Clear** button to clear the board.

Use the **Invert** button to invert the display.

After setting up the position, tell the dumb program about castling and en passant. Also tell it who is to move, and if you like, enter the move number of the first move (this way you won't have endgame notation starting at move 1, but move 42, or whatever).

When you exit with **OK**, the position is checked to see if it is legal (e.g. if you've indicated that White can castle but the White King is not on e1, the program will complain. It will also complain if you've put 9 White Pawns on the board, or 2 Black Kings, and it knows things like Queens + Pawns of one colour can't be more than 9 - so watch it!). If all is well, a new game is created starting from this position.

## Search

Searches may be done using any combinations of player names, year, colour, and result, together with a position if required (see [Filter](#)). Alternatively, a position can be used by itself. Once you have set up the filter options, indicate where you want the [result](#) to go, and which [files to search](#) - then *click* on the **Search** button. The **Search** button does not become available until you have set some valid search criteria, including selecting some files.

Your current search selections can be seen below the board display. If you want to cancel the player or position options, use the buttons below the tabbed section.

When a search is complete, the program will report its results, and ask if you want to see [Analysis](#). If you don't want to see this immediately - you can always open the .XRF file later, and see it from there.

To set up a position:

The board works very like a game board, with some important differences.

Very simply - use the *left* button for picking up pieces and placing them, use the *right* button for clearing things. To be exact...

When the cursor is an arrow:

*Click* with the *left* button on a piece on either side of the board to pick it up.

*Click* with the *left* button on a piece on the board to pick it up and remove it from its square.

*Click* with the *right* button on the board to clear the square, but not pick up the piece.

*Click* with the *left* button on the rectangle at the bottom of the column of piece icons to toggle the colour.

When the cursor is a piece:

*Click* with the *left* button on a piece on either side of the board to pick it up.

*Click* with the *left* button to place the piece. The cursor is NOT changed back to an arrow.

*Click* with the *right* button to change the cursor back to an arrow. If over a square on the board, this will also clear the square.

*Shift-click-right* button will toggle the piece colour.

*Control-click-right* button will cycle through the available pieces (and the arrow shape).

NOTE: when the cursor is a piece, you cannot move it away from the board area. To regain your freedom, first change the cursor back to an arrow (*right click*).

Use the **Clear** button to clear the board.

Use the **Invert** button to invert the display.

A position can also be set up on the board by using **Open File** to open a [Position File](#) and selecting a position from the list at the head of the board.

## Filter

Use the tabs to go to **Players**, **Position** or **Files**. The options below then become available. Whenever you change a selection in either of these tabs, the information lines below the board display are updated to show you what you have set. If you have set some options, and wish to cancel them altogether, use either of the **Ignore** boxes below the tabbed section.

If you have entered the dialogue with a position already set (i.e. from an existing game), the position search type is set to **exact** by default, otherwise it is undefined.

Players:

Enter one or more players names, and check the Radio Buttons as required. 'Name' is the controlling player ( a brief moment's thought should tell you that if Player 1 is white, Player 2 must be black, and so on). If no players names are entered, the search may be used to find

(say) all White wins from a certain position.

The Check Boxes marked **Any** after the names are used as wild cards. If for example you type "Kasparov" WITHOUT checking **Any**, the program will find Kasparov, but not KASPAROV or Kasparov, G.. If you type "Kasparov" and also check **Any**, it will find all three. It would also find all three is you just typed "Kasp" and checked **Any**. It might also find others (anyone else out there start with "Kasp"?).

For example, if you want all games between Kasparov and Karpov, enter their names, set colour to **Any**, set result to **Any**, and leave the year blank. If you want all games that Kasparov lost as Black in 1993 (if any), enter Name as Kasparov, leave Opponent blank, set colour to **Black**, result to **0-1**, and year to 1993.

#### Date:

To search for the exact year entered, type in the year and select the "=" button.

To search for all games BEFORE and including the year entered, type in the year and select the "-" button.

To search for all games AFTER and including the year entered, type in the year and select the "+" button.

e.g. 1993 with = will find all games in 1993  
1993 with - will find all games up to and including 1993  
1993 with + will find all games after and including 1993 (at the time of writing, 1993, 1994, and 1995)

#### Position

Various types of position search are currently available. They are:

**Exact** - match exactly

**Exact match - pawns only** - match pawns exactly, ignore pieces

**Exact match - pieces only** - match pieces exactly, ignore pawns

**Match material - any position** - match material, ignore placing of pieces and pawns (e.g. Endgames with a set number of pieces and pawns)

**Match piece material only - any position** - match piece material, ignore number of pawns, and placing of pieces and pawns. (e.g. Endgames with pieces and variable numbers of pawns)

Note: In the two choices above, the colour of the square on which a Bishop is placed is also taken into account (see below).

Bishops of opposite colour (note this change from versions before 2.15). For either of the material position searches above, positions with opposite coloured bishops will be found if there are 2 (and 2 only) bishops in the position, and these pieces are on different coloured squares). Positions with Bishops of the same colour will not be found.

**Skeleton** - Search for any position which *includes* the position on the board. e.g. Set up W pawns on c4,d5,e4; B pawns on f7, g6, h7, and search to find all games with this type of pawn structure - however many other pieces and pawns are on the board. This lets you search for typical attacking formations, and so on. This option was added at the suggestion of a user, and is VERY useful.

#### **Moves in game**

You may now search for games with a limited number of moves, using the options here. For example, to find all games with less than 20 moves (like some of the ones I lose) - leave Min as 1, and set Max to 20. To search for long endgames, you might set Min to 30 and leave Max as 999.

**ECO Codes**. Check this box and then use the **Select** button to select an ECO code. In the

dialogue that's shown, whether choose a specific code, or type a code into the general code box provided. A "general" code will set up a search for all games that have the code entered (you probably know that the same code can be used for several different opening lines), whereas the "specific" code will find only that exact one.

