

**PIGbase4**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> PIGbase4	
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## Chapter 1

# PIGbase4

### 1.1 PIGbase4.guide

```
Search (
SearchGuide
required)
```

```
          M A N U A L
The last changes
          P I G B A S E  4      W I T H      L E A R N - C H E S S
```

1

```
Copyright notes
```

2

```
Introduction
```

3

```
Functions
```

4

```
Keys
```

5

```
Settings (tool types)
```

6

```
Technical data
```

7

```
History
```

8 !

```
PIGbase 4, the database functions MENU
```

9

```
What is disabled in the Shareware version (not much really)
```

10

```
Order the Registered version
```

### 1.2 copyright

```
----- Chapter 1  ←
```

```
-----
COPYRIGHT NOTES
```

-----

PIGbase 4 with Learn-Chess v2.6 rev 10/2-96 (c) E.B.Madsen 91-96 (Denmark)

Version:

Copyright notice

Shareware	For personal use only, max 30 days, (c) EBM
Evaluate	For evaluation only, max 30 days, (c) EBM
Registered	For personal use only, (c) EBM
Licensed	Needs written permission from me to copy, (c) EBM

Order the Registered version

Thanks to:

Ursula Nielsen for the design work of the pieces and icons.

Mette-Marie Hejlso for the initial testings.

T. B. Nielsen and H. H. Hansen for their patient testings.

A+L AG for the great M2Amiga Modula2 compiler.

Steven J. Edwards (The PGN standard, Coordinator) and all the other involved in this great initiative.

Andy Duplain (duplain@rtf.bt.co.uk) for the CBASCII utility to convert between Chessbase and PGN format.

Ortwin Paetzold (ortwin@bonsai.cologne.de)  
For the Amiga version of CBASCII and for the translation of the LOCALE file to german (still working).

The people behind Aminet.

and to all I forgot to mention here.

## 1.3 introduction

----- Chapter 2 ←

-----  
INTRODUCTION  
-----

What can Learn-chess be used for?

CHESS-EDUCATION + PLAYING CHESS + CHESS-TOOL + CHESS-DATABASE

- \* Learn chess (to move the pieces)
- \* Learn positional play (activity, centre)
- \* Play without loosing pieces by accident

- \* Training chess or problems
- \* Look at commented games
- \* Play chess computer against computer, person against computer, person against person
- \* Error free typing of games with comments into text files or prints
- \* Printout games with comments in short or long form to printer or file
- \* Make database of your own or other's games with comments
- \* Checking games in text files for errors
- \* Read games and rewrite to get a homogenous text-format
- \* Make Chess-problems
- \* Analysing
- \* Showing commented games and problems for other people (on standard TV)
- \* Read and write games in the standard  
    PGN  
    text files
- \* Get database of games through e.g. NICBASE, WRITE TO TEXT FILE  
    Import  
    \* Get database of games through future releases of games-disks  
    (1-96: 100.000 games)
- \* Use your own language and piece-letters (LOCALE-file)

## 1.4 functions

----- Chapter 3 ←

FUNCTIONS

- 3.1 Save/load single game
- 3.2 Read game from textfile (Ascii, PGN)
- 3.3 Write game to textfile or printer
- 3.4 Automatic play-through
- 3.5 Play against the computer

Walk through

## 1.5 saveandload

-----

3.1 Save and Load game (not as PIGbase game):

<Disk/Printer icon: Disk>

Games are saved in a compressed format. It is possible to have up to 1760 light-commented games on an ordinary disc (880K).

Only one game in each file.

The settings of Man/Computer, Strength, Board, field-power icons and the move number is saved with the game.

To save a game, click the arrow pointing from the board to the Disk icon. To load a game, click the arrow pointing from the Disk icon to the board.

## 1.6 readasciiorpgn

-----

3.2

Reading of games from text files (  
 Ascii  
 ,  
 PGN  
 ):

<Disk/Printer icon: Printer>

Games can be read with comments from text files. The game can be in a reasonable free format, if just there are are both from and to coordinates or the piece name letters are used (english if INTERNATIONAL=ON else your local language).

!! OBSERVE !!

If you don't move to the start position before 'Text read' is selected, the position on the board can be used as a search-filter.

Evt. an alternative startposition can be read, ex:

```
.....
. R K . ; Capitalized letter for a black piece.
. R PPP. ; * immediate to the right of White, say, he is to move.
. . . ; (if no *, then White to move)
. . . ; R=Rook, T=Tower (Rook with castling-right)
. . . ; K=King, M=Majesty (King with castling-right)
. . . ; P=Pawn, E=Enpassant-pawn
. rppp.* ; B=Bishop, N=kNight, Q=Queen
. r k . ; space=empty field
```



```
..... ; .=frame around the 8x8 fields

;Mate in two moves
  1. Re2-e8 Rc8xe8
  2. Re1xe8
```

All lines starting with a percentage sign (%) is ignored.  
 All in punctuation marks () is read as a comment (can be on several lines).  
 All in braces [] is read as a comment (can be on several lines).  
 All to the right of a semicolon ; is read as a comment.  
 Coordinates are read as moves.  
 Short-form notation requires the piece-letters to be capitalized.  
 All other chars are ignored.

NOTE: In the  
       PGN  
       format must an alternative  
 start-position be defined as a  
       FEN  
       tag.

Underpromotion is read as e8Q or e8=Q

The game is checked for errors when read, so a reading can be used to make sure that a game in a textfile is correctly typed.

If a textfile contains more than one game, every re-read from the same file will read the next game. The games are expected to end with 1-0, 0-1 or 1/2.

Import

## 1.7 writeorprintasciiorpgn

----

### 3.3

Writing of game to textfiles or printer:

<Disk/Printer icon: Printer>

If writing is made to a textfile (other name than prt:), there will be placed a ; (semicolon) before all comments (if LONGFORMWRITE=ON) or () (punctuation marks) around. That makes sure that the written game can be read again with the comments intact.

If the game has an alternative startposition, it will be written (as a text-only position).

NOTE: If written in the  
       PGN  
       format, an alternative  
 start-position will be written as a  
       FEN

tag.

If you write to an existing textfile (OK when asked), the game will be appended, while PIG (SK20) and Saved (SK10,SK11) format files will be overwritten.

If you make a comment to a position containing the text-string:  
<dia> there will be written a diagram in the textformat used with the Chess-font. (see font/Font.Doc) Try to see it

PGN text format is used if  
tool type  
LONGFORMWRITE=OFF.

If  
tool type  
PGN=ON will PGN-  
NAG  
s be used (see  
PGN  
standard).

A long notation-form is used (one fullmove/line) if LONGFORMWRITE=ON

English piece letters are used when INTERNATIONAL=ON  
National piece letters are used when INTERNATIONAL=OFF

## 1.8 autoplay

----

3.4

Automatic play-through (HIDDEN SPECIAL FUNCTION):

By push-and-hold with the mouse on the 'Next/last move', and move the mouse up above the icon before the button is released, an automatic play-through starts. Higher gives faster (upto mid of the window). It stops by the end of game, or by executing a new command.

## 1.9 computer

----

3.5

How to play against the computer

1. Click the Board icon if you want to turn the board around
  2. Click on the Man icon above the board icon if present to set the Computer to play that side.
  3. If none of the three thinking-strength icon to the right of the Computer icon is active then activate the wanted one to start computer thinking.
-

## 1.10 keys

----- Chapter 4 ↔  
-----

### KEYS

-----

#### <Movement keys>

Arrow left/right Move 1 halfmove forward/backward in game.  
PgUp/PgDn Move 4 halfmoves (2 moves) forward/backward in game.  
Arrow up/down Move 10 halfmoves (5 moves) forward/backward in game.  
Home/End Move to start/end of game.

#### <Info keys, numeric keyboard>

NumL Show  
PGN  
information tags to the game in a window.  
ScrL Edit  
PGN  
information tags.  
SysRq opens the parameter window, see note in  
Settings  
PrtSc opens the  
Theory  
window.  
Enter Edit Comments to the position. (not the return key!)

NOTE: There is no numeric keyboard on Amiga 600!

#### <other keys>

Help Gives  
help  
to the last activated icon/function  
and to the keys.  
E Create ECO key to game using ECO-KEYS.PIG  
N Create NIC key to game using NIC-KEYS.PIG  
K Create ECO and NIC key.  
M Make Tournament table based on selected games.

#### <Function-keys, game based>

F1 Select PIG-BASE games with a filter and choose/load.  
F2 Choose/load from games selected with F1.  
F3, theory open Adds games to theory tree.  
F3, theory closed (old, no use) Select and append games to a PIG file.  
F5 Append this game to a PIG-BASE file.  
F6 (old, no use) Delete the game in the PIG-BASE file it was loaded from.  
F7 (old, no use) Un-delete the game.

NOTE: Don't use F6+F7, it's better to (un)delete from game-selection list!  
Use F3 with theory only, it's better to use append from the filter.

#### <Function-keys, file based>

F4 Convert all  
PGN  
text files in a directory to PIG files.

Only filenames with .PGN extensions are converted. Max 256.  
The auto .CBF to .PGN conversion (see F9) is tried if the  
corresponding .PGN file is missing.

