WebChess Designer v2.01

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What Can I Do With WebChess Designer?

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WebChess Designer Windows and Dialogues

The following topics will help you understand the features of each of WebChess Designer's primary windows and dialogues.

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Customizing WebChess Designer

The following topics will show you how to customize WebChess designer by setting options, different chess graphics, and different chess fonts.   For help on creating Web page templates and game sheet templates, please read about the Web Page Format Dialogue and the Game Sheet Format Dalogue.

Webchess.ini File
Chess Graphics
Chess Fonts

Copyright Notices

WebChess Designer is copyrighted shareware, not freeware or public domain software.   It includes copyrighted components distributed in accordance with the provisions specified by their owners.   Please read the following topics for details of the agreements under which WebChess Designer and its associated components may be used.

WebChess Designer Copyright Notice
Chess Utrecht Font Copyright Notice
XBoard Graphics Copyright Notice

Entering a Game

Entering a game in WebChess Designer is as easy as moving pieces on a real chess board.   You use the game diagram on the Game Design Window for this purpose.   Information about the event, game, and players, as well as notes to be printed before and after the score, can be entered using the Game Information Dialogue.

Entering Moves:
You enter moves for a game by dragging and dropping the pieces on Game Design Window's game diagram.   The game score is automatically generated.   WebChess Designer will validate each move to ensure that you don't make any mistakes.

You can also use keyboard commands to move the pieces.   Notice that the selected square has a red "indicator light" in the upper left corner.   Also, the name of the selected square is printed below the diagram.   By using the arrow keys you can move up, down, left, and right around the board.   The <Home>, <End>, <Page Up>, and <Page Down> keys allow you to move diagonally around the board.   When the square containing the piece you wish to move is selected, press the <Enter> key.   Then move to the square where you wish to place that piece and press <Enter> again.   That's all there is to it!

WebChess Designer will beep at you if you try to make an illegal move.   If you move a white pawn to rank 8 or a black pawn to rank 1, the Pawn Promotion Dialogue will be displayed, allowing you to select the piece to which the pawn should be promoted.

Entering Game Information:
Click on the Game Information button or press <F5> to call up the Game Information Dialogue.   Select an entry from the Show list to display the different categories of information available.   Some information you must supply by typing it in.   Some can be selected from a list.   Dates must be entered in the format used by PGN files: YYYY.MM.DD

When you are done entering game information, click the Close button to close the dialogue.   If you wish, you can leave the Game Information Dialogue on screen while using any other primary window.

See Also:
Annotating a Game
Illustrating a Game

Annotating a Game

Annotating a game is a relatively straightforward procedure in WebChess Designer.   You can enter annotation text for any move just by typing it in the Annotation box on the Game Design Window.   You can also add standard annotation marks by using the Move Quality check boxes.   The Game Controls allow you to move backward and forward through a game to view and edit annotations.   You can also split moves across two lines so each half-move can be annotated separately.

Entering Annotations:
The current move number is displayed in red just above the Annotation box.   When you type an annotation, the indicated move is what you are annotating.   The Move Quality lists at the bottom of the window allow you to add standard annotation marks to the current move, too.   That's all there is to adding annotations.   Annotation marks will be displayed in the score.   If an annotation is present for a move, an "A" will appear to the side of it in the game score.

Annotations can be enhanced by using the options from the context menu that appears when you right-click on the Annotation box.   (Windows '95 users may have to click twice to see this menu.)   You can add boldface, italics, or underlining, change colors and fonts, and embed auxiliary diagrams into annotations.   This menu also contains cut, copy, and paste commands.   *Caution: This formatting is applied as HTML code.   If a game sheet is printed, any HTML codes embedded in the annotation will print "as is".   Embedded diagrams will be printed correctly, however.*

The Previous Move, Next Move, and Go To Move buttons in the Game Controls section of the window allow you to move backward and forward through the score to any move in order to view or edit annotations.

The Undo button allows you to retract the last half-move, in the event you made a mistake.   This removes the half-move and any applicable annotations from the score.

The Split button allows you to split a full move (white and black moves on the same line) into 2 separate lines.   You can then annotate each half-move separately.   When you split a line, any annotation that is currently entered will be assigned to the black half-move.   The move quality annotations will stay with their respective moves.

The Join button allows you to merge two half-moves into a full move.   When you join two half-moves, any annotation that is currently entered for the white half-move will be lost.   Any annotation that is currently entered for the black half-move will be retained as the annotation for the full move.   The move quality annotations will stay with their respective moves.

The Clip button allows you to "clip off" the score following the current move.   All moves and annotations that follow the current move will be deleted from the score.   This is useful if you have made a mistake in entering the moves and need to start over from the move prior to the mistake.

See Also:
Entering a Game
Illustrating a Game

Illustrating a Game

Illustrating a game consists of telling WebChess Designer where to place diagrams from the game into the score.   You do not need to create the diagrams, only indicate where they are to be placed.   This is done using checkboxes on the Game Design Window.   Each diagram can be given a caption, if desired.

Embedding Game Diagrams:
The current move number is displayed in red just above the Annotation box.   When you embed a game diagram, the indicated move is what you are affecting.   To embed a game diagram for a particular move, simply check the Embed Diagram check box.   That's all there is to adding illustrations. If a diagram is present for a move, a "D" will appear to the side of it in the game score.

You may have an annotation and an embedded diagram on the same move.   Normally, WebChess Designer will print the annotation before the diagram in such cases, but you can reverse the order by checking the Print Diagram First check box.   The "A" and "D" indicators will be displayed in the order you have chosen to print the annotation and the diagram.

When a diagram is present for a move, the Diagram Caption box will be activated and you may type in a caption for your diagram if you wish.   Cut, copy, and paste commands are available from the context menu that appears when you right-click on the caption box.

See Also:
Entering a Game
Annotating a Game

Building Diagrams

WebChess Designer allows you to create up to 50 auxiliary diagrams which can be used either by themselves or embedded in game annotation text.   The <u>Auxiliary Diagrams Window</u>.   Is used for this purpose.   Each diagram can be given a caption and notes to be printed before and after it, if desired.

Creating Auxiliary Diagrams:
To display the Auxiliary Diagrams Window, click on the Auxiliary Diagrams button or press <F4>.   Notice that the currently displayed diagram number is shown in the lower right-hand corner of this window.

Pieces already on the board may be dragged and dropped anywhere else on the board.   By holding down the shift key while dragging and dropping, a piece may be "cloned."   By dropping it off the edge of the board, it may be deleted.   New pieces can be added by dragging the piece icons at the left of the board and dropping them on the board.

You can also use keyboard commands to edit the diagram.   Notice that the selected square has a red "indicator light" in the upper left corner.   Also, the name of the selected square is printed below the diagram.   By using the arrow keys you can move up, down, left, and right around the board.   The <Home>, <End>, <Page Up>, and <Page Down> keys allow you to move diagonally around the board. When the square you wish to change is selected, type the letter of the piece you wish to place there (P, N, B, Q, K).   Typing in uppercase enters a white piece.   Typing in lowercase enters a black piece. Pressing the <Delete> key clears the square.   You can also type "X" to place an X on the square.   This is useful for teaching purposes.   You can press the space bar repeatedly to cycle through all available pieces until you find the one you want.

For each diagram you can enter a caption, header notes, and trailer notes in the boxes provided. Header and trailer notes are printed before and after the diagram, respectively.   However, they are only used when the diagram is printed by itself.   If a diagram is embedded in an annotation in the game record, the header and trailer comments are ignored.   Captions are always used.

The Previous Diagram, Next Diagram, and Go To Diagram buttons allow you to move from one diagram to another.

The New Diagram button adds a new diagram.   The Delete Diagram button deletes the displayed diagram.   You will always have one diagram to work with, however.   You cannot delete a diagram if it is the only one available.   *Caution: Diagrams are always numbered sequentially.   If you delete a diagram, any diagrams after it are renumbered.   This can cause a problem if you have embedded auxiliary diagrams in annotations, because the diagram number is stored in the annotation, not the diagram itself.*

See Also:
<u>Annotating a Game</u>

Importing a Game

The Open Game button on the <u>Toolbox</u> lets you load a game that was previously saved by WebChess Designer or import a game in <u>PGN</u> format.