(Please note that **scope** has been added to piece material searches in version 2.2 - see below for more details. This makes results of many endgames searches more useful by weeding out one or two move lines)

### Thematic searches

For these three search types, you must also complete two extra fields as follows:

**Scope** - this defines the range of moves for which the conditions must hold. For example, if you are searching for an IQP position, it is of little use to find positions where, in the course of exchanges, say, one side or the other has an IQP for one move. Scope is measured in half-moves, so that setting 6 means 3 moves on each side. There is a maximum of 12, and default 5. Note that the higher you set **scope**, the longer the search will take.

**Any colour** - this determines whether you want the search to be made on the specific colours you have set on the board, or for the same conditions to apply to either side. For example, if you search for games having a Rook for Bishop imbalance, a search with 'any colour' checked will find positions where either side has the Rook. Without 'any colour' checked, it will find only those positions where the Rook is of the same colour as the one you placed on the set up board.

The search types are:

**IQP** - search for a position with an isolated Queen's pawn. Any position on the set up board is ignored unless there is a single pawn defining colour. Please note that if you wish to define the search colour in this way, you **MUST** uncheck the 'any colour' box. If the 'any colour' check box is set, this overrides the set up position.

**Hanging pawns** - search for a position with hanging pawns on the c and d files. Any position on the set up board is ignored unless there is a single pawn defining colour. Please note that if you wish to define the search colour in this way, you **MUST** uncheck the 'any colour' box. If the 'any colour' check box is set, this overrides the set up position.

**Material imbalance/unusual** - search for positions where the material is defined by the set up board as follows:

Place on the board **ONLY** those pieces which indicate the type of imbalance in which you are interested. Valid examples are (W = White, B = Black) WR, BB; WR, 4 BP; 2 WR, BQ; WB+WN, BR+BP, and so on.

For unusual material combinations do the same thing. For example 2WQ; 3BB (though more than one Queen is likely to be the most usual).

**If you do not put any pawns on the board, all pawns are ignored.**

The program finds all those positions, given the colour and scope settings (see above) where the imbalance can be found, **WHATEVER THE REMAINING MATERIAL**. So setting 2 White Queens, for example, will find all games in which this material is to be found at any stage during the game - and regardless of what other material is on the board. The program matches all material (except pawns, unless you have specified pawns), until it find that the only remaining bits are the ones you asked for.

Note: Thematic searches necessarily take longer than ordinary searches. If you set **scope** too high you may miss some important positions. If you set **scope** too low, however, you may get so many games that examining any analysis will also be tedious. Trial and error will show the way!

Some examples of the above

To find all Bishop and Pawn endgames starting from a set position, set up the Search board with the required position, and select **Exact**.

To find all Bishop and Pawn endgames with 4 pawns on each side, put a Bishop and 4 pawns of each colour anywhere on the Search board and select **Material only**.

To find all Bishop and Pawn endgames with any number of pawns on each side, put a Bishop of each colour anywhere on the board and select **Piece Material only**. If you add **Opposite Bishops** to this, you will only get endings with opposite coloured Bishops.

To find all King and Pawn endgames, leave the Search board blank, and select **Piece Material only**. (Yes, really - work it out!)

NOTE: (1) To set up a position where exact placing of pieces is not to be taken into account (e.g. endgames), all you need do is put the right number of pieces anywhere on the board.

NOTE: (2) When searching on material, both sides are assumed to have a King, so it is not necessary to put the Kings on the board.

NOTE: (3) When setting up a position for a search, the position is not checked to see if it is legal. Presumably if it is illegal, it won't be found! (Well, maybe not!)

## Results

Results sent to a file are sent to a Cross Reference File. You will be asked to supply a name for the file.

Results sent to the printer are sent to the printer, with any luck.

Results may be shown as **Game IDs** or as player names, depending on whether you select the button **Names** or **IDs**. Searching using IDs is slightly faster, but the results may not be so easily comprehensible. Any searches using player details always use their names to show the results (even if no boxes in the player details section are completed).

## Files

You may search PGN and ChessBase files in addition to ClubMate files, by using the appropriate check boxes - but be warned that searching files in a format different from our own can be very slow, as each game has to be put into a form that the program can understand before it can be searched.

You may search the **Current** games file, if one is open  
or

**Select** one or more files from the list  
or

**Select all** files.

You may also change the default search path by using the combo box. This path is ALWAYS searched. In addition to this path, you may also search any paths you have previously set up in the User Preferences dialogue for ClubMate, PGN, or ChessBase files, by checking the appropriate check boxes which will have the path names against them.

NOTE: The current file option reflects the last file opened in the Game Selector, provided that a game from this file is displayed for playing

## Analyse

An analysis of the search is displayed in a dialogue. This shows:

1) The position you were searching for, if you were using the **exact** position option.

2) A list of games found

3) An analysis of results arranged by the next move played. (Please note that this doesn't make a lot of sense for thematic searches).

If you select one of the games in the list at the top right, the dialogue will show the search position (if any) on the board, and you will be able to play through this game as if it were on a normal display board, using the scroll bar, or clicking on moves in the move display.

If you select one of the lines in the analysis of results (lower right), the list of games in the box above will be changed to show only those games which continued in this way.

## User Preferences

Customise the program to suit your taste.

This is divided into four sections - Board, General, Notation and System.

### Board Options

Choose large or small boards as you prefer. (When this program was originally written, I always used small boards. Everyone who saw the first version requested larger boards. I wasn't convinced, but I now never use anything else. The moral of this story is that YOUR ideas may be more important than you think).

The size to which the board window initially opens may be set to include Comments and/or Moves. If comments are included, moves are also included, so the order left to right is minimum to maximum. Default is to include everything.