F8 Append a PIG file to another PIG file or create a new.  
F9 Convert a

PGN

text file to a PIG file.

If a ChessBase file (.CBF extension) is chosen:

Will try to convert it to PGN by calling the Amiga  
version of CBASCII which have to be in the path  
(in same directory as PIGbase or in c: should be ok).

The pgn file created by CBASCII is deleted when the  
conversion to pig file is done. The temporary pgn file  
needs about 5 times the ChessBase gamefile size of  
free space on same the disk.

If the Site tag is '\*', the Event and Site are swapped.

NOTE:

CBASCII is made by Andy Duplain (duplain@rtf.bt.co.uk)

The Amiga version by Ortwin Paetzold (ortwin@bonsai.cologne.de)

It's found on Aminet and ftp.pitt.edu (cbasc-am.lha).

F10 Convert a PIG file to a

PGN

text file.

Will temporarily set LONGFORMWRITE=OFF and PGN=ON but still  
be dependent of the INTERNATIONAL being ON to make the  
output fully PGN compatible.

<keys in text windows>

Return	OK button
Esc	Close/oops button
Space	Drop button

<keys in Comment editor window>

Return	OK button
Esc	Close/oops button
Arrows	move around in text, scroll text when move out of window

<keys in Game-selection list>

See

8.3

## 1.11 settings

----- Chapter 5 ←

SETTINGS

-----

You can set the following  
tool types

in the icon info:

```

Stack 46000                (between 34500 and 46000 depending of parameters)

WORKBENCH=ON              Start program on Workbench screen (saves ram)
REQFILEREQUESTER=ON      Use Req.library's file-requester (saves stack)
NOSPEAK=ON               Start with sound turned off
SIMPLEREFRESH=ON         Slower window-refresh (saves chip-ram)
INTERNATIONAL=ON         Read/write with English piece-letters
LONGFORMWRITE=ON        Writes a long-form notation instead of PGN
NOLOCALE=ON             Don't try to load the language file called LOCALE
MOUTHOFF=ON             Don't show mouths on the pieces
LOTMEMON=ON             Use all the memory the program would like
NOSPEAKTASK=ON          Will not try to start the SPEAKER program
                          (disables the multitasking of speaking)
NOAUTOPGN=ON            No auto-show of
                          PGN
                          info on load of a game
QUICK=ON                 Faster animation of piece-moves.
NOFIELDPOWER=ON         Start with show pieces power on fields (icon) off
PGN=ON                   Use
                          NAG
                          s in
                          PGN
                          text export (eg $4 instead of !).

```

Start from CLI: like above but do NOT write =ON after the parameter names.

NOTE: The following configuration tooltype parameters can be changed dynamically in the parameter window (opened with the SysRq key or

with the blank icon):

```

INTERNATIONAL    Read/write with English piece-letters
LONGFORMWRITE   Writes long-form notation
MOUTHOFF        Don't show mouths on the pieces
LOTMEMON        Use all the memory the program would like
NOAUTOPGN       No auto-show of
                PGN
                info on load of a game
QUICK           Faster animation of piece-moves.
PGN            More compatible, less readable PGN text output

```

The changes are not permanent (not saved).

## 1.12 techdata

----- Chapter 6 ←

### TECHNICAL DATA

A game can be up to 300 moves long (600 halfmoves)

Program can be used with less than 380Kb ram total free

Requires Req.Library (v2.6 or later) in libs: to get the colour editor

The ELO-Rating is less than 1100 points (beginners have around 1000).

Every comment can be up to 2000 chars on up to more than 30 lines

Synthetic speak (multitasking when the Speaker program is in directory)

Integrated context-sensitive

help

Multitasking, do not block other programs

Large board, full-use of PAL's larger screen (the TV system, used in Europe)

Can read/write games with comments (eg from/to texteditor)

Games/problems is saved in a compressed format. Up to 1760 pr. disc

Shows the castling-right of kings and rooks + en-passant pawns with arrows (thereby it is easy to set up 100% correct positions)

Easy used, all primary functions used with only one button

Harddisk installation possible

Programmed in Modula2 (M2Amiga V4.2), the modern standard for the aged PASCAL language.

Works on Workbench 1.2, 1.3, 2.0, 2.1, 3.0, 3.1

Can read a textbased theory-file named OPENINGS.TXT and where all comment-lines are starting with ; or %. Every 'game' has to be on one line. (used by computerplayer only and on higher level than the lowest only)

LOCALE textfile makes it possible to use LEARN-CHESS on several languages.

Limits/future improvements:

## 1.13 limitsandfuture

----

6.1

Limits/future improvements:

NTSC?

Works only on Screens/WB with at least 256 lines. Works on NTSC machines if

---

program is setup to workbench (with at least 256 lines).  
 REGISTERED version: use the ilbm5025-Xtra combined with a ScreenPromote  
 utility like "NewMode" and set it to 640x240 (NTSC overscan or Multiscan).

AREXX?

Not yet AREXX support (future: Arexx port to use GNUChess as brain)

## 1.14 history

----- Chapter 7 ↔

HISTORY

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Improvements since Prerelease v1.0 :

v1.0 to v1.6 (in danish)

v1.6 to v2.06

v2.06 to v2.2

v2.2 to v2.4

v2.4 to v2.5

v2.5 to v2.6

## 1.15 historydk

History v1.0 to v1.6 in Danish (v1.7 is the first english version ↔  
 anyway)

V14/4-94.01 Viser nu Halvtræk nr + total i vindue bjælken

V14/4-94.02 Man kan nu underforvandle bønder. Computeren udnytter det også.

V14/4-94.02 Når startet på egen skærm vil Topaz font bruges hvor alternative  
 systemfonts ikke supporteres. Er altså nu fuldt WorkBench2.0  
 kompatibel.

V14/4-94.02 Småfejl rettet og optimeringer af hastighed.

V14/4-94.02 Kan nu kompileres i fuld Engelsk udgave.

V14/4-94.02 Kender nu et antal førstetræk. Det giver mere varierede åbninger.

V14/4-94.02 Automatisk bladring forbedret (bladrer ikke mere een for langt og  
 starter ikke mere for hurtigt på hurtige Amigaer).

V14/4-94.03 (nu V1.2) kan nu benytte et tekstbaseret åbningsbibliotek. Filen  
 OPENINGS.TXT er en modificeret GNU-Chess åbningsbiblioteksfil  
 (med 843 varianter, i alt ca 15800 stillinger). Benyttes IKKE på  
 laveste spillestyrke. Kan ændres og udvides efter behov. Bemærk  
 at hvid leder fra filstart og sort leder bagfra. Der er IKKE

- indbygget variation i åbningsvalget.
- V28/4-94.01 (nu V1.3) Fejl i V1.2 rettet: hvis man bladrede i et parti med underforvandling, koksede underforvandlingen.
- V28/4-94.01 Styrke/tidsforbrug ændret, lidt bedre spil.
- V28/4-94.01 Versionsnumre på programmoduler vises ved FØRSTE Hjælp (? ikon)
- V16/5-94.01 (nu V1.4) Underforvandling virker nu også ved TEKST læs/skriv
- V16/5-94.01 Kan nu også læse kort-form notation og kommentarer i klammer [ ]
- V16/5-94.01 TEKST læs forbedret, var lidt ustabil i specielle situationer.
- V16/5-94.01 fejltekster ved LÆS forbedret, kunne blive afkortet.
- V16/5-94.01 Gamle kommentarer slettes nu ALTID ved Hent af nyt parti.
- V16/5-94.01
- Tooltype
- INTERNATIONAL for at kunne læse SAN (Standard Algebraic Notation) som er kort-form notation med engelske brikbetegnelser.
- V16/5-94.01 Udskrivning er nu i kort-form notation. Den tidligere brugte lang-form notation bruges hvis
- Tooltype
- LONGFORMWRITE er ON.
- V16/5-94.01 FEJL. Sorte tårne kunne kun flytte forlæns og til en af siderne da deres rokademulighed ikke blev fjernet. Fejlen var opstået i version 1.1, er nu OK.
- V 2/6-94.01 (nu V1.5) FEJL. TEKST LÆS afbrød indlæsning hvis et kort-form bondetræk kom umiddelbart efter rokade eller underforvandling
- V 2/6-94.01 TEKST LÆS vil nu gå til starten af det indlæste parti.
- V 2/6-94.01 NYHED. TEKST LÆS indlæser nu kun partier der indeholder den stilling, der er på brættet, og vil søge videre til et parti er fundet eller filen er gennem søgt. MAN SKAL ALTSÅ GÅ TIL UD GANGS-STILLINGEN FØR TEKST LÆS VÆLGES NÅR FILTERET IKKE ØNSKES ANVENDT.
- V19/12-94.01 (nu V1.6) Diverse interne omrokeringer som forberedelse til den nye databasedel og åbningsteori system, der dog endnu ikke er aktiveret. Kompilering af Dansk/Engelsk Fuld/shareware er nu meget lettere. Shareware version kan nu spil på 60 hel-træk (før kun 30).
- V1.6 ER FØRSTE RELEASE! (HER SOM SHAREWARE, DANSK).