Opening a WebChess Designer File:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Open Game button. The Open Game dialogue will appear, allowing you to select the file type to open.   WebChess Designer File will already be selected.   Click OK, then choose the file you wish to open.   WebChess Designer files always have an extension of WCD.   *Note: If the game you are currently working on has been changed and not saved, you will be prompted to save it.*

Opening a PGN File:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Open Game button. The Open Game dialogue will appear, allowing you to select the file type to open. Select PGN File, then click OK and choose the file you wish to open.   PGN files always have an extension of PGN.   *Note: If the game you are currently working on has been changed and not saved, you will be prompted to save it.*

WebChess Designer does not currently offer full support for loading PGN files, although most basic PGN files should load correctly.   In particular, PGN games that include text annotations and diagrams may not load.   Some games may load but be missing some information.

See Also:
<u>Importing a Diagram</u>
<u>Exporting a Game</u>
<u>Exporting a Diagram</u>

Importing a Diagram

The Open Diagram button on the Toolbox lets you import a diagram in HTML, text, or FEN format.

Opening an HTML Diagram:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Open Diagram button.   The Open Diagram dialogue will appear, allowing you to select the file type to open.   Selected HTML Diagram, then click OK and choose the file you wish to open.   HTML files always have an extension of HTM.   The diagram will be imported and added to your auxiliary diagrams.

Opening a Text Diagram:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Open Diagram button.   The Open Diagram dialogue will appear, allowing you to select the file type to open.   Select Text Diagram, then click OK and choose the file you wish to open.   Text files always have an extension of TXT.   The diagram will be imported and added to your auxiliary diagrams.   *Note: Text files are assumed to be based on the font that is currently set for diagrams in your current game sheet template. If this setting doesn't match the font used to create the text diagram, the imported diagram will not be displayed correctly.*

Opening a FEN Diagram:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Open Diagram button.   The Open Diagram dialogue will appear, allowing you to select the file type to open.   Select FEN Diagram, then click OK and choose the file you wish to open.   FEN files always have an extension of FEN.   The diagram will be imported and added to your auxiliary diagrams.

See Also:
Importing a Game
Exporting a Game
Exporting a Diagram

Exporting a Game

The Save Game button on the <u>Toolbox</u> lets you save a game as a WebChess Designer file, an HTML file, or a <u>PGN</u> file.

Saving to a WebChess Designer File:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Save Game button. The Save Game dialogue will appear, allowing you to select the file type to use.   WebChess Designer File will already be selected.   Click OK, then enter the name of the file you wish to create.   WebChess Designer files always have an extension of WCD.

Saving to an HTML File:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Save Game button. The Save Game dialogue will appear, allowing you to select the file type to use.   Select HTML File, then click OK and enter the name of the file you wish to create.   HTML files always have an extension of HTM. HTML is created based upon your Web page template.

Saving to a PGN File:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Save Game button. The Save Game dialogue will appear, allowing you to select the file type to open. Select PGN File, then click OK and enter the name of the file you wish to create.   PGN files always have an extension of PGN.

WebChess Designer does not currently offer full support for saving PGN files.   You cannot presently save annotations or diagrams in your PGN files.   However, the standard annotation marks (selected from the Move Quality lists) will be saved.

See Also:
<u>Importing a Game</u>
<u>Importing a Diagram</u>
<u>Exporting a Diagram</u>
<u>Creating Web Page Templates</u>

Exporting a Diagram

The Save Game button on the <u>Toolbox</u> lets you save a diagram as an HTML file, a text file, or a <u>FEN</u> file.

Saving to an HTML File:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Save Diagram button.   The Save Diagram dialogue will appear, allowing you to select the file type to use.   Select HTML File, then click OK and enter the name of the file you wish to create.   HTML files always have an extension of HTM.   HTML is created based upon your Web page template.

Saving to a Text File:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Save Diagram button.   The Save Diagram dialogue will appear, allowing you to select the file type to open. Select Text File, then click OK and enter the name of the file you wish to create.   Text files always have an extension of TXT.   *Note: Text diagrams are created based on the font that is currently set for diagrams in your current game sheet template.   When importing text diagrams into a word processor or back into WebChess Designer, you will need to use the same font.   If the font doesn't match the font used to create the text diagram, the imported diagram will not be displayed correctly.*

Saving to a FEN File:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Save Diagram button.   The Save Diagram dialogue will appear, allowing you to select the file type to open. Select FEN File, then click OK and enter the name of the file you wish to create.   FEN files always have an extension of FEN.

See Also:
<u>Importing a Game</u>
<u>Importing a Diagram</u>
<u>Exporting a Game</u>
<u>Creating Web Page Templates</u>

Printing a Game

The Print Game button on the Toolbox lets you print a game sheet to your default printer.

Printing a Game Sheet:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Print Game button.
The game sheet will be printed to your default printer.   *Note: Game sheets are formatted according to the current game sheet template.   Templates control the general layout of a game sheet, the items to be printed on it, and the font characteristics for those items.   If your game sheet does not look the way you expect, check to make sure the template is set up correctly.*

See Also:
Printing a Diagram
Creating Game Sheet Templates

Printing a Diagram

The Print Diagram button on the <u>Toolbox</u> lets you print a game diagram or an auxiliary diagram to your default printer.

Printing a Game Diagram:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Print Diagram button.   The Print Diagram dialogue will appear, allowing you to select diagram to be printed.   To print a game diagram, select either After White's Move or After Black's Move, then enter the move number and click the OK button.   The selected game diagram will be printed to your default printer.   *Note: Diagrams are formatted according to the current game sheet template.   Only those template items related to diagrams are used when printing diagrams.   If your game sheet does not look the way you expect, check to make sure the template is set up correctly.*

Printing an Auxiliary Diagram:
To display the Toolbox, click on the Toolbox button or press <F3>.   Then click on the Print Diagram button.   The Print Diagram dialogue will appear, allowing you to select diagram to be printed.   To print an auxiliary diagram, select Auxiliary Diagram, then enter the diagram number and click the OK button.   The selected auxiliary diagram will be printed to your default printer.   *Note: Diagrams are formatted according to the current game sheet template.   Only those template items related to diagrams are used when printing diagrams.   If your game sheet does not look the way you expect, check to make sure the template is set up correctly.*

See Also:
<u>Printing a Game</u>
<u>Creating Game Sheet Templates</u>

Creating Web Page Templates

You customize the layout of Web pages created with WebChess Designer through Web page templates. Three sample templates are included with WebChess Designer.   You may use these, or create your own with the Web Page Format Dialogue dialogue.   You can also set the default Web page template through this dialogue.

Editing the Default Web Page Template:
To display the Web Page Format dialogue, click on the Web Page Format button or press <F6>.   The Show list at the top of the dialogue lets you select what to view in the dialogue: Web Page Options or Web Page Layout.   Web Page Options are displayed when the dialogue is first loaded.

At the bottom of the page are buttons for loading and saving templates.   You can use these to load a template you have previously saved, or to save changes to the current template.   By saving the current template with a new name, you can create a new template.   When you load a new template or create a new template, the Set as Default Template check box will be activated.   By checking this, you can make your new template the default, so it will be loaded at start-up.

Web Page Format Settings:
The Web Page Format section allows you to control the overall appearance of your Web page.   You can select a background graphic for you page, tell WebChess Designer the name of the directory where your graphics files are stored (if different from where your HTML documents are stored), determine whether or not moves and diagrams are centered, whether or not to print rank and file indicators alongside your diagrams, and specify whether moves should be printed in a column, in a line, or beside your game diagrams.   Most of these options are self-explanatory, but a detailed account of each can be found under the Web Page Format Dialogue topic.