#### Inverted

The board starts inverted.

NOTE: Analysis boards take their inverted state from their parents rather than the option set here, so if you have changed the option while a main line board was open, any analysis boards will not be affected until you alter the main line board.

#### Edge Notation

Add algebraic notation letters and numbers round the side of the board. This option may also be toggled on or off when a board is on display by using **Control n** (hold down the control key and press 'n').

#### Captions

Partially controls what is included in captions (e.g. when printing or displaying a board). Complete control is not possible because the program limits the caption in many cases (e.g. when displaying a board, the venue and opening is not shown as part of the board title, whatever you select here). Default is to include everything.

#### Autoplay delay

Set the delay between Autoplay moves in milliseconds.

#### Sliding Speed (0-9)

Set the rate at which the pieces slide. 0 is off (no sliding), 1 is fastest, 9 slowest. You will need to alter this according to your taste and the speed of your machine. (Default is 0 - off). You can also change sliding speed by using **Control** with a numeral. (Hold the **Control** key down while pressing a number key). This effect has been a little improved for version 2.2, but still leaves something to be desired.

Note: Sliding pieces are only used during replaying forward. When entering a game you'll be waving the piece about on the end of your mouse, and if you take a move back you'll want that to be as quick as possible so that no-one else sees - won't you?

### Notation Options

You may customise the notation by entering a single letter for each piece in the box provided. (Pawns are never referred to by a letter). (Defaults: R,N,B,K,Q). Please note that these letters are not altered by choosing a chess font, as some fonts automatically map these letters to chess figurines. They are also used just as they are for import and export.

(WARNING - if you choose to edit the CLUBMATE.INI file directly, note that the letter P for the Pawn must be there, although it is only used as a place holder).

#### Notation type

Choose the type you prefer. Long algebraic notation may also optionally have moves split with the - character as in Qd1-d2. If you change notation type when games are on display, you will find that all moves are rewritten, but not all (if any) of the analysis lines showing in the lower section of the notation window. This is because the text is prepared when you open a game, or insert a new line, and can't easily be got at once the game is open.

### Fonts

If you have suitable fonts installed, you may select fonts for notation, chess diagrams, and edge types for such diagrams.

## **General Options**

### Game Selector

Refer to games by ID or player names. (Default: player names)

Set a default sort. (Default: None - order as found in file). This may be unavailable, and default to file order.

### Enable Auto-save

When you close a game, you are normally warned if it has not been saved. If you turn this option on, the game will always be saved. Frankly, I prefer the warning - that way you can't inadvertently save over something you want to keep.

### Maximum games list size

Set the maximum buffer size for displaying lists of games in files. (See buffers). There is a lower limit of 200 and an upper one of 4000. This feature is to enable you to load in very large files in manageable chunks. It also helps you set the buffers to suit the speed of your machine. Since a listbox typically displays only about 16 games, setting the lower limit will appear to make reading of files much faster. It will also (however) restrict the scope of sorting and statistics.

### Key File Options

Use ECO keys or old-style keys. When importing, you may opt to have ClubMate assign ECO keys, or copy them if found. This is included because some imported games have been found to be incorrect.

You may also choose to have the ECO key positions loaded at start-up. This speeds up any operation involving saving a game, as otherwise the keys have to be prepared each time. On a slow machine this will result in a noticeable delay every time a game is saved. Loading at start up takes a little over 64K of memory.

## **System Options**

### Date Format

Set day-month-year or month-day-year. (Default: day-month-year)

### .GMS path

Enter the full path name (drive + directory) for your data files here, if different from the program path name. Default is to use the program directory.

### .PGN path

Enter the full path name (drive + directory) for your PGN files here, if different from the program path name. Default is to use the program directory.

### ChessBase path

Enter the full path name (drive + directory) for your ChessBase files here, if different from the program path name. Default is to use the program directory.

### Warnings

Normally you are warned if you try to play beyond the end of a line, or move back before the start. You can disable these warnings here.

### Maximise on startup

Maximise the initial ClubMate window.

### **Save** (button)

Save the preferences to CLUBMATE.INI. If you don't save them, they only last for the duration of the session. Preferences are always picked up from CLUBMATE.INI on program initialisation. If the file does not exist, you will be presented with the User Preferences Dialogue as soon as the program starts. The file will then be created with the values you enter, or defaults.

### **OK**

Continue the session with the preferences you have indicated.

### **Cancel**

Ignore any changes you have made - return to previous settings.

## Game Details

This dialogue needs to be completed whenever a new game is entered. However, not all the fields need to be completed every time. Some parts of the dialogue (e.g. **Moves**) are only available when it is called from the Game Selector. There are very few rules about what to enter - by and large suit yourself. Most of the text fields are compressed before being saved to disk.

The data here may be edited at any time during game play-through by selecting **Details** from the Game Menu, although for protected games not all fields are editable.

The fields are as follows:

**Game ID** (Default: None. No entry becomes "NO ID")

This ID may optionally be used to distinguish games in the Game Selector. Game IDs need not be unique, and a suggested way of using them is to enter abbreviated versions of the player's names. For Templates, something like "T1", "T2" and so on may be useful. (Note: this field may be abandoned in future versions unless users tell me they find it useful.) v 2.03+ only. Putting 'temp' (not case-sensitive) in this field will allow you to edit the game even in multi-game files. Included for correspondence, where files may have a number of ongoing games.

**Tournament** (Default: blank)

The tournament, congress, league etc. in which the game was played.

**Date** (Default: current year)

The date may be entered in full or as the year only. The date format (day-month-year or month-day-year). and the full/year only date preference may be set in the User Preferences Dialogue but is only used in case of doubt. A single number greater than 1800 will be taken to be a year only date, otherwise the field will be parsed as a full date.