## 1.16 historyto2.06

History v1.6 to v2.06

- V17/1-95.01 (now V1.7) A bug in internal FileRequester (REQFILEREQUESTER=OFF) could give a fatal error. Now fixed. Stacksize=46000 !!!

All text is now moved to the same module. A textfile LOCALE will be read on startup if found in the same directory.

A LOCALE.dk and LOCALE.gb, which is a Danish and an English version of all the texts in the program, is on the disk.

V1.7 IS SECOND RELEASE! (HERE AS SHAREWARE, INTERNATIONAL).

- V17/2-95.01 (now V1.8) Now keyboard support.

Now 'animated' movements when playing through a game.



Now  
PGN  
info tags is used to store game informations.

New  
Tooltype  
s.

Load of  
PGN  
text files now more secure.

18/3-95.01 (now PIGbase4 with Learn Chess v2.01)

Load of a selected game now 30% faster  
Text Windows can now be closed with the keys too (Esc,Return).  
Infowindow + automatic comment window.

Help  
to all the filter editor functions.

Better memory-management.

Deallocation-of-RAM problem, now up to 100 times faster.

LOCALE file load, now lines without starting colon only.

Game-selector now stable and improved.

10/4-95 (now V2.02) Load from pig file with delete-marked games gave problems, now OK

Filerequester forgot the filename if edited and no return used.

No more Year+Result garbage.

Save/Load game now WITH the  
PGN  
infos.

PGN  
load: some short comments without () will now be loaded.

Categorizing of games (NICkey) now better.

New Delete-toggle and Copy of selected games in the game-selector.

req.library not required anymore, still used for colour-adjust.

20/5-95 (now v2.03) Position search now about double as fast when another search field is used too.

A comment containing the textstring <dia> will now be printed

---

with a diagram position in a text format corresponding to the Adobe Type 1 chess font. Try to see Font.Doc

- 2/6-95 33% faster  
 PGN  
 to PIG conversions (F4 and F9)
- Append (game-selection list) is now 33% faster on short files and up to 10 times faster on long files.
- 19/7-95 (now v2.04) New better text editor, with resizable window. New Append icon in the filter. Will append extremely fast to a new or existing file while the list is generated. THIRD RELEASE!
- 8/10-95 (now v2.05) Now possible to use a different sized piece-set. Opens interlaced screen if the pieces is higher than 31 pixels. Name the wanted piece-set dir "ilbm" to activate loading (on startup).
- Small bug caused wrong animations of under-promotions, now OK.
- 10/10-95 Palette is now saved on disk and loaded on startup. Separate for each different colour-depth, "PIGpaletteBP1" to "PIGpaletteBP8"
- 18/10-95 (Now v2.06) simple-search optimized, now about 30% faster. It gives about 10-15% faster position-search too.
- Simple-search in the REGISTERED version is now double as fast as in the SHAREWARE version because of a new more intelligent filtering algorithm.
- The filerequester will now recognize a devicename (eg ram:) in the filename-field and move the devicename part to the path-field.

## 1.17 historyto2.2

History from v2.06 to v2.2

- 19/10-95 1-11% faster position-search (11% in endgames, 3% normal)
- The searched/total position count is now shown in the topline of the game-selection list when scan is finished.
- Tried to Compile a 68020 version, tested: only 2-5% faster.
- The  
 PGN  
 infos is now not cleared when a new first-move is made.
- 1/11-95 68020 Version adds q to the version number (v2.06q).
- The new text editor introduced in v2.04 is cleaned up, now scroll and no trash, editor and textwindows is now ready for a future full fontsensitive version of PIGbase.
- The pgninfo, showcomment and editcomment windows now opens on the

same place as when last closed.

17/11-95 Fatal error when  
Tooltype  
WORKBENCH=ON introduced in v2.01 is now  
corrected, and windows can now be placed on the whole Workbench  
screen (no more assumes 640x256 WB size).

20/11-95 (Now V2.1) This documentation is improved and it is now in the  
amiga-guide format.

Key to activate edit comment is now the Enter only (on the numeric  
keypad), not the return key anymore to get more consistency.  
FOURTH RELEASE!

8/12-95 Return key could still give edit-comment in some cases, now OK.

A bug (introduced in v2.06?) caused a comment to startposition  
didn't got erased on the next load, now OK.

Couldn't speak on turn on talk if NOSPEAK startup, now OK

New

Tooltype  
NOFIELDPOWER=ON.

Three new icons (functions not fully tested):

'laying Y' : Start/stop analyse (keep the game while).  
'small leftarrow' : Make Analyse to Game (and forget rest of game).  
(REMOVED 25/12-95)  
'arrow to A' : Return (store the analyse as comment to game).

12/12-95 (Now v2.2) The game-selection list will now show the ECO key of a  
game if no NIC key in it.

The game-selection list will now ghost arrow icons when appropriate  
'arrow to A' stores now only the moves different to the game.

Dynamic memory allocation in Analyse function.

Versions (in help) is now only displayed on the first help IF  
the last used function is colour icon (users dont care to see it).  
FIFTH RELEASE!

## 1.18 historyto2.4

History from v2.2 to v2.4

18/12-95 The first 20 (100 if  
Tooltype  
LOTMEMON=ON) pig games in the  
game-selection list will now be buffered to speed up game loading  
time (games from the end of a 8Mb pig file loads 3-6 times faster).

Ghosting of arrows in game-selection list is now more correct.

Icons will now be placed relative to each other (to use different-sized icons with the different piece-sets).

The window height will be smaller than 256 if smaller icons used.

New piece-sets 60x60-Std, 50x25-Xtra (REGISTERED version).

25/12-95 'small leftarrow' function is disabled 'cause it's unnessesary.

Analyse will now read comment as a variation if present, else try to read comment for next move (because some places the variations AFTER the game-move).

Save will now warn before overwriting existing files if not the fileformat is the same (SK10). Write will always warn. PIG append game still appends to any file (not good).

Extended this manual: Walk-through and some changes.

Board icon made smaller to make room for 5 new icons working as:

```
F5, F2, F1, ScrL, NumL
if room for more icons (
    other sets
), 5 more icons will appear:
F8, F10, F9, F4, xtra
```

A600 owners could not reach the functions located on the numeric keyboard (ScrL, NumL) before this change.

2/1-96 (Now v2.3) Calc of icon-positions better (alternative piece-sets)

More big icons in the piece-set 60x60-Std (disk/printer,,)

Filerequester updates: faster scroll. Filesizes were listed in kilobytes, so files <1k listed as 0k, now all sizes <10000 is listed in bytes. Double-click selection of files now possible.

Double-click load game in the game-selection list now possible.

Text-editor (comment-editor) update: Now it's possible to place the cursor position directly with a mouse-click.

A mouse-click just outside the text-area can scroll.

SIXTH RELEASE!

12/1-96 Analyse functions modified: it will now place the variations moves AFTER the game-move. It's the normal way. The last played move is therefore automatically taken back on analyse ON, and replayed on analyse OFF. If no comment to read a variation from, the comment to position BEFORE the game-move is tried read.

15/1-96 Bug in 'arrow to A' function could cause guru when the resulting string-length was dividable with 4.

New Opening-key generator: when entering white move nr 8 or when loading a game, the ECO and/or NIC key will be generated and inserted into the PGN infos if the fields are free (max two chars length). The ECO key can be A0-E9 (50 different). The NIC key can

be: AL BI CK EO FR HD IG KF KG KI KP NI PU QG QI QO QP RE RG RL  
SD SI SO VG VO (25 different).

16/1-96 New gamefile ECO-KEYS.PIG containing about 2000 openings with their long name and their ECO key in the range A00 to E99. (ECO-KEYS.PIG is supplied in the REGISTERED version only).

The game-selection list will recognize if a .pig file contains openings like ECO-KEYS.PIG (White=W & Black=B) and then display with long opening names. The Match Variation (in the filter editor) with value set to 0 will then copy the best fitting ECO key to current game (instead of the NIC key).

Modified PGN import: now better nesting when [ { ( in PGN tags.

Error corrected: Shareware version could not save or print at all. Now works again with games upto 60 moves.

Position-search failed to find positions when used on a position in a game with a non-standard start-position, now OK. (Now v2.4) SEVENTH RELEASE!

## 1.19 historyto2.5

History from v2.4 to v2.5

1/2-96 Now the blank icon and the SysRq Key will open a parameter window. This makes it possible to change the INTERNATIONAL, LONGFORMWRITE, MOUTHOF, LOTMEMON, NOAUTOPGN and QUICK parameters dynamically.

Now the positioning of windows is working better.

Now the windows automatically deactivates after moving them.

Now MouthOff will update on all the pieces when setup mode.

A trouble printing (write text to prt) introduced in V 2.06 fixed.

The window bar move infos when small piece-set used, is now adjusted to the smaller window size.

If you write (text-format) to an existing file (OK when asked) and the file exists, PIG (SK20) and Saved (SK10,SK11) format files will be overwritten, while other will be appended to.

If PIGbase was started from a directory with more than 192 files or more than 64 directories, it could break down, now ok.

20/2-96 Alternative start-positions is now possible to save in .pig file games.

The match variation search also found games with matching moves

but SHORTER (incomplete matches), now OK

Position search modified to work with alternative start-positions and is now 2-20% faster too.