Web Page Layout Settings:
The Web Page Layout section allows you to control what information is included on your Web page.   The Available Items list shows all information that you can include on your Web page but haven't, while the Items in Use list shows all information that you have selected for inclusion on your Web page.   By selecting entries from these lists and clicking the arrow buttons, you can move items from one list to the other.   Multiple items may be selected and moved at one time.

Once the information you want is on the Items in Use list, you need to arrange them in the order in which they will be displayed.   To do this, use the Move Up and Move Down buttons.   All selected items will be moved when you use these buttons.   *Note: Be sure to deselect any items that you do not wish to move. Items are not automatically deselected when you select a new one!*

You can also examine and change the properties of each item on the Items in Use list.   To view the properties, make sure an item is selected, then click the Properties button.   All items will be available for viewing, but the first selected item will be displayed initially when the Web Page Item Properties dialogue is loaded.

Web Page Item Properties Settings:
The Web Page Item Properties dialogue allows you to set font characteristics for each selected item and to specify a break type to be used after the item is displayed.   To change the displayed font properties, click the Change Font button.   Select the desired break type from the drop-down list.   *Note:
 and <P> cause line breaks in your HTML document.   The other break types simply insert characters, allowing you to separate items that are printed on the same line.*

See Also:
Exporting a Game
Exporting a Diagram

<u>Creating Game Sheet Templates</u>

Creating Game Sheet Templates

You customize the layout of game sheets printed by WebChess Designer through game sheet templates. Two sample templates are included with WebChess Designer.   You may use these, or create your own with the Game Sheet Format Dialogue dialogue.   You can also set the default game sheet template through this dialogue.

Editing the Default Game Sheet Template:
To display the Game Sheet Format dialogue, click on the Game Sheet Format button or press <F7>. The Show list at the top of the dialogue lets you select what to view in the dialogue: Game Sheet Options or Game Sheet Layout.   Game Sheet Options are displayed when the dialogue is first loaded.

At the bottom of the page are buttons for loading and saving templates.   You can use these to load a template you have previously saved, or to save changes to the current template.   By saving the current template with a new name, you can create a new template.   When you load a new template or create a new template, the Set as Default Template check box will be activated.   By checking this, you can make your new template the default, so it will be loaded at start-up.

Game Sheet Format Settings:
The Game Sheet Format section allows you to control the overall appearance of your game sheets.   You can determine whether or not moves and diagrams are centered, whether or not to print rank and file indicators alongside your diagrams, and specify whether moves should be printed in a column or in a line. Most of these options are self-explanatory, but a detailed account of each can be found under the Game Sheet Format Dialogue topic.

Game Sheet Layout Settings:
The Game Sheet Layout section allows you to control what information is included on your game sheet page.   The Available Items list shows all information that you can include on your game sheet but haven't, while the Items in Use list shows all information that you have selected for inclusion on your game sheet.   By selecting entries from these lists and clicking the arrow buttons, you can move items from one list to the other.   Multiple items may be selected and moved at one time.

Once the information you want is on the Items in Use list, you need to arrange them in the order in which they will be displayed.   To do this, use the Move Up and Move Down buttons.   All selected items will be moved when you use these buttons.   *Note: Be sure to deselect any items that you do not wish to move. Items are not automatically deselected when you select a new one!*

You can also examine and change the properties of each item on the Items in Use list.   To view the properties, make sure an item is selected, then click the Properties button.   All items will be available for viewing, but the first selected item will be displayed initially when the Game Sheet Item Properties dialogue is loaded.

Game Sheet Item Properties Settings:
The Game Sheet Item Properties dialogue allows you to set font characteristics for each selected item and to specify how many lines to space down after the item is printed.   If you select 0 lines (to cause items to print on the same line), you can also select a separator character to be printed after the item.   To change the displayed font properties, click the Change Font button.

See Also:
Printing a Game
Printing a Diagram
Creating Web Page Templates

Getting Help

Help with using WebChess Designer can be obtained in several ways.   In many cases, context-sensitive help is available by pressing the F1 key.   For other kinds of help, click the Help button or press F2 on either the Game Design Window or the Auxiliary Diagrams Window.   This will display the Help Dialogue. The setup program has also installed an icon for the help file in your WebChess Designer Program Manager group or Start Menu folder.

Accessing the WebChess Designer Help File:
From the Help Dialogue, you can select to view the help file's contents page or index page, or access the search function.

Accessing other WebChess Designer Help Features:
From the Help Dialogue, you can also get help on using Windows help files or start the interactive tutorial that will show you how to perform the basic functions required to use WebChess Designer.

See Also:
Registering WebChess Designer

Registering WebChess Designer

WebChess Designer is a shareware program.   You are entitled to a 30-day free evaluation period.   If you continue to use it beyond that time, you must register.   Registration brings you support benefits and discounts on future versions of the program.

Viewing Your Registration Status:
To view your current registration status, click on the WebChess Designer logo in either the Game Design Window or the Auxiliary Diagrams Window.   This will display the About WebChess Designer box.   Your name and ID number are displayed in this box.   If you are using a trial version of the program, the name will be "trial".   *Note: After your trial period has expired, a reminder message will be displayed each time you start WebChess Designer.*

Viewing Registration Information:
Click on the Information button on The About box to view the license agreement and a registration form. The registration form can be printed out by clicking the Print button that appears beneath it.

Entering Your Registration ID Number:
When you register WebChess Designer, you will be assigned an ID number.   Click the Register button on The About box to enter this number.   Once your name and number are correctly entered, you will no longer see the reminder message when you start WebChess Designer.

See Also:
Getting Help

Game Design Window

Purpose:
The Game Design Window is where you enter games into WebChess Designer.   Moves are made on the game diagram.   The game score is automatically generated.   Annotations may be entered for each move, and various tools are available for moving through the game record and editing it.   Access to WebChess Designer's other primary windows is available through a set of buttons.

Details:
Game Diagram
Game Score
Annotations
Embedded Diagrams
Game Controls
Dialogues
WebChess Designer Logo

Notes:
The Game Design Window is the primary interface to WebChess Designer.   It loads at startup and remains loaded until you close it.   When you close it, WebChess Designer is terminated.

See Also:
Auxiliary Diagrams Window

Auxiliary Diagrams Window

Purpose:
The Auxiliary Diagrams Window allows you to create up to 50 diagrams to be used either independently or to embed in annotations in the game record.   Each diagram can be accompanied by a caption and notes.   Access to several of WebChess Designer's other primary windows is available through a set of buttons.

Details:
Diagram Editing
Diagram Text
Diagram Controls
Dialogues
WebChess Designer Logo

Notes:
The Auxiliary Diagrams Window can remain loaded while you work with WebChess Designer's other primary windows, or it can be closed when you are finished with it.

See Also:
Game Design Window

Tool Box

Purpose:
The Tool Box provides you with tools for opening and saving files, copying games and diagrams to and pasting games and diagrams from the clipboard, and printing.

Details:
Game Tools
Diagram Tools

Notes:
The Tool Box can remain loaded while you work with WebChess Designer's other primary windows, or it can be closed when you are finished with it.

See Also:
Game Design Window
Auxiliary Diagrams Window

Game Information Dialogue

Purpose:
The Game Information Dialogue allows you to enter information about a game, the event in which it was played, and the players.   You can also enter notes about the game here.

Details:
Dialogue Controls
Event Information
Game Information
Player Information
Notes

Notes:
The Game Information Dialogue can remain loaded while you work with WebChess Designer's other primary windows, or it can be closed when you are finished with it.

See Also:
Game Design Window

Web Page Format Dialogue

Purpose:
The Web Page Format Dialogue allows you to create and edit Web page templates, which are used to control HTML generation.

Details:
Dialogue Controls
Web Page Options
Web Page Layout

Notes:
The Web Page Format Dialogue can remain loaded while you work with WebChess Designer's other primary windows, or it can be closed when you are finished with it.

See Also:
Game Design Window
Game Sheet Format Dialogue

Game Sheet Format Dialogue

Purpose:
The Game Sheet Format Dialogue allows you to create and edit game sheet templates, which are used to control printing of games and diagrams.