**White, Black** (Default: None. No entry here classifies the game as "Theory")

The names of the players. These names appear as the title of the board when the game is played through. If no names are entered here, the title reads "Theory". The names that you enter here may be used during a Search, but you need not worry in case you have not entered the same name identically each time, as the search can use wild cards (i.e. it will find "Kasparov" if you just ask it to use "Kasp", or "KASP").

**ECO codes**

Not editable in version 2.2

**Opening, Variation, Line** (3 fields - default: Blank)

The name of the opening variation. Use whatever description you like - the classification of games is always done by position, not by what you enter here. Variations in move orders are therefore automatically catered for.

**Result** (Default: "None")

Select the appropriate one. **None** is provided for games where you do not know the result, do not want to enter one (Theory), or only enter a partial game. When **None** is selected, the result in the board title reads "Incomplete".

**Remark** (Default: Blank)

Enter anything you like here - a comment (e.g. "How not to play the Sicilian") or the grade of the opponent might be useful.

**Full/Main Line** (when available)

Duplicate the full game (including all analysis and comments) or the main line only (no analysis).

**Allow edits** (checkbox)

For ongoing games (e.g. correspondence games) it is vital to check this box. You will then be allowed to edit the game as normal, even when it is in a multi-game file.

When the dialogue is called from the Game Selector by selecting Info, there is an extra list box and button. The buttons **Next** and **Previous** also become available if more than one game has been selected in the Game Selector.

**Moves** (toggle)

Show the moves of the game in the list box.

**Next/Previous**

Show information on the next (previous) game selected.

## **Tutorial mode**

This lets you predict the next move as Black or White (or both if you're a real sucker for punishment).

Move to the position from which you want to start testing yourself, then choose from **Tutorial...**, **as White**, **as Black**, or **Both sides**. This is found in the Tools Menu.

The notation is removed, and you move the pieces as normal to predict the next move. If you get the next move for your chosen colour right, the next move for the other player is played at the current rate for auto-play. (You can alter this rate in the User Preferences Dialogue). You can always cheat by using the arrows at the bottom of the board to move on a move or two.

If you get the move wrong, or try to move the wrong colour, the program will bleep at you.

To return to the normal game, select **Return to Game** from the Tools menu.

NOTE: If the first move in the tutorial start position is NOT the colour you have chosen to test, it will not be made automatically. Instead, use the arrows to move on a move.

**Doodle Mode**

This lets you move the pieces freely, without recording or overwriting any moves. It is useful when you want to look at a line without setting up an analysis board.

To return to the normal game, select **Return to Game** from the Tools menu.

## **Print Options**

The options control how much of a game or file is printed.

### **Games and Theory** (file)

Print the games and theory only. Do not print the templates.

### **Games only** (file)

Print the games only. Do not print templates or theory.

### **Theory only** (file)

Print theory only (games with no player names entered).

### **with Headings** (game)

Print the game with a heading giving the players' names, venue, date etc.

### **with Comments** (game)

Include the comments.

### **with Analysis** (game)

Include any analysis.

## **Lines per page**

Set the number of lines per page that suits your printer and paper size. To get **continuous** printing (no page breaks), set the lines per page to 0. Apart from this special value, there is a minimum of 15, and a maximum of 99 lines per page.

## **Print to Text file**

All output is sent to a text file. These files can be edited on a Word Processor, or printed directly from DOS, which is very much faster than printing through Windows, although the end result might not be quite as smart. The same option is available in the Tools menu (Export Game to columnar format), with the difference that comments and analysis are included by default.

## **Save** (button)

Save the preferences to CLUBMATE.INI. If you don't save them, they only last for the duration of the session.

## Importing Files

Please note that for all imports where the original file contains more than 16000 games, the program will stop after the first 16000 and ask for a second (and if necessary a third!) file name.

All imports may now be appended to existing files. When asked to supply a file name for the end result, choose a file that already exists, and you will be given the option of appending or overwriting.

I am tempted to write a few hundred lines on the morality of collecting data freely available in the public domain, encrypting it in such a way that people are forced to pay large sums of money if they want access to the collections, and doing everything possible to keep the encryption method secret. If anyone would like to know the format of ClubMate files, how the data is stored, and so on, I will provide them with full information, and even the code to read the files if required.

ClubMate is now able to read ChessBase files, thanks to a lot of hard work. If you are the bona-fide owner of ChessBase data disks, you may of course use that data in any way you wish, which includes reading it into another program. However, what you may not do is re-sell such disks in a different format, if they contain anything other than the games themselves. Games are not copyright, annotations probably are.

You may also import files in ChessBase ASCII format, PGN, or user-defined ASCII format.

To import a ChessBase file complete, use the Tools - Import File from - ChessBase (Native format) option. The games in the file are read, assigned keys, and re-saved to a ClubMate file.

ChessBase and PGN files may also be read into the Game Selector, and individual games played through, or extracted or copied into ClubMate files from there. To do this, open a file as normal (using **Open** in the **Game** menu). When the standard Windows file selector appears, use the File Type combo box (lower left) to select ChessBase or PGN files. Then continue as usual. Note that (in the case of ChessBase) the .CBF file and the .CBI file must be in the same directory.

ChessBase and PGN files may also be opened using **Open** in the **File** menu, and proceeding as above in the Windows file selector. The list of games that appear in the windows may be treated as if they were ClubMate games.

Note that if you are playing through a ChessBase or a PGN game taken from its original file, you will be asked if you want to save it when you go to close it. If you answer yes, you will be asked to supply the name of a ClubMate file to use. This is a **Save**, not a **Save Into** operation, so if the ClubMate file already exists, it will be overwritten.

General note: A Text file for import must not contain any comments or annotations, or if it does, they must be bracketed out (This does not apply to PGN files).