Now PGN export will use  
NAG  
s if necessary (see  
PGN  
standard).

(only the basic  
NAG  
1-6 and 11-21 are converted)

New theory tree window (PrtSc key), see  
Theory

3/3-96 Buffersize for game-selection list made bigger. Now ↔  
200, before 20

(if  
Toolttype  
LOTMEMON=ON now 2000, before 50)

Speeds up game and theory loading (F3). Will recognize a change of  
LOTMEMON next time a game-selection list is made.

10/3-96 F9 (convert pgn to pig) is extended to automatically try to convert  
Chessbase gamefiles to pgn calling CBASCII if a file with .CBF  
extension is chosen.

pig to pgn (F10): Bug since v2.3 fixed. And now not dependent of  
the LONGFORMWRITE anymore, but always writes in short-form (pgn).

(Now v2.5) RELEASE EIGHT!

## 1.20 historytoday

History from v2.5 until today

17/3-96 Now simpler generation of NIC and ECO key to a game:  
E makes the ECO key (using required file NIC-KEYS.PIG)  
N makes the NIC key (using required file ECO-KEYS.PIG)  
K makes both the ECO and the NIC key  
The keyfiles have to be in the same directory as PIGbase to work.

The = (equal) in Filter editor didn't work properly, now OK.

12/4-96 F9 didn't tell where in the PGN file conversion problems occurred.  
Now it shows the line and position of the last found problem.

F4 paused conversion when some problems occurred. Now they are  
written to the logfile instead.

F4 now supports automatic Chessbase CBF to PGN conversion too.  
(CBASCII conversion utility required)

Now PGN import will convert

```

NAG
s if nescessary (see
PGN
standard).
(only
NAG
1-6 and 11-21 are converted)

New
Tooltype
PGN=ON to allow enabling/disabling conversion to

NAG
s in output (PGN text format)

```

The text/PGN import/export improved to give a nicer look.

New function: Tournament tables (the M key).

Now clears ECO and NIC infos when new first-move (new game).

Increased stability:

- will now free all allocated memory at end (no more loosing 2.5k).
- more stable on Blizzard A1220/1230 Accelerators (looks like a Blizzard bug causing freezing/guru when loading).
- more stable on 68030/40/60 processors
- Now warns if stack size too low (only if WB started).

19/4-96 (Now v2.6) RELEASE NINE!

## 1.21 pigbase

----- Chapter 8 ←

```

!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!
!!          The Amiga Chess database   : PIG-BASE 4 v2.6          !!
!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!

```

8.1

- Features
- 8.2
- Filter editor, explanation of fields
- 8.3
- Game-selection list, explanation and keys
- 8.4
- Other piece-sets
- 8.5
- FAQ, Hints
- 8.6
- FAQ, Solutions to common problems

Walk through  
9

What is disabled in the Shareware version (not much really)  
10  
Order the Registered version

## 1.22 features

----

8.1

Features:

- \*  
    Import  
    /export in the standard  
    PGN  
    text format for chess-games.
  - \* External NICto  
    PGN  
    conversion tool to  
    import  
    games from the  
    NICbase3 chess database on the PC.
  - \* External PIG copying/appendding tool (ConcatPIG)
  - \* Chess-Font to support High Quality diagrams printed via a text  
processor. Adobe Type 1 format. Try to see Font.Doc
  - \* Highly compressed PIG file format. One 880K disc can contain  
around 6500 games (compressed 4.6 times compared to the  
PGN  
format).
  - \* Advanced searching on positions, variations and information tags.
  - \* Upto 16\*64K games can be selected by a search
  - \* Several thousand games on the data disc, and more than 80.000  
games are accessible in the PIG format.
  - \* Works on AGA and WB 3.1
  - \* Can still run on a standard A500 / 1Mb / WB1.3 / no harddisc.
  - \* Uses from 500kb and up to 2-12 Mb ram if useful, available and  
allowed by setup.
  - \* LOCALE language support in an open format.
  - \* Integrated with Learn-Chess (educational chess-program)
  - \* Prepared pseudo-hierachical opening analyser  
(from v2.5: implemented as a game-tree generator)
-



- \* Different piece-set is loaded if "ilbm" directory found with the pieces in IFF-ILBM files named: 001 (white square), 002 (black square), 010-027 (white squared mMkKqQtTrRbBnNeEpP, see 3.2), 110-127 (black squared), even=white pieces, odd=BLACK PIECES. All must have the same size as 001. Set the Tooltype MOUTHOFF=ON to avoid mouths.
- \* Scans more than 500 games/second on a A1200 with HD and fast-ram.
- \* Make ECO and NIC keys.
- \* Make Tournament Tables out of games.

THE PIG format can have up to 29 PGN information tags and can have comments to every position. A game is allowed to fill up to 32K and have up to 1023 halfmoves. A PIG file can be compressed further 35-40 % with lha (giving about 10000 games on one disc).

## 1.23 filter

8.2

-----  
 FILTER editor (F1) or PGN editor ] (ScrL key):

NOTE: You can erase a textfield with RightAmiga-X

NOTE: You can get help to all the fields if the LOCALE file is present.

Event:  
 the name of the tournament or match event.  
 Format: Moscow City Championship

Site:  
 the location of the event.  
 Format: "St. Petersburg RUS"

Date:  
 the starting date of the game.  
 Format: "YYYY.MM.DD" e.g. "1992.08.31" or "1993.??.??"

---

Alternatives: "YYYY" OR "DDMMYY" (1920-2019)

Round:

the playing round ordinal of the game  
Format: "11"

White:

the player of the white pieces  
Format: "Tal, Mikhail N."

Black:

the player of the black pieces  
Format: "Uchess v.2.89"

Result:

the result of the game  
Format: "0-1" or "1-0" or "1/2-1/2" or "\*"

WhiteTitle,BlackTitle:

String values such as "FM",  
"IM", and "GM" These tags are used only for the  
standard abbreviation for FIDE titles.

WhiteElo,BlackElo:

these are used for FIDE Elo ratings.

WhiteUSCF,BlackUSCF:

these are used for USCF (United  
States Chess Federation) ratings.

Position: (not in

PGN

editor)

Only games with the position onboard

NIC:

A string; this is used for an opening  
designation from the \_New in Chess\_database.

Annotator:

A name or names in the format of the player  
name tags; this identifies the annotator of the game.

Source:

Nonstandard

PGN

, to keep a NICBASE field

Info:

Nonstandard

PGN

, to keep a NICBASE field

EventDate:

A date value, similar to the Date tag  
field, that gives the starting date of the Event.

---

**EventSponsor:**

A string value giving the name of the sponsor of the event.

**Section:**

A string; this is used for the playing section of a tournament (e.g. "Open" or "Reserve").

**Stage:**

A string; this is used for the stage of a multistage event (e.g. "Preliminary" or "Semifinal").

**Board:**

this identifies the board number in a team event.

**Opening:**

this is used for the traditional opening name. This will vary by locale.

**Variation:**

this is used to further refine the Opening tag. This will vary by locale.

**SubVariation:**

A string; this is used to further refine the Variation tag. This will vary by locale.

**ECO:**

String of the form "XDD/DD" where the "X" is a letter from "A" to "E" and the "D" positions are digits this is used for an opening designation from the five volume Encyclopedia of Chess Openings.

**Time:**

A time-of-day value in the form "HH:MM:SS" similar to the Date tag except that it denotes the local clock time (hours, minutes, and seconds) of the start of the game.

**WhiteCountry,BlackCountry:**

Nonstandard

PGN

, a three-letter word

e.g. ARG: Argentina, BEL: Belgium, CAN: Canada, DEN: Denmark  
ENG: England, ESP: Spain, FRA: France, GAM: Gambia  
GER: Germany, ISD: Iceland, RUS: Russia, SWE: Sweden

**= (equal): (not in**

PGN

editor)

Player(s) can be either white or black. (white equal black)

**InfoLines: (not in**

PGN

editor)

Max games to show with infoline.

(can save memory to allow more games selected)

---

Comments: (not in  
PGN  
editor)  
Only games with Comments more/less n chars total

Moves: (not in  
PGN  
editor)  
Only games with more/less n full-moves  
e.g. Use Moves=30 and Result NOT = 1/2 to get all miniature games.

Variation: (not in  
PGN  
editor)  
Games matching n half-moves with current game.  
Enter 0 to find the best-matching game(s) and automatically copy the  
found NIC key (ECO key if ECO-KEYS.PIG file) to current game if possible.

Skip: (not in  
PGN  
editor)  
Skip value, skips/loads the first n games only  
Automatically set when last filter couldn't list  
all selectable games.

Deleted: (not in  
PGN  
editor)  
get the deleted games only in a pig file. The deleted  
games will be marked with a X in the game-selection list.

CLR:  
clear all the fields

ORG:  
restore all the fields to original

PGN:  
In Filter editor: copy all the PGN fields from the  
PGN  
editor  
In PGN editor: copy all the PGN fields from the Filter editor

## 1.24 gameselectlist

-----  
8.3

Game-selection list (F2):

Select: (it is possible to select while the list is loading)

---

Click on the lines to Select/Deselect

or use the icons:

Deselect all  
 Select all  
 Deselect all visible (in window)  
 Select all visible (in window)

Move:

use keys:

To start	Home	(or the icon)
back 1 page	PgUp	(or the icon)
Up 1 line	Arrow up	
Down 1 Line	Arrow down	
forward 1 page	PgDn	(or the icon)
To end	End	(or the icon)

(and End will be followed if still listing)

Function icons:

Delete: Delete-mark/Undelete the selected games (X=Deleted)

Append: Copy the selected games to another PIG file.