Details:
Dialogue Controls
Game Sheet Options
Game Sheet Layout

Notes:
The Game Sheet Format Dialogue can remain loaded while you work with WebChess Designer's other primary windows, or it can be closed when you are finished with it.

See Also:
Game Design Window
Web PageFormat Dialogue

Help Dialogue

Purpose:
The Help Dialogue gives you to access to the WebChess Designer Help file and interactive tutorial.

Details:
Click the Contents button to load the Help file and display the contents page.

Click the Index button to load the Help file and display the topic index.

Click the Search button to load the Help file and display the Find dialogue.

Click the How to Use Help button to load instructions for using Window Help files.

Click the Tutorial button to start the interactive tutorial.   The tutorial will give you instructions on how to use it.

Click the Close button to close the Help Dialogue.

Notes:
The Help Dialogue can remain loaded while you work with WebChess Designer's other primary windows, or it can be closed when you are finished with it.

See Also:
Game Design Window
Auxiliary Diagrams Window

About Box

Purpose:
The About Box displays information about your version of WebChess Designer, your registration information, and information on contacting the developer.   It also provides access to the license agreement, a printable registration form, and the Register WebChess Designer Dialogue.

Details:
Click the Register button to load the Register WebChess Designer Dialogue.   This dialogue will ask you to enter your user name and ID number.   These numbers will be sent to you when you register WebChess Designer.

Click the Information button to load the License Agreement Window and Registration Form Window.   The License Agreement Window allows you to view the WebChess Designer license agreement.   The Registration Form Window allows you to view and print a registration form.   Both window may be resized as desired.

Click the Close button to close the About Box.

Notes:
The About Box can remain loaded while you work with WebChess Designer's other primary windows, or it can be closed when you are finished with it.

See Also:
Game Design Window
Auxiliary Diagrams Window

Game Diagram

Description:
The game diagram is a graphical representation of a chess board and its pieces.   A red "indicator light" is displayed in the upper left corner of the selected square.   The name of the selected square is also printed below the diagram.   The color of the border around the diagram indicates when the diagram is enabled for making moves and when it is disabled.

Function:
The game diagram is enabled for making moves whenever the last line of the game score is the current line.   If you move to a different line in the game score, the diagram will be disabled and no moves can be made.   When the game diagram is enabled, its border is blue.   When disabled, its border is gray.

WebChess Designer will automatically validate each move made on the game diagram to ensure that it is legal.   If an illegal move is attempted, the piece will be restored to its initial position and a beep will sound.   If a legal move is made, the move will be entered into the game score.

To make a move on the diagram, simply use the left mouse button to drag and drop the desired piece. When castling, move the king only.   WebChess Designer will automatically move the rook.   When making an en passant capture, drop the pawn onto the empty square where it is to be placed, not onto the pawn it is capturing.

The keyboard may also be used for making moves.   First, select the square containing the piece to be moved by using the arrow keys to move the selected square indicator up, down, right, or left, or the <Home>, <End>, <Page Up>, and <Page Down> keys to move it diagonally.   Press <Enter> to select the piece, then select the square where it is to be moved and press <Enter> again.   (Squares may also be selected by clicking on them with the mouse.)

When a pawn reaches its eighth rank, the Pawn Promotion dialogue will be displayed, allowing you to select the piece to which the pawn should be promoted.   Select the desired piece from the drop-down list and click the OK button to promote the pawn.

See Also:
Game Design Window

Game Score

Description:
The game score is a list of the moves made in the game.   The score is automatically generated and is displayed five moves at a time.   It also indicates where annotations have been entered and where diagrams have been embedded.

Function:
The game score is automatically generated from moves made on the game diagram.   As you make moves, the game score will automatically scroll down so that the last five moves are always displayed. You can scroll forward or backward through the score using the Game Controls.   The current move is displayed under the score.   When this is the last move entered, the game diagram will be enabled for making moves.   When this is not the last move entered, the game diagram will be disabled.

You can choose to display the game score in either short algebraic notation or long algebraic notation. Short notation is the default.   To switch to long notation, check the Long Algebraic Notation box.   When long notation is selected, any HTML generated or game sheets printed will also use long notation.

See Also:
Game Design Window
Annotations
Embedded Diagrams
Game Controls

Annotations

Description:
Annotations are comments attached to moves in the game score.   Two types of annotations may be entered: annotation text and move quality marks.

Function:
The Annotation text box displays the annotation for the current move in the game record.   This may be edited simply by typing in the box.

A context menu may be displayed by right clicking in the Annotation text box.   (Windows '95 users need to click twice to get this menu, since the first click calls up a standard context menu.)   This context menu provides commands for clipboard operations (cut, copy, paste), text enhancement with HTML markup (bold, italics, underline, font, color), and embedding auxiliary diagrams into the annotation.   *Note: Text enhancement via HTML markup is intended for use with Web pages.   When using these features, you will see HTML code in the text.   This will be rendered correctly by Web browsers.   However, if you print a game sheet that includes marked up annotations, the text will not be rendered correctly.   Rather, the HTML will be printed.   Embedded diagrams will be handled correctly for both Web pages and game sheets.*

Moves may also be annotated by using the Move Quality lists at the bottom of the window.   These allow you to attach standard annotation marks (!, ?, etc.) to moves.

Move quality marks will appear in the game score with the move text.   The presence of annotations will be indicated in the game score by an "A" at the end of the line.

See Also:
Game Design Window
Game Score
Embedded Diagrams
Game Controls

Embedded Diagrams

Description:
Games may be illustrated by embedding game diagrams in the game score. *Note: Do not confuse these embedded diagrams with auxiliary diagrams embedded in annotations.*

Function:
A game diagram may be embedded at any point in the game score by checking the Embed Diagram box. When this is done, the game diagram at that point will be included in the score.

When a game diagram is embedded, the Diagram Caption text box will become active.   You may then type a caption for the diagram into this box.   When used, captions are printed immediately after their corresponding diagrams.

A context menu may be displayed by right clicking in the Diagram Caption text box.   (Windows '95 users need to click twice to get this menu, since the first click calls up a standard context menu.)   This context menu provides commands for clipboard operations (cut, copy, paste).

The presence of embedded game diagrams will be indicated in the game score by a "D" at the end of the line.   Normally, if an annotation and a diagram are present for the same move, the annotation will be printed first, followed by the diagram.   This order may be reversed by checking the Print Diagram First box.   The order may be different for each move.   The selected order is indicated by the order of the "A" and the "D" in the game score.

See Also:
Game Design Window
Game Score
Annotations
Game Controls

Game Controls

Description:
The game controls are a set of buttons that allow you to move back and forth through the game score and perform special editing functions on it.

Function:
The *Prior Move* button moves backward one line in the game record.

The *Next Move* button moves forward one line in the game record.

The *Go To Move* button displays a dialogue allowing you to select a move to be made the current move in the game record.   Option buttons allow you to quickly select move 1 or the last move, or to enter a move of your choosing.

The *Undo* button allows you to undo the last half-move made.   The last 5 half-moves can be undone in this manner.

The *Split* button allows you to split a move line to two lines, one for white's half-move and one for black's half-move.   This permits you to enter separate annotations or embedded game diagrams
 for each half move.   Annotations or embedded diagrams that are present for a move prior to a split will be placed with black's half-move after the split.

The *Join* button allows you two join two split lines into a single line.   Annotations or embedded diagrams that are present for white's half-move prior to a split will be lost.   Those present for black's half-move will be retained on the joined line.

The *Clip* button allows you to delete all entries in the game score following the current move.   Because all information after the current move will be lost, you will be prompted to verify the clip operation.

See Also:
Game Design Window

Dialogues

Description:
The dialogues buttons provide you with access to WebChess Designer's <u>primary windows and dialogues</u>.

Function:
The *Help* button displays the <u>Help Dialogue</u>.

The *Tool Box* button displays the <u>Tool Box</u>.

The *Game Design* button displays the <u>Game Design Window</u>.

The *Auxiliary Diagrams* button displays the <u>Auxiliary Diagrams Window</u>.

The *Game Information* button displays the <u>Game Information Dialogue</u>.