### **Import ASCII file (ChessBase format)**

After you have selected this menu option, supply the name of the file you want to import. When the first game has been taken from the file, you will also be asked to supply a file name to save into. This will be a ClubMate .GMS file.

Note that the program copes with both types of ChessBase ASCII export. You do not have to say which one you are using.

### **Import ASCII file (user-defined format)**

A default format is defined, but you should check that it matches your text file if you are going to use it. Alternatively, make your own, or load one of the predefined files as follows (examining these files in the dialogue will show you how they work):

CRDIBM.FMT ChessReader IBM format. To ensure that the game details are correct, check that the headers are consistent in the file (sometimes untypical data is included).

4LINE.FMT 4 line headers as found in many Compuserve text files. (e.g. Keycode:, White:, Black:, Place: etc). To ensure that the game details are correct, check that no header has more than 4 lines.

5LINE.FMT 5 line headers as found in many Compuserve files. As above but with the extra line 'Annotator:', and perhaps 'Source:'. To ensure that the game details are correct, check that no header has more than 5 lines.

SIMPLE2.FMT 2 line headers - typically 'White-Black' on the first line, and 'Place Date' on the second. (Tip - this is a very useful one to use when sending in correspondence scores. Open the game, use Moves to Clipboard, and when asked if you want to use the default, say yes).

(These files may also be used for Export. Note that ChessBase ASCII files do not require an import format file, as they are a little strange - and require different treatment which the program knows about).

### Defining a format

Select the menu option Tools - Define Import Format. The dialogue contains the following fields which may be edited to suit the particular type of ASCII file you want to import. You may define the header, various crucial specific characters, and the pieces. You may also like to know how the program copes with promotions, castling, comments, incomplete games, and multiple games in a file. You may also like to know what can go wrong.

A format may be saved once it is defined, and reloaded on subsequent occasions. Once a format has been saved, it becomes the default format for the current session, and does not have to be re-loaded.

#### Non-move text

##### Number of lines in Header

Each game is assumed to have some kind of header, with at least the players names. You need not include blank lines in the total. **It is essential that this field be correct - otherwise the program may crash.**

White name ... (black's name may also be on this line)

Black name ...

Opening ...

Venue ... (date may also be on this line)

Date ...

Remark at line number

The line number these are to be found at. Start counting at 1. If the field is not used, enter 0. Anything which cannot be easily categorised can be imported under **remark**. Text will then be included in the Game Details in the ClubMate game, and you can edit it there. A 'year only' date may be included in the line for the **venue** - the program will normally be able to separate it from the other text. Except where noted above, fields should be on SEPARATE lines.

### Preceded by..

Each of the above fields may be preceded by an introductory character or characters. For instance, some formats use 'W:' or 'White:' to precede the white player's name, and so on. Enter these characters in the space provided.

If preceding characters are used, any number of fields may be placed on the same line. If they are NOT used, only the player names (with a separator), and the venue and date should be placed on the same line. All other fields must be on separate lines - i.e. the program is able to distinguish names if they are separated by a specific character (such as '-' in A.Player - B.Player), and will extract the date separately from a line such as 'London 1895'.

### Results

Check the box if results are included in the game. Then edit the form of the results.

**A blank line MUST be left between the end of one game and the start of the next, if the file has more than one game in it.**

### **Other characters**

#### Separating names (when on same line)

Whatever is used to separate White from Black, e.g. - as in White - Black. A space is also possible, but in this case there must not be any spaces within names themselves. e.g. A.Player B.Player (space between Player and B only) would parse correctly, but A. Player B. Player (space between A. and Player) would parse as A. versus Player. Spaces are permitted within names as long as the separator is something else - (A. Good Player - B. Awful Player would parse correctly). If the names are not on the same line, the program will set this character to 0 (nothing).

#### Separating moves

e.g. ';' as in 1.e4 e5; 2. Nf3. A space may also be used, but note that if it IS, and you want to change it, you must delete the space (which only shows because when you click on the field the cursor does not go to the far left) before Windows will let you type anything else. If each move is on a separate line, leave this field blank.

#### Comment start and end

If there are any comments at all in the file (this includes annotations as well as normal text, but does not include position assessments immediately following a move), they MUST be bracketed by start and end characters, e.g. {better would have been 16 Bxc4...}. The program would probably cope with text comments alone, but is likely to get hopelessly confused if comments include moves - so bracket the lot out if they exist. With future versions in mind, it is probably better to use {} rather than [] because ECO codes invariably appear inside square brackets.

**Note: It is essential that comments are indicated correctly if they exist - otherwise the program may crash helplessly!**

#### Check and Capture

The characters used to indicate these in the file (normally '+' and 'x').

NOTE: Promotions are assumed to be indicated as c8=Q or c8Q where 'Q' is the character representing the piece promoted to.

NOTE: Castling is assumed to be '0-0' and '0-0-0' (zeros) or 'O-O' and 'O-O-O' (upper case letter O).

#### Pieces

Enter the letters representing the pieces. a 'P' (or another letter) may be entered for a pawn, but it will normally be assumed to be blank - as in 'c4'. If a piece is represented by a character outside the range of the normal ASCII (as in ChessBase ASCII files) use

the ALT key + the number pad to type in the value - e.g. ALT 171 produces ½.

#### Move numbering pattern

Files which output moves consecutively will normally have numbering of the type '1.', the '.' being the crucial character for the program. However, text files such as ClubMate itself outputs for printing have moves on separate lines, and numbers use the type 1 followed by a number of spaces. For this type choose the second numbering pattern.

NOTE: All games must start at move 1. Incomplete games starting after a few moves (from a set position) cannot be imported at the moment.

#### Load

Open an import format file for editing. Also makes this file the default format during the current session.