OK: Load the first of the selected games and deselect that game

## 1.25 otherpiecesets

-----

8.4

Other piece-sets:

8.4.1

It's possible to use other piece-sets.  
 Different piece-set is loaded if a "ilbm" directory exists with the  
 alternative IFF-ILBM brush pieces (and icons).

See list in

SharewareRestricts, EXTRAS  
 Set the  
 Tooltype  
 MOUTHOFF=ON to avoid mouths on the pieces.

See how to

define new piece-sets

## 1.26 hints

-----

8.5

Hints:

Wants to to get an overview of a pig-file:

Use for example the letter f as White and Black name (in the filter), and you gets around one out of five games in a PIG file selected.

Wants to find the NIC-key (opening cathegory) to a game:

- a. press N key (REGISTERED version only).  
(be sure to have a file named NIC-KEYS.PIG in same dir as PIGbase)
- b. use a PIG file with varied games (and NIC keys).  
Use Match Variation (in the filter editor) with value set to 0, and the NIC key field from the best matching game will be copied to the current game.

Wants to make the ECO-key (opening cathegory) to a game:

- a. press E key (REGISTERED version only).  
(be sure to have a file named ECO-KEYS.PIG in same dir as PIGbase)
- b. use a PIG file with varied games (and ECO keys).  
Use Match Variation (in the filter editor) with value set to 0, and the ECO key field from the best matching game will be copied to the current game.

Wants to find the best matching games:

Use Match Variation (in the filter) with value set to 0, and to the left in the game-selection list you see how many halfmoves that match your game. Observe that The NIC key (ECO if ECO-KEYS.PIG) field from the best matching game will be automatically copied to your game if possible.

Wants to free the space used by deleted games:

Make a new cleaned up PIG file using F8 'append PIG to PIG' to a new filename.

Wants to search for a position:

2 to 10 times as fast if you give at least the two first chars of the NICkey too.  
See the count of scanned/total positions in the topline of the game-selection list when finished.

Wants to split a pigfile in two:

Use the Append from the filter editor. Set a small value in the 'With Info' field (50), if you are extracting a big pig file (more than about 10,000 games). If you have more than 1 Mb ram you can set the icons  
Tooltype  
LOTMEMON=ON before start of the program.

Wants to play-through a variation shown in a game as a comment.

- 1a. Move to the position where the comment is shown  
(if the variation is stored after the game-move, the NORMAL way).
- 1b. Move to the position AFTER the comment is shown.  
(if the variation is stored before the game-move, an UNUSUAL way).
2. Select the 'laying Y' icon to start an analyse.  
(PIGbase tries to read the comment as a game)
3. If successful (all arrows enabled), play-through the game.
4. Select the 'laying Y' icon to stop the analyse.

Wants to enter a comment with an alternative variation to a positions last move:

1. Move to the position where the comment is wanted  
(AFTER the gamemove).
2. Select the 'laying Y' icon to start an analyse.  
(the 'A' icon changes to 'arrow to A')  
(the last played move is taken back)
3. Play the variation on the board.  
(comments not allowed while in analyse mode)
4. click the 'arrow to A' icon.  
(store the analyse as a comment to the game-position).

Wants to know how to handle .PIG gamefiles:

- Always keep all the small .PIG gamefiles as the 'master' files. Backup.
- Use the ConcatPIG utility program to concat all the small .PIG files to one big PIGBASE.PIG gamefile, containing a copy of them all.
- Now you can easily search in ALL the games using the big PIG file.

Own gamefiles: Two Backups!

- On workbench find and open the drawer with your file
- select the workbench menu 'Windows/show/all files'
- Move the icon to another disk to make a copy of the file.  
(store the disk with the PIG file as a backup)
- Export your PIG gamefile to PGN text format using F10 in PIGbase.  
(store PGN textfile as a backup, it's readable in other programs.)

Wants to prepare the opening play against a well-known player:

- collect all games of the player with the colour he will have into one (new) pig file (using append in the filter).
  - Activate Theory-tree window (PrtSc key)
  - Make tree: F3 key, select pig file, select all (wanted) games, select OK
  - Use statistic mode to see his score in different variations.
  - Use min/max mode to 'play' against his most successfull moves (the top move in the list).
-

Wants to import ChessBase gamefiles:

- get an Amiga version of CBASCII (made by Andy Duplain)  
An Amiga version (by Ortwin Paetzold) is found on Aminet and on ftp.pitt.edu named cbasc-am.lha
- place CBASCII in the c: directory
- Be sure to have the chessbase file on a disk with about 5 times the filesize of free space (for temporary file).
- press F9 in PIGbase and select a chessbase file ending with .CBF  
If enough free disk space to the temporary pgn file, you should end up with a pig file.

Wants to export games to other chessdatabases:

- be shure the tooltype INTERNATIONAL=ON
- use F10, select pig file, OK, ALL1, OK, call the output <name>.PGN
- using CrossDos save to a 720K IBM formatted disk (about 1000 games max).
- conversion from PGN to other formats: find and use a conversion utility program: pgn2nic,pgn2cb,cbascii,,,

NOTE: the cbascii can't convert games with 2-letter ECO keys, so either create longer ECO keys to all games, remove them or replace all instances of [ECO with [EC using a text-editor.

Wants to check that a tournament is complete and correct:

- use the M key to start making a tournament table (out of played games)
- choose a pig gamefile
- select the games using the filter and the game selection list
- check the generated table (same player with different names?, equal count of games played?)

## 1.27 faq

-----

8.6

Solutions to some problems:

- Problems

```
import
ing
PGN
textfiles:
```

Be sure that the

Tooltype

INTERNATIONAL=ON in the icon info

(and restart program) or set it in the parameter window (SysRq

key

).

This sets Read/write to use english piece-letters.



If a part only of a PGN file got read/converted, look in the PGN file for illegal chars in the PGN syntax (paranthesis/brackets/braces,,). Use an editor and correct the problem. Alternatively save the PGN file in smaller parts and read/convert them separately.

- Wants lower memory use, do one or more of the following:

1. Set the  
    Tooltype  
    WORKBENCH=ON in the icon info.  
    The program will start on the Workbench screen.
- 2a. Remove the req.library from libs: (or better rename it to disable)
- 2b. Set the  
    Tooltype  
    REQFILEREQUESTER=ON in the icon info.  
    Req.library's file-requester will be used (to allow 3.)
3. Set the Stack to a lower value (down to 16k if REQFILEREQUESTER=ON) or down to 34500 if REQFILEREQUESTER=OFF).
4. Set the  
    Tooltype  
    SIMPLEREFRESH=ON.  
    Window-refresh will be slower.
6. Do not use alternative piece-sets (no "ilbm" directory)
7. Do not use the LOCALE file or disable texts in the LOCALE file you don't need translated by inserting colons with a texteditor.

- Wants to transfer a game to a PC (WB2.1+ only):

1. Activate the DosDriver PC0 by moving it from Storage/DosDrivers to Devs/DosDrivers, double-click the icon or reset.
2. If you don't have an IBM-formatted DD (720K) disc then:
  - Insert an empty disc and select the Disc icon PC0:????.
  - Format the disc
3. Save (and load) in clean text <Disk/printer icon: Printer>.
4. On the PC, load as Windows  
    Ascii  
    (there are no CarriageReturns  
    after the LineFeeds in the text).

- Wants to save or load a game in clean text:

1. Set the Disk/Printer Icon to Printer.
2. Click on one of the arrows between board and Printer icon
3. Save: Change 'prt:' to the wanted filename.

- Wants to search for a position:

1. Place the wanted position on the board.
2. Toggle the 'position' icon in the filter editor.

- Unstable:

1. Check StackSize in the icon info (at least 34500, or try 46000).
  2. Is req.library v2.5 or newer?
  3. Try to use the Req Filerequester (REQFILEREQUESTER=ON).
-

NOTE: Some A1200s will fail or be unstable when both AT-bus harddisk and memory expansion are present. I suspect that this problem has caused a lot of problems and disappointments. I know of people who gave up the Amiga because of it. THE SOLUTION (maybe):

WARNING: It's easy to lose data on the harddisk using HDtoolbox or RDprep. Take backup first! Consult an expert! Do it at your own risk!

Change the harddisk partition DMA MASK from 0x7fffffff to 0xffffffff in all partitions and maybe the Maxtransfer value down to 0xf0000.