The *Web Page Format* button displays the <u>Web Page Format Dialogue</u>.

The *Game Sheet Format* button displays the <u>Game Sheet Format Dialogue</u>.

Note: The Game Design Window displays all of the above except the Game Design button.   The Auxiliary Diagrams Window displays the Help, Tool Box, and Game Design buttons.

See Also:
<u>WebChess Designer Logo</u>

WebChess Designer Logo

Description:
The WebChess Designer logo provides you with access to the About WebChess Designer dialogue.

Function:
Clicking on the WebChess Designer logo in either the Game Design Window or the Auxiliary Diagrams Window displays the About WebChess Designer dialogue.

See Also:
<none>

Diagram Editing

Description:
The diagram is a graphical representation of a chess board and its pieces.   A red "indicator light" is displayed in the upper left corner of the selected square.   The name of the selected square is also printed below the diagram.

Function:
Auxiliary diagrams are used for creating chess diagrams independently of a game.   Changes made to an auxiliary diagram are therefore not validated.   You may move pieces anywhere on the diagram, remove pieces from the diagram, or add new pieces to the diagram.

To move an existing piece on the diagram, simply use the left mouse button to drag and drop the desired piece.   To clone an existing piece on the diagram, hold down the shift key while performing the drag-and-drop operation.   To delete a piece from the diagram, drag it off the diagram and drop it anywhere else on the window.   To add a piece to the diagram, drag the desired icon from the left side of the window onto the diagram and drop it.

The keyboard may also be used for editing diagrams.   First, select the square to be edited by using the arrow keys to move the selected square indicator up, down, right, or left, or the <Home>, <End>, <Page Up>, and <Page Down> keys to move it diagonally.   (Clicking on a square with the mouse also selects it.) Then type the letter of the piece you wish to place, using uppercase for a white piece (P, N, B, R, Q, K) and lowercase for a black piece (p, n, b, r, q, k).   You can also type X to place an X on a square.   This is useful for creating teaching diagrams.   Press <Delete> to delete a piece from a square.

The space bar may also be used to cycle through all the available pieces.   Select the square to be edited, then press the space bar repeatedly until the desired piece is displayed.

Pressing <Control>+<Delete> deletes all pieces from the diagram.

See Also:
Auxiliary Diagrams Window
Diagram Text
Diagram Controls

Diagram Text

Description:
Each auxiliary diagram may have a caption, header notes, and trailer notes attached to it.

Function:
Captions and notes may be typed into the text boxes provided.   A context menu may be displayed by right clicking in any of these test boxes.   (Windows '95 users need to click twice to get this menu, since the first click calls up a standard context menu.)   For captions, the context menu provides commands for clipboard operations (cut, copy, paste).   For header and trailer notes, the context menu provides commands for clipboard operations (cut, copy, paste) and text enhancement with HTML markup (bold, italics, underline, font, color).   *Note: Text enhancement via HTML markup is intended for use with Web pages.   When using these features, you will see HTML code in the text.   This will be rendered correctly by Web browsers.   However, if you print a diagram that includes marked up header and trailer notes, the text will not be rendered correctly.   Rather, the HTML will be printed.*

Header and trailer notes are only printed when diagrams are used independently.   When auxiliary diagrams are embedded in annotations in the game record, header and trailer notes are not used. Captions are always used.

See Also:
Auxiliary Diagrams Window
Diagram Editing
Diagram Controls

Diagram Controls

Description:
The diagram controls are a set of buttons that allow you to create, delete, and move back and forth through auxiliary diagrams.

Function:
The *Prior Diagram* button moves backward one diagram.

The *Next Diagram* button moves forward one diagram.

The *Go To Diagram* button displays a dialogue allowing you to select a diagram to be displayed.   Option buttons allow you to quickly select diagram 1 or the last diagram, or to enter a diagram number of your choosing.

The *New Diagram* button creates a new diagram.   The new diagram will be added to the end of the list of diagrams and will be created with pieces in their initial positions.   Up to 50 auxiliary diagrams may be created.

The *Delete Diagram* button deletes the displayed diagram.   All diagrams following the deleted diagram will be renumbered.   You will be prompted to verify the delete.   You cannot delete a diagram if it is the only diagram remaining.   *Caution: If you have embedded diagrams into annotations, you will have to change the embedded diagram numbers manually.*

The *Undo* button allows you to undo the change made to the displayed diagram.   The last 5 changes to each diagram can be undone in this manner.   You can undo changes to a diagram even if you worked on a different diagram in the interim.

See Also:
Auxiliary Diagrams Window
Diagram Editing
Diagram Text

Game Tools

Description:
The game tools are a set of buttons that allow you to import and export game information in various formats.

Function:
The *New Game* button clears the game score and all game information, resets the game diagram, and clears all auxiliary diagrams. If you have made unsaved changes to the current game, WebChess Designer will give you a chance to save them before clearing any information.

The *Open Game* button allows you to load a game saved on disk in WebChess Designer format or PGN format.   The Open Game dialogue allows you to select the format to be used, then a standard Windows dialogue will allow you to select the file to be opened.   If you have made unsaved changes to the current game, WebChess Designer will give you a chance to save them before opening the new game.

The *Save Game* button allows you to save the current game to disk in WebChess Designer format, PGN format, or HTML format.   The Save Game dialogue allows you to select the format to be used.   If the file has already been given a name (either because an existing file was opened or because you saved it previously), WebChess Designer will save to the same file name.   If the file has not already been given a name, a standard Windows dialogue will allow you to select the file name to save to.   The Save As button may be used to save a previously named file to a new file name.   *Note: Games saved in HTML format are created based upon the current Web page template.*

The *Copy Game* button allows you to copy the current game to the Windows clipboard in PGN format or HTML format.   The Copy Game dialogue allows you to select the format to be used.   *Note: Games copied in HTML format are created based upon the current Web page template.*

The *Paste Game* button allows you to paste PGN format games from the clipboard into WebChess Designer.   Although only one format is supported for pasting games, the Paste Game dialogue will appear to remind you of the format requirements.   You must ensure that the data on the clipboard at the time of the paste is a PGN game.

The *Print Game* button allows you to print a game sheet for the current game to your default printer. *Note: Game sheets are created based upon the current game sheet template.*

See Also:
Tool Box
Diagram Tools

Diagram Tools

Description:
The diagram tools are a set of buttons that allow you to import and export auxiliary diagrams in various formats.

Function:
The *Open Diagram* button allows you to load an auxiliary diagram saved on disk in HTML format, <u>FEN</u> format, or text format.   The Open Diagram dialogue allows you to select the format to be used, then a standard Windows dialogue will allow you to select the file to be opened.   The diagram will be added to the end of your list of auxiliary diagrams.   *Note: When loading text diagrams, you must ensure that the diagram font in your game sheet template matches the diagram font used to create the text diagram.*

The *Save Diagram* button allows you to save auxiliary diagrams to disk in HTML format, FEN format, or text format.   The Save Diagram dialogue allows you to select the format to be used and the diagram number to save, then a standard Windows dialogue will allow you to select the file name to save to.
Note: Diagrams saved in HTML format are created based upon the current Web page template.

The *Copy Diagram* button allows you to copy an auxiliary diagram to the Windows clipboard in HTML format, FEN format, or text format.   The Copy Game dialogue allows you to select the format to be used and the diagram number to copy.   *Note: Diagrams copied in HTML format are created based upon the current Web page template.*

The *Paste Diagram* button allows you to paste HTML format, FEN format, or text format diagrams from the clipboard into WebChess Designer.   The Paste Game dialogue allows you to select the format to be used.   You must ensure that the data on the clipboard at the time of the paste matches your selection. The diagram will be added to the end of your list of auxiliary diagrams.   *Note: When pasting text diagrams, you must ensure that the diagram font in your game sheet template matches the diagram font used to create the text diagram.*

The *Print Diagram* button allows you to print either a game diagram or an auxiliary diagram to your default printer.   The Print Diagram dialogue allows you to select the move after which a diagram should be printed (for game diagrams) or the diagram number to print (for auxiliary diagrams).   *Note: Printed diagrams are created based upon the current game sheet template.*

See Also:
<u>Tool Box</u>
<u>Game Tools</u>

Dialogue Controls (Game Information Dialogue)

Description:
The dialogue controls on the Game Information Dialogue allow you to select which set of game information should be displayed for editing.