#### Save

Save an import format. If you do not save an edited format, it will still become the current default for free form ASCII imports, but you will lose the definition when you exit the program.

If you have edited an existing format, and exit without saving it, you will be warned.

#### **What can go wrong** (or why are my imported games garbage?)

Unfortunately the quick answer is an awful lot. If you really want to, you can probably cause the program to crash round here, although it does its best not to! Two non-fatal warning messages may be given (as well as some fatal ones): (Version 2.2 writes a log file which can be inspected after the import - it may give you some idea where to look for the error).

**Warning 1:** occurs if the parser finds what appears to be a move numbering system which is not the one defined (e.g. 1. instead of 1 (space)). You may continue at the warning without the likelihood of any damage other than getting no moves in your games. You are also offered the option of ignoring all other warnings of this type.

**Warning 2:** occurs if the parser finds what appear to be moves when it should still be reading the game header (e.g. you may have entered too many lines in the format definition). This is a **serious** warning. If you continue, and the program is right, it will probably crash. (The only occasion I have found when it is safe to ignore this warning is when importing files with a Keycode field. The figures in the Keycode can confuse the program into thinking 'this line should be a move'). You are also offered the option of ignoring all other warnings of this type.

In general, mistakes happen when your format definition does not fit the text file exactly. Check things like the headers (are there the correct number of lines), comments (are they bracketed out - or have you started one comment with a bracket, but not included the closing bracket?). You may need to do a bit of editing on the text file before it will import correctly. Some examples:

ChessReader IBM format files will need all notes removed from the top and bottom of the files.

Some ChessReader IBM files are inconsistent in their placing of data - e.g. line 3 in the header is usually the Tournament, but is sometimes used for the opening. The game will import fine, but once in ClubMate, you will have to extract it from the file, edit the details, and replace it in the file.

Some NIC format files are inconsistent as regards the number of lines in the header. Mostly they have 4, but sometimes 5 lines. Again, the games will import OK, but when you open the GMS file, you will see that some of the player names are incorrect. Either correct them in the details dialogue, or (easier), just remove the troublesome 5th header line wherever it appears (usually only once or twice in a long file).

It is unlikely that the program will fall over during an import, but if something has gone wrong, you may end up with some very odd looking games. It's just like when you're playing through a game from a magazine, and you play the wrong move without noticing it. Sooner or later you get to a position when it's impossible to make the move required. If something occurs to upset the program's understanding of the text file, it will likewise eventually find illegal moves. The import continues anyway so that the game can be completed, in the hope that the next one will make more sense. But when you come to replay the game, you will most likely find an odd looking starting position, typically with pieces missing, or some pieces the wrong colour.

Some errors:

*Game has no moves.*

Likely that the program found the header (or what it thought was the header) but couldn't find the start of the moves. Check headers and move numbering. Also check move separators (this happened to me when I had the move separator as ';' when it was in fact just a space).

*Starting position odd (pieces missing or wrong colour).*

At some point the program found what appeared to be an illegal move. Compare the moves displayed with the text file, until you find the one that went wrong. Check that your text file is in fact correctly notated (castling correct?). Check for incorrectly notated piece moves where there is a valid alternative - e.g. Ne2 when there was a Knight on f4 and another on c3. The program will have had exactly a 50% chance of picking the right one unless the notation reads Nc3e2 (or even Nce2). (I had this happen during development when, due to a bug, 'Q' and 'K' were being transposed - so no Queen or King moves were imported - the end results were quite funny).

*Start position OK, but at some point moves missing or wrong.*

Check as above.

If all else fails, send me a copy of your text file, and a copy of your CLUBMATE.INI, and I will do my best to sort something out for you.

### **Import PGN file (Portable Games notation)**

After you have selected this menu option, supply the name of the file you want to import. When the first game has been taken from the file, you will also be asked to supply a file name to save into. This will be a ClubMate .GMS file.

The program will ignore any text in the file which is not game text, so you can download a file from the networks, and put it straight into the program without any editing. If you have imported a file in UNIX format, the program will also read this correctly.

If the import process finds an illegal move in a game (as sometimes happens when the moves have been entered incorrectly), that game will be marked bad and not imported. At the end of the import you will be told how many games were successfully imported, and how many were bad.

### **Faulty PGN files**

The results of errors in a PGN game score are unpredictable, but the following are more predictable than others:

If the importing routine finds incorrect moves, either the initial game position will be corrupt, or (more likely) the game will be marked as bad and not imported. The error log will show the incorrect game(s).

A PGN NAG (assessment) is required to be preceded by the token '\$'. In some files it is included in the comment delineators - the curly braces '{ }'. Such assessments will be ignored by ClubMate.

Some game scores are being prepared with a comment following the game result, typically clock usage. PGN defines the result to be the game terminator. It is therefore strictly incorrect to follow this with any information relating to the game. In such cases ClubMate may not pick up the game result correctly, but there will be no other effect.

Certain errors will cause the entire import to be aborted, as they are potentially able to crash the program. These include failure to terminate a comment correctly, and failure to find a game terminator. In such cases the file must be corrected manually, or the offending game removed, before the import can be done.

Other Common PGN errors (discovered in the last 2 years):

- 0-0 (numerals) used instead of O-O for castling.
- No result appended to game
- No blank line between games
- Moves broken in the middle by a carriage return

### **Export PGN File**

The dialogue allows you to choose between **reduced** format (a 7 line predefined header, no comments, analysis or assessments) or **standard** format. If you select **standard** format, you may also set the following:

Extra header lines:

Define the tag pair by using the combo box. The line number for which you are setting the header is shown. To edit or review previously set header lines, use the **Previous** and **Next** buttons. To delete previously set header lines, use the **Remove** button. Please note that this facility is largely for future expansion. At the moment, ClubMate does not store the data needed for these extra fields, and

you will have to add it to the exported file manually.