- Sleeping pointer when talking:

1. Is the 'Speaker' program in same directory.
2. Is the  
Tooltype  
NOSPEAKTASK=ON (should be OFF)

- German error-message (uberlauf-fehler) or other serious problems:

1. Note the failing function/conditions
2. Note the versions (in the  
Help  
first time used)
3. Note the System (computer, workbench, screenmode, ram,,,,)
4. Mail it to: E.B.Madsen Kastebjergvej 23, 2750 Ballerup, Denmark

- Can't see the anything (all colours in the palette set to the same)

- 1a. Delete the Palette-file "PIGpaletteBP2" and restart.
- 1b. Or delete all the Palette-files "PIGpaletteBP1" to 8

- Mouths on pieces misplaced

- 1a. Don't use alternative piece-sets (no "ilbm" directory or no pieces in it)
- 1b. Use another piece-set (in the "ilbm" directory)
- 1c. Redesign the piece-set (see  
8.4.2  
)
- 1d. Disable the mouths: Set the  
Tooltype  
MOUTHOFF=ON

- UPS! instead of OOPS!

1. Copy the english version of the brushes 103 and 104 to the "ilbm" directory. Other languages: edit the brushes in a paint program.

- Wants to create a new (pig) file, not append to an existing

The append will automatically create a new pig file if given a non-existing filename. Just enter a new name in the filerequester.

## 1.28 shareware restricts

----- Chapter 9 ↔

-----  
 WHAT IS DISABLED IN THE SHAREWARE VERSION (not much really)  
 -----

You can play and make games of maximum 60 full-moves, but still load and replay longer games.

The computer player can not play on the strongest level.  
 (not really strong anyway)

In setup mode will the movement of pieces work okay, but the demo message will be shown every time a king is moved.

Can not save or print single games longer than 60 full-moves, but still save all games to PIG files.

Every 20'th in the game selection list will be hidden, but can still be loaded.

Save function in the theory window is disabled.

The one-key creation of ECO and NIC keys are disabled, but still possible.

-----  
 EXTRAS SUPPLIED WITH THE REGISTERED VERSION:  
 -----

Order the Registered version  
 10.000 games (not just 800).

A quality ChessPieces Adobe Type 1 font. Try to see Font.Doc

Extra piece-sets (without mouths, so set  
 Tooltype  
 MOUTHOFF=ON):

Try see ilbm.doc in:

standard-set, pal-normal size	(60x30)	(no mouths)	ilbm6030-Std
standard-set, ntsc-lace size	(60x42)		ilbm6042-Std
standard-set, pal-lace size	(60x60)	(8 colours)	ilbm6060-Std
alternate-set pal-normal size	(50x25)	(8 colours)	ilbm5025-Xtra
alternate-set pal-normal size	(60x30)	(8 colours)	ilbm6030-Xtra
alternate-set ntsc-lace size	(48x48)		ilbm4848-Xtra
alternate-set pal-lace size	(58x58)		ilbm5858-Xtra

ilbmGB  
 ilbm (current active)

The laced sets is best with a flicker-fixer (scandoubler) or with a screen-



```

-
-
-           Extra gamefiles:
-
- 240 dkr      69.500 games PIGbase_big.pig      9517k (Quarterback6 catalogue)
-              (12 disks)
-
- 140 dkr      69.500 games PIGbase_big.pig.lha  5671k (Quarterback6 catalogue)
-              (7 disks, LHA archive)
-
- 20 dkr       2.400 YearBooks31-33.pig          373k
-              3.100 WorldGames.pig.lha        453k (in a LHA archive)
-              500  Scotch.pig                 136k (commented games)
-              (1 disk)
-
- 20 dkr       10.900 Games95 (WB2+ only)       1616k (in a LHA archive)
-
- 20 dkr       7.500 KingsIndian (not Samish)   1017k (in a LHA archive)
-
- 20 dkr       6.900 KingsIndian, Samish       1000k (in a LHA archive)
-
- 20 dkr       7.300 Bogoinidian + FrenchAdvance 951k (in LHA archives)
-
-
-           dkr  =           $/DM/£           YOUR ADDRESS:
-  =====           =====
-
-                                   name:
-                                   _____
-
- YOUR WORKBENCH VERSION:
-                                   street:
-                                   _____
-
- -----
-                                   zip,city:
- YOUR EMAIL:                       _____
-
- _____
-                                   country: _____
- -----

```

### 1.30 fen

FEN is "Forsyth-Edwards Notation"; it is a standard for describing chess positions using the ASCII character set.

Example:

rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/1NBQKBNR w Kkq h6 0 1

.. and placed in a  
    PGN  
    tag:

```
[FEN "rnbqkbnr/pppppppp/8/8/8/8/PPPPPPPP/1NBQKBNR w Kkq h6 0 1"]
```

Data fields:

-----

FEN specifies the piece placement, the active colour, the castling availability, the en passant target square, the halfmove clock, and the fullmove number. These can all fit on a single text line in an easily read format. The length of a FEN position description varies somewhat according to the position. In some cases, the description could be eighty or more characters in length and so may not fit conveniently on some displays. However, these positions aren't too common.

A FEN description has six fields. Each field is composed only of non-blank printing ASCII characters. Adjacent fields are separated by a single ASCII space character.

Piece placement data

The first field represents the placement of the pieces on the board. The board contents are specified starting with the eighth rank and ending with the first rank. For each rank, the squares are specified from file a to file h. White pieces are identified by uppercase SAN piece letters ("PNBRQK") and black pieces are identified by lowercase SAN piece letters ("pnbrqk"). Empty squares are represented by the digits one through eight; the digit used represents the count of contiguous empty squares. A solidus character "/" is used to separate data of adjacent ranks.

Active colour

The second field represents the active colour. A lower case "w" is used if White is to move; a lower case "b" is used if Black is the active player.

Castling availability

The third field represents castling availability. This indicates potential future castling that may not be possible at the moment due to blocking pieces or enemy attacks. If there is no castling availability for either side, the single character symbol "-" is used. Otherwise, a combination of from one to four characters are present. If White has kingside castling availability, the uppercase letter "K" appears. If White has queenside castling availability, the uppercase letter "Q" appears. If Black has kingside castling availability, the lowercase letter "k" appears. If Black has queenside castling availability, then the lowercase letter "q" appears. Those letters which appear will be ordered first uppercase before lowercase and second kingside before queenside. There is no whitespace between the letters.

En passant target square

The fourth field is the en passant target square. If there is no en passant

target square then the single character symbol "-" appears. If there is an en passant target square then is represented by a lowercase file character immediately followed by a rank digit. Obviously, the rank digit will be "3" following a white pawn double advance (Black is the active colour) or else be the digit "6" after a black pawn double advance (White being the active colour).

Halfmove clock

The fifth field is a nonnegative integer representing the halfmove clock. This number is the count of halfmoves (or ply) since the last pawn advance or capturing move. This value is used for the fifty move draw rule.

Fullmove number

The sixth and last field is a positive integer that gives the fullmove number. This will have the value "1" for the first move of a game for both White and Black. It increments by one immediately after each move by Black.

## 1.31 pgn

PGN (Portable Game Notation) is a standard for storing chessgames in clean textfiles (7-bit Ascii).

Example:

```
[Event "?"]
[Site "St Petersburg"]
[Date "1913.?.?.?"]
[Round "1"]
[White "Alekhine, Alexander"]
[Black "Duras, Oldrich"]
[Result "1-0"]
```

```
1. e4 e5 2. Nf3 Nc6 3. Bb5 a6 4. Ba4 Nf6 5. Qe2 b5 6. Bb3 Bc5 7. a4 Rb8 8. axb5
axb5 9. d3 d6 10. Be3 Bg4 11. h3 Bh5 12. Nbd2 O-O 13. O-O Nd4 14. Bxd4 Bxf3 15.
Nxf3 exd4 16. e5 Qe7 17. Rfel Rbe8 18. Qd2 dxe5 19. Rxe5 Qd6 20. Qg5 Rxe5 21.
Nxe5 Qb6 22. g4 Bd6 23. Nxf7 Rxf7 24. Qf5 g6 25. Qe6 Kg7 26. Qxf7+ Kh6 27. Be6
1-0
```

Examples of the seven standard tags (informations):

```
[Event "FIDE World Championship"] or [Event "?"]
[Site "New York City, NY USA"]
[Date "1992.08.31"] or [Date "1992.?.?.?"]
[Round "4.1.2"] or [Round "22"]
[White "Tal, Mikhail N."]
[Black "Lasker, Emmanuel"]
[Result "*"] or [Result "1/2-1/2"]
```

Supplemental tag names:

WhiteTitle, BlackTitle: String values such as "FM", "IM", and "GM";  
 WhiteElo, BlackElo: Integer values; these are used for FIDE Elo ratings.  
 WhiteUSCF, BlackUSCF:  
 EventDate: the starting date of the Event  
 EventSponsor:  
 Section: this is used for the playing section of a tournament  
 (e.g., "Open" or "Reserve").  
 Stage: A string; this is used for the stage of a multistage event  
 (e.g., "Preliminary" or "Semifinal").  
 Board: An integer; this identifies the board number in a team event.  
 Opening: A string; this is used for the traditional opening name.  
 Variation: this is used to further refine the Opening tag.  
 SubVariation: this is used to further refine the Variation tag.  
 ECO: String of the form "XDD/DD" where the "X" is a letter from "A" to "E" and  
 the "D" positions are digits; this is used for an opening designation from  $\leftrightarrow$   
 the  
 five volume Encyclopedia of Chess Openings.  
 NIC: A string; this is used for an opening designation from the New in Chess  
 database.  
 Annotator: A name or names in the format of the player name tags; this  
 identifies the annotator of the game.  
 Time: A time-of-day value in the form "HH:MM:SS"; similar to the Date tag  
 except that it denotes the local clock time (hours, minutes, and seconds) of  
 the start of the game. Note that colons, not periods, are used for internal  
 separators for the Time value.  
 FEN: alternative start-position in the  
 FEN  
 format.