Function:
The *Show* list allows you select the set of game information to be viewed.   Selecting an item from this list caused that set of information to be displayed in the middle of the dialogue.

The *Close* button closes the dialogue.

See Also:
Game Information Dialogue
Event Information
Game Information
Player Information
Notes

Event Information

Description:
The event information page on the Game Information Dialogue allows you to view and edit information about the event in which a game is played.

Function:
In the *Event* box, enter the name of the event.

In the *Site* box, enter the location of the event.

In the *Date* box, enter the date on which the event started.   Dates must be entered in YYYY.MM.DD format.   (The periods must be entered.)

In the *Sponsor* box, enter the name of the event's sponsor.

See Also:
Game Information Dialogue
Dialogue Controls
Game Information
Player Information
Notes

Game Information

Description:
The game information page on the Game Information Dialogue allows you to view and edit information about the game being played.

Function:
In the *Section* box, enter the name of the tournament section in which the game was played.   You may type your own entry, or make a selection from the drop-down list.

In the *Stage* box, enter the name of the tournament stage in which the game was played.   You may type your own entry, or make a selection from the drop-down list.

In the *Round* box, enter the number of the tournament round in which the game was played.

In the *Board* box, enter the number of the board on which the game was played.

In the *Date* box, enter the date on which the game started.   Dates must be entered in YYYY.MM.DD format.   (The periods must be entered.)

In the *Mode* box, enter the playing mode for the game.   You may type your own entry, or make a selection from the drop-down list.

In the *Time Control* box, enter the time control used for the game.

In the *Opening* box, enter the name of the opening played.

In the *Variation* box, enter the name of the variation of the opening played.

In the *Result* box, enter the result of the game.   You must make a selection from the drop-down list.

See Also:
Game Information Dialogue
Dialogue Controls
Event Information
Player Information
Notes

Player Information

Description:
The white player information page and black player information page on the Game Information Dialogue allow you to view and edit information about the players of the game being played.   Both pages have the same format.

Function:
In the *Name* box, enter the name of the player.

In the *Title* box, enter the player's title.   You may type your own entry, or make a selection from the drop-down list.

In the *Player Type* box, enter the player's type.   You must make a selection from the drop-down list.

In the *Rating* box, enter the player's rating.

In the *Rating Type* box, enter the player's rating type.   You may type your own entry, or make a selection from the drop-down list.

See Also:
Game Information Dialogue
Dialogue Controls
Event Information
Game Information
Notes

Notes

Description:
The header notes page and trailer notes page on the Game Information Dialogue allow you to view and edit notes that will be printed before and after the game score, respectively.

Function:
In the *Header Notes* box, enter any notes that you wish to have print before the game score.   This is useful for introducing the game or the event in which it was played.

In the *Trailer Notes* box, enter any notes that you wish to have print after the game score.   This is useful for summarizing the game or drawing conclusions from it.

See Also:
Game Information Dialogue
Dialogue Controls
Event Information
Game Information
Player Information

Dialogue Controls (Web Page Format Dialogue)

Description:
The dialogue controls on the Web Page Format Dialogue allow you to select which set of formatting information should be displayed for editing, to save and load Web page templates, and to set the default Web page template.

Function:
The *Show* list allows you select the set of formatting information to be viewed.   Selecting an item from this list caused that set of information to be displayed in the middle of the dialogue.

The *Load Template* button calls up a standard Windows file dialogue to allow you to select a Web page template to be loaded.   This allows you to edit the template or use it for creating game and diagram HTML.

The *Save Template* button calls up a standard Windows file dialogue to allow you to save the current template.   The template's current name will be pre-filled, but you can change this to create a new template if desired.

The *Set as Default Template* button check box allows you to set the current Web page template to be the default Web page template.   The default template is automatically loaded when WebChess Designer starts.

The *Close* button closes the dialogue.

See Also:
Web PageFormat Dialogue
Web Page Options
Web Page Layout

Web Page Options

Description:
The Web Page Options page on the Web Page Format Dialogue allows you to set options that control the creation and overall appearance of your HTML documents.

Function:
Check the *Build HTML Document* check box if you wish to create a complete HTML document.   If you do not check this box, generated HTML will not include <Head> and <Body> tags.   You may wish to do this if you intend to embed generated HTML into an existing HTML document.

In the *Background Graphic* box, enter the name of the graphic file you wish to use as a background on your Web page.   Do *not* enter a path to the file; only enter the file name.   You may use the *Browse* button to display a standard Windows file dialogue to help you select the file.

In the *Graphics Path* box, enter the path where your graphics files will be located on your Internet server. If you store graphics in the same directory as HTML documents, leave this entry blank.

In the *Move Table Width*, enter the percentage of the total Web page width that should be taken up by the table containing the text of your moves.   You may have to experiment to find a suitable value, although 30 seems to work well in most cases. This entry is ignored if you choose Linear format.

Use the radio buttons to select *Column Format*, *Linear Format*, or *Side-by-Side Format*.   In Column format, moves are printed in a column, with diagrams and annotations inserted into the column where requested.   In Linear format, moves are printed on a line across the page, interspersed with diagrams and annotations on separate lines where requested.   In Side-by-Side format, diagrams are printed in a column on the right side of the page with moves and annotations in a column to the left of them.

Check the *Center on Page* check box if you wish to have diagrams and moves centered on the page. Moves are never centered in Linear format.   Centering is ignored if you choose Side-by-Side format.

Check the *Show Rank/File Indicators* check box if you wish to have rank numbers and file letters printed with your diagrams.

Check the *Exclude Alt Parameters* check box if you do not wish ALT parameters to be generated for the graphics in your diagrams.   ALT parameters provide users with text-based browsers or users who choose not to view graphics with a text version of your diagrams.   However, if you are including a large number of diagrams, this can cause the size of your HTML document to become very large.   Excluding ALT parameters in such cases may enable users to load your Web page faster.

See Also:
Web PageFormat Dialogue
Dialogue Controls
Web Page Layout

Web Page Layout

Description:
The Web Page Layout page on the Web Page Format Dialogue allows you to select, organize, and format the information that will appear in your HTML documents.

Function:
The *Available Items* list shows all information that can be placed on your Web page but has not yet been selected for inclusion.   This list is presented in alphabetical order.

The *Items in Use* list shows all information that has been selected for inclusion on your Web page and the order in which these items will be printed.

To move items from the Available list to the In Use list, select them by clicking on them, then click the *right arrow* button ().   All selected items will be removed from the Available list and added to the end of the In Use list.

To move items from the In Use list to the Available list, select them by clicking on them, then click the *left arrow* button ().   All selected items will be removed from the In Use list and added to the Available list.

To move items up the In Use list, select them by clicking on them, then click the *Move Up* button.

To move items down the In Use list, select them by clicking on them, then click the *Move Down* button.

Selected items in either list may be deselected at any time by clicking on them.   *Caution: Selected items are **not** automatically deselected when using the Move Up or Move Down buttons.   You must manually deselect them if you wish to move a different group of items.*

To set formatting options for items in the In Use list, select any one of them and click the *Properties* button.   All items will be available for editing in the Web Page Item Properties dialogue, but the first selected item in the In Use list will be loaded when the dialogue is displayed.

See Also:
Web PageFormat Dialogue
Dialogue Controls
Web Page Options

Web Page Item Properties Dialogue

Description:
The Web Page Item Properties Dialogue allows you to set font characteristics for the information that will appear in your HTML documents.

Function:
The *Items in Use* list shows all information that has been selected for inclusion on your Web page and the order in which these items will be printed.

The *Font Name*, *Font Size*, *Font Color*, and *Font Attributes* text displays the current font settings for the item that is selected in the In Use list.   You can change these settings by clicking on the *Change Font* button.   You will be presented with a standard Windows font dialogue for making your selections.