Inclusions:

You may include any, all or none of analysis, comments, and assessments. Assessments recorded in ClubMate which are available as PGN NAGs (Numeric Annotation Glyphs (sic!)) will be translated appropriately, except that "==" becomes NAG 11 - "equal chances, quiet position", as ClubMate itself has no means (as yet) of distinguishing between dynamic and strategic equality. Please note that NAGs are properly represented in a PGN file as '\$' followed by the numeric value of the NAG, and not, as in some realisations, enclosed in the curly braces '{ }'.

When you exit the dialogue with **OK**, you will be asked to supply the name of the .GMS file you want to export, and then the name of the .PGN (text) file to which it is to be converted.

## **CLUBMATE.INI Fields**

**Fields marked DO NOT EDIT must only be changed by using the User Preferences Dialog.**

GamesPath	Directories
PGNPath	
ChessBasePath	
PrefsFlags	DO NOT EDIT
AutoPlay	Interval in milliseconds
LinesPerPage	Printing lines per page
Caption	DO NOT EDIT
PrintOpts	DO NOT EDIT
Notation	Piece name letters
ClubMateVersion	DO NOT EDIT
SlidingSpeed	DO NOT EDIT
LastFile1	Why would you want to edit this?
LastFile2	Ditto
LastFile3	Ditto
LastFile4	Ditto
GameListLimit	Size of game blocks loaded for list windows, must be between 100 and 4000
PrefsNewFlags	DO NOT EDIT
UserData1	Edit at your peril!
UserData1	Edit at your peril!

## **Printing**

Please note that printing under Windows is very slow. By selecting the option **Print to Text file** in the Print Options dialogue, you may send output to a text file, which can then be printed direct from DOS. This is a very much quicker, although the final result may not be quite so smart.

Games may be printed from the **Print** option in the Game Menu, or by using the **Print** button in the Game Selector.

Files may be printed from the **Print File** option in the File Menu.

In all cases, you can control how much of the file or game is printed from the Print Options dialogue.

**About ClubMate**

ClubMate is a fully featured Chess Database designed for the Club player. The author is a Senior Developer with a leading international business software company, and was for some years Hereford and Worcester Junior Chess Organiser.

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NOTE: Support is only available for registered users. All communications MUST be accompanied by your serial number, which is shown on the dialogue with which the program starts.

### **ChessBase Files**

To open a ChessBase file, go to the menu **File-Open** or **Game-Open** options as if you were going to open a ClubMate file. The Windows open file dialogue has a list of file types on it. The one showing will be ClubMate. If you open this list by *clicking* on it, you will see that ChessBase is also listed. Select this type, and open the files as you usually do. The .CBF and .CBI files must be in the same directory.

## Duplicate Search

You may look for duplicates within selected files - without any comparison with other files - or compare the games in each file with every other selected file, or both. To achieve this select the appropriate check box on the right of the dialogue - **Search internally** or **Compare file with file** or both.

If you have chosen to do a full search of your complete database, with full file comparisons, this can take a very long time. Every game in every file has to be compared with every game in every other file. It is better to work with a few files at a time, especially if you know where duplicates exist.

Once the comparison has been done, the dialogue will display a list of games which it has found to be duplicated. You may mark one or both games for deletion - but note that nothing is changed until you exit the dialogue with **OK**, or **Reset** the dialog for a new search. If you have searched a file ONLY for duplicates within itself, you will have the additional option of deleting all duplicates. If you have compared files, you will be able to go to the **Priorities** dialog to speed selection of games for deletion (see below).

**Reset.** Use this button to reset the dialogue for a subsequent search.

**Search.** Start the search.

**Next.** See the next duplicate (when available)

**Previous.** See the previous duplicate (when available)

**Look in...** Change the default directory. Type the new directory name in before clicking on the button. This is for the moment non-standard!

**Ignore headers** If you select this box, you may get duplicate games reported where they have been played between different opponents. However, all the names of the players will be displayed when you are asked if you want to delete duplicates. If you do not selecting this box. games which are identical AND played between the same opponents will not be recorded as duplicate if the game headers are in any way different (e.g. Kasparov, G. would be regarded as different from Kasparov - you and I may know they're the same, but the poor dumb machine can't tell).

### Priorities

You will be given the file names one at a time (use the **Next** and **Previous** buttons). Choose whether to delete the games in each file as a high priority (delete these first), or low, or as found (dont care). When the program looks at a pair of games, it looks to see if either of their home files has high priority - in which case it deletes the game from this file. If both files have the same priority, particularly if they are both low, it resolves the clash by looking at the choice you have made from the second box, and deletes the game either from the first file, or the second, or stops to ask you to choose (Notify).

If you have compared a large number of files, you may only want to set priorities for a few vital files, and not go through them all. In this case, set priorities for the files you want, then use the **Copy where undefined** button, and the program will use the choices you have made to decide priorities for all remaining duplicates.

If you complete this dialog with OK, you will find that the program has selected one of each pair of duplicates for deletion.

**A useful tip:** When you are looking at a list of games in a window following a search, it can be obvious that some of them are duplicates. If you select one, and use the **Details** menu option (or toolbar button), you will be able to read the name of the source file in the remark field. This can be a great help in tracking down duplicates, and much quicker than searching

the whole database.

## Exporting Files

General note: An exported text file will not contain any comments or annotations.

A default format is defined, but you can make your own, or use one of the files provided (examining these files in the dialogue will show you how they work).

CRDIBM.FMT ChessReader IBM format.

4LINE.FMT 4 line headers as found in many Cserve text files. (e.g. Keycode:, White:, Black:, Place: etc).

5LINE.FMT 5 line headers as found in many Cserve files. As above but with the extra line 'Annotator:', and perhaps 'Source:'.