See also

NAG

### 1.32 nag

NAG

---

A NAG is a comment to a move. It's placed in the moves part of a game in the

PGN

format.

It's represented as a \$ followed by a number.

NOTE: NAGs \$1 to \$6 and \$11 to \$21 are supported by PGN export in PIGbase.  
 Made by making a comment as Notation. Eg == is converted to \$11

NAG	Interpretation	Notation
---	-----	-----
1	good move	(traditional "!")
2	poor move	(traditional "?")
3	very good move	(traditional "!!")
4	very poor move	(traditional "??")
5	speculative move	(traditional "?!")
6	questionable move	(traditional "?!")



11	equal chances, quiet position	("==")	*
12	equal chances, active position	("=")	
13	unclear position	("~")	
14	White has a slight advantage	("+=")	
15	Black has a slight advantage	("-=")	
16	White has a moderate advantage	("++=")	*
17	Black has a moderate advantage	("--=")	*
18	White has a decisive advantage	("+-")	
19	Black has a decisive advantage	("-+")	
20	White has a crushing advantage (Black should resign)	("++")	*
21	Black has a crushing advantage (White should resign)	("--")	*

(\* = not conventional notation)

### 1.33 ascii

Ascii is a clean text-only format, but special chars differs:

7-bit Ascii	Used by Unix,,, no national chars, 96 chars total
8-bit Ascii IBM DOS	Used by PCs, good for textmode only programs
8-bit Ascii ISO	Used by Amiga and Windows
8-bit Ascii (MAC)	Used by Macintosh

The 8-bit Ascii is just the 7-bit Ascii extended with 96 or more chars, and the differences is therefore in special-chars only.

### 1.34 tooltypes

How to see and edit the ToolTypes of a program:

1. Mark the program icon on the Workbench
2. Select information in the icon menu
3. Edit the wanted ToolType(s)
4. (Re)start the program to activate the changes

See PIGbase ToolTypes

### 1.35 help

The Integrated Help

To get help, press the Help key or the question-mark icon

The help is context sensitive, so you get a short helptext to the last activated icon/function and to some of the keys too.

NOTES:

- Not all the keys have yet contextsensitive help
- The first time Help is used after program start is the internal version numbers probably shown instead of help to the keys.
- Help to the PGN fields requires the LOCALE file to be present.

## 1.36 walk

### Walk-through

Main window, game mode:

Board

Icons:

```

<Man/Computer1> : Set top player to be man or computer
<3 sizes bubbles> : Three thinking-strengths for the computer
<Board> : Set black or white to play upwards
<Man/Computer2> : Set bottom player to be man or computer
<Left arrow> : Load
<Right arrow> : Save
<Disk/Printer> : Normal/Textual Load,save
<Empty Icon> : As
  Key
    SysRq
<laying Y> : Start/stop analyse (keep the game while active).
<arrow to A> : Stop analyse and Store the analyse as a comment
               to the game (appended to existing comment).
<full-left arrow> : To game start
<left arrow> : 1 move back
<right arrow> : 1 move forward
<full-right arrow> : To game end
<speaking mouth> : Talk on/off
<4 colours> : Get colour editor
<board clean> : New game (after OK, OOPS to undo)
<board x> : Show fieldpower on/off
<?> : Get help to last used function
<board mixed> : To Setup mode

```

If room for more icons:

```

<right arrow> : As
  Key
    F5
<List> : As
  Key
    F2
<Filter> : As
  Key
    F1
<PGN editor> : As
  Key
    ScrL
<PGN infos> : As
  Key
    NumL

```

If still room for more icons (
 other piece-sets

```

        only) :
<PIG to PIG>      : As
    Key
    F8
<PIG to PGN>      : As
    Key
    F10
<PIG of PGN>      : As
    Key
    F9
<PIGs of PGNs>   : As
    Key
    F4
<Blank>          : As
    Key
    PrtSc
    
```

Keys:

```

    See
    Keys
    
```

NOTE: keys N, E, K and M (make tournament table) ←  
 have no icons.

Main window, setup mode:

Icons:

```

<pieces>          : Place pieces on the board
<circle arrow>   : Move pieces round on the board
<empty>          : Remove pieces on the board
<small king>     : White/black to move
<board clean>    : New game (start position)
<board empty>    : clear board
<board mixed>    : Restore position
<A>              : Enter comment
<?>              : Get help to last used function
<4 colours>      : Get colour editor
<OK>             : End setup mode, keep changes
<UPS!>          : End setup mode, discard changes
    
```

FileRequester:

Uses the internal or the req.library filerequester, set by  
 ToolTypes

The internal filerequester:

- Separate lists for Directories and Files.
- Shows max 18 devices as icons, and Parent,Root,Current (right)
- Shows max 64 directories in the dir-list.
- Shows max 192 files in the file-list.
- Refreshes the devicelist each time opened.
- Active gadget-scroll of lists.
- Select by double-click, use ok or the Return key (Esc to Cancel)
- Advanced wildcards in the filter field 'Chosen' (files to show): normally \* for all files, but can be ~\*(.info,bak) meaning all, wich NOT (~) ends with .info OR .bak

WILDCARD	MEANING	EXAMPLE	EXPLANATION
?	1 char	???	three chars long
¿	0-1 char	??¿¿	two to four chars long
*	0-n chars	*ef*	containing ef

[abf]	set for 1 char	[abf]*	starts with a,b or f
(s1,,sn)	set for 0-n chars	*(c,asm)	ends with .c or .asm
~	not following	(~*e,tre)	tre, or not end with e

Filter editor (F1):

See

8.2 Filter editor  
PGN editor ] (ScrL):

See

8.2 Filter editor  
PGN information window [ (NumL):

Shows the

PGN  
informations

See

8.2 Filter editor  
Game-selection list (F2):

See

8.3 Game-selection list  
Comment editor (Enter):

- resize the editor-window
- place the cursor position directly with a mouse-click.
- automatic scroll window-text when moving the cursor out of window or when mouse-click just outside the text-area.

See

4 Keys  
Theory window (PrtSc)

See

Theory  
Tool types setup:

See

ToolTypes  
See

5 Settings

## 1.37 theory

Theory tree

-----

Theory window (PrtSc key) makes trees out of games with statistical or min/max information to known positions:

Draw values: The value in% of a draw for White and Black.  
Will affect the min/max'ing.  
To edit: press and keep left mouse-button down while you edit the value and press return. Then release mouse-button.

WARNING: the values can look changed but be without effect if the above (weird) method isn't used to edit.

If you're white and have to win the game, and black will win the tournament after a draw, you should set draw values to W=1, B=99 indicating that a draw is almost nothing worth

to you (1%) and almost as good as a win to black (99%). Then the min/max sorting will be organized after that white wants unclear more than drawish positions and black the opposite.

If you have an expected score of 0.7 you could enter the opponents draw value as 0.7 and your own as 0.3

NOTE: These values are best used with a theory made with correct evaluation values to the games used (manually entered).

Theory made on games results (F3 import) is best used with Statistic view, where the draw values are of minor importance (but are still used to decide the movelist sort order)

Statistic:	If OFF (not toggled) then min/max information. min/max means the position-value if the best moves are made from both sides. The +- value for example, is expressed as 39/36/24 meaning percentage propability for White win/Draw/Black win.
Load	Load the theory tree from a file.
Save	Save the theory tree to a file. (REGISTERED version only)
New	Clear the theory, frees the used memory too.
Delete	Delete a known move in a position from the theory NOT YET USABLE
diff. values	Sets the result/evaluation value used by Add. Horizontal: from best for White to best for Black Vertical: from 100% to 0% reliability of the horizontal value. 'pgn': read the value from the PGN info Result field.
Analyse	FUTURE
Add	Adds the game to the theory.
Nodes	Count of positions known by theory. Maximum if LOTMEMON 400.000 nodes (6Mb) else 25000 nodes (400kb), but can be less if low on memory.  NOTE: Another restriction is a maximum of 65535 games (endnodes)
MvNr	The half move number in the theory
Vari/Teo/stat	Variation known, Position known, statistic on T=TRUE, F=FALSE
movelist	click on a move to do it. The value to the right is the count of games with this variation in the theory tree. The moves are sorted in best move first order (affected by draw values and Statistic on/off)
F3	If the theory window is open: Adds games to Theory tree.

---

1. select a .pig file
  2. filter the wanted games
  3. select the wanted games (don't forget)
- and all the selected games will be added to theory

## 1.38 import

How to import gamefiles from other formats

-----

PIGbase4 can import gamefiles in the  
           PGN  
           text format.