Choose an item from the *Break Type* drop-down list to indicate what kind of break should be used after the selected item in the In Use list is printed.   Choosing <Br> or <P> causes the corresponding HTML tag to be used to cause a line break or paragraph break.   Choosing any other item causes the indicated character to be printed to separate items that appear on the same line.   Choosing *None* causes a space to be inserted after the item is printed.

When finished, click the *Close* button to close the dialogue.

See Also:
Web PageFormat Dialogue
Web Page Layout

Dialogue Controls (Game Sheet Format Dialogue)

Description:
The dialogue controls on the Game Sheet Format Dialogue allow you to select which set of formatting information should be displayed for editing, to save and load game sheet templates, and to set the default game sheet template.

Function:
The *Show* list allows you select the set of formatting information to be viewed.   Selecting an item from this list caused that set of information to be displayed in the middle of the dialogue.

The *Load Template* button calls up a standard Windows file dialogue to allow you to select a game sheet template to be loaded.   This allows you to edit the template or use it for printing game sheets and diagrams.

The *Save Template* button calls up a standard Windows file dialogue to allow you to save the current template.   The template's current name will be pre-filled, but you can change this to create a new template if desired.

The *Set as Default Template* button check box allows you to set the current game sheet template to be the default game sheet template.   The default template is automatically loaded when WebChess Designer starts.

The *Close* button closes the dialogue.

See Also:
Game Sheet Format Dialogue
Game Sheet Options
Game Sheet Layout

Game Sheet Options

Description:
The Game Sheet Options page on the Game Sheet Format Dialogue allows you to set options that control the creation and overall appearance of your game sheets and printed diagrams.

Function:
Use the radio buttons to select *Column Format* or *Linear Format*.   In Column format, moves are printed in a column, with diagrams and annotations inserted into the column where requested.   In Linear format, moves are printed on a line across the page, interspersed with diagrams and annotations on separate lines where requested.

Check the *Center on Page* check box if you wish to have diagrams and moves centered on the page. Moves are never centered in Linear format.

Check the *Show Rank/File Indicators* check box if you wish to have rank numbers and file letters printed with your diagrams.

In the *Scaling Factor* box, enter the number (from 0.10 to 1.00)   by which the diagram font size should be multiplied to get the font size for the rank and file indicators.   You may have to experiment with this, but a value of 0.55 seems to work when using Chess Utrecht as the diagram font.   The scaling factor is ignored if rank and file indicators are not used.

See Also:
Game Sheet Format Dialogue
Dialogue Controls
Game Sheet Layout

Game Sheet Layout

Description:
The Game Sheet Layout page on the Game Sheet Format Dialogue allows you to select, organize, and format the information that will appear on your game sheets and printed diagrams.

Function:
The *Available Items* list shows all information that can be placed on your game sheet but has not yet been selected for inclusion.   This list is presented in alphabetical order.

The *Items in Use* list shows all information that has been selected for inclusion on your game sheet and the order in which these items will be printed.

To move items from the Available list to the In Use list, select them by clicking on them, then click the *right arrow* button ().   All selected items will be removed from the Available list and added to the end of the In Use list.

To move items from the In Use list to the Available list, select them by clicking on them, then click the *left arrow* button ().   All selected items will be removed from the In Use list and added to the Available list.

To move items up the In Use list, select them by clicking on them, then click the *Move Up* button.

To move items down the In Use list, select them by clicking on them, then click the *Move Down* button.

Selected items in either list may be deselected at any time by clicking on them.   *Caution: Selected items are **not** automatically deselected when using the Move Up or Move Down buttons.   You must manually deselect them if you wish to move a different group of items.*

To set formatting options for items in the In Use list, select any one of them and click the *Properties* button.   All items will be available for editing in the Game Sheet Item Properties dialogue, but the first selected item in the In Use list will be loaded when the dialogue is displayed.

See Also:
Game Sheet Format Dialogue
Dialogue Controls
Game Sheet Options

Game Sheet Item Properties Dialogue

Description:
The Game Sheet Item Properties Dialogue allows you to set font characteristics for the information that will appear on your game sheets and printed diagrams.

Function:
The *Items in Use* list shows all information that has been selected for inclusion on your game sheet and the order in which these items will be printed.

The *Font Name*, *Font Size*, *Font Color*, and *Font Attributes* text displays the current font settings for the item that is selected in the In Use list.   You can change these settings by clicking on the *Change Font* button.   You will be presented with a standard Windows font dialogue for making your selections.

In the *Spacing After* box, enter the number of lines to space down after the selected item in the In Use list is printed.   You may also use the *arrow buttons* next to this box to change the value up or down.   To cause the next item to be printed on the same line, enter 0 here.

Choose an item from the *Separator* drop-down list to indicate what character should be printed after the selected item in the In Use list is printed.   This is only used if the Spacing After box contains 0.

When finished, click the *Close* button to close the dialogue.

See Also:
Game Sheet Format Dialogue
Game Sheet Layout

Webchess.ini File

The WEBCHESS.INI file is placed in your C:\WINDOWS directory when you install WebChess Designer. It allows you to specify environment settings, graphics file names to be used in diagram HTML, and key codes for the chess font you are using.   As released, WEBCHESS.INI is set up for the XBoard graphics set and the Chess Utrecht font.   If you wish to change graphics or fonts, you may need to modify these parameters.   You can use any text editor to do this.   Before making changes, you may wish to create a backup of the original file.

[Environment] Section:
The [Environment] section of the WEBCHESS.INI file specifies path names required to locate various files used by the program, the default Web page template, and the default game sheet template.   The default Web page template can be changed via the <u>Web Page Format dialogue</u>, and the default game sheet template can be changed via the <u>Game Sheet Format dialogue</u>.   The following table lists the parameters and their meanings.   Legal values are also listed for numeric parameters.

Parameter	Meaning	Released Value
Program	Path name where WebChess Designer executable, help file, and data files are installed	Set by SETUP program.
WebPageTemplate	Name of the default Web page template	Set by SETUP program
GameSheetTemplate	Name of the default game sheet temlate	Set by SETUP program

Caution: Do not change the PROGRAM parameter unless you rename the WebChess Designer directory or move the components to a new directory after installation.

[Graphics] Section:
The [Graphics] section of the WEBCHESS.INI file specifies file names for the graphics files to be used in HTML generation.   All should be specified.   Missing parameters will result in null strings being assigned to graphics links in the HTML.   See   the <u>graphics parameter table</u> for information on each parameter in this section.

[Font] Section:
The [Font] section of the WEBCHESS.INI file specifies the key codes to be used when printing chess diagrams on game sheets and when exporting diagrams in text format.   This section as distributed is preloaded with key code settings for a variety of popular chess fonts.   Entries must exist for the font you wish to use in order for diagrams to be printed and exported correctly.   All parameters should be specified for each font to be used.   Missing parameters will cause printed and exported diagrams to be incomplete. See the <u>font parameter table</u> for information on each parameter in this section.