SIMPLE2.FMT 2 line headers - typically 'White-Black' on the first line, and 'Place Date' on the second.

CBS\_EXP.FMT As one of the ChessBase formats (the one without control characters).

(All these files, with the exception of CBS\_EXP.FMT, may also be used for Import).

## Defining a format

Select the menu option Tools - Define Export Format. The dialogue contains a number of fields which may be edited to suit the particular type of ASCII file you want to export.

A format may be saved once it is defined, and reloaded on subsequent occasions. Once a format has been saved, it becomes the default format for the current session, and does not have to be re-loaded.

### Non-move text

#### Number of lines in Header

This will define how many lines are placed in the game header. You need not include blank lines in the total.

#### White name ...

Black name ...

Opening ...

Venue ...

#### Date ...

Remark at line number

The line number these are to be placed at. Start counting at 1. If the field is not used, enter 0. Anything which cannot be easily categorised can be exported under **remark** by editing the preceding characters for this field. Fields need not be placed on separate lines.

#### Preceded by...

Each of the above fields may be preceded by an introductory character or characters. For instance, some formats use 'W:' or 'White:' to precede the white player's name, and so on. Enter these characters in the space provided. Thus to get the NIC first field - **Keycode:**, enter 'Keycode:' as the field to precede a remark, and put it at line 1.

#### Results

Check the box if results are to be included in the game, and enter the form of the results (usually '1-0', '0-1', '½-½', although NIC uses '1/2' for a draw).

### Other characters

Separating names (when on same line)

Whatever is to be used to separate White from Black, e.g. - as in 'White - Black'.

#### Separating moves

e.g. ';' as in 1.e4 e5; 2. Nf3. A space may also be used, but note that if it IS, and you want to change it, you must delete the space (which only shows because when you click on the field the cursor does not go to the far left) before Windows will let you type anything else.

#### Check and Capture

The characters to be used to indicate these in the file (normally '+' and 'x').

#### Pieces

Enter the letters which are to represent the pieces. A 'P' (or another letter) may be entered for a pawn, but it will normally be assumed to be blank - as in 'c4'. If a piece is represented by a character outside the range of the normal ASCII (as in ChessBase ASCII files) use the ALT key + the number pad to type in the value - e.g. ALT 171 produces ½. if you load the file **CBS\_EXP.FMT** you will find that these characters look very odd. DO NOT CHANGE them, they are correct, and will translate to the characters used in the graphic chess font which ChessBase uses.

#### Move numbering pattern

Files which output moves consecutively will normally have numbering of the type '1.', the '.' being the crucial character for the program.

#### Open

Open an export format file for editing. Also makes this file the default format during the current session.

#### Save

Save an export format. If you do not save an edited format, it will still become the current default for free form ASCII exports, but you will lose the definition when you exit the program.

If you have edited an existing format, and exit without saving it, you will be warned.

Version 2.2 Changes.

### ECO Keys

The old key file has been superseded by a file which contains all ECO keys. You may still use the old key file (CLUBMATE.KEY) if you prefer. ECO Keys are assigned to the first key slot in each game, and if you then re-assign old-style keys, up to 5 (rather than 6) will be added in the remaining slots.

Preferences relating to the use of ECO keys may be set in the Preferences dialog

To use ECO Keys you must first use Assign keys to install them in your existing files. There is nothing more you need do. If you are using the ECO key option, all games saved, or copied from one file to another, or imported, will automatically be assigned an ECO key.

When using ECO keys, be aware that games have a key assigned at the latest possible point, so that a game starting (say) 1.e4 c5 will be unlikely to have this specific key assigned to it, It is much more likely to be given a key after many more moves. A method for filtering games inclusively (e.g. 1.e4 c5 will include ALL Sicilians) will be developed for version 3.0, as will a method of finding keys rather more quickly).

I am also aware that a common transposition in the Sicilian Pelikan (which takes an extra move to reach the same position) is not currently catered for, nor does it seem to be reflected in the list of ECO keys.

### Toolbars

There are 2 toolbars, referred to as the 'Main' and 'Assessment' toolbars, for reasons which should be obvious. Either or both may be turned off using the Tools-Toolbars menu option, as may the Tool tips. Both toolbars may be moved by click-dragging any part of the bars which is NOT a button. Drag the bar to the side or bottom of the board, and the cursor will change shape when the bar is legally re-positioned. Customisable toolbars will follow in version 3.

## Fonts

You can alter the font used for chess notation, and for the letters around the board (if you use them). You may also select a suitable font for writing chess diagrams into word processors, and the type of edge to put round the board. (You must have suitable fonts installed in Windows - freeware fonts are Chess and TASC Chess Figurine, both of which are available from the web site. Better fonts - the Linares, Hastings and Zurich families - are available from Alpine Electronics (see the web site for details).

To select a chess font use the menu option **Chess Fonts** or go to **Preferences, Notation**. The combo boxes will show only those fonts which you have installed, and which are suitable for chess notation. If you have no such fonts, none will be shown. Select suitable fonts, and edge type, and **Save**. This setting affects only the fonts used for notation, and not the algebraic letters round the board. Also note that the piece letters (R,N,K and so on) are not affected by the font setting. This is because some fonts use these letters to map directly to chess figurines, and any other mapping is handled automatically by the program. These letters are also used for import and export.

Alternatively use the menu option **Screen Font**. This will affect notation and the letters around the board, if you have no other chess font selected (above). If you already have a chess font selected, only the letters around the board will be affected. Any selection you make here will automatically be saved to the .INI file. Of course, you can choose any (TrueType) font here, of any size and weight, and it is perfectly possible to end up with something that you cannot read. If you get into a hopeless mess, just choose the menu option **Original Fonts** to restore everything to its initial setting.