How to get PGN files:

-----

A) From NICBASE3 gamefiles:

1. Start your NICBASE3 program (IBM-PC DOS program).  
    NICBASE3 works with the IBM emulator PC-Task v2.0 and v 3.1, but NOT v3.0.
2. Load the gamefile.
3. Make a printfile using FIDE-SHORT format and use the international  
    piece-letters (NBRQK) or the danish (SLTDK). NICBASE3 can max print  
    750 games, but just select again and reprint to the same printfile  
    several times to get them all in one big file. or use different names  
    to get several files which fits 720k formatted disks. To get more on each  
    disk you can compress files about 3x using a packer. Offcourse you have  
    to have an unpacker for the used format (zip, arj, lha,,) on the Amiga.
4. Get the file into your Amiga using CROSS-DOS (Pctask: use CopyToA)
5. Use the NICToPGN utility to convert to PGN file(s).  
    Works with the IBM emulator Pctask v3.0 and v3.1.

B) From ChessBase gamefiles:

1. Use the CBASCII (IBM-PC DOS public domaine program).  
    It can be found on internet ftp.pitt.edu group/chess/UTIL/cba15a.zip

NOTE: .zip packed files can be unpacked with PKUNZIP on PCs, and with  
 UnZIP (v5.12) on the Amiga.  
 .arj packed files can be unpacked with UNARJ on PCs, and with  
 UnARJ (v2.41) on the Amiga.  
 .lha packed files can be unpacked with LHA on PCs, and possibly  
 LHA and other packers on the Amiga.

2. Get the file into your Amiga using CROSS-DOS (Pctask: use CopyToA)

NOTE: An Amiga version of CBASCII is available on Aminet too.

C) From Internet:

PGN files:                   ftp.pitt.edu group/chess/PGN.                   or  
                               chess.onenet.net/pub/chess/Game-Databases/PGN.

---

NICBASE gamefiles: ftp.pitt.edu group/chess/NICB. or  
 chess.onenet.net/pub/chess/Game-Databases/NicBase.  
 CHESSBASE gamefiles: ftp.pitt.edu group/chess/CB. or  
 chess.onenet.net/pub/chess/Game-Databases/ChessBase.

It's zip'ed, you have to unpack it (on IBM-PC DOS use PKUNZIP, or you can do it on the Amiga using unzip, zip or PKAzip).

Many interesting chess problem sets represented with FEN can be found at the chess.uoknor.edu ftp site in the directory pub/chess/SAN\_testsuites.

How to make PIG files out of the PGN files.

-----

1. Start PIGbase4 and press F9 to convert one PGN file (call it <name>.pig) or press F4 to convert all .PGN files in the selected directory.
2. Use the ConcatPIG utility to quickly concat several PIG files to a new or to an existing PIG file (better to have fewer, bigger files).

How to make PIG files directly out of ChessBase .CBF (and .CBI) files.

-----

1. Get the files (unpacked, .arj or .zip) into your Amiga.
2. Unpack if necessary with UnZIP (v5.12) or UnARJ (v2.41). (found on aminnet).
3. Get the Amiga version of CBASCII (see note in chapter 4 keys, F9)
4. Convert single gamefiles with F9 or all in a directory with F4.

## 1.39 definepiecesets

How to define new piece-sets

-----

Different piece-set is loaded if a "ilbm" directory exists with the alternative IFF-ILBM brush pieces (and icons) stored as files named:

```

001      (white square)
002      (black square)
010-027 (white squared mMkKqQtTrRbBnNeEpP, see
        3.2
        )
028      piece menu used on the setup screen (97x230, other sizes too)
110-127 (black squared mMkKqQtTrRbBnNeEpP)
        (even=white pieces, odd=BLACK PIECES.)

```

All the pieces must be the same size as 001.

---

The white square (001) forces PIGbase to open a 1,2,4,8 or 16 colour screen depending on the colour-count in the saved brush.

Pieces higher than 31 pixels forces PIGbase to open an interlaced screen.

other icons:		Default size	Other sizes
029,030	Board up/down icon		Yes
032,033	Man open/closed eyes	95x38	Yes
035,036	computer open/closed eyes	95x38	As 032
037,040,043	strength	24x38	Yes
062,064	Disk/printer		Yes
063	Arrow load	60x15	Yes
065	Arrow save	60x15	X as 063
067	Arrow start	36x20	Yes
069	Arrow 1 back	36x20	As 067
071	Arrow 1 forward	36x20	As 067
073	Arrow end	36x20	As 067
075	setup	44x22	As 081
077	new game	44x22	As 081
079	fieldpower	44x22	As 081
081	Sound	44x22	Yes
083	colour	44x22	As 081
085	help	44x22	As 081
087	start position	44x22	As 081
089	empty board	44x22	As 081
091	current	44x22	As 081
093	Comment	44x22	As 081
095	B/W to move	44x22	As 081
097	help	44x22	As 081
135	(Empty) SysRq: setup-window	19x11	Yes
133	Variation	26x11	Y As 135
131	ToA	26x11	As 133
132	A	26x11	As 133
137	F5:SavePIGgame	28x15	Yes
138	F2:LoadPIGgame	28x15	As 137
139	F1:LoadPIGfile	28x15	As 137
140	Scrl:edit PGN	28x15	As 137
141	NumL:show PGN	28x15	As 137
142	F8:PIG to PIG	28x15	As 137
143	F0:PIG to PGN	28x15	As 137
144	F9:PGN to PIG	28x15	As 137
145	F4:PGNs to PIGs	28x15	As 137
146	(Empty) PrtSc: theory-window	28x15	As 137
101	(big OK gadget)	64x18	Yes
102	(small OK gadget)		Yes
103	(big UPS! gadget)	64x18	As 101
104	(small UPS! gadget)		As 102

#### MOUTHS:

The Mouth positions (top-left) are calculated this way:



```

XpositionKnights = XSize / 7;
XpositionAllOther = XSize / 3-1;

YpositionKings = 10*YSize / 30;
YpositionRooks = 11*YSize / 30;
YpositionBishops = 15*YSize / 30;
YpositionQueens = 9*YSize / 30;
YpositionPawns = 10*YSize / 30;
YpositionKnights = 12*YSize / 30;

Yposition Computer/Man Icons = YSize / 2;

```

## 1.40 searchguide

SearchGuide

It's a freeware program that can search for words in Amigaguide docs. This documentation has a button to call SearchGuide (that have to be in c: to work). The SearchGuide program can be found at Aminet.

```

Short:      Search tool for Amigaguide docs. V0.8.1.1
Author:     gerard@ariane.univ-lyon2.fr (Gerard Cornu)
Uploader:   gerard@ariane.univ-lyon2.fr (Gerard Cornu)
Type:       text/hyper
Version:    0.8.1.1
Replaces:   text/hyper/SearchGuide*
Requirements: AmigaOS 3.x, reqtools.library

```

## 1.41 searchpatterns

Search Patterns String, NOT YET IMPLEMENTED!

Use: complex search for position types

How: Activate the Search-position icon and enter a search pattern string in the Filter.

Syntax: .OPTIONS COUNTS QUALIFIERS

The OPTIONS part is not necessary. To use, set a punctuation sign '.' as the first char in the search string followed by one or more of these options:

```

W  only positions where it's White's turn
B  only positions where it's Black's turn
R  the Reverse positions too (up/down)
M  the Mirror positions too (left/right)
N  set count of pieces not defined in the COUNTS part to 0-9

```

NOTE: Counts are default set to 0 which is best for endgame search while the N option makes it easy

to enter midgame search patterns.

The COUNTS part (separated by spaces) is not necessary. Tells how many of each piece the searched positions must have. Examples:

```
2q          two white queens
0Q          no BLACK queen
1qQ        one white and one BLACK queen
1q 1Q      one white and one BLACK queen
2rRbB     two rooks and bishops each
#q         free count of white queens
4-6P      four to six BLACK pawns
```

NOTE: The pieces are LOCALIZED (here shown as english).  
BLACK pieces if capitalized else white pieces.

The QUALIFIERS part (separated by spaces) is not necessary. Tell where the pieces must be placed in the searched positions. Examples:

```
Pc7          a BLACK pawn on C7
pa           a white pawn on the a-file
r7           a white pawn on the 7'th row
Rh5-7       a BLACK rook on h5,h6 or h7
ba-d3       a white bishop on a3,b3,c3 or d3
ka-c6-7     a white king on a6,a7,b6,b7,c6 or c7 (restriction: max 9)
```

Examples of complete search pattern strings:

```
1qR          Endgames where white has queen against rook

1q 1p 1Q pa  Queen endgames with a white pawn on the a-file
  or
1qpQ pa

1bN #pP      White has bishop against knight and pawns at each side

.NB bh7 Kg8  Games where white offers a bishop on h7 (and some more)
              The B option used only to speed up the search a bit (it's
              faster because half as many positions are compared).

.RM 1rR      Games where one has rook + c or f pawn against rook alone

.NR Bg2 Bb2  Games with double-fianchetto

.NR 3n       Games with promotion to knight (some of them)

.NW ka8 Qa-b7-8 Games where white possibly got mated on a8 by BLACK queen
              on a7,b7 or b8. The W option used only to speed up the
              search a bit. Games where white can capture the black
              queen will be included too.

.NR 7pP pa pb pd pe pf pg ph Pa Pb Pc Pd Pf Pg Ph
              Games with a pawn position allowing minority attack.
              The 7pP used only to speed up the search a bit.
```