Chess Graphics

Graphics Parameters:
The following table lists the parameters in the WEBCHESS.INI file's [Graphics] section:

Parameter	Meaning	Released Value
W	Empty white square	w.gif
WX	White square with "X"	wx.gif
B	Empty black square	b.gif
BX	Black square with "X"	bx.gif
WPW	White pawn on white square	wpw.gif
WPB	White pawn on black square	wpb.gif
WNW	White knight on white square	wnw.gif
WNB	White knight on black square	wnb.gif
WBW	White bishop on white square	wbw.gif
WBB	White bishop on black square	wbb.gif
WRW	White rook on white square	wrw.gif
WRB	White rook on black square	wrb.gif
WQW	White queen on white square	wqw.gif
WQB	White queen on black square	wqb.gif
WKW	White king on white square	wkw.gif
WKB	White king on black square	wkb.gif
BPW	Black pawn on white square	bpw.gif
BPB	Black pawn on black square	bpb.gif
BNW	Black knight on white square	bnw.gif
BNB	Black knight on black square	bnb.gif
BBW	Black bishop on white square	bbw.gif
BBB	Black bishop on black square	bbb.gif
BRW	Black rook on white square	brw.gif
BRB	Black rook on black square	brb.gif
BQW	Black queen on	bqw.gif

	white square	
BQB	Black queen on black square	bqb.gif
BKW	Black king on white square	bkw.gif
BKB	Black king on black square	bkb.gif
XT	Top border	xt.gif
XL	Left border	xl.gif
XR	Right border	xr.gif
XB	Bottom border	xb.gif
Rank1	Rank 1 label	LG1ind.gif
Rank2	Rank 2 label	LG2ind.gif
Rank3	Rank 3 label	LG3ind.gif
Rank4	Rank 4 label	LG4ind.gif
Rank5	Rank 5 label	LG5ind.gif
Rank6	Rank 6 label	LG6ind.gif
Rank7	Rank 7 label	LG7ind.gif
Rank8	Rank 8 label	LG8ind.gif
FileA	File A label	LGAind.gif
FileB	File B label	LGBind.gif
FileC	File C label	LGCind.gif
FileD	File D label	LGDind.gif
FileE	File E label	LGEind.gif
FileF	File F label	LGFind.gif
FileG	File G label	LGGind.gif
FileH	File H label	LGHind.gif
RFSpacer	Rank/File indicator spacer	LGSpace.gif

Each parameter entry should be typed as: PARAMETER=value.   (e.g., the entry for an empty white square is W=w.gif as released.   If instead you wish to use a graphic called myw.gif for an empty white square, you would change this to W=myw.gif.)   Values may be case sensitive.   Be sure your entries match the case of the file names as they are stored on your Internet server.

Most chess graphic sets do not have files for WX and BX or for the rank and file indicators.   wx.gif, bx.gif, and the rank and file indicators   were created specifically for WebChess Designer.   If you do not have corresponding graphics in the set you wish to use, you may use any paintbrush program that supports GIF files to modify these files so they match your graphics in color and style.

See Also:
Chess Fonts

Chess Fonts

Font Parameters:
The following table lists the parameters in the WEBCHESS.INI file's [Font] section:

Parameter	Meaning
FontName	Name of the font which the following parameters define; must be the first parameter for each defined font
W	Empty white square
B	Empty black square
WPW	White pawn on white square
WPB	White pawn on black square
WNW	White knight on white square
WNB	White knight on black square
WBW	White bishop on white square
WBB	White bishop on black square
WRW	White rook on white square
WRB	White rook on black square
WQW	White queen on white square
WQB	White queen on black square
WKW	White king on white square
WKB	White king on black square
BPW	Black pawn on white square
BPB	Black pawn on black square
BNW	Black knight on white square
BNB	Black knight on black square
BBW	Black bishop on white square
BBB	Black bishop on black square
BRW	Black rook on white square
BRB	Black rook on black square
BQW	Black queen on white square
BQB	Black queen on black square
BKW	Black king on white square
BKB	Black king on black square
BorderN	"North" border
BorderNE	"Northeast" border (corner)
BorderE	"East" border
BorderSE	"Southeast" border (corner)
BorderS	"South" border
BorderSW	"Southwest" border (corner)
BorderW	"West" border
BorderNW	"Northwest" border (corner)

Each parameter entry should be typed as: PARAMETER=value.   The value of the FontName parameter must be the same text string that appears in the Select Font dialogue box. Values for diagram elements must be the numeric ASCII codes required to print those elements.   (e.g., the ASCII value for a space is 32, which is used for an empty white square in Chess Utrecht.   For this font, therefore, the W parameter would be entered as: W=32)

Note: There are no entries for squares with "X" in them.   This is because chess fonts do not normally support them.   If you try to print a diagram that includes such squares, they will be replaced with empty squares of the same color.

Preconfigured Fonts:
The WEBCHESS.INI file's [Font] is preconfigured for the following fonts:

Chessmaster
Chess
ChessDiag
ChessTTF
Chess Utrecht
FigurineCrrCB
FigurineTmsCB
Hastings
ISChess
ISChessLR
ISChessSimple
ISDiagram
ISDiagramLR
Linares
OFFICE
PROChess AmerDiag
Skak
Smart
TASC Chess Figurine
Tilburg
Zurich
Zurich JaxBoard

With the exception of Chess Utrecht, these fonts are **not** distributed with WebChess Designer, but if you have them you can use them without modifying the WEBCHESS.INI file.   Note that some of these fonts are "figurine" fonts designed for use in notation rather than in diagrams.   Diagrams printed with a figurine font will be incomplete or incorrect.   These fonts are included here only in preparation for support of figurine notation, which may be added in a future version of WebChess Designer.

See Also:
Chess Graphics

WebChess Designer Copyright Notice

WebChess Designer v2.01 © 1996 - 1998 by Dale E. Lehman

If you have questions about this software, please contact me at:

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http://www.erols.com/lehket
http://www.geocities.com/SoHo/6248

Chess Utrecht Font Copyright Notice

Chess Utrecht font © 1996 by Hans Bodlaender.   This font is distributed with WebChess Designer   by agreement with its designer, Hans Bodlaender.   No part of the registration fee for WebChess Designer covers the Chess Utrecht font.   Chess Utrecht may be used and distributed free of charge.   For additional information on Chess Utrecht and related fonts, please visit the following World Wide Web site:

http://www.cs.ruu.nl/~hansb/d.chessvar/d.font/fonts.html

Mr. Bodlaender may be contacted at hansb@cs.ruu.nl.

Note that you can substitute any other chess font for the Chess Utrecht font if desired.

See also:

Chess Fonts

XBoard Graphics Copyright Notice

The graphics distributed with WebChess Designer were derived from the bitmaps provided with XBoard 3.3pl3, which contains the following copyright notice:

XBoard -- a graphical chessboard for X

Original authors: Dan Sears and Chris Sears
Enhancements (Version 2.0 and later):   Tim Mann

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XBoard's alternative piece bitmaps (bitmaps.xchess) are derived from the bitmaps in the XChess program, which was written and is copyrighted by Wayne Christopher.

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See also:

<u>Chess Graphics</u>

Primary Windows and Dialogues

WebChess Designer's Primary windows and dialogues are those which may be left open while you work in another window.   These include:

Game Design Window
Auxiliary Diagrams Window
Tool Box
Game Information Dialogue
Web Page Format Dialogue
Game Sheet Format Dialogue
About Box

You may find it convenient in some cases to leave one or more of these on screen as you work.   You can use the Dialogue buttons on the Game Design Window or the Auxiliary Diagrams Window to load or bring these windows to the front.

When the Game Design Window is closed, all other windows and dialogues are closed and WebChess Designer terminates.

PGN Format

PGN stands for Portable Game Notation.   It is a standard format for recording game information so that it may be shared by different computer programs.   PGN consists of a set of "tags" that specify information about a game, the event in which it is played, and the players, followed by moves, annotations, and diagrams.

WebChess Designer currently supports a subset of PGN that includes most of the descriptive tags. However, text annotations and diagrams are not currently supported.   As a result, some PGN files may not be readable by this version of WebChess Designer.

FEN Format

FEN stands for Forsyth-Edwards Notation.   It is a compact standard notation for describing a chess diagram using only text.   Many chess-related programs are capable of importing and exporting FEN. WebChess Designer can import and export FEN in order to interface with these programs.

In FEN, each chess piece is designated by a letter.   Uppercase letters are used to indicate white, and lowercase letters are used to indicate black.   Numbers are used to indicate how may empty squares exist on a rank.   Each rank is presented in sequence, beginning with rank 8.   Ranks are separated by slashes ("/").   The entire diagram is thus presented in one line of text.   For example, the initial setup of the chess board is written as follows:

rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/RNBQKBNR

After the moves 1. e4 e5 2. Nf3 Nc6, the diagram would be written as follows:

r1bqkbnr/pppp1ppp/2n5/4p3/4P3/5N2/PPPP1PPP/RNBQKB1